



# 2024 Official Baseball Rules and Bylaws

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UACS Sports Baseball

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## Introduction

This is the UACS Sports baseball rulebook governing all UACS Sports Tournaments.

UACS Sports has the utmost respect for the game of baseball, and it is our goal to promote a fair and competitive experience for coaches, players, families, and fans. UACS baseball rules will be governed by the National Federation of High Schools (NFHS) baseball rules unless specifically covered within. If any conflicts exist between the NFHS rules and the UACS rules, the UACS rules shall prevail. Rules interpretation will be at the discretion of the home plate umpire. An appeal to the Tournament Director may be made by the head coach. All decisions made by the Tournament Director are final. See rule 7.10 regarding appeals. Judgement calls are not appealable to the Tournament Director.

## Rule 1.0 The Baseball Season and Team Membership

- 1.1 **The Baseball Season:** The baseball season will begin on August 1<sup>st</sup> of each year and extend to July 31<sup>st</sup> of the following year.
- 1.2 **Team Membership:** Team Membership will be required once annually for each baseball season as defined in 1.1. Teams will register their membership through [www.uacssports.com](http://www.uacssports.com). No team will be able to participate in any UACS events until the team is registered and membership paid. TEAM MEMBERSHIPS ARE NON-REFUNDABLE.

## Rule 2.0 Team Classifications

- 2.1 **Goal:** It is the goal of UACS Sports to create a fair and competitive environment for each team regardless of the team's current skill level. This should also be the goal of each coach and parent to promote the growth of their Up and Coming Star (UACS)! UACS reserves the right to move any team up or down in classification at any time throughout the season at its sole discretion. Part of UACS' mission is baseball development. This cannot be achieved by chasing rings or sandbagging.
- 2.2 **7U-14U:** There will be four (4) UACS classifications. Teams will be classified as one of these four: **A, AA, AAA, or Major**
- 2.3 **New Teams:** New teams that have not participated in any sanctioned UACS event are subject to reclassification by UACS based on record and sanctioning in other organizations and events keeping the goals of section 2.1 in mind.

## Rule 3.0 Age and Grade Eligibility

### 3.1 Age based with grade exceptions. No limit to grade based players.

| Division | Birthdate Eligible  | Grade Exception              | Additional Eligibility  |
|----------|---|------------------------------|---|
| 7U       | Must not turn 8 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met  | In the 1 <sup>st</sup> grade | Any player turning 9 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 7U players are eligible regardless of their grade   |
| 8U       | Must not turn 9 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met  | In the 2 <sup>nd</sup> grade | Any player turning 10 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 8U players are eligible regardless of their grade  |
| 9U       | Must not turn 10 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met | In the 3 <sup>rd</sup> grade | Any player turning 11 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 9U players are eligible regardless of their grade  |
| 10U      | Must not turn 11 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met | In the 4 <sup>th</sup> grade | Any player turning 12 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 10U players are eligible regardless of their grade |
| 11U      | Must not turn 12 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met | In the 5 <sup>th</sup> grade | Any player turning 13 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 11U players are eligible regardless of their grade |
| 12U      | Must not turn 13 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met | In the 6 <sup>th</sup> grade | Any player turning 14 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 12U players are eligible regardless of their grade |
| 13U      | Must not turn 14 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met | In the 7 <sup>th</sup> grade | Any player turning 15 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 13U players are eligible regardless of their grade |
| 14U      | Must not turn 15 prior to May 1 <sup>st</sup> of the current season unless the grade exception is met | In the 8 <sup>th</sup> grade | Any player turning 16 prior to August 1 <sup>st</sup> is NOT ELIGIBLE regardless of their grade; All 14U players are eligible regardless of their grade |

**3.2 Eligibility Verification and age protests:** Each player participating in an UACS sanctioned event must be able produce a birth certificate to prove eligibility. Players with a grade exception must be able to produce a birth certificate and current report card (*this is for protest purposes only*). Player protests can be made at any time. The protesting coach must protest to the Tournament Director only. Player eligibility protests will require a fee of \$200. This fee will be refunded if a player is found to be ineligible.

