

Mountain Home Recreational Youth Baseball Ground Rules

The following rules apply to ALL leagues

Revised 03/21/2019

ANY rule not specifically covered here or in the rules for each individual age group will be governed by USSSA.

1. There will be no profanity, obscene gestures or throwing of any equipment. This can result in automatic ejection from the game in which it occurs and suspension from the next game. The second time one of these violations occurs, the person or persons involved will meet with the Mountain Home Youth Baseball Board. At this meeting it will be decided if the person or persons involved will be allowed to continue in the Mountain Home Youth Baseball League.
2. In case of a discussion, only the manager or head coach will speak to the chief umpire. All other coaches and players will either stay at their positions or in the dug-out. If this is violated, the person or persons involved may be ejected and suspended for one game. If it happens a second time, the person or persons involved will have to meet with the board where it will be decided if the party involved can remain in the Mountain Home Youth Baseball League.
3. A player, a coach, or a fan ejected from the game must leave the park.
4. There will be no yelling of personal or personal pronoun names. There will be no banging of bats against the dug-out fencing, floor, or bench. There will be nothing done to distract players from the other team. If any of the above violations take place, the umpire will warn the person or persons involved. A second warning means automatic ejection from the game. If the umpire is unable to tell who the guilty party is, the head coach will be ejected from the game. Managers should remember whatever their players do- good or bad - reflects directly on them. Again, managers are expected to have control of their players.
5. No smoking or chewing tobacco will be allowed in the confines of the playing field. Alcoholic beverages and drugs are not permitted anywhere in the ballparks.
6. There will be no soft toss allowed against a fence at any ballpark during practice or before a game.
7. Home team will be in the 3rd-base dugout.
8. Before the start of each game, the managers will meet with the umpires at home plate to discuss the ground rules and anything else important for that game.
9. All equipment shall be kept in the dug-outs during the game. All players, unless they are on the field playing a position, on base, in coach's box, up at bat, or in the on-deck circle, will be in the dug-out.
10. Managers should have their players in uniform with their shirts tucked in.

11. Batting helmets: When a player is at bat, in the on-deck circle, being used as a coach, or a base runner, they must wear a helmet. This includes the team bat-boy. Helmets must be worn.

12. Catchers mask and helmet: Any player warming up a pitcher must have on a helmet. This applies for both practices and games. Managers are to make sure a catcher has on a protective cup. If the catcher is not wearing a protective cup, they will be prevented from catching until they are wearing one.

13. All on deck batters will use the third base on deck circle when a right-handed hitter is at the plate and will use the first base on deck circle when a left-handed hitter is at the plate.

14. All players will be listed in the batting order at the start of the game and bat in turn throughout the game. If a player arrives after the start of the game, their name is to be added to the end of the batting order.

15. Free substitution on defense. However, each player will play at least two innings on defense unless prevented by injury or illness. If he/she does not, the player will start the next game in the field and play at least two innings on defense before being substituted for. Failure to do so can result in forfeiture.

16. Due to a possible shortage of players, teams will be allowed to play a game with only seven players. The team will be charged with only one automatic out, not two, for the vacant 8th & 9th spots.

17. When playing with seven players, a team may leave one infield position (other than the pitcher or catcher) open so the team may have two outfielders.

18. No team will be assessed an automatic out for vacant 10th or later batting position.

19. A line-up card must be turned in to the umpire 10 minutes before the game starts. All lineup changes are to be communicated directly to the home plate umpire by the team manager.

20. Delaying of the game by runners will not be tolerated. The runner will receive one warning by the umpire when a delay occurs. He will be called out if another infraction occurs.

21. Stalling- If in the opinion of the umpire, a team exhibits stalling tactics, the umpire will give the team a warning. If in the opinion of the umpire, the team exhibits further stalling, the umpire shall stop the game and award a forfeit to the other team.

22. All bats that meet any Baseball Organizations standards are legal unless they have been altered

Please note that big barrel bats (anything above 2 1/4") will be allowed in ALL age groups with the following exceptions.

* The big barrel bats MUST be stamped "USA Baseball" for ages 12 and under.

* Along with USA Baseball bats, BBCOR big barrel bats will be allowed at 13-15 Year Old League.

* Again, the big barrel bats for ages 4-12 MUST have a "USA Baseball" stamp to be used in our league.

* There is no "drop" limit on the USA Baseball bats in any age group.

