

Dragon Youth Baseball



GENERAL RULES AND EXCEPTIONS

Recreational Leagues

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It is the intent of the Southlake Baseball Association (SBA), dba Dragon Youth Baseball (DYB) to provide as much enjoyment to the players as possible and practical while maintaining an equitable and competitive level of play consistent with the Rules of Baseball; therefore, the rule exceptions below reflect that goal. A great deal of consideration has been given to overall skill levels of the players involved.

The following general rules and exceptions apply to all levels of DYB Recreational League play unless otherwise specified.

For all Recreation age divisions, the National Federation of State High School Associations (NFHS) rules and regulations must be followed, unless otherwise specified herein. Teams interlocking with other area baseball associations may play under another association's or USSSA rules. The Recreational League Director will inform coaches what rules are to apply to interlock games prior to the start of the season.

All rules have been approved by the DYB Board of Directors (the Board).

I CONDUCT

1. Any official, member or guest of DYB using profane language, demonstrating unsportsmanlike conduct, and/or under the influence of intoxicating beverages/substances at the ballpark (practice fields, playing field or in the stands) will be subject to immediate ejection and disciplinary action from the Board. A DYB member must report this conduct in writing to the commissioner of the league within 24 hours.
2. Use of tobacco products is not permitted on the playing field or in the dugout by anyone during league games or practices.

II REGISTRATION

1. No individual will be allowed to register after registration closes with the exception being any division that is short of players.
2. In the event a team falls below the required number of players, the Board will find an equitable and satisfactory solution if necessary.
3. At the time of registration and up until 48 hours before the draft, a parent or player may designate up to one manager to which the player does not wish to be assigned. Requests are to be given in writing to the commissioner. This option is not available if there are fewer than four (4) teams. This designation shall be applicable to head coaches only.

III SCOREKEEPING

The home team shall provide a responsible and qualified person to serve as the official scorekeeper for each game. The scorekeeper can come from the visiting team if the home team approves. The visiting team will provide an adult to operate the scoreboard and is responsible for keeping both teams' pitch count.

IV UMPIRES

DYB contracts with a qualified third party to provide umpires for DYB scheduled games. Games can begin with at least one umpire present. In the event no official umpire is available at the official

starting time, an on-site league official should be located to determine the appropriate course of action.

During a game, an umpire's judgment decisions are final and cannot be argued by any coach or player. This includes, but is not limited to, the calling of ball and strikes, decisions of safe or out, decisions of fair or foul or any call that is at the discretion of the umpire's judgment. If in the opinion of the umpire or a league official this policy is violated, the offending party will not be allowed to continue participating in the game. In addition, no coach, player, parent or spectator can question or approach, in a negative manner, an umpire following the conclusion of a game. If in the opinion of the Board this policy has been violated, the offending party will be suspended from attending and participating in games and/or practices. Concerns about an umpire's game performance can be discussed with the Board Member on duty at the conclusion of a game or by sending a letter or electronic mail to league officials. In addition, each manager is responsible for the conduct of his/her parents and coaches and can be disciplined for the conduct of his team's parents and coaches.

V EQUIPMENT

1. League-approved batting helmets must be worn when a player steps into the batter's box, coach's box or on deck. This includes practice and games. Batting helmets are to be provided by each player and must be league approved. In the 9U and 10U divisions, batting helmets must also be equipped with a protected face mask/cage.
2. DYB for play in 5U, 6U, 7U, 8U, 9U, 10U, 11U/12U, 13U/14U and 15U/18U Divisions will follow USSSA Baseball Bat Rules.

Penalty for use of illegal bats:

The bat rule adopted is for the safety of players. It is a coach's responsibility to ensure that the bats being used by their players conform to the bat rule and as such, offenses are considered a serious breach of rules.

First Offense – If the umpire discovers that the bat does not conform to USSSA Rules and prior to a ball being put into play, the umpire will remove the bat from play and the player must then utilize a legal bat. It shall not be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch.

Second Offense – If a team is found in violation of this rule a second time (coming to the plate with an illegal bat – whether or not a ball is put into play), then the manager (or acting manager) will be ejected in addition to the First Offense penalty.

See section VII for issues concerning managers/coaches ejected from games.

3. Metal cleats are NOT ALLOWED in ANY age division except 15U/18U. Metal cleats are not permitted to be worn in the batting cages at BCP or on artificial pitching mounds.
4. For all divisions, catchers are required to wear proper protective equipment including a chest protector, shin guards, a catcher's mask with throat guard and NOCSAE-approved headgear which gives protection to the top of the head and both ears when catching behind the plate. In the 9U, 10U, 11U/12U, 13U/14U and 15U/18U Divisions catchers must wear an athletic supporter with cup and use a catcher's glove (a fielder's glove will not be permitted for use).

Players without proper equipment will not be allowed to catch. All equipment must be worn by a catcher during warm-up of the pitcher whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

5. In addition to the cup requirement for catchers in V.4 above, all players are strongly encouraged to use cup type supporters for all other positions at all times.
6. If the field of play warrants attention during the course of play, the umpire or coaches should secure the on-site league official that will determine the appropriate course of action.
7. Once a game is started, the umpires make judgments to stop play, although the official cancellation of games due to weather shall be the responsibility of league officials.