**3.3 Eligibility Violations:** If a team is found to have an ineligible player participating in a sanctioned UACS event, the player will be immediately ejected from the tournament and the team will forfeit any game, including all UACS points, that the player participated in, regardless of being in the lineup or as a substitute. If the discovery is made during pool play, the team will be allowed to continue after forfeiture of games as stated above. If the discovery is made during bracket play, the team will forfeit any current and future games for the event and be out of the tournament. For eligibility violations, the Tournament Director reserves the right to remove the team from the tournament at any time (pool or bracket play) at his/her sole discretion. Eligibility violations may also result in a team and/or coach no longer being allowed to participate in UACS events. No refunds will be given for team membership or tournament registrations for eligibility violations.

## Rule 4.0 Rosters

- 4.1 Online Rosters:** All rosters should be online and complete prior to the start of any UACS event. All players on the roster must meet eligibility rules in section 3.0. All email addresses for the player's parents must be unique. Coach's emails are not allowed to be entered for a parent (unless the coach is also a parent of one of the players).
- 4.2 Player's Name:** It is required that the players name be listed on the roster EXACTLY as it appears on the birth certificate.
- 4.3 Waivers: All waivers must be agreed to by all participants.**
- 4.4 Multiple Teams:** A player may be listed on multiple team rosters. However, a player is only allowed to participate on ONE team per week/weekend. A player may not play in separate age divisions for a given tournament per week/weekend.

Players that are listed on a major team's roster are not permitted to participate in an A or AA event except for events where the player is playing up. For example, an 11U Major player can participate in a 12U A or AA Tournament.

A or AA teams are not allowed to have more than two (2) players that appear on a AAA roster. Otherwise, the team may be required to play AAA. Coaches should consult the Tournament Director prior to adding these players. The Tournament Director will rule on the team's classification for the given event. Coaches should proceed at their own risk as this practice could result in the team being permanently moved up in class.

AAA teams are not allowed to have more than two (2) players that appear on a Major roster. Otherwise, the team may be required to play Major for the given event. Coaches should consult the Tournament Director prior to adding these players. The Tournament Director will rule on the team's classification for the event. Coaches should proceed at their own risk as this practice could result in the team being permanently moved up in class.

- 4.5 Roster Freeze:** Rosters are frozen at 11:59pm the day prior to the team's first game of an event. Rosters are unfrozen the day after an event finishes. If there is a technical issue with your online roster, please contact the tournament director to resolve it prior to your first game.
- 4.6 Roster Exceptions:** It is the responsibility of the Head Coach to ensure all players on the roster are eligible and meets the rules established herein prior to their first game. UACS Sports has final discretion and approval of a team's roster. If there is a conflict between the eligibility rules and the Tournament Directors decision, the Tournament Director's decision will prevail.

**4.7 Roster Violations:** All players must be listed on the roster. If a player participates that is not on the roster or a team is found to have an ineligible player on the roster and participating in a sanctioned UACS event, the player will be immediately ejected from the tournament and the team will forfeit any game, including all UACS points, that the player participated in, regardless of being in the lineup or as a substitute. If the discovery is made during pool play, the team will be allowed to continue after forfeiture of games as stated above. If the discovery is made during bracket play, the team will forfeit any current and future games for the event and be out of the tournament. For eligibility violations, the Tournament Director reserves the right to remove the team from the tournament at any time (pool or bracket play) at his/her sole discretion. Roster violations may result in forfeiture of all present and past UACS points and/or team/coach no longer being allowed to participate in UACS events. No refunds will be given for team membership or tournament registrations for roster violations.

