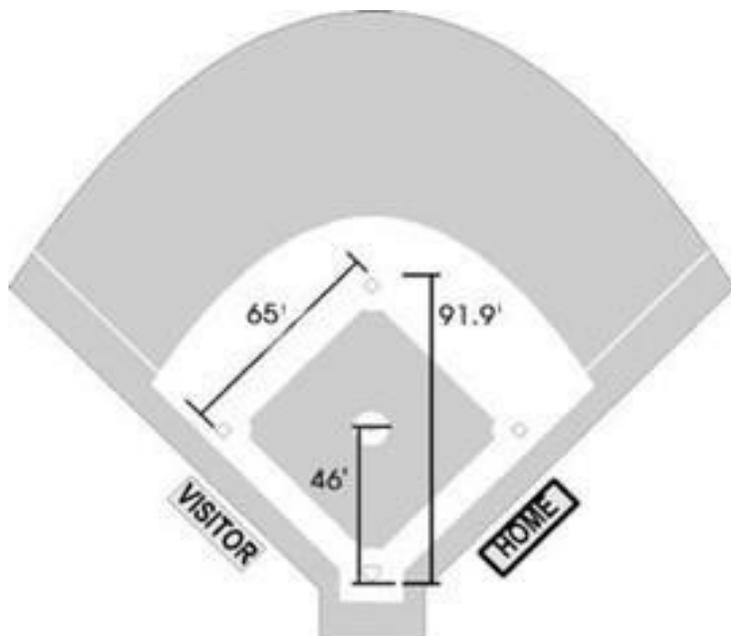


9U/10U Interlock Rules (03/1/18)

9U/10U Age Group Summary

Field Dimensions



Ages: 9U Division Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to May 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.

10U Division Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to May 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

Base Path: 65 feet

Pitching: 46 feet from rubber to back of home plate

Length of game: 1 hour 30 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 30 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

Ball type: Rawlings R200USSSA baseball or other manufacturer's equivalent

Bats allowed: All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per USSSA rules, either is acceptable for game use. Please see examples of the stamps below:



Infield Fly Rule: Yes

Max run: 5 runs per inning

Mercy Rule: 15 runs after 3 innings
11 runs after 4 innings
6 runs after 5 innings

If the home team is leading by the mercy run amount going into the bottom half of the inning, the game is over.

Ties Allowed: Yes

Base running: Loose bases. **Fall Exception: for 9U only, tight bases. However, coaches may agree before the game to play loose bases if they desire.

Slashing: No

Dropped 3rd strike: Is live baseball

Balks: 1 warning per pitcher

Score Kept: By home team.

Pitch Limits:

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A

Pitcher may finish current batter when limit reached.

Any batted ball: fair, foul, or tip count towards limit.

Neither Warmups nor Pickoff attempts is counted towards limit.

Team Formation

Coach Look & draft (if more than 1 team) No players who are on an active USSSA AA or above roster will be allowed to participate.

Roster

All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order.

All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded, unless there are less than 9 active players. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.

Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, if his turn already passed.

Coaches

Coaches must be around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires.

Guest Players

Guest players must be from rec or premier teams only. No Select players. Max of 2 guest players per game. They must bat last or 2nd to last and play OF only. Guest players must be declared at the plate meeting and wear a different jersey than the rest of the team.

Roster protests should be made **before** the end of the game and the association's interlock representative should immediately be notified. Should a roster violation be confirmed, the offending team will forfeit the game in which the ineligible player participated.

Equal play guideline

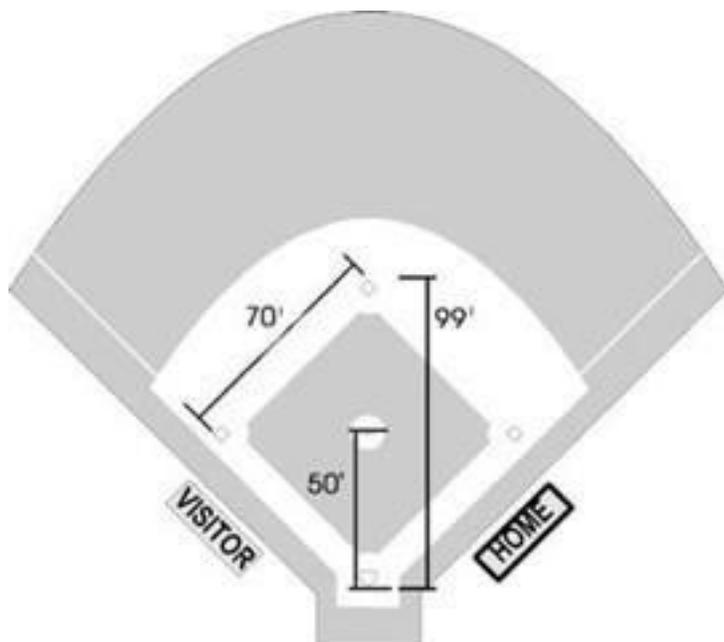
No player shall sit out defensively twice before all players sit out defensively once.

Each player must play 1 inning in the infield and outfield within the first 3 innings.