VI LEAGUES/DIVISIONS

1. 5U and 6U teams will play in a Recreation League only with scheduled games in Southlake. Based on the number of registrants in 7U, 8U, 9U, 10U, and 11U/12U divisions, leagues shall be designated as the Premier and Recreation Leagues, at the discretion of the Board.
2. Generally, 6U, 7U, 8U, 9U, 10U and 11U/12U teams will play most scheduled league games in Southlake. Some divisions will play interlock games with teams from nearby baseball associations (e.g., Grapevine, Colleyville, etc.) at their baseball facilities. It is the intent of the DYB to schedule interlock games with only neighboring baseball associations who draft their teams in a manner similar to DYB so that teams are at a similar level of development.
3. 13U/14U teams will play league scheduled games at BCP and play interlock games. Interlock games may be at BCP or a nearby baseball association.
4. 15U/18U teams will generally play their games in the Texas Elite Baseball Association (TEBA). 15U/18U teams will follow the rules adopted by the TEBA for all games played. If 15U/18U teams play each other outside the TEBA or tournament play, then USSSA rules will be utilized.
5. In 7U, 8U, 9U, 10U, and 11U/12U Divisions, grouping participants based on skills into Premier and Recreation Leagues will be at the discretion of each division's commissioner and based, in part, on both the number and skill level of registered participants. In cases where there are less than four Recreation teams designated, the League Commissioner will endeavor to schedule interlock games with similarly drafted teams in nearby baseball associations.
6. Participants may opt out of consideration or otherwise be ineligible for the Premier League based on the following:
 - a. Players must commit prior to participating in the player evaluation.
 - b. After the draft, players must stay in the division where drafted.
 - c. Players not participating in the player evaluation are not eligible for Premier League play with the following exceptions:
 - PRIOR TO or AT the player evaluation, the player, parent or guardian has notified a Board Member of an illness, injury or family emergency that precludes that player from participating. If this occurs, the absent player may be eligible for the Premier League draft based on known skill level as determined by a majority vote of the respective league

commissioner and the Executive Committee to rate the skill level of prospective players; and/or

- PRIOR TO the player evaluation, the player, parent or guardian has notified a Board Member of an unavoidable and extenuating circumstance which prevents the player from participating. If this occurs, the absent player may be eligible for the Premier League draft based on known skill level as determined by a unanimous vote of the respective league commissioner and the Executive Committee to rate the skill level of prospective players. This exception should be narrowly construed and judiciously applied.

The purpose of this rule is to ensure a fair and equitable draft and maintain appropriate skill levels within each league.

7. Teams are permitted to add players from other DYB teams for individual games for the purpose of fielding a full team (up to nine (9) players only in 9U+ and up to ten (10) players only in 6U-8U) except during the spring end-of-season tournament play. Teams can add players from the same division to avoid a forfeit. However, added players must be registered with DYB for the current season and play on a team in the same age division as the team that is short players. In the Premier league of any division, players can be added from other Premier or Recreation teams. In the Recreation league of any division, only players from other Recreation teams can be added.
8. Added players must be placed at the bottom of the batting order and in outfield defensive positions in the following order: RF, LF, and CF.

VII MANAGERS (Head Coach)

1. CONDUCT - Any manager or assistant coach ejected from a ball game will submit a written report explaining the ejection to the EXECUTIVE COMMITTEE within 48 hours or prior to the next scheduled game, whichever occurs first. Penalty for ejection will be the remainder of that game and the next game (scheduled or make-up). The next game suspension may be appealed to the EXECUTIVE COMMITTEE. If the offense is of a serious nature, the Board may suspend the offender for one (1) year or longer. The Board decision will be final.
2. Each manager shall agree to abide by the decisions of the Board and shall cooperate with them in providing a wholesome recreational program for players. All managers shall agree to abide by DYB's Code of Ethics.
3. Each manager shall maintain a positive rapport between the Board and his team.
4. Each manager will be responsible for selecting and utilizing his/her assistant coaches, as well as their conduct. Each manager is accountable to the Board. Each manager is responsible for the conduct of his/her parents and coaches and can be disciplined for the conduct of his team's parents and coaches. Likewise, the parents and assistant coaches shall also be held responsible for their respective actions/conduct and can be disciplined as well.
5. Prospective managers and assistant coaches are strongly encouraged to attend their age group's player evaluations to assist as needed.
6. Prospective managers must complete a form reflecting their interest in serving as the team's Head Coach. The Board shall approve all managers. The DYB Board shall select a sole head coach as manager. The Board does not appoint assistant coaches.

7. Each manager must notify his or her respective League Commissioner of his or her Primary Assistant Coach and optionally a Secondary Assistant Coach. This notification must occur the day of the draft (if known at that time) or no later than opening day. The Primary Assistant Coach will be responsible for the team in the absence of the Manager. The manager and all assistant coaches are required to fill out a coaching application and background check, there shall be no exceptions. The Board reserves the right to deny any prospective manager or assistant coach the right to coach a team upon review of that individuals background check.
8. Premier League team managers will be selected by the Board after player valuations have been completed. The Board will also select potential managers for the Recreational leagues after registration and player evaluations. The manager of an advanced team (i.e., Premier League or Select or equivalent in another organization) cannot serve as manager of a Recreation League team.

VIII PLAYER SELECTION

1. 5U Teams will be formed by the 5U Commissioner. The 5U Commissioner will generally form 5U teams at his discretion, taking into consideration Board feedback, player requests, coach requests, geo-proximity and random selection.
2. The draft process will select all individuals who participate in 6U, 7U, 8U, 9U, 10U, 11U/12U, and 13U/14U Divisions (exceptions to 13U/14U Division player selection are noted in Rule IX - D1).
3. All players in 6U, 7U, 8U, 9U, 10U, 11U/12U, and 13U/14U may participate in a scheduled player evaluation (exceptions to 13U/14U Division player evaluation participation are noted in Rule IX - D1). Players in 7U, 8U, 9U, 10U, and 11U/12U must attend the player evaluation in order to be considered for the Premier League (if participant numbers and skill level allow the creation of a Premier League pursuant to Rule VI - 6). For those who do not attend the player evaluation and are not deemed eligible for the Premier draft pursuant to Rule VI - 7(c), their names will be placed in a random draw for Recreation participation (6U, 7U, 8U, 9U, 10U, and 11U/12U). Players participating in the 13U/14U division that do not attend the player evaluation will likewise be placed in a random draw for team assignment.
4. In 6U, 7U, 8U, 9U, 10U, and 11U/12U, all evaluators who will be formally grading players must participate in the entire player evaluation and shall score on a scale of 1 to 5 in 1-point increments. Players are to be assessed on this grading scale irrespective of age.
5. The Commissioner for each League will assign evaluators who shall be required to attend the player evaluation and rate every player. Evaluators shall be made up Select coaches from non-corresponding age groups, Board members or others experienced in player evaluation. The goal is to assign evaluators with no bias. This panel shall be designated to rank the skill level of prospective players at the player evaluation. Distribution of the panel's results will be made available to all selected coaches. Player ratings will be distributed at the player draft and collected following the draft. The purpose of the ratings is to help ensure a fair and equitable draft.
6. The specific content of the player evaluation will be left to the discretion of the division commissioners and the executive committee but should generally include stations for hitting, running, fielding ground balls and fly balls and throwing to a base.
7. An optional "pitch look" station will be available for players in the 9U, 10U, 11U/12U, and 13U/14U Divisions. Players must be "warm" in advance of their turn in the pitch situations.