### Rule 5.0 UACS Sports Point Structure and Tournament Qualifications

Not applicable

### Rule 6.0 Field Dimensions

#### 6.1 Field Dimensions

| Division         | Pitching Distance | Base Paths |
|------------------|-------------------|------------|
| 7U (Coach Pitch) | 42'               | 60'        |
| 8U (Coach Pitch) | 42'               | 60'        |
| 9U               | 46'               | 65'        |
| 10U              | 46'               | 65'        |
| 11U              | 50'               | 70'        |
| 12U              | 50'               | 70'        |
| 13U (54/80)      | 54'               | 80'        |
| 13U (60/90)      | 60'6"             | 90'        |
| 14U (54/80)      | 54'               | 80'        |
| 14U (60/90)      | 60'6"             | 90'        |

#### 6.2 Coach Pitch Specific Dimensions

**Fair Ball Arc:** A 20' arc will be drawn between the 1<sup>st</sup> and 3<sup>rd</sup> base lines in front of home plate. A batted ball must go beyond this line to be a fair ball. If no line exists, it will be the judgement of the home plate umpire as to whether the ball is fair or foul.

**Fielder's Safety Arc:** A 30' arc will be drawn between 1<sup>st</sup> and 3<sup>rd</sup> baselines in front of home plate. All fielders 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. Pitchers must remain in this circle until the ball is hit.

**Comment:** If no arcs or circles are available, it will be the umpires' discretion. Field layouts, park rules, and park conditions will vary from one park to another. Park rules must be followed and accepted.

## **Rule 7.0 Equipment, Bats, and Uniforms**

- 6.1** All players must be properly equipped. It is the Head Coach's responsibility to ensure all players are properly equipped to maintain safety for all participants.
- 6.2** **Catcher:** Catcher's must have the following properly fitting equipment to play the position. A hockey style catcher's helmet, chest protector, shin guards, protective cup, and catcher's mitt are required without exception.
- 6.3** **Batter:** Batters must have a properly fitting helmet with double ear flaps. Face masks are not required in any age group. It is the coach's responsibility to teach kids how to properly get hit by a pitch.
- 6.4** **Bats:** Must be a bat and conform to the rules below and must not appear on the banned bat list in appendix A. Bat rules are strictly enforced.

All wood bats that are not altered or defective are approved in all divisions.

BBCOR (-3) Bats are approved for all ages unless banned by NFHS.

7U-12U Divisions: Non-wood bats must be stamped with a 1.15 BPF rating or a certified BESR rating or have a USSSA stamp. The maximum drop allowed is a drop eleven (-11) for 7U and 8U and drop 10 (-10) for 9U through 12U).

13U Division: Non-wood and non-BBCOR bats must be stamped with a 1.15 BPF rating or a certified BESR rating or have a USSSA stamp. The maximum drop allowed is a drop eight (-8).

14U Division: Non-wood and non-BBCOR bats must be stamped with a 1.15 BPF rating or a certified BESR rating. The maximum drop allowed is a drop five (-5).

13U teams playing up may use a drop eight (-8).

- 6.5** **Bat Violations:** Players using illegal bats are subject to the following:

**1<sup>st</sup> offense** – If the bat is challenged by the opposing coach or umpire and found to be illegal during an at bat the bat is removed from the dugout. If a bat is challenged after a ball is hit, the defensive team has the option of keeping the

play or calling the batter out and runners returning to their bases. The bat must be removed from the dugout.

**2<sup>nd</sup> offense** – If the bat is challenged by the opposing coach or umpire and found to be illegal, the player using the bat and the head coach are ejected from the game and the game is forfeited.

**3<sup>rd</sup> offense** – The team is removed from the tournament and forfeits all future games for the event included any UACS points achieved. Further action may also be enforced by UACS sports, including the teams being banned from UACS participation.

**Comments:** If a bat is found to be illegal after the end of a play, it is the decision of the defense to take the results of the play or to declare the batter out and a dead ball.

No membership or event registration fees will be refunded for bat violations.

