



6U LEAGUE RULES

- **Time limit: 1 hour.** Home team must bat last within that time limit.
- Teams can play with a minimum of 8 players

OFFENSE:

- Coaches will pitch to their own team.
- No walks and no strikeouts allowed
- Batter will be allowed 4 pitches to put the ball in play.
- If 4th pitch is fouled off, 1 more pitch will be allowed.
- If ball is still not put into play, the tee will be set up.
 - o Batter will be allowed 2 swings.
 - o If on the second attempt, the ball goes foul, the batter is out.
 - o The ball must travel 10 feet from home plate in fair territory.
- No stealing will be allowed.
- Every team member present must be included in the batting order the entire game.
- Players arriving late should be added to the end of the batting order.
- Only 7 batters will bat each half inning.
- The last batter constitutes ½ inning and sides will change. *(NO THREE OUTS)*

DEFENSE:

- Player/Pitcher cannot be in front of Coach/Pitcher until the pitch is released.
- Only 10 defensive players allowed on field: 6 infielders and 4 outfielders.
- No bases on an overthrow.
- Each player must play at least one half inning on defense with free substitution permitted.
- Batting helmets must be worn by the batter, on deck batter and all base runners.
- Helmets must include NOCSAE approved facemask and chin strap.
- Catcher is required to wear face mask with throat protector, chest protector and shin guards.
- Players must be 4 years of age before May 1 of the current year.

Defensive masks must be worn by 1B, 3B and pitcher. Recommended for all infielders.



7U LEAGUE RULES

- **Time limit: 75 minutes.** Complete the inning.
- Allow home team to bat if trailing by 5 runs or less (per 5-run per inning rule).
- Home team will provide 1 new and 1 good condition ball.
- There will be a 5 run per inning maximum or 3 outs, whichever occurs first.
- **Pitching distance is 30 feet.**
- **Play will be governed by the USSSA Current Edition Rulebook, unless otherwise noted below.**
- Teams can play with a minimum of 8 players
- 11-inch fastpitch optic yellow ball will be used for league play.
- **Run rules: 12 / 10 / 6 after 3 / 4 / 5 -- 6 innings or time limit**

OFFENSE:

- Running to first base on dropped third strike is not allowed. No dropped third strike.
- Every team member present must be included in the batting order the entire game.
- Players arriving late are to be added to the end of the batting order.
- The infield fly rule *is not in effect*.
- Each player will receive 5 pitches, but only 3 swings. If ball is fouled off during 3rd swing, player will continue to receive pitches until the ball is put in play or strikes out.
- Runners may advance 1 base on an overthrow.
- Batting helmets must be worn by the batter, on deck batter, and all base runners.
- Helmets must include NOCSAE approved facemask and chin strap.
- **Time will be called when defensive player has possession of the ball within the baseline**
- If a runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called, they will be returned to the previous base safely.

DEFENSE:

- Only 10 defensive players allowed on field: 6 infielders and 4 outfielders.
- Each player must play at least one half inning on defense with free substitution permitted.

Defensive masks must be worn by 1B, 3B and pitcher. Recommended for all infielders.



8U LEAGUE RULES

- **Time limit: 75 minutes.** Complete the inning.
- Allow home team to bat if trailing by 5 runs or less (per 5-run per inning rule).
- Home team will provide 1 new and 1 good condition ball.
- There will be a 5 run per inning maximum or 3 outs, whichever occurs first.
- **Pitching distance is 30 feet.**
- **Play will be governed by the USSSA Current Edition Rulebook, unless otherwise noted below.**
- Teams can play with a minimum of 8 players.
- 11-inch fastpitch optic yellow ball will be used for league play.
- **Run rules: 12 / 10 / 6 after 3 / 4 / 5 – 6 innings or time limit**

OFFENSE:

- **NO STEALING.** Runners *are not* allowed to advance to the next base on throw from catcher.
- Running to first base on dropped third strike is not allowed. No dropped third strike.
- Every team member present must be included in the batting order the entire game.
- Players arriving late are to be added to the end of the batting order.
- Each player must play at least one-half inning on defense with free substitution permitted.
- The infield fly rule *is not* in effect.
- **If batter is hit by pitch by player-pitcher, offense may choose whether to take base or stay at bat**
- Batters cannot be walked. If a batter receives 4 pitched balls from an opposing pitcher called “ball” by the umpire, the batter’s coach will pitch the remaining strikes to that batter.
- If the batter fails to put one of the coach-pitched balls in fair play, the batter is out.
 - o Example: Batter receives 4 pitches called “ball” by the umpire and 1 strike. The coach will make his/her way from the dugout to pitch the remaining strikes (2).
- If a coach-pitched ball is fouled off on the third strike, the player will continue to receive pitches until the ball is put into fair play or the batter is struck out.
- Runners may advance 1 base on an overthrow.
- Batting helmets must be worn by the batter, on deck batter, and all base runners.
- Helmets must include NOCSAE approved facemask and chin strap.
- **Time will be called when defensive player has possession of the ball within the baseline**
- *Bunting is allowed against player-pitcher only.*

DEFENSE:

- Player/Pitcher cannot be in front of Coach/Pitcher until the pitch is released.
- Only 10 defensive players allowed on field: 6 infielders and 4 outfielders.

