



Premier Sporting Events of Virginia

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Fall Travel League - Rules for 8u-14u

- This league is a 9-game format with a single elimination tournament at the end of season.
- Games will be played on Sunday's on an odd/even rotation.
- Entry fees will be used to pay the umpires and awards. Each team will provide 1 new and 1 used baseball to the home plate umpire prior to each game
- Make-up games will be scheduled on Friday evenings and Saturday's as needed to get all games in.

We will follow the Official Major League Baseball (MLB) Rules of Baseball – National League with the following exceptions:

Pitching and Base Distances:

1. 8u: CP/60
2. 9u: 46/65
3. 10u: 46/65
4. 11u-12u: 50/70
5. 13u-14u: 60/90

Dropped 3rd Strikes:

1. 8u: NOT playing dropped 3rd strikes
2. 9u: NOT playing dropped 3rd strikes
3. 10u-14u: Playing dropped 3rd strikes

Leads/Steals:

1. 9u: Modified Steal Rule Is in Effect
 - a. There will be a 10-foot mark placed off 1st, 2nd and 3rd base.
 - b. The runner can take a lead but cannot cross the 10-foot mark until the ball crosses the plate
 - c. The runner is allowed to steal when the ball crosses the plate
 - d. If a runner crosses the 10-foot mark before the ball crosses the plate, then the runner is placed back on the base
 - e. If the runner is put out on the play, the runner is out
 - f. If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner
 - g. Runners may advance on passed balls or wild pitches
 - h. Runners can advance to the next base if the pitcher attempts a pick-off

2. 10u-14u: No restrictions on leads/steals.



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Max Runs:

For our 8u division only, teams can score a maximum of 7 runs per inning. Once a team has hit the 7-run max, the two teams will switch.

Pitching Limits:

1. 9u – 12u: 1 day maximum – 18 outs
2. 13u - 14u: 1 day maximum – 21 outs

Balks:

1. 9u: Warnings only
2. 10u: Balks will be called after 1 warning
3. 11u-14u: Balks called without warning
4. When a balk is called, it becomes a dead ball

Official Game:

1. Official game for 6 inning games: 3 1/2 or 4 innings (losing team must bat 4 times)
2. Official game for 7 inning games: 4 1/2 or 5 innings (losing team must bat 5 times)

Mercy Rules:

1. Length of Game: 6 innings – 15 run differential after 3rd inning; 8 run differential after 4th inning
2. Length of Game: 7 innings – 15 run differential after 3rd inning; 12 run differential after 4th inning; 8 run differential after 5th inning

Flip Flop Rule – The tournament director has the right to insert the flip-flop rule when, in their viewpoint, visiting team has a decisive run advantage over the home team. The visiting team will become the new home team. If the new visiting team takes the lead, the new home team will get an opportunity to bat.

Courtesy Runners:

1. Courtesy Runners are allowed for pitcher and catcher only.
2. The courtesy runner must a player from the bench.
3. If the team is batting all players, the courtesy runner shall be the last batted out.

Substitutions:

Free substitutions are allowed if a team is using entire lineup. If a team is using a 9 or 10 player lineup, then when a substitution is made the starter may re-enter once in the same position of the batting order. Non-starters may not re-enter the game once removed.

Time Limits:

1. 8u: 1 hour 15 minutes
2. 9u-14u: 1 hour 45 minutes



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Ties:

Ties are allowed after the time limit has expired in all games except single elimination tournament.

- International Run Rule: In single elimination portion of tournament only, if a game is tied at the end of time limit, international run rule will apply. Last out in previous inning will be placed on 2nd base to start the inning. This will be applied as such until a winner is determined.

Bats:

All bats must be permanently stamped with the new USSSA Mark, be a legal BBCOR bat or be made of wood

For 13u:

All USSSA stamped bats must be no more than a drop 8 (-8)

For 14u:

All USSSA stamped bats must be no more than a drop 5 (-5)

A team may play 9 players, 10 players (with EH) or entire lineup.

1. If a team plays 9 or 10 players, substitution rules will apply.
2. If a team plays the entire lineup, all players must finish the game. If a player is injured or leaves game, an out will be given during his at bats.

No player may play on more than 1 team during a single weekend (Example: If a player plays in a 9u division on a single weekend, they cannot play for another team that weekend). A player can play on two separate teams IF they are on separate weekends (Example: If a player plays in our 9u Fall Travel League, they can also play in our 10u Fall Travel League).

Rosters must be in manager's possession during each game in case of questions. No player may be on more than 1 roster in our league.

Tie Breaking Format:

1. Head to Head
2. Runs Allowed
3. Runs Scored
4. Coin Toss

Please Note: When 3 or more teams are tied, Head to Head is not used as a tie breaker. In these instances, Runs Allowed become first tie breaker. Once you break tie and get to 2 teams, head to head can be used as tie breaker.



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Entry Fee Refunds:

1. No refunds will be issued after the schedule is posted for week 1 games.
2. No refunds will be provided for a team who can't play all weekends. A forfeit will be given for all games missed.

In the event of inclement weather that forces the cancellation of the single elimination tournament before the conclusion, the following will be adhered to in order to declare winners:

1. If inclement weather cancels the tournament during the single elimination portion of the tournament, the highest seed remaining will be declared the winner.
2. If inclement weather cancels the tournament during the championship games but before the tournament championship game is an "official" game, co-champions will be awarded.
 - a. If the Silver Championship is canceled before an "official" game, the National Division Seed #2 and the American Division Seed #2 will be declared co-champions
 - b. If the Gold Championship is canceled before an "official" game, the National Division Seed #1 and the American Division Seed #1 will be declared co-champions.
3. In the event of inclement weather that forces the cancellation of the tournament before the single elimination portion begins, tournament champions will be decided based on the following:
 1. Head to Head (if applicable)
 2. Runs Allowed
 3. Runs Scored

For 8u Division only:

Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.

Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

- The pitching coach shall keep one foot on or straddle the pitcher's line.
- The pitching coach shall not verbally or physically coach while in the pitching position
- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
- Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.



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- Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.

The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.

Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

- Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
- Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

Hash marks will be located in the base paths between 1st & 2nd bases, 2nd & 3rd bases and 3rd base & home plate. If a player has not crossed these hash marks when the umpire calls time, the runner will return to the base they were coming from. Example: Runner on 1st base, batter hits the baseball to LF. The runner gets to 3rd base but the batter rounds 1st base when the umpire calls time. The batter would return to 1st base since they didn't cross the hash mark.