- 6.6 Steal Spikes:** Steal spikes are allowed in the 13U and 14U divisions only and must be approved by the venue. Metal spikes are not allowed on portable or turf mounds.
- 6.7 Baseballs:** Teams must supply their own baseballs. UACS does not restrict teams to a certain type of baseball. It is up to the home plate umpire to determine if a ball is suitable for play.
- 6.8 Gloves:** First basemen are allowed to wear any standard glove. The First baseman is not required to wear a first baseman mitt. The pitcher's glove must not be white or any color that is deceiving to the batter. It is at the discretion of the home plate umpire if a glove is legal and permitted.
- 6.9 Uniforms:** Players must wear the same or close to the same uniforms. Uniforms must have a visible unique number. Hats of similar style and colors must be worn by all fielders excluding the catcher (*of course*).

## Rule 8.0 Rules of Play

- 8.1 Game Preliminaries:** Coaches must have teams ready to play 30 minutes prior to the scheduled game time. Minimal time will be given between games for players to warm up. Umpires will not wait. Head Coaches will meet at home plate prior to the start of each game. If a team is not ready to play after 10 minutes of the umpires being ready the game will be declared a forfeit. Unless the team is currently playing or moving from one field to the next.

Umpires will go over field conditions and verify all players are properly equipped. The home team will be determined by a coin flip for pool play games. The higher



seed will be the home team for bracket games. Start times will be announced and play will begin. The home team shall provide an official scorekeeper (must be a paper book, game changer can't be used as an official book). Umpire cards must be completed with each team's lineup.

- 8.2 Tie Breakers:** Pool play games may end in a tie. Bracket play games will not end in a tie. If a bracket play game is tied at the end of the regulation, the California tie-breaker rule will go into effect. The inning will start with the last batted out being placed on 2<sup>nd</sup> base. If the last batted out is the pitcher or catcher of record, the coach may place the second to last batted out on 2<sup>nd</sup> base if he chooses. The inning will start with zero (0) outs.

Tie Breakers for Seeding Purposes will be as follows:

1. Winning Percentage
2. Head-To-Head \*
3. Total Runs Against
4. Total Runs For
5. Total Runs Differential
6. Coin Flip

\* If more than 2 teams tied in winning percentage then head-to-head is not used.

**8.3 Innings and Time Limits:**

| Division | Innings | Time Limit    | Run Rule (Mercy Rule)   |
|----------|---------|---------------|---|
| 7U-8U    | 6       | 1 hour        | 12 runs after 3 <sup>rd</sup> inning<br>8 runs after 4 <sup>th</sup> inning |
| 9U-12U   | 6       | 1 hour 30 min | 12 runs after 3 <sup>rd</sup> inning<br>8 runs after 4 <sup>th</sup> inning |
| 13U-14U  | 7       | 1 hour 45 min | 10 runs after 5 <sup>th</sup> inning  |

*\*UACS reserves the right to shorten game times for rain shortened events to ensure teams are able to play as many games as possible.*

**8.4 Intentional Delays:** Intentionally delaying a game will not be tolerated by the offense or defense. The offensive 3<sup>rd</sup> base coach is allowed 1 timeout per inning. Catchers/Pitchers are allowed one meeting per inning.

**8.5 Official Game:** In the event of a shortened game for weather or other unforeseen factor, games will be considered complete after the 3<sup>rd</sup> inning. If the home team is batting and ahead, the home team is declared the winner and the current score is recorded. If the visitor team is batting, the winner will be the team ahead at the end of the last completed inning and the score from the last completed inning will be recorded. This rule is in affect regardless of pool play or bracket play. The visiting team is the team batting in the top half of the innings. The home team is the team batting in the bottom half of the innings.

**8.6 Shortened Events:** If an event or tournament is cancelled, the highest 2 seeds remaining will be declared Champions and Runner-Ups.

**8.7 Batting Lineups:** For 9U-14U divisions, a coach may bat:

- All Players; allowing the coach free substitution on defense.
- 9 Players plus 1 extra hitter (EH). A substitute player may enter the game defensively in any position 1-9 or as an EH. Starters may reenter once. Once a substitute is replaced in the lineup, they are no longer available on offense or defense. However, the substituted player may still be allowed to courtesy run. See rule 7.5.
- 9 Players including a designated hitter (DH). When a DH is used NFHS substitution rules apply. Be sure to know these rules before deciding to use a DH.
- A team may start a game with 8 players. The 9<sup>th</sup> batting position will be an automatic out. If the 9<sup>th</sup> player arrives, they may be added in the 9<sup>th</sup> batting position. Additional players arriving late will be considered substitutes.