Unless specified here, all other rules shall follow USSSA rules:
http://www.ussabaseball.org/images/Rule_Book_12_04_17.pdf

11U/12U Age Group Summary

Field Dimensions



Ages: 12U Division Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to May 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

Base Path: 70 feet

Pitching: 50 feet from rubber to back of home plate

Length of game: 1 hour 40 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 40 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

Ball type: Rawlings R200USSSA baseball or other manufacturer's equivalent

Bats allowed: All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per USSSA rules, either is acceptable for game use. Please see examples of the stamps below:



Infield Fly Rule: Yes

Max run: 5 runs per inning

Mercy Rule: 15 runs after 3 innings
11 runs after 4 innings
6 runs after 5 innings

If the home team is leading by the mercy run amount going into the bottom half of the inning, the game is over.

Ties Allowed: Yes

Base running: Loose bases

Slashing: No

Balks: 1 warning per pitcher

Score Kept: By home team.

Pitch Limits:

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A

Pitcher may finish current batter when limit reached.

Any batted ball: fair, foul, or tip count towards limit.

Neither Warmups nor Pickoff attempts is counted towards limit.

Team Formation

Coach Look & draft (if more than 1 team) No players who are currently registered on an active USSSA AA or above team will be allowed to participate.

Roster

All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order.

All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded, unless there are less than 9 active players. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.

Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, if his turn already passed.

Coaches

Coaches must be around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires.

Guest Players

Guest players must be from rec or premier teams only. No Select players. Max of 2 guest players per game. They must bat last or 2nd to last and play OF only. Guest players must be declared at the plate meeting.

Roster protests should be made **before** the end of the game and the association's interlock representative should immediately be notified. Should a roster violation be confirmed, the offending team will forfeit the game in which the ineligible player participated.

Equal play guideline

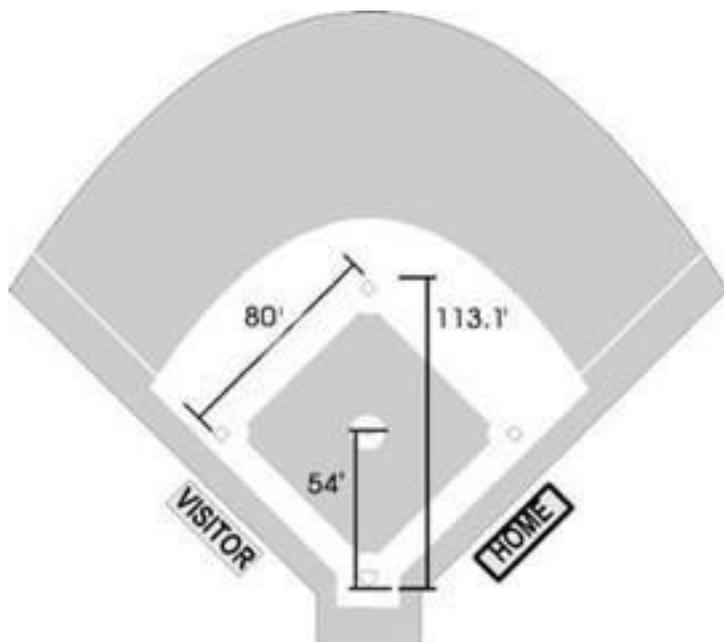
No player shall sit out defensively twice before all players sit out defensively once.

Each player must play 1 inning in the infield and outfield within the first 3 innings.

Unless specified here, all other rules shall follow USSSA rules:
http://www.ussabaseball.org/images/Rule_Book_12_04_17.pdf

14U Age Group Summary

Field Dimensions



- Ages:** 14U Division Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to May 1 will not be eligible. Players who are 14u eligible are eligible for this division regardless of grade.
- Base Path:** 80 feet
- Pitching:** 54 feet from rubber to back of home plate
- Length of game:** 1 hour 45 min or 7 innings, whichever comes first. No inning will be started after the time limit of 1 hour 45 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.
- Ball type:** Rawlings R200USSSA baseball or other manufacturer's equivalent
- Bats allowed:** All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per USSSA rules, either is acceptable for game use. The maximum length / weight differential for all 14u players is -5 (for the 1.15 bpf standard; USA bats do not list length/weight differential).

Please see examples of the stamps below:



Infield Fly Rule: Yes

Max run: 5 runs per inning

Mercy Rule: 15 runs after 3 innings
10 runs after 4 innings
8 runs after 5 innings

If the home team is leading by the mercy run amount going into the bottom half of the inning, the game is over.

Ties Allowed: Yes

Base running: Loose bases

Slashing: No

Balks: No warning

Score Kept: By home team.

Pitch Limits:

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A

Pitcher may finish current batter when limit reached.

Any batted ball: fair, foul, or tip count towards limit.

Neither Warmups nor Pickoff attempts is counted towards limit.

Team Formation

Coach Look & draft (if more than 1 team) No players who are currently registered on an active USSSA AA or above team will be allowed to participate.

Roster

All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order.

All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded, unless there are less than 9 active players. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.

Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, if his turn already passed.

Coaches

Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires.

Guest Players

Guest players must be from rec or premier teams only. No Select players. Max of 2 guest players per game. They must bat last or 2nd to last and play OF only. Guest players must be declared at the plate meeting and wear a different jersey than the rest of the team.

Roster protests should be made **before** the end of the game and the association's interlock representative should immediately be notified. Should a roster violation be confirmed, the offending team will forfeit the game in which the ineligible player participated.

Equal play guideline

No player shall sit out defensively twice before all players sit out defensively once.

Unless specified here, all other rules shall follow USSSA rules:
http://www.ussabaseball.org/images/Rule_Book_12_04_17.pdf