

RARA Baseball/Softball

Coaching Handbook and League Rules

2017

The following information is provided to assist coaches in preparing their teams for competitive play in RARA Baseball/Softball. The League Director (LD) reserves the right to add or interpret the rules in a manner that is in the best interest of the league. Any questions or comments regarding the following rules should be addressed to the League Director before the first game of the season.

RULE 1.00 Objective

1.01 Goal- The objective of RARA Baseball/Softball is to organize and promote youth baseball and softball, to spread the interest and love of the game. RARA provides the opportunity for teams to compete in league and playoff competition that leads to a single champion in each eligible age division.

Rule Section 2-3 are regarding registration which is now over.

Rule 4.00 Rules of the Game

4.01 **10U-12U Baseball/Softball** will play 6 innings or until 80 minute time limit. **14U Baseball and 15U softball** will play 7 innings or until 80 minute time limit. Each league will have a no new inning rule, which means if a game goes over the time limit the teams will be able to finish the inning instead of ending immediately at the time limit but a new inning will not be played. If the game results in a tie then the game will end in a tie during the regular season. Post-season play will have extra innings if needed.

4.02 Playing Time- There is a guaranteed playing time rule for all players. Each player must play at least 1 inning in the field and have at least 1 at bat during the game. The health of a pitchers arm is a big concern in youth baseball and softball. The maximum number of innings a pitcher can pitch is listed in Chart 4.02 A-2 below

Age	Maximum Innings Per Game	Weekly Maximum
10U-12U	4	6
14U-15U	Unlimited	Unlimited
4.02A		

4.03 Field Dimensions The playing field shall be laid out according to the recommended dimensions contained within these rules. Chart 4.03 A-3

Age	Base Paths	Pitching Distance
10U Baseball	65'	46'
10U Softball	60'	35'
12U Baseball	70'	50'
12U Softball	60'	40'
14U Baseball	80	54'
15U Softball	60'	43'
4.03 A-3		

4.04 Mercy Rule: A Mercy (run) Rule shall be used in the regular season. The home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. If the home meets the mercy requirement in the bottom half of the inning then they shall cease batting and the game shall end. The chart below gives the Mercy Rule requirements, Chart 4.04 A-4.

Length of Game	Run Differential	Start Inning
6 Innings	15	3 rd Inning
6 Innings	10	5 th Inning
7 Innings	15	3 rd Inning
7 Innings	10	5 th Inning
Chart 4.04 A-4		

4.05 Game Cancellation- If a game is called due to rain, weather, light failure or other acts of God and Cannot be resumed, it is a regulation game if:

For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings or two and one half (2 1/2) innings than the visiting team has scored in three (3) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score. If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning.

Games that cannot be declared a regulation game shall be a suspended game.

For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and one half (3 1/2) innings than the visiting team has

scored in four (4) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the fourth (4th) inning to tie the score. If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning. Games that cannot be declared a regulation game shall be a suspended game. All games that for any reason cannot be declared a regulation game shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.

4.06 The Batter, Batter Runner & Runner

For 12U and 14/15U an Intentional Walk may be issued upon announcement from either the pitcher or catcher. The four (4) pitches need not be thrown. At 10U level intentional walks are not allowed. At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

4.07 Bat Qualifications

Tee-Ball- All bats must be no longer than 26 inches in length with a maximum diameter of 2 ¼ and weighs no more than 20 ounces.

Baseball- The bat should be round and straight in length of no more than 36 inches, this includes tape or other grip additions. The barrel should have a maximum diameter of 2 ¾ inches. The weight of the bat should not exceed 31 ounces, including tap or grip. All key graphics such as BPF, BBCOR, USSSA must be permanent and cannot be tampered with. Bats that have significant dents and deep scratching shall be deemed illegal. A bat under suspicion of being altered may be inspected by the umpire to determine if the bat is legal or not.

Softball-All fast pitch softball bats must have a 2 1/4 inch barrel diameter and must not be over 34 inches in length and 31 1/2 oz. in weight. Same rules apply to softball as baseball regarding altered or broken bats.

4.08 League Specific Rules

10U Baseball/Softball: There is no stealing or leading off. Teams are allowed to field 10 players defensively. Base runners can run an unlimited amount of bases on balls hit and overthrows. A maximum amount of runs a team can score is 6 runs per inning. The batting lineup will be a running lineup of all players present at the game. If a player does arrive late then he/she will be placed at the end of the lineup.

12U Baseball: Leading off is not allowed and the base runner must remain on the base until the pitch is thrown. Stealing is allowed of 2nd and 3rd base but runners must wait until the ball is released from the pitchers hand to steal. Runners are not allowed to steal home or advance home on a pass ball. On a drop third strike the hitter is automatically out and cannot advance to first base. A maximum amount of runs a team can score is 6 runs per inning. Teams can field a maximum of 9 players defensively. The batting lineup will be a running lineup of all players present at the game. If a player does arrive late then he/she will be placed at the end of the lineup.

12U Softball: Leading off is not allowed and the base runner must remain on the base until the pitch is thrown. Stealing is allowed of 2nd and 3rd base but runners must wait until the ball is released from the pitchers hand to steal. Runners are not allowed to steal home or advance home on a pass ball. On a drop third strike the hitter is automatically out and cannot advance to first base. A maximum amount of runs a team can score is 6 runs per inning. Teams are allowed to field a maximum of 9 players defensively. The batting lineup will be a running lineup of all players present at the game. If a player does arrive late then he/she will be placed at the end of the lineup.

14U Baseball: Stealing and leading off are allowed. Teams are only allowed to field 9 players defensively. Base runners can run an unlimited amount of bases on balls hit and overthrows. A maximum amount of runs a team can score is 6 runs per inning. Runners are allowed to steal home and advanced home on passed balls. Drop third strikes do apply and a runner may attempt to try and run to first base. The batting line up will be a running lineup of all players.

15U Softball: Stealing is allowed. Runners cannot lead off but may get a secondary lead as the ball is released from the pitchers hand. Teams are only allowed to field 9 players defensively. Base runners can

run an unlimited amount of bases on balls hit and overthrows. A maximum amount of runs a team can score is 6 runs per inning. Runners are allowed to steal home and advanced home on passed balls. Drop third strikes do apply and a runner may attempt to try and run to first base. The batting lineup will be a running lineup of all players present at the game. If a player does arrive late then he/she will be placed at the end of the lineup.

4.09 Playoffs

There will be no playoffs for T-ball or Coach/Machine Pitch. A single elimination tournament will be at the end of the regular season for 10U, 12U, 14/15U Baseball and Softball. All teams will make the tournament regardless of record.