- A team may not play with less than 8 players at any time including injuries or sickness. If the lineup card drops below 8 players, the game will be declared a forfeit and a 7-0 score will be recorded.

**8.8 Injured Players:** If a team has an injured player and batting the entire lineup, the player will be removed from the lineup without penalty and all remaining players will move up in the order. If the lineup drops to 8 players, the team will be required to take an out when it is the injured players at bat. The umpire will determine if the injury qualifies.

If the team is batting 9 players with an EH and no substitute is available, the team will incur an out when the injured player is up to bat.

If the team is batting 9 players with a DH and no substitute is available, the team will incur an out when the injured player is up to bat. Unless it is the DH or the player the DH is batting for. In the case of the DH being injured, the position player assumes the batting position. This is only an option if the DH has not already replaced the position player defensively. In which case, the defensive starter is burned, and the team will incur an out. If the position player is injured, the DH can assume a defensive position. This is only an option if the position player has not batted. Otherwise, the team will incur an out.

**8.9 Courtesy Runner:** For the 9U-14U divisions, Courtesy runners may be used for the pitcher of record or the catcher of record once the batter reaches 1<sup>st</sup> base. For the 7U-8U divisions, courtesy runners are only allowed for the catcher only. Courtesy runners are not allowed after a pitch is thrown to the next batter. Substitutes must be used as courtesy runners unless the team is batting all players, in which case, the team has no substitutes and the last batted out must be used.

A starter that exited the game may be used as a courtesy runner as they are now considered a substitute. A substitute that entered and exited the game may also still be used as a courtesy runner, even though they can no longer play defense or bat.

A courtesy runner is not considered a pinch runner.

If a team only has one substitute that is on base, a team may use the last batted out. For a team batting all players, and the last batted out is on base, a team may use the second to last batted out.

In the case of an injury while the runner is on base, and no substitutes are available the last batted out may run for the injured player. If this player is a pitcher or catcher of record, the second to last batted out may run and so forth.

**8.10 Pitching:** The following rules are in effect for pitchers including the following pitching limitations.

1. Visits to the mound: As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. Once a pitcher is replaced on the mound, they may not pitch again for the remainder of that game.
2. Pitchers may not wear any light-colored sleeving or wristbands. The home plate umpire will determine if clothing or items are acceptable.
3. A pitcher may fake a pick off move to third base per NFHS rules.
4. When a balk is called, it is a dead ball balk.
5. Starting and relief pitchers will get 7 warmup pitches at the beginning of games and in-between innings.
6. No pitching restrictions for pitchers of all ages (rules 7-10 below). Competition and player safety are at the forefront of this decision. For competition, we do not want to limit coaches or players to a number of innings. It is not fair for a player that throws a 5 pitch inning to have the same restrictions as a player that throws a 25 pitch inning. For player safety, it is impossible for UACS to know the strength of each player or how much they have thrown during the week leading up to the event. Furthermore, we do not want to set pitching limits and give anyone a false sense of security when it comes to player safety and arm care. The number one reason for shoulder and elbow injuries in youth baseball is due to overuse and we at UACS feel this decision belongs to coaches and parents.

We offer the following guidelines from the American Sports Medicine Institute.

<https://asmi.org/position-statement-for-adolescent-baseball-pitchers/>

<https://asmi.org/example-limits-for-number-of-pitches-thrown-in-games/>

UACS does not track # of Innings pitched on scorecards or on the website. It is the responsibility of the coaches and the parents to understand their player, the positions they play, and how much the player should pitch during a given event.