IX DRAFT RULES

A. RECREATION LEAGUES (6U, 7U, 8U, 9U, 10U & 11U/12U)

1. At the official player draft, there will be a limit of one representative for each team at the discretion of the commissioner.
2. Draft position will be based on a random draw. This position will be held the entire draft. Team name and practice field assignments will be chosen in reverse order of the draft position.

Note: If the draft has an odd number of rounds, or if there aren't a sufficient number of players to complete the last round evenly, the players available in the last round will still be drafted in the order of the draft previously determined by the team domino draw. Similarly, any late additions will be added to the next team in the remaining draft order as assigned by the League Commissioner.

3. The draft will start with the first position in the draft order making the first selection in the odd numbered rounds. The last position in the draft will make the first selection in the even numbered rounds. A team will not participate in a draft round in which a player has already been chosen through freezing of the player or the sibling or through drafting of a sibling. This procedure will continue until all players are selected.
4. Each team will be allowed up to three freezes. The freezes shall be the manager's child, the primary assistant coach's child and the secondary assistant coach's child. The primary and secondary assistant coaches must have agreed to be assistants prior to the draft. If a manager does not have a child participating, he/she may elect to freeze another player with written permission from his/her parent or guardian. This letter may be in the form of text message and must be submitted to the commissioner before the draft. If a coach does not freeze his/her own child, that child will not be eligible to play on his/her respective team. No freezes are provided for a manager who does not have either a primary or secondary assistant coach or for an assistant coach who does not have a child participating.
5. Where a frozen player has a sibling in the same age division, the older sibling must be designated the frozen player. A sibling of a drafted or frozen player will be the second available choice after the first sibling was drafted, within the structure of the draft.
6. Based on the results of the player evaluation and the player ratings, league officials will group each player into rounds. For example, if there are 55 players and 5 teams, there would be 5 groups of 11 players. The top 11 players would be a "Round 1" player, and so forth.
7. The frozen player (and sibling, if applicable) must be selected in the round that the player was classified. All frozen players must be selected no later than the fifth round for that player's age group. (If ratings for siblings are the same, selections of the siblings must be made in the next available round.) If the frozen player(s) or sibling did not attend the player evaluation, the frozen player(s) or sibling must be selected as the first choice available in that player's age group. If multiple frozen players are classified in the same round, then one will be selected in the round the player was classified and any others will be selected in the next available round (but no later than the fifth round).
8. Any player not attending the player evaluation will have his/her name placed in a container. Once all evaluated players have been drafted, each coach will thereafter draw from the

container as his selection. All evaluated players must be selected before any names are drawn from the container.

9. The draw rules are the same as the draft rules except the players being selected will be drawn from the container.
10. If there are teams with incomplete rosters after the conclusion of the draft, teams will be filled as each new player registers in the order of the draft order previously determined by the domino draw.
11. At the discretion and approval of the division's Commissioner, players may be exchanged from one roster to another (upon request and agreement of the coaches involved in the exchange) after the draft has been completed. The purpose of this rule is to allow accommodation of players with special requests and/or circumstances. After all exchanges have been approved and finalized, the entirety of the roster will be frozen.

B. PREMIER LEAGUE (7U, 8U, 9U, 10U & 11U/12U)

1. Each team will be allowed up to three freezes. The freezes shall be the manager's child, the primary assistant coach's child and the secondary assistant coach's child. The primary and secondary assistant coaches must have agreed to be assistants prior to the draft. If a manager does not have a child participating, he/she may elect to freeze another player with written permission from his/her parent or guardian. This letter must be submitted to the commissioner before the draft. If a coach does not freeze his/her own child, that child will not be eligible to play on his/her respective team. No freezes are provided for a manager who does not have either a primary or secondary assistant coach or for an assistant coach who does not have a child participating. Freezes must be premier eligible.
2. The order each team selects players is subject to the discretion of the Board. The default process is to form an entire team, then form the next team from the remaining players, and so forth.
3. The "Premier consideration line" will be drawn to include 150% of the number of players who will be selected to each Premier team, plus ties, and to include players above a natural break point in the player ranking scores as determined by the respective division commissioners. Players above that Premier consideration line will be "eligible" for the Premier draft. At the conclusion of the Premier draft, those players who were not selected will be placed back into the rankings and will be drafted as part of the Recreation Draft.
4. Players must attend the player evaluation in order to be eligible to participate in the Premier League as described in Section VI.
5. At the discretion and approval of the division's Commissioner, players may be exchanged from one roster to another (upon request and agreement of the coaches involved in the exchange) after the draft has been completed. The purpose of this rule is to allow accommodation of players with special requests and/or circumstances.
6. Each Premier team will be allowed to have a maximum of 2 players from the next lower age division, provided that any such player is approved in advance by the Recreation Director and such player's score during the applicable player evaluation placed him or her in the top 24 participants, if the age division has two Premier teams, or top 12 participants, if the age division has only one Premier team ("Premier Age Restriction"). For example, a 9U Premier team may have no more than two players who are 8U and in 2nd grade, subject to approval. Notwithstanding the foregoing, Grade Level Exemptions are exempt from this Premier Age Restriction.