Defensive masks must be worn by 1B, 3B and pitcher. Recommended for all infielders.



10U LEAGUE RULES

- Time limit: 75 minutes. Complete the inning.
- Allow home team to bat if trailing by 5 runs or less (per 5-run per inning rule).
- Home team will provide 1 new and 1 good condition ball.
- There will be a 5 run per inning maximum or 3 outs, whichever occurs first.
- Pitching distance is 35 feet.
- Play will be governed by the USSSA Current Edition Rulebook, unless otherwise noted below.
- Teams can play with a minimum of 8 players.
- 11-inch fastpitch optic yellow ball will be used for league play.
- Run rules: 12 / 10 / 8 after 3 / 4 / 5 – 7 innings or time limit

OFFENSE:

- Every team member present must be included in the batting order the entire game.
- Players arriving late are to be added to the end of the batting order.
- Dropped third strike is in effect.
- Infield fly rule is in effect.
- Batting helmets must be worn by the batter, on deck batter, and all base runners.
- Helmets must include NOCSAE approved facemask and chin strap.
- Batters can be walked.
- Runners may steal 1 base per pitch including home.
- Runners may advance 1 base on an overthrow except during a steal attempt.
 - o Runners may not advance on an overthrow during a steal attempt.
- Offensive players may take one base per pitch, unless as a result of a batted ball
 - o A player drawing a walk may not “steal” second prior to the next pitch being thrown

DEFENSE:

- Each player must play at least one half inning on defense with free substitution permitted.
- 10 defensive players allowed on field: 6 infielders and 4 outfielders. – Summer 2021

Defensive masks must be worn by 1B, 3B and pitcher. Recommended for all infielders.



12U LEAGUE RULES

- Time limit: 75 minutes. Complete the inning.
- Allow home team to bat if trailing by 5 runs or less (per 5-run per inning rule).
- Home team provides one (1) new and one (1) good condition ball.
- Pitching distance is 40 feet.
- Play will be governed by the USSSA Current Edition Rulebook, unless otherwise noted below.
- Teams can play with a minimum of 8 players
- 12-inch fastpitch optic yellow ball will be used for league play.
- NO metal spikes allowed.
- Run rules: 12 / 10 / 8 after 3 / 4 / 5 – 7 innings or time limit

OFFENSE:

- Dropped third strike is in effect.
- Infield fly rule is in effect.
- Every team member present must be included in the batting order the entire game.
- Players arriving late are to be added to the end of the batting order.
- Batting helmets must be worn by the batter, on deck batter, and all base runners.
- Helmets must include NOCSAE approved facemask and chin strap.

DEFENSE:

- Each player must play at least one half inning on defense with free substitution permitted.
- Only nine (9) defensive players allowed on field.

Defensive masks must be worn by 1B, 3B and pitcher. Recommended for all infielders.



GRAND SLAM LEAGUE RULES

- **Time limit: 75 minutes.** Complete the inning.
- Allow home team to bat if trailing by 7 runs or less (per 7-run per inning rule).
- Home team provides one (1) new and one (1) good condition ball.
- Pitching distance is 43 feet.
- **Play will be governed by the USSSA Current Edition Rulebook, unless otherwise noted below.**
- Teams can play with a minimum of 8 players
- 12-inch fastpitch optic yellow ball will be used for league play.
- *Metal spikes are allowed on dirt fields only.*
- **7 runs per half inning limit**
- **Run rules: 12 / 10 / 8 after 3 / 4 / 5 – 7 innings or time limit**

OFFENSE:

- Dropped third strike is in effect.
- Infield fly rule is in effect.
- Every team member present must be included in the batting order the entire game.
- Players arriving late are to be added to the end of the batting order.
- Batting helmets must be worn by the batter, on deck batter, and all base runners.

DEFENSE:

- Each player must play at least one-half inning on defense with free substitution permitted.
- Only nine (9) defensive players allowed on field.

Updated February 7, 2022