- 8.11 Intentional Walks:** No pitches need to be thrown. The head coach only needs to inform the home plate umpire of his intentions to walk the batter. A batter can only be intentionally walked once in a game.
- 8.12 Headfirst Slides:** Headfirst slides are allowed in all age divisions if the base runner does not have a face guard (c-flap) on their helmet. Otherwise, headfirst slides are not allowed except for diving back to a base. A player wearing a face guard and sliding headfirst will be called out when the current play is over and removed from the bases. Any runs scored will count except for those runs scored by the offending player. Baserunners wearing face guards and sliding headfirst may only be called out once per play. However, if multiple players on the same play wearing a face guard slide headfirst, multiple outs can be called.
- 8.13 Bat Throwing or Slinging:** Umpires will give one warning for a thrown or “slung” bat once any player has done so. Additional thrown or “slung” bats will result in a dead ball and the player being called out and ejected from the game. Runners must return to the base occupied prior to the pitch.
- 8.14 Malicious Contact:** Baserunners and Defensive players should not engage in any malicious contact such as lowering a shoulder into another player. Players should attempt to avoid excessive contact when possible. This does not mean the player must slide at any base or home. It is the discretion of the umpire to determine if contact is deemed excessive and malicious. If so, the player may be called out or ejected from the game.
- 8.15 Slashing:** Showing bunt and pulling back and hitting is NOT ALLOWED in any age group.
- 8.16 Appeals:** The Head Coach may appeal to a Tournament Director for rules interpretation only! Judgement calls MAY NOT be appealed to the Tournament Director. Games may only be protested for age eligibility and roster violations only. See sections 3.2 and 4.6.

### **Rule 9.0 Coach Pitch Specific Rules**

- 9.1 Infielders:** All infielders must stay behind the fielder’s safety arc until the ball is hit.
- 9.2 Pitchers:** Defensive pitchers must stay within the pitcher’s circle until the ball is hit.
- 9.3 Infielder and Pitcher Safety Line Violations:** If an infielder crosses the fielder’s safety arc or the pitcher leaves the pitching circle prior to the ball being hit, play will continue. The batting team will have the option of taking the play or taking a no-pitch and redoing the pitch at the previous count. If an infielder or pitcher violates the fielder’s arc or pitching circle safety rules two times, the home plate

umpire will require the player to be moved to another position for the player's safety.

- 9.4 Pitching Coach:** The pitching coach must be at least 18 years of age. The pitching coach may pitch anywhere between the fielder's safety arc and the front of the pitching circle. The coach must be in line with home plate and second base. The pitching coach may not verbally coach the batters. The pitching coach must try and avoid contact with a batted ball. If at the umpire's discretion, the coach did not make every attempt to avoid contact, the batter will be out, and runners will not advance. If the coach at the umpire's discretion did make every attempt to avoid contact with the ball, the umpire will call no pitch and the batter will return to the batters' box and runners will return to bases. Much like a baserunner, a pitching coach may not interfere with a fielder's ability to make a play. If this occurs, in the umpire's judgement, offensive interference will be declared and handled accordingly.
- 9.5 Bunting:** Bunting is not allowed. If a player bunts the ball, the batter will be called out and the runners must return to the base they occupied prior to the at-bat.
- 9.6 Baserunners:** Baserunners may not leave the base until the ball has been hit.
- 9.7 Infield Fly Rule:** The infield fly rule does not exist in the 7U or 8U Coach's pitch divisions.
- 9.8 Batting Order:** Coaches are not required to bat the entire lineup. Coaches may bat 10 players, 10 players including a DH for a defensive player, bat 11 players with an EH, or bat the entire lineup. Coaches must bat all players in the lineup unless a player is injured. In this case, all players move up in the lineup.
- 9.9 Defensive Position:** Coaches are allowed 1 catcher, 1 pitcher, 4 infielders, and 4 outfielders. Outfielders must stay behind the baseline. Infielders and Pitchers must abide by rules 8.1 and 8.2.
- 9.10 Pitch Limit:** A batter is allowed 6 pitches or 3 swinging strikes. The at-bat will continue if the batter continues to foul off the last pitch.
- 9.11 Time:** Umpires shall call "Time" after every play and declare the ball dead once the runners are no longer trying to advance. Baserunners that are "dancing" off the base are not considered to be advancing. Players do not need to call time. Time is called by the umpires.