C. 13U/14U AND 15U/18U DIVISIONS

1. 13U/14U teams will generally be formed through a combination of partially preformed teams and a draft. A Manager may bring up to 6 players including the assistant coaches (as long as the player's parents have agreed to play for manager prior to the draft). Players who have not agreed to play for a manager who have registered will participate in a player evaluation. Depending on the number of registrants and the number of partially preformed team, the League Commissioner will facilitate a draft with the objective of creating competitively balanced teams. In most cases this will entail treating the players who have agreed to play with a manager to be freezes. However, in some cases, the League Commissioner may decide to place certain players on a team to create competitive balance.
2. 15U/18U teams will generally be formed following the CISD high school tryouts. This allows those who do not make the team to participate in baseball during the spring. Typically, there will be one or two 15U/18U teams depending on the number of registrants. Normally 15U/18U teams will be formed by the League Commissioner and the team managers in cooperation with each other. The League Commissioner may have a player evaluation and draft to facilitate the formation of competitively balanced teams.

X. GAME SCHEDULES AND TIMES

1. The length of games for each division will be the lesser of:

Division	Innings	Time Limit
15U/18U/13U/14U	7 Innings	1 hour and 45 minutes
11U/12U	6 Innings	1 hour and 45 minutes
9U, 10U	6 Innings	1 hour and 30 minutes
7U, 8U	6 Innings	1 hour and 15 minutes
6U	6 Innings	1 hour and 0 minutes
5U	5 Innings	1 hour and 0 minutes
4U	4 Innings	0 hour and 50 minutes

- a. No new inning shall begin after time has expired. The bottom half of the inning will not be played if the home team is ahead after time has expired.
- b. No new inning shall begin after 10:00 p.m. local time on Friday and Saturday nights. For games Sunday through Thursday, the game shall end promptly at 10:00 pm regardless of the status of the game. If the game ends in any portion of an inning due to the time curfew and the home team is ahead at the conclusion of play, the home team wins. If the home team is behind at the conclusion of play, then the score reverts to the previously completed full inning.
- c. A new inning begins immediately after the third out is recorded in the bottom half of the current inning. If there is any time left on the game clock when the third out is recorded in the bottom half of the inning, the next inning will be played. This excludes games that have played the maximum number of innings or games that have ended because of the run rule.
- d. No score shall be kept in the 5U Recreation Division league games. 5U Games will be a minimum of 50 minutes or 4 Innings, whichever comes first, unless both coaches agree to end the game early.

2. In the event that a regular season game is tied after the completion of the maximum number of innings, extra innings will not be played - even if time remains on the game clock.
3. In the event of inclement weather and affected games are rained out, DYB officials are authorized to reduce the time limit of games to facilitate completion of the game schedule.
4. All games will start as scheduled. The game clock will start at the scheduled time or 5 minutes after the completion of the prior game, whichever is later. If games are behind schedule, no field warm-up is permitted prior to the start of the applicable scheduled game. The official scorekeeper shall start the game at the scheduled time, unless otherwise instructed by a league official. League officials are the only personnel who may authorize start after the official scheduled game time or may reduce the length of the game in order to get games back on schedule. The decision to reduce the length of the game shall be made prior to the start of the game and the reduction shall not exceed 10 minutes
5. No player or coach shall intentionally slow play to run remaining time off clock. It shall be the coaches and umpire's responsibility to maintain the "normal" pace of the game.
6. Teams shall be allowed no more than 2 minutes between innings with the pitcher receiving no greater than eight (8) warm-up pitches. Coaches and umpires shall be responsible for maintaining the pace of play.
7. Rained out games may be rescheduled in the order in which they were rained out by the league scheduler at the earliest available time. The scheduler shall notify both involved managers when he/she determines the date and time of the game. Schedulers will consider the number of games per week played by each team in rescheduling the games. Fall rain outs are not typically rescheduled.

XI GENERAL PLAYING RULES AND EXCEPTIONS

5U, 6U, 7U, 8U, 9U, 10U & 11U/12U

1. All playing rules will come from the DYB General Rules and Exceptions and NFHS Rule Book unless otherwise noted herein. This is also the order of authority. Divisions interlocking with other baseball associations in the area will use the NFHS Rule Book (www.usssabaseball.org) as well as applicable local association rules which can include rules outlined by other sanctioned baseball entities.
2. Premier League teams play their games according to DFW Interlock Association rules (www.dfwinterlock.com/league-rules/).
3. For exceptions in each Recreation League, see the exception rules sheets for each age division.
4. During regular scheduled games, the following line of authority shall be followed in all cases where an interpretation of DYB rules is necessary:
 - a. Board Member on Duty
 - b. League Commissioner
 - c. Recreation Director

d. League President

In no cases shall other Association officials nor League officials be expected or allowed to interpret Association rules that may be questioned. No protests will be allowed.

5. Any division with more than ten teams shall be split into two or more leagues as further described in Section VI and as determined appropriate by DYB and in accordance with 13U/14U rules.
6. An official line-up will be given to the official scorekeeper and opposing manager at least ten minutes before game time, listing all eligible players. All eligible players must bat and the batting order must remain the same for that entire game. Any player arriving late shall be added to the batting order in the last position (coaches are exempt from the minimum required playing time for any player arriving after the scheduled start time). Any player who is unable to continue play can be removed from the game without penalty to his/her team. If physically able, the player is entitled to re-enter the game in the same position in the batting order. For defensive purposes, the returning player cannot reenter the game in the middle of an inning.
7. Free substitution will be in effect for all regular season games. Any player may be removed and reenter the game at any time. However, once a player is removed from pitching, that player cannot return to the mound. All players must bat and the batting order must remain the same for the entire game, unless a player must leave the game because of injury or other authorized reason.
8. In the 4U, 5U, 6U, 7U, 8U, 9U, and 10U divisions, a player is allowed to play up one age division provided that the player pays the registration fee for the upper age division in which the player wishes to participate and one of the following conditions are met:
 - a. The player is designated as 4U but requests to play 5U ("**T-Ball Exemption**");
 - b. The player's school grade level matches the requested age division as shown in the table below ("**Grade Level Exemption**");

Age Division	School Grade Level
6U	Kindergarten
7U	First Grade
8U	Second Grade
9U	Third Grade
10U	Fourth Grade
11U/12U	Fifth Grade/Sixth Grade
13U/14U	Seventh Grade/Eighth Grade

- c. The player's sibling is playing in the requested age division and the player is requesting to be on the same team as the player's sibling ("**Sibling Exemption**"). A Sibling Exemption cannot be used to qualify the player for a Premier or Select team. Each sibling must be independently selected for such teams by the applicable coach;

- d. The player designated as 5U attends 6U player evaluations and scores in the top 50% of all players who attended 6U player evaluations.
- e. The player is selected to play on a Select team in the upper age division ("**Select Exemption**"); or
- f. The player qualifies for, is drafted to play on, and accepts the invitation to play on a Premier team in the upper age division ("**Premier Exemption**").

