



Rules and Regulations – Division 6/8 Baseball & Softball

I. Team Roster

- a. All players must be registered through our online, Team Sideline registration system, in order to participate in the program.
- b. Team rosters are limited to a maximum of twelve players. Additional players must be approved by the Recreation Coordinator. South Suburban reserves the right to add players to the rosters to reach the minimum of 10.

II. Eligibility Rules

- a. Registrations are processed to the grade they will enter in the Fall.
- b. Players may play up a division - they are not allowed to play down.

III. Playing Time

- a. Games will 90 minutes long; which includes warm up time.
- b. Except for the need to finish the inning, no play will occur after the 90 minutes of play has elapsed from the beginning of the game. The coaches should hustle their players in and out of the dugout between innings to move the game along.
- c. If a team is not present or ready after 15 minutes of the scheduled start time has passed, the game will be deemed a forfeit. The umpire shall indicate the time to each coach.
- d. All individuals are required to receive an equal amount of playing time per session.
- e. A coach is not required to play a player an equal amount of playing time for the following reasons:
 1. Player is sick, injured, or coming off an injury
 2. Parent's request
 3. Player misbehavior

IV. Practices

- a. Teams will practice on the ball fields of their designated park, at the time arranged with the program coordinator.
- b. Teams will practice 90 minutes, 1 time per week (Mon or Tue).

V. Uniforms

- a. Each participant will be given a team shirt and major league baseball cap.

VI. Game Locations

- a. Games will be played between 5:30 – 8:30 pm on scheduled days, and may be held at the following fields:
 1. Cherry Knolls Park (CKP), Homestead Elementary (HME), or Willow Creek Park (WCP)

VII. Rainout Line

- a. 303-219-1150 or www.rainoutline.com, option 3 (search SSPRD) or use app.
- b. In case of inclement weather, or crisis situations, no decision will be made on the status of the games until 4:00pm. There will be days when a decision may not be made until start time due to late breaking situations.

VIII. Rules

- a. Baseball Size
 1. Div. 6/8 boys baseball- 9” baseballs
 2. Div. 6/8 slow pitch softball- 11” softballs
- b. All Division 6/8 games will play on skinned dirt fields with permanent backstops.
- c. Scores are kept, but not displayed during the game.
- d. Metal cleats are NOT allowed.

IX. Umpires will work one man mechanics.

- a. They will call all strikes, balls, along with outs, for 1st, 2nd, 3rd and home plate.
- b. Umpires will coach batters and pitchers based on habits they consistently see and can correct. They will also explain calls that players seem to not understand.
- c. Umpires will make their calls from behind the pitcher.
- d. This is a non- protest league. Any disputes will be settled by the umpire before play resumes. Their decision is final.
- e. Base distances will be 60’ for girls SB, and 70’ for boys BB.
- f. Half inning is over at 3 outs or 7 runs.

X. Batting/Pitching

- a. Player pitch. Each player should be given the opportunity to learn how to pitch. Players are pitching to the opposing team.
- b. Distance from the pitching plate to home plate is 46 feet for baseball, 40 feet for softball.
- c. In softball the ball must be pitched underhanded.
- d. The pitcher is allowed one step toward the batter and must deliver the ball while taking that step
- e. Strike zone is batters armpits/chest to knees. This is determined by the position of the ball as it crosses the plate.
- f. Bunting is not allowed in softball.
- g. Batting order consists of all players on the roster. A late player should be put to the end of the batting order.
- h. Runners put out during play must return to the dugout.
- i. Leadoffs are not permitted.

- j. Stealing is permitted in Division 6/8 boy's baseball ONLY. Players may leave the base in an attempt to steal once the pitch has reached home plate. Stealing is not permitted in softball.
- k. Runners may advance 1 base on an overthrow. Baseball runners may steal on a passed ball – softball runners may not!
- l. Players may not steal home on a dropped ball.
- m. **If the team at bat is ahead by 7 runs or more, they are NOT allowed to steal bases OR advance on passed balls.**

XI. Defense

- a. Up to 10 participants may take the field. No more than 6 players are allowed in the infield – this includes the pitcher and catcher.
- b. Coaches with teams greater than 10 players should sub out positions during the game.
- c. Coaches are not allowed on the field, other than the designated coach's box along each baseline.
- d. A player is required in the position of catcher.

Elastic Power:

The South Suburban Athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Comments on the Rules:

These rules are intended to create a balance of play; to create an atmosphere of sportsmanship and fair play; and to emphasize cleverness and skill without limiting freedom of individuals or team play. It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or team should not be permitted an advantage which is not intended by a rule. Play will not be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.

Alcohol, smoking, and chewing tobacco products in all parks are prohibited.

	T-Ball	Modified T-Ball	Baseball & Softball	Baseball & Softball	Baseball & Softball
Upcoming Fall Grade	Kindergarten	Grade 1	Grades 2/3	Grades 4/5	Grades 6/7/8
Co-Rec	Yes	Yes	No	No	No
Ball	Soft touch 9"BB	Soft touch 9" BB	Soft touch 9" BB, 11" SB	9" BB, 11 " SB	9" BB, 11" SB
Pitcher	Tee	Tee to Coach	Coach	Coach to player	Player
# of Pitches	6 tee	4 coach, 2 tee (or 6 tee)	6 pitches	Coach pitch if player reaches 4 ball count	Standard AB
Batter makes an out or doesn't get a hit	Stay/Place on base	Stay/Place on base	Back to dugout	Back to dugout	Back to dugout
Play stops when ball in control	Yes	Yes	No	No	No
Leadoffs	No	No	No	No	No
Stealing	No	No	No	No	Yes BB, no SB
Runners advance on overthrow	No	No	No	Yes (1 base)	Yes (1 base)
Catcher's gear	No	No	Yes	Yes	Yes
Coaches allowed on field during play	Yes	Yes	Yes	No	No
Half inning consists of	Once through order	Once through order	Once through order	3 outs or 7 runs	3 outs or 7 runs
Playing time	60 minutes	60 minute	60 minutes	75 minutes	90 minutes
Playing field	Grass	Grass	Grass	Dirt	Dirt
Base distance	50'	50'	50'	70' BB, 60 SB	70' BB, 60' SB
Score kept	No	No	No	Yes	Yes