#### **Rule 10.0 8U Kid's Pitch Specific Rules**

- 10.1** 10 Defensive Players shall play in the field.

- 10.2** A “No Balk” rule shall apply.
- 10.3** Batters are out on missed/dropped strike 3. Runners can’t advance.
- 10.4** A “lead” line will be placed 6 feet from the bag. Runners must stay on or behind this line when taking leads.
- 10.5** There is no stealing. Runners are not allowed to advance on passed balls or wild pitches.
- 10.6** Umpires will call time once the action has stopped. No dancing off the bag.
- 10.7** Pitchers are not allowed to pick off.
- 10.8** Bunting is allowed. No slashing (showing bunt and then swinging). This is an automatic out and player is ejected.
- 10.9** Defensive coaches must be within the confines of the dugout and are not allowed down the 1<sup>st</sup> or 3<sup>rd</sup> base lines.
- 10.10** The infield fly rule is in effect.
- 10.11** The batting order should include all present players that are on the roster.
- 10.12** Late arrivals are to be added to the end of the lineup.
- 10.13** Teams may start with 8 players.
- 10.14** Teams may use free defensive substitution. Batting order must remain the same.
- 10.15** A player may be intentionally walked only once per game.
- 10.16** A courtesy runner may be used for the catcher or pitcher of record. The courtesy runner will be the last batted out. If a batted out has yet to occur, the courtesy runner will be the most recent batter not on base or in the case of the first 3 batters, the last batter in the lineup can be used. If a courtesy runner is used in the top of the first inning, those players that were run for, must assume the pitcher and/or catcher position in the bottom of the first inning.
- 10.17** Pitching distance is 46’. Bases are set at 65’
- 10.18** Pitch limits – A pitcher that pitches more than 3 innings in a day (10 or more outs) must rest the following day. A pitcher is not allowed to pitch more than 5 innings (15 outs) in a two-day period.
- 10.19** 1 hour 30-minute time limit.

**10.20** All other rules of play, conduct, and sportsmanship shall apply.

### **Rule 11.0 Sportsmanship and Rules of Conduct**

**11.1** Coaches and players are expected to practice sportsmanship and conduct themselves appropriately on and off the field. Sportsmanship and conduct violations will result in potential ejection from the game at the home plate umpires discretion. Coaches and players that violate sportsmanship and conduct rules are subject to potential removal from the tournament and premises at the discretion of the Tournament Director including future tournaments and events. This will not be tolerated!

**11.2** Family members, fans, and spectators are expected to conduct themselves appropriately. You are expected to cheer for your team and your Up and Coming Stars passionately. However, please refrain from any derogatory remarks towards umpires, coaches, players, other fans. Anyone not conducting themselves appropriately are subject to potential removal from the tournament and premises at the discretion of the Tournament Director including future tournaments and events. This will not be tolerated!

### **Rule 12.0 Event Fees, Rainouts & Refunds, and Umpire Payments**

**12.1 Event Fees:** Event Fees are listed on the UACS webpage and payments are collected at time of registration via a credit card or debit card. **A non-refundable 3% technology fee is added to each registration at the time of purchase.**

**12.2 Rainouts and Refunds:** Fortunately, a lot of games and venues are on turf and every possible effort is made to play games. If a team starts or plays any game, a refund will not be given. However, in the unlikely event a tournament is cancelled due to weather or other factors, and a team is unable to play any games, a credit for future tournaments will be added to the account. **WORLD SERIES EVENTS ARE NON-REFUNDABLE and DO NOT RECEIVE ANY CREDITS TOWARDS FUTURE EVENTS IN THE CASE OF CANCELLATION.**

**12.3 Removal Deadline:** Teams may remove themselves from a tournament up to 5 days prior to the event. After this time, a team will not be removed and will be responsible for the cost of the tournament registration fee.