In the case of a Premier Exemption, the player must obtain approval from the applicable division commissioners to attend both the Premier evaluation for the requested age division and the evaluations for the player's actual age division.

- g. In the 11U/12U and 13U/14U divisions, a player may only play up with approval by the Board.

9. Players that do not receive a T-Ball Exemption, Grade Level Exemption, Sibling Exemption, Select Exemption or Premier Exemption (collectively, the "**Play Up Exemptions**") will not be allowed to play up one age division absent approval by the Board. Players that are approved for and participate in an upper division must remain in that division for summer league tournament play. If the player is not chosen for a summer league tournament team in the upper division in which they have participated, they cannot re-enter the lower age division and thus will not be placed on a summer tournament team. Likewise, a player from a lower age division is not eligible to play in an upper division for summer league tournament play.
10. A child may be permitted to play down (i) with the player's school grade age division or (ii) in those very rare instances where it is shown that the player has developmental, medical or mental issues which could endanger the child if he were to play in his age appropriate league. To be eligible to play down through a 9(ii) exemption, it requires unanimous approval of the Board's executive committee only after is determined that the player will not pose a danger to anyone in the younger league by playing down.
11. As indicated in the applicable leagues below, by the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. As an exception to this rule, parents may request that the coach not play their child in the infield because the player has developmental, medical or mental issues which could endanger the child if he were to play in the infield. This exception must also be approved by the Commissioner for that respective league.
12. Warm ups on the infield or use of the pitching mound prior to a game is prohibited. All pregame warm-up activity on game fields is restricted to the outfield.
13. The following rules shall be followed with regard to batting cage usage:
 - a. Teams with scheduled games at Bicentennial Park have priority for batting cage usage over teams practicing or preparing for games at other parks.

- b. Batting cages cannot be used before 12 PM on Sundays.
- c. During league play, the visiting team has a 25-minute cage use period beginning 1 hour before game time. The home team has a 25-minute cage use period beginning 35 minutes before game time.

5U Exceptions

1. Emphasis is on participation, player development, and SAFETY of the athletes. No scoring shall be kept. Outs shall be enforced, but the entire lineup shall bat regardless of number of outs recorded. 5U games will not be officiated with umpires. The two head coaches shall serve as coordinators of play. Soft baseballs will be used for 5U play. The purpose of 5U is instructional baseball, to teach players how to swing a bat, how to catch a ball, how to throw a ball and how to run bases.
2. The Home team shall play defense first.
3. The head coach on defense shall serve as the lead official during play.
4. All players play defensively in every inning.

Defensive Principles:

5. Defensive players shall play a different position each inning. No player may play the same defensive position more than one inning in a game.
6. Each player must play at least one complete inning in an infield defensive position.
7. The pitcher CANNOT tag out a batter running to first base on a fielded ball. This rule teaches kids to make a force out by throwing to first base. A batter will be called safe at first if tagged out by a pitcher. Pitchers can tag out runners advancing to other bases. All outfield players must throw the ball to an infield player to make an out in the infield. A runner will be called safe if an outfield player makes an out without throwing the ball to an infield player.
8. No bases are permitted on overthrows to first base. Only one base is permitted on overthrows to other bases.
9. All infield players must play in normal defensive baseball positions. Outfield players shall be positioned a minimum of 10 feet beyond the base-paths.
10. The pitcher shall wear protective headgear (e.g. batting helmet with face guard or softball mask covering the face).
11. ONLY three defensive coaches will be permitted on the field of play. One may be positioned behind the pitcher and the two remaining may be positioned behind the outfielders.

Offensive Principles:

12. Only players at bat, on deck, or on base will be permitted on the field of play.
13. Each team shall develop a batting order at the beginning of the game. A normal batting order is used (e.g. 1-10).
14. Each player shall bat in order until all players have batted once in the inning. All players must bat using the tee in all innings. Coach pitch is not allowed in 5U. Runners called out must return to the dugout.

15. On a batted ball, the play ceases and runners are required to stop advancing when the ball is returned to the infield and is in an infielder's possession. At times, the Head Coach (defensive coach) may direct all base runners to their appropriate bases and the game will proceed.
16. Tight bases will be maintained (no leading off). Runners may advance only on a hit ball.
17. At the end of one hour of play, the last team batting will complete their turn at bat, and play stops. Because of the time and energy it takes families to prepare and arrive and the limited number of games during a season, a game should last no less than 50 minutes. This should be approximately 4-5 innings.
18. When at bat, three adult coaches may be positioned with the hitting team as follows: One shall be positioned in foul territory near home plate to serve as the catcher and to assist the hitter, and two additional coaches/parents may be positioned in foul territory inside each respective coaches box, while their team is at bat.

6U Exceptions

1. Emphasis is on participation, player development, and SAFETY of the athletes. The purpose of 6U is an introduction and transition to traditional baseball, to teach players how to swing a bat, how to catch a ball, how to throw a ball and how to run bases.
2. 6U games will be officiated with at least one umpire and the official score shall be kept and communicated to the commissioner by the home team head coach. The two head coaches shall serve as coordinators of play and agree with the umpire before the game about any specifications of the written rules. Hard baseballs will be used for 6U play.
3. A team must field at least 7 players to avoid a forfeit and guest players from other age-appropriate teams that are registered for the dragon youth baseball recreation program are allowed.
4. Only five adults will be allowed in the dugout at one time. All others must be eligible players.
5. 6U games are subject to run rule. When a team is ahead by either (a) 11 runs or more after four complete innings or (b) 6 runs or more after five complete innings, the opposing team is mathematically eliminated.
6. Game results are official at the earlier of (1) one team has been mathematically eliminated; (2) one hour of play has transpired; or (3) six innings of play. At such time, the game is over, and the umpires will leave the field. The teams may continue to play, however, in a scrimmage format and without umpires, until one hour of play has transpired.