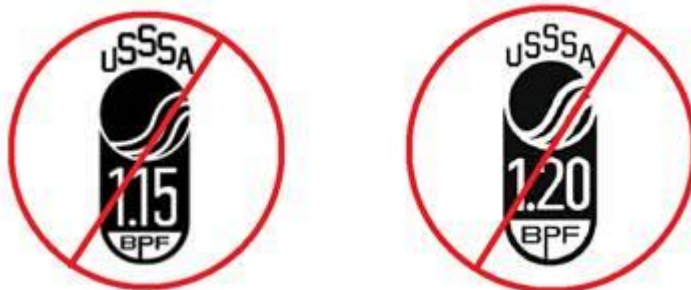
We had a -5 drop limit at 13-15 Year Old League in years past, that limit does not exist with the USA Baseball stamped bats but still does for the BBCOR bats.

If a batter gets on base using an illegal bat, the batter will be called out and all runners will return to their original base.

All 2 1/4" bats are allowed in any age group.

As far as Big Barrel Bats go. A "Big Barrel" bat is any bat with a diameter larger than 2 1/4"

These stamps on big barrel bats are NOT allowed in ANY age group:



This stamp on big barrel bats IS allowed at 13-15 Year Old League Only:



These stamps on big barrel bats ARE ALLOWED in ANY age group:



23. The batter must not throw the bat after hitting the ball. If, in the umpire's judgement, the batter has thrown the bat, the batter will be called out and any baserunners go back to their original base.

24. **Between Inning Time Limit:** For ages 9 - 15, there will be a 1 1/2 minute time limit between innings. The umpires will have a stop watch to keep the time. Please have your pitcher and catcher

ready to start warming up as soon as the other team's at-bat is over. A pitcher gets a maximum of 5 pitches to warmup unless it's a new pitcher then they will be given the normal 8 pitches. Your catcher should have their gear on and ready to go when the inning is over.

25. **Courtesy runners:** A courtesy runner is required for a catcher that's on-base once there are 2 outs in the inning. A courtesy runner is recommended, but not required, for the pitcher on-base once there are 2 outs in the inning. The courtesy runner is the last batted out. This rule is implemented to help facilitate the time limit of 1 ½ minutes between innings.

League Game and Field Details

Revised 3/19/2019

Age Group	Game Length	Pitching
4 - 5 Yr old	60 minutes	N/A
6 - 7 Yr old	1 hour or 5 innings	N/A
8 Yr old	1 hour 15 minutes or 6 innings	Pitching machine 44 feet from home plate
9 Yr old	1 hour 20 minutes or 6 innings	46 feet from home plate to pitching rubber
10 Yr old	1 hour 30 minutes or 6 innings	46 feet from home plate to pitching rubber
11 - 12 Yr old	1 hour 30 minutes or 6 innings	50 feet from home plate to pitching rubber
13 - 15 Yr Old	1 hour 30 minutes or 7 innings	60.5 feet from home plate to pitching rubber

NOTE: For the 6 - 8 yr. old league, a designated line will be made 20 feet from the back of home plate, between home plate and the pitchers mound. The coach pitching the ball must be behind this line while pitching to the batter.

League Pitching Rules For 9, 10, 11 and 12 Year Olds

Revised 3/21/2019

1. One pitch constitutes an inning.
2. Once relieved from a game, the pitcher cannot return to the pitcher position for any reason. Although the player can assume any other defensive position for the remainder of the game.
3. When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.
4. A timeout charged to a team in the defensive position is considered a trip to the mound except for an injury or equipment repair timeout.
5. The pitching week is Sunday through Saturday

Regular season pitching rules:

Age Group	Innings Allowed per Game	Innings Allowed Per Week
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Age Group	Innings Allowed per Game	Innings Allowed Per Week
9 Yrs Old	2	6
10 Yrs Old	3	6
11 - 12 Yrs Old	3	6
13 - 15 Yrs Old	3	6

T-Ball Instructional League (4 - 5 Year Old) League Rules

Revised 3/19/19

1. All games will be 60 minutes in length. The game will end at that time regardless of which team is batting.
2. All players will hit from the tee. Each player gets six swings at the ball on the tee. No pitched balls.
3. Each player will bat in each inning regardless of how many outs there are. After each inning at bat, each team will reverse order of batting the next inning. (Example: First inning: 1-12, Second inning:12-1)
4. On any batted ball, the maximum bases a player can take is two. This applies to any base runners as well.
5. No score will be kept.
6. Outs will be called by the umpire, but not kept.
7. One umpire per game, supplied by each team.
8. **Fair Ball Arc:** There will be a **10' arc** drawn from the back point of home plate, from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.
9. **Safety Arc:** There will be a **30' arc** drawn from the back point of home plate, from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
10. Each player must play in an infield and outfield position during the course of each game. If a player is in the catcher position, they must wear a helmet and stand a safe distance behind the plate and batter.