**12.4 Umpire Payments:** See individual tournament information for umpire payment requirements. This can be different for each state and tournament.

### **Rule 13.0 Teams and Individual Awards**



**13.1 Team Awards:** Each player on the championship team will receive a UACS championship ring. Each player on the runner-up team will receive a UACS runner-up ring.

**13.2 Individual Awards:** UACS recognizes the following individuals awards at each tournament.

**Homerun Award:** Any player that hits an out the park homerun will be given a UACS homerun award. It is the head coach's responsibility to make the Tournament Director aware of these accomplishments during ring ceremony.

**MVP Award / Invite:** One player from the Championship team and one player from the Runner-Up team will be given an MVP Award.

## Appendix A – Banned Bat List

The Officials at UACS Sports have recently announced and released updates to their BANNED BAT LIST and for their 2022 tournaments.

In the Louisiana market for UACS Sports Tournaments>

Starting January 1, 2022, the following bats will not be allowed at any UACS Sports tournaments, games or events.

2015 DEMARINI CF7 (-5)  
 2015 EASTON XL1 (-5)  
 2016 DEMARINI CF8 (-5)  
 2016 DEMARINI CF8 (-8)  
 2016 DEMARINI CF8 (-10)  
 2017 DEMARINI CF ZEN BALANCED (-8)\*\*  
 2017 DEMARINI CF ZEN SL 2 3/4" (-10)\*\*  
 -2017 DEMARINI CF ZEN ZERO DARK 2 3/4" (-10)\*\*  
 2017 DEMARINI CF ZEN (-5)  
 LOUISVILLE SLUGGER BLUE META COMPOSITE (33/30 MODEL ONLY)  
 2018 DIRTY SOUTH KAMO BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 ONLY)  
 (EASTON) GHOST X (30/20 ONLY - USA BASEBALL MARKED)

\*\*Re-tooled models of these bats may be used in UACS Sports play. Once returned from the manufacturer, these bats will have updated model numbers and new orange end cap and stickers indicating the corrected performance standards. \*\*

Coaches, players and parents: Be sure you are aware of all rules and rule changes. UACS Sports reserves the right to amend these rules at any time for specific tournament play.

**Bat Violations:** Players using illegal bats are subject to the following:

**1<sup>st</sup> offense** – If the bat is challenged by the opposing coach or umpire and found to be illegal during an at bat the bat is removed from the dugout. If a bat is challenged after a ball is hit, the defensive team has the option of keeping the play or calling the batter out and runners returning to their bases. The bat must be removed from the dugout.

**2<sup>nd</sup> offense** – If the bat is challenged by the opposing coach or umpire and found to be illegal, the player using the bat and the head coach are ejected from the game and the game is forfeited.

**3<sup>rd</sup> offense** – The team is removed from the tournament and forfeits all future games for the event included any UACS points achieved. Further action may also be enforced by UACS sports, including the teams being banned from UACS participation.

**Comments:** If a bat is found to be illegal after the end of a play, it is the decision of the defense to take the results of the play or to declare the batter out and a dead ball.

No membership or event registration fees will be refunded for bat violations.

**Legal Bats:** Must be a bat and confirm to the rules below and must not appear on the banned bat list in appendix A. Bat rules are strictly enforced.

All wood bats that are not altered or defective are approved in all divisions.

BBCOR (-3) Bats are approved for all ages unless banned by NFHS.

7U-12U Divisions: Non-wood bats must be stamped with a 1.15 BPF rating or a certified BESR rating or have a USSSA stamp. The maximum drop allowed is a drop eleven (-11) for 7U and 8U and drop 10 (-10) for 9U through 12U).

13U Division: Non-wood and non-BBCOR bats must be stamped with a 1.15 BPF rating or a certified BESR rating or have a USSSA stamp. The maximum drop allowed is a drop eight (-8).

14U Division: Non-wood and non-BBCOR bats must be stamped with a 1.15 BPF rating or a certified BESR rating. The maximum drop allowed is a drop five (-5).