Defensive Principles:

7. No player may play the same defensive position in more than one inning per game. No player may sit out multiple times defensively until every player has sat out at least once. All players must play infield at least once in the first three innings.
8. A catcher is permitted to be stationed behind the plate but must be a sufficient distance away from the plate when the coach is throwing the ball to the batter. Catchers must wear catcher's gear provided by the league or the same types of gear as provided by the league but of equivalent or better quality.

9. On a ground ball to the pitcher, the pitcher MUST throw the ball to make a force out. The pitcher shall wear protective headgear (e.g., batting helmet with face guard).
10. No infield fly rule or balk rule will be in effect.
11. All outfield players must throw the ball to an infield player to make an out in the infield. A runner will be called safe if an outfield player makes an out without throwing the ball to an infield player.
12. There can only be ten (10) players in the field with a maximum of four (4) outfielders. All infield players must play in normal defensive baseball positions. Outfield players shall be positioned a minimum of 10 feet beyond the base-paths.
13. The defensive team is allowed two coaches on the field. One coach can position himself/herself down each outfield line and he/she must remain in foul territory while the ball is in play. During the fall season and in the first 4 games of the spring season, an additional coach may stand in the area of play in the outfield but may not interfere with the game.
14. No bases are permitted on overthrows to first base. Only one base is permitted on overthrows to other bases.

Offensive Principles:

15. Each team shall develop a batting order at the beginning of the game. A normal batting order is used (e.g. 1-10). For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order.
16. Before the first pitch of an at bat, the coach pitcher may choose to pitch anywhere from the pitching rubber to halfway between the pitching rubber and home plate in a standing or a kneeling position. Once that position is chosen before the first pitch of an at bat, the coach pitcher must remain in the same position for the entire at bat. Once a new batter is up to bat, the coach pitcher may select a new position before the first pitch of the new at bat. A coach pitcher must pitch the entire inning, and the pitcher cannot be changed during the inning.
17. After five pitches, the batter must use a tee for two swings. If the ball is not put into play by the second swing, the batter is out. Runners called out must return to the dugout.
18. Runners can only advance a maximum of one base on any ball put in play from the tee. Infield hits will limit all runners to advance one base. Hits must reach the outfield to allow runners extra bases.
19. Each player shall bat in order until either 3 outs are registered in the inning, or 5 runs have been scored. All players will receive 5 pitches from a coach with continuation on 5th pitch for foul balls.
20. No bunting or slashing.
21. Tight bases will be enforced. Runners may advance only on a hit ball.
22. Runners are required to stop advancing when the ball is thrown into the infield and is in a player's control. Play is ceased when, in the umpire's judgment, the ball is in an infielder's

possession in the infield. Base runners that are more than halfway to the base they are running towards will be awarded that base. Base runners that are less than halfway to the base they are running towards will be awarded the base they last occupied.

23. When at bat, the offensive team may position four adult coaches on the field of play. One coach shall occupy the third base coach's box, one shall occupy the first base coach's box, one coach shall be the coach pitcher, and one coach may be positioned behind the catcher to assist with passed balls.
24. If a batted ball hits the pitcher coach, the ball is dead, the pitch counts and runners cannot advance. If in the umpire's judgment, a pitcher-coach interferes with a defensive player's ability to field a batted ball, the pitch to the batter counts, the ball is dead and runners cannot advance.

7U, 8U Exceptions

1. No player may sit out multiple times defensively until every player has sat out at least once. All players must play infield at least once in the first three innings.
2. When at bat, the offensive team may position four adult coaches on the field of play. One coach shall occupy the third base coach's box, one shall occupy the first base coach's box, one coach shall be the coach pitcher, and one coach may be positioned behind the catcher to assist with passed balls.
3. A coach-pitcher must remain in contact with the pitching rubber while pitching. He/She must throw the ball overhand. No kneeling or pitching from the knee is allowed. The pitcher must leave the field once the ball is put in play and may not coach the batter or base runner until the play is over. If a coach does coach a base runner while the ball is in play, the coach will receive a warning by the umpire. The penalty for a second offense during the game will result in the removal of the pitching coach from pitching the remainder of the game.
4. In the Recreation league, the defensive team is allowed one coach on the field. This coach can position himself/herself down an outfield line or may stand behind home plate. If the coach positions himself/herself down the outfield lines he/she must remain inside their respective coach's box while the ball is in play.
5. Only four adults will be allowed in the dugout at one time. All others must be eligible players.
6. All infield players must play in normal defensive baseball positions. Outfield players shall be positioned a minimum of 20 feet beyond the base-paths.
7. All eligible players must play defensively in the 10 normal defensive positions and are not allowed to roam the field. A player is not allowed to take a play away from another player who is playing a normal position. If this occurs, the coaches and offending player will be warned by the umpire and the base runner will be called safe.
8. No player may play the same defensive position more than three innings in a game.
9. If a defensive team has 8 or fewer players and elects to play without a catcher, another player on the team (infielder, pitcher or outfielder) cannot make a play at home plate. Offensive runners attempting to score will be called safe at home if any defensive player attempts to make a play at home plate (there can be no put-outs at home since there is no official catcher). Teams with nine (9) or more players must field a catcher.