This is a developmental league. We want to stress having fun and developing good fundamentals. Please make sure each child enjoys his/her time on the field and at the ball park.

All bats that meet any Baseball Organizations standards are legal unless they have been altered

Coach Pitch/ 6 Year Old League Rules

Revised 04/02/2019 8AM

All USSSA rules will be followed for league play with the following exceptions/additions:

1. The 6 year old league is a beginning program. The emphasis is on participation and instruction rather than winning or losing. The fundamentals of catching, throwing, hitting, running, team play and sportsmanship are stressed.
2. Time limit of 1 hour and/or 5 innings. All ties stay.
3. The pitcher will be placed to the side of the coach, within 4 feet of either side of the coach pitching. The pitcher may not be beyond the coach before the ball is put in play.
4. The Coach Pitching must stay between the 20' and 30' Arc when pitching to hitters depending on the hitters need for first half of season. After first half of season the coach pitching must stay behind the 30 ft arc when pitching to batters. Coaches will be notified of specific date once the schedule is produced.
5. **Fair Ball Arc:** There will be a **20' arc** drawn from the back point of home plate, extending from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball "in play". A ball stopping on the line is a fair ball. If the ball does not pass the line or stop on the line, it is considered a foul ball.
6. **Safety Arc:** There will be a **30' arc** drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
7. A chalk line from foul line to foul line is marked as a forty-five (45) foot arc from the back point of home plate. Defense cannot go beyond this mark until the ball is put in play.
8. The number of coaches allowed on the field (inside the fences and/or dug-outs) during the game must not exceed three (3); (4) if team is batting.
9. The positions coaches may occupy during the game will be:
 - A) One coach In the first and third base coaching boxes when their team is at bat, and one coach pitching to batter, the 4th coach must manage the dugout.
 - B) Only two coaches allowed in the outfield when their team is on defense, allowing them to adjust, teach, and correct fundamental errors on-the-spot.
 - C) In the dug-out.
 - D) When his/her team is at bat, the pitching coach is allowed, if needed, to help his players prepare to bat and once the ball is hit the coach must get off the field past either foul line.
 - E) Coaches must stay inside the fences unless special situations require that they leave (i.e. Illness, injury, or personal or official business not related to the game in which they are

involved). Under no circumstances will a coach be allowed to watch or coach the game from spectator areas of the park.

F) Coaches cannot touch a player at any time the ball is in play. This includes both offensive and defensive play. Penalties are as follows:

- 1) Defensive-Dead ball- Runners advance two bases.
- 2) Offensive-Dead ball- The runner is out.

10. Each team can score 5 runs or 3 outs, whichever occurs first in each half inning. No score will be kept for games and there will be no post-season tournament.

11. The batter will take their position in the batter's box and start play by hitting the ball pitched by the coach. Each batter will get a maximum of 5 underhand or overhand pitched balls.

12. No bunting is allowed. Attempts to bunt will result in the batter being called out.

13. On any batted ball, the maximum bases a player can take is two. This applies to any base runners as well.

14. A dead ball is called in the following situations:

A) The flow of play is stopped when the lead runner is held at his/her base by a defensive player.

B) A bat is thrown by the batter after hitting the ball. In this instance, all runners must return to the base they occupied before the infraction and the batter is out. No warning will be given.

C) A runner leaves a base before the ball has been hit. The runner is out and the ball must be hit again. All other base runners are returned to their base.

D) A player, offensive or defensive, is injured severely enough to warrant immediate attention. Base runners will be awarded one base, unless they are called out prior to the dead ball.

15. After a dead ball has been called, any runner will be called out if the runner has missed a base. If it is the third out, any runs scored after the third out will be disallowed.

16. All players are required to play in their basic playing positions. It will be considered a violation if a player radically changes his playing position. For example, a baseman cannot be in the pitcher's circle, or an outfielder cannot come into the infield along side infielders already there (outfielders must be in the grass behind the infield), etc. The game cannot proceed until offending player(s) return to their regular position(s). A player can change position only once per inning.

17. The infield fly rule does not apply.

18. Overthrown balls at all bases are considered in play until the flow of play has stopped.

19. All players play defense. Extra players are placed in the Outfield.

20. The catcher must make the play at home plate unless he is out of position attempting a play. Defensive interference will be called. The intent of this rule is for each player to learn his position. It is allowable for the infielder to make a play on a batted ball which has passed the foul circle, but is within the forty-five (45) foot mark.