10. The pitcher shall wear protective headgear (i.e. batting helmet with face guard). Catchers shall wear catcher's gear provided by the league or the same types of gear as provided by the league but of equivalent or better quality.
11. 7U, 8U games will end by the run rule when a team is ahead by 10 runs or more after four complete innings (3 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fourth inning). Even if the home team has been mathematically eliminated after the visiting team has batted in the top half of the fourth inning, the home team is entitled to bat in the bottom half of the fourth inning until the game time limit is reached. After completing four full innings of play, game results are official at the time another team has been mathematically eliminated.
12. Tight bases will be enforced. The umpire shall call out any runner leaving the base before the ball is put in play. Runners may advance only on a hit ball.
13. Innings will end with 3 outs or the scoring of 5 runs in that inning, whichever occurs first.
14. In the Recreation League each hitter will receive only 5 pitches. If the hitter has not put the ball in play in five pitches, he or she will be called out. As an exception, if the final pitch is fouled, the player will receive an additional pitch(es) until the ball is put in play fairly or the player misses or does not swing at the pitch.
15. If a batted ball hits the pitcher coach, the ball is dead, the pitch counts and runners cannot advance.
16. If in the umpire's judgment, a pitcher coach interferes with a defensive player's ability to field a batted ball, the pitch to the batter counts, the ball is dead and runners cannot advance.
17. In the Recreation League, the play is ceased when, in the umpire's judgment, the ball is in an infielder's possession in the infield. The infielder does not have to hold the ball up to stop play. The umpire, based on the position of the runners at the time of the infielder's possession will direct base runners to the appropriate bases. Base runners that are more than half way to the base they are running towards will be awarded that base. Base runners that are less than half way to the base they are running towards will be awarded the base they last occupied. If a play is made in the infield to stop an advancing runner and the play is unsuccessful (e.g. the ball is overthrown), then the runner (as well as all other runners on base) can only advance one additional base (one base on an overthrow). Similarly, if the infielder is attempting to stop an advancing runner and the play is unsuccessful but there is no overthrow, all other runners can only advance one base from the base occupied prior to the start of the play (for example, a runner on second cannot advance to home while the infielder is attempting to throw a runner out at first unless there is an overthrow).
18. During regular season league play, any team with as few as seven players may start a game without forfeit, although players from other 7U, 8U teams can be added to teams with fewer than 10 players to avoid a forfeit - see Section VI. During the regular season, no additional outs shall be assessed to the team playing with less than 9 players. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. During spring end of season tournament play, players cannot be added from other 7U, 8U teams. For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the

game early due to injury or illness, their position is skipped in the batting order without penalty.

19. When a runner encounters a play at a base that, in the judgment of the umpire, would cause potential contact with a defensive player, the runner must "give up, get down or get out of the way". The runner must either avoid the potential tag by running out of the baseline (thus retired), stopping in the baseline to allow the tag or sliding into the base. Failure to avoid contact in this manner will be deemed to constitute excessive force and that player will be out and ejected from the game at the discretion of the umpire. The team manager of the ejected player must complete a report describing the incident to the EXECUTIVE COMMITTEE within 48 hours of the incident. Repeated offenses by the same player may result in suspensions from additional games, at the discretion of the EXECUTIVE COMMITTEE.
20. No infield fly rule or balk rule will be in effect.
21. Bunting is not allowed.
22. Slashing (i.e. a fake bunt followed by a swing at the pitch) is not allowed.
23. By the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. Any team failing to comply with these provisions during tournament play shall forfeit the game.
24. A maximum of ten (10) players are allowed in the field at one time, six (6) positions being infield and four (4) positions being outfield. Except as outlined in Exception 10 above, the six (6) infield positions (including catcher) must be filled first and the outfield positions last (in the case of a team having less than 10 players).

9U, 10U Exceptions

1. During the regular season, any team with as few as seven players may start a game without forfeit, although players from other 9U, 10U Recreation teams can be added to teams with fewer than 9 players to avoid a forfeit - see Section VI. During the regular season, no additional outs shall be assessed to the team playing short. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. During spring end of season tournament play, players cannot be added from other Recreation teams. For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty.
2. Courtesy runners will not be allowed except for the following:
 - a. In the event of an injured player, the player who made the last out will run for the injured player.
 - b. When there are two outs, the player who made the last out can serve as a pinch runner for the catcher.

3. All teams will play under a free substitution rule. Any removed player may reenter the game at any time. A pitcher who is removed from the mound may reenter the game but not as a pitcher.
4. The batter may not advance on a dropped third strike.
5. Innings will end with 3 outs or the scoring of 5 runs in that inning, whichever occurs first.
6. 9U, 10U games will end by the run rule when a team is ahead by 10 runs or more after four complete innings (3 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fourth inning). Even if the home team has been mathematically eliminated after the visiting team has batted in the top half of the fourth inning, the home team is entitled to bat in the bottom half of the fourth inning until the game time limit is reached.
7. After completing four full innings of play, game results are official at the time another team has been mathematically eliminated.
8. There will be no stealing of home allowed, except on a passed ball or if the catcher attempts to make a play on a runner. Once the catcher has possession of the ball, a runner on third must either advance or return to third. A runner on third cannot advance to home on a throw back to the pitcher unless the pitcher misses the throw from the catcher. If the runner doesn't advance or return once the catcher has possession, the umpire shall call time and the ball is dead and the runner cannot advance. Any play made on a runner by the catcher shall be a live ball and runners can advance at their own risk.
9. When a runner encounters a legitimate play at a base that, in the judgment of the umpire, would cause potential contact with a defensive player, the runner must "give up, get down or get out of the way". The runner must either avoid the potential tag by running out of the baseline (thus retired), stopping in the baseline to allow the tag or sliding into the base. Failure to avoid contact in this manner will be deemed to constitute excessive force and that player will be out and ejected from the game at the discretion of the umpire. The team manager of the ejected player must complete a report describing the incident to the EXECUTIVE COMMITTEE within 48 hours of the incident. Repeated offenses by the same player may result in suspensions from additional games, at the discretion of the EXECUTIVE COMMITTEE.
10. By the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. Any team failing to comply with these provisions during tournament play shall forfeit the game.
11. No player shall sit out more than one full defensive innings in a game until after all players sit out one full defensive inning. No player shall sit out more than two full defensive innings in a game.
12. Players may not pass the ball around the infield following an out.
13. No balk rule will be in effect. It is recommended that all pitchers be taught to pitch from the stretch when runners are on base.
14. Tight bases will be enforced.

15. At the time the pitcher has released the pitch to home plate, if the runner is not in contact with the base he/she is occupying, that runner shall be called out. Also, any runner that leaves the base before the ball reaches or passes the catcher shall be called out, and the ball, including the pitch, will be considered a dead ball (the pitch offered by the pitcher will not count). Quick pitches, as determined by the umpire, will not cause the runner to be called out if the runner is not in contact with the base when the pitch is delivered.
16. If a player walks, he must stop at first base and cannot advance to second until another pitch has been thrown.
17. Pitching: Pitchers may pitch a maximum of 50 pitches over 3 consecutive days. Once a pitcher reaches 50 pitches, he must rest the following two days before he can pitch again. If a pitcher reaches 50 pitches in the middle of a batter, then he can complete that batter and then a pitching change must occur. A pitcher who pitches three consecutive days regardless of the number of pitches must rest the following two days before he can pitch again.
18. Defensive changes during the course of an inning can only be made as follows:
 - a. beginning with the half inning the defensive team takes the field;
 - b. multiple position changes associated with a pitcher substitution; or associated with an injury
19. Batters must wear batting helmet with a face guard.
20. The infield fly rule is not in effect.
21. Bunting is not allowed. If the ball is bunted, then it is considered a dead ball and no players may advance. The batter must return to the plate to resume hitting with the same count as before the attempted bunt.
22. Slashing (i.e. a fake bunt followed by a swing at the pitch) is not allowed.

11U/12U Exceptions

1. Metal cleats are not allowed in the 11U/12U division.
2. Stealing of home is permitted, however any base runner attempting to steal home from third base on a swinging strike is automatically called out. The runner is out at the time the bat is swung and play is discontinued (i.e. the ball is considered dead). Runners at other bases must return to the base occupied prior to the play, the pitch does not count as a ball or strike, and the base runner attempting to steal home is out. For clarity, a bunt is not a swinging strike. The intent of the rule is to protect the base runner without taking away the opportunity to steal home.
3. During regular season league play, any team with as few as seven players may start a game without forfeit, although players from other 11U/12U or 13U/14U teams can be added to teams with fewer than 9 players to avoid a forfeit - see Section VI. During the regular season, no additional outs shall be assessed to the team playing short. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. Courtesy runners will not be allowed.

4. In the event of an injured player, the player who made the last out will run for the injured player.
5. During spring end of season tournament play, players cannot be added from other 11U/12U or 13U/14U teams. For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty.
6. All teams must bat the roster and will play under a free substitution rule. Any removed player may reenter the game at any time. A pitcher who is removed from the mound may reenter the game but not as a pitcher.
7. When a runner encounters a play at a base that, in the judgment of the umpire, would cause potential contact with a defensive player, the runner must "give up, get down or get out of the way". The runner must either avoid the potential tag by running out of the baseline (thus retired), stopping in the baseline to allow the tag or sliding into the base. Failure to avoid contact in this manner will be deemed to constitute excessive force and that player will be out and is ejected from the game at the discretion of the umpire. The team manager of the ejected player must complete a report describing the incident to the EXECUTIVE COMMITTEE within 48 hours of the incident. Repeated offenses by the same player may result in suspensions from additional games, at the discretion of the EXECUTIVE COMMITTEE.
8. Players may not pass the ball around the infield following an out.
9. By the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. Any team failing to comply with these provisions during tournament play shall forfeit the game.
10. No player shall sit out more than one full defensive innings in a game until after all players sit out one full defensive inning. No player shall sit out more than two full defensive innings in a game.
11. Pitching: 11U/12U pitchers may pitch a maximum of 60 pitches over three consecutive days. Once a 11U/12U pitcher reaches 60 pitches, he must rest a the next two days before he can pitch again. If a 11U/12U pitcher reaches 60 pitches in the middle of a batter, then he can complete that batter and then a pitching change must occur. A pitcher who pitches three consecutive days regardless of the number of pitches must rest the next two days before he can pitch again.
12. 11U/12U games will end by the run rule when a team is ahead by 10 runs or more after four complete innings (3 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fourth inning). Even if the home team has been mathematically eliminated after the visiting team has batted in the top half of the fourth inning, the home team is entitled to bat in the bottom half of the fourth inning until the game time limit is reached. 11U/12U games will also end by the run rule anytime after 5 complete innings have been played (4 1/2 if home team) and a team is ahead by 8 or more runs.
13. 13U/14U games will end by run rule when a team is 10 runs ahead after five complete innings (4 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fifth inning).

14. Innings conclude with 3 outs or 6 runs, whichever occurs first, in all 11U/12U Division games.
15. Pitchers in the 11U/12U Division will be allowed one balk warning. No balk warnings will be permitted in 13U/14U Division games.
16. Defensive changes during the course of an inning can only be made as follows:
 - a. beginning with the half inning the defensive team takes the field;
 - b. multiple position changes associated with a pitcher substitution; or
 - c. associated with an injury
17. The Infield Fly Rule is in effect.
18. Slashing (i.e. a fake bunt followed by a swing at the pitch) is not allowed.

13U/14U EXCEPTIONS

1. Metal cleats are not allowed in the 13U/14U division.
2. USSSA rules will be followed for 13U/14U division games.
3. During 13U/14U regular season league play, any team with as few as seven players may start a game without forfeit, although players from other 13U/14U teams can be added to teams with fewer than 9 players to avoid a forfeit - see Section VI. During the regular season, no additional outs shall be assessed to the team playing short. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. Courtesy runners will not be allowed.
4. In the event of an injured player, the player who made the last out will run for the injured player. During spring end of season tournament play, players cannot be added from other 13U/14U teams. For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty.
5. All 13U/14U teams must bat the roster and will play under a free substitution rule. Any removed player may reenter the game at any time. A pitcher who is removed from the mound may reenter the game but not as a pitcher.5. By the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. Any team failing to comply with these provisions during tournament play shall forfeit the game.
6. Pitching: 13U/14U pitchers will utilize USSSA rules for pitching. The maximum number of innings a 13U/14U player can legally pitch in one day and still pitch the next day is 3 innings (9 outs). The maximum innings a 13U/14U player can legally pitch in one day is 7 innings (21 outs). The maximum innings a 13U/14U player can legally pitch in three consecutive

days is 8 innings (24 outs). A 13U/14U player that pitches in more than three innings in one day MUST rest the next day. A 13U/14U player that pitches eight innings in two consecutive days MUST rest the next day. A 13U/14U player that pitches three consecutive days (regardless of total quantity of innings pitched) MUST rest the next day.