21. Because a coach is on the field for instruction and teaching he can at anytime stop play to instruct briefly at one player. However, time outs to bring an entire team together for the purpose of stopping a rally are prohibited.

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8 Year Old Rookie League Rules

Revised 04/17/2019

All [USSSA RULES](#) will be followed for league play with the following exceptions/additions:

1. Time limit of 1 hour or 5 innings. League games can end in a tie.
2. A runner cannot leave the base before the ball has been hit. If the runner leaves early, the umpire will call the runner out.
3. The infield fly rule is not in effect.
4. A team may score a maximum of 6 runs per inning.
5. A batter receives a maximum of (5) overhand or underhand pitches. A foul ball counts as a pitch. Batter is out after five pitches in the judgment of the umpire.
6. No bunting is allowed.
7. A thrown or hit ball striking the pitching coach is a dead ball. If the ball is a batted ball the batter will be awarded first base, base runners will advance only if forced.
8. No stealing is allowed at any time.
9. The catcher must make the play at home plate unless he is out of position attempting a play. Defensive obstruction will be called. The intent of this rule is for each player to learn his position.
10. Ten players will play in the field, with four outfielders. The fourth outfielder is not allowed to assume an infield position. All outfielders must stay be in the outfield grass.
11. Fair Ball Arc: There will be a 20' arc drawn from the back point of home plate, from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.
12. Safety Arc: There will be a 30' arc drawn from the back point of home plate, from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
13. The number of coaches allowed on the field (inside the fences and/or dug-outs) during the game must not exceed three (3); (4) if team is batting.
14. The positions coaches may occupy during the game will be:
 - A) One coach In the first and third base coaching boxes when their team is at bat, and one coach pitching to batter, the 4th coach must manage the dugout.
 - B) Only one coach allowed in the outfield when their team is on defense, allowing them to adjust, teach, and correct fundamental errors on-the-spot.

C) In the dug-out.

D) When his/her team is at bat, the pitching coach is allowed, if needed, to help his players prepare to bat and once the ball is hit the coach must get off the field past either foul line.

E) Coaches must stay inside the fences unless special situations require that they leave (i.e. illness, injury, or personal or official business not related to the game in which they are involved). Under no circumstances will a coach be allowed to watch or coach the game from spectator areas of the park.

F) Coaches cannot touch a player at any time the ball is in play. This includes both offensive and defensive play. Penalties are as follows:

- 1) Defensive-Dead ball- Runners advance two bases.
- 2) Offensive-Dead ball- The runner is out.

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Minor League (10 Year Old) League Rules

Revised 03/19/2019

All **USSSA RULES** will be followed for league play with the following exceptions/additions:

1. Time limit of 1 hour and 30 minutes or six (6) innings. If the game is tied at the end of regulation: We will play one extra inning only, unless it's a tournament game then we must play until there is a winner. The team at-bat will start with the bases loaded and no outs. The batter that made the last out will go to 3rd base, the previous batter in the lineup will go to 2nd base, the second previous batter will go to 1st base.

There is NO penalty for placing runners on base if a team is playing with fewer than 9 players. No bases will be left empty and no outs will be given to start the inning if a team only has 7/8 players. Just place runners on base as they are listed in the lineup disregarding the absent 8th/9th batters. An out will still be given like usual for the missing 8th/9th place batter if they come up to bat.

2. A team may score a maximum of 6 runs per inning.

3. All league pitching rules apply. If a pitching rule is violated, the game may be protested (by any league head coach) up to one week after the infraction. If the protest is upheld, the game will be ruled a forfeit.

4. Any defensive timeout called by a coach will be charged as a visit to the mound except for an injury or equipment repair timeout.

5. The infield fly rule is NOT in effect.

6. Teams play with four (4) outfielders. And they must be lined up like true outfielders, not one as a rover. And additionally, if one team only has 9 or fewer players, then the other team must play with a maximum of 3 outfielders. For example, team A has 11 players, team B only has 9 players, both teams can only have 3 outfielders.

All bats that meet any Baseball Organizations standards are legal unless they have been altered

Major League (11 and 12 Year Old) League Rules

Revised 04/16/2019 8:15AM

All **USSSA RULES** will be followed for league play with the following exceptions/additions:

1. Time limit of 1 hour and 30 minutes or 6 innings. If the game is tied at the end of regulation: We will play one extra inning only, unless it's a tournament game then we must play until there is a winner. The team at-bat will start with the bases loaded and no outs. The batter that made the last out will go to 3rd base, the previous batter in the lineup will go to 2nd base, the second previous batter will go to 1st base.

There is NO penalty for placing runners on base if a team is playing with fewer than 9 players. No bases will be left empty and no outs will be given to start the inning if a team only has 7/8 players. Just place runners on base as they are listed in the lineup disregarding the absent 8th/9th batters. An out will still be given like usual for the missing 8th/9th place batter if they come up to bat.

2. A team may score a maximum of 6 runs per inning.

3. All league pitching rules apply. If a pitching rule is violated, the game may be protested (by any league head coach) up to one week after the infraction. If the protest is upheld, the game will be ruled a forfeit.

4. Any defensive timeout called by a coach will be charged as a visit to the mound except for an injury or equipment repair timeout.

5. The coaches are to sign the official scorebook at the end of the game. This indicates the coach has checked the score and the pitching records. (i.e. innings pitched etc), are correct. If there is a mistake, the coach should contact the head umpire or board member on duty immediately. If a coach fails to sign the scorebook, the scorebook will be considered correct as is without argument.

6. Pitching distance is 50 feet, base distance is 65 feet and runner may NOT lead off. Runners may steal after ball crosses home plate.

All bats that meet any Baseball Organizations standards are legal unless they have been altered

13-15 Year Old League rules will be followed with exceptions created specifically for our league. See links below for those exceptions.

See [General League Rules](#) and [Pitching Rules](#) and [Field and Game Details](#) for rules specific to our league.

Single Game Night: 2hr Game Limit

2 Game Night: 1hr 45min Game Limit

- 1) All players bat in the lineup.
- 2) Open substitutions. A defensive substitution can be made at any time, a player can enter & exit defensive positions with no limit. Only pitching limits apply. See the link above for those limitations.
- 3) * Along with ALL USA Baseball bats, ALL BBCOR big barrel bats will be allowed.

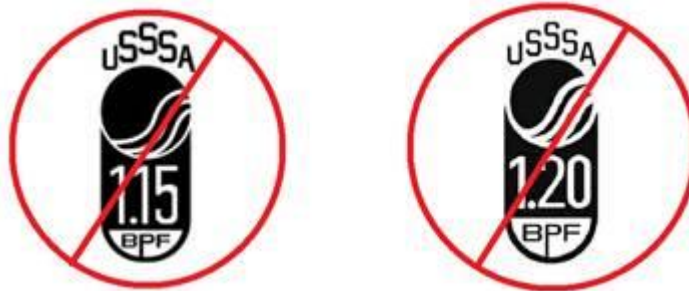
* There is no "drop" limit on the USA Baseball bats in any age group.

If a batter gets on base using an illegal bat, the batter will be called out and all runners will return to their original base.

All 2/14" bats are allowed in any age group.

As far as Big Barrel Bats go. A "Big Barrel" bat is any bat with a diameter larger than 2 1/4"

These stamps on big barrel bats are NOT allowed in ANY age group:



This stamp on a big barrel bat IS allowed at 13-15 Year Old Only:



ALL big barrel bats with these stamps ARE ALLOWED in ANY age group:



All bats that meet any Baseball Organizations standards are legal unless they have been altered

4) Metal spikes are allowed.

5) In the event of a tie at end of the game (either via innings or time-limit), we will play one extra inning only, unless it's a tournament game then we must play until there is a winner. The team at bat will start with the bases loaded and no outs. The batter that made the last out will go to 3rd base, the previous batter in the lineup will go to 2nd base, the second previous batter will go to 1st base. There is NO penalty for placing runners on base if a team is playing with fewer than 9 players. No bases will be left empty and no outs will be given to start the inning if a team only has 7/8 players. Just place runners on base as they are listed in the lineup disregarding the absent 8th/9th batters. An out will still be given like usual for the missing 8th/9th place batter if they come up to bat.

6. In [baseball](#) an **uncaught third strike** (sometimes referred to as **dropped third strike** or **non-caught third strike**) occurs when the [catcher](#) fails to cleanly catch a [pitch](#) for the third [strike](#). In [Major League Baseball](#), the specific rules concerning the uncaught third strike are addressed in Rules 5.05 and 5.09 of the Official Baseball Rules:^[1]

On an uncaught third strike with (1) no runner on first base, or (2) with a runner on first base and two outs, the [batter immediately becomes a runner](#). The strike is called, but the [umpire](#) does not call the [batter](#) out. The umpire may also signal that there is "no catch" of the pitch. The batter may then attempt to reach first base and must be [tagged](#) or [forced](#) out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other base in an effort to force out a runner. An **uncaught+strike** includes not only pitches dropped by the catcher, but also pitches that hit the ground before the catcher attempts to catch it.