

RARA Baseball/Softball League Rules

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.

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

Rules of the Game

10U-12U Baseball/Softball will play 6 innings or until the 70 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 season.

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 pitcher's arm is a big concern in youth baseball and softball. The maximum number of innings a pitcher can pitch is listed below.

Age	Maximum Innings Per Game	Weekly Maximum
10U	4	6
12U	Unlimited	Unlimited

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

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'

Mercy Rule - A Mercy (run) Rule shall be used during the 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.

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

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.

The Batter, Batter Runner & Runner

For **10U-12U** 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. 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.

Bat Qualifications

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

League Specific Rules

10U Softball: Teams are allowed to field 10 players defensively.

12U Softball: Teams are allowed to field 9 players defensively.

10U-12U Baseball: Teams are allowed to field 9 players defensively.

10U-12U Baseball/Softball: Base runners can run an unlimited number of bases on balls hit and overthrows. Leading off is not allowed and the base runner must remain on the base until the pitch is thrown. Stealing is allowed for 2nd and 3rd base but runners must wait until the ball is released from the pitcher's hand to steal. Runners are not allowed to steal home or advance home on a pass ball. Dropped third strikes do apply and a runner may attempt to try and run to first base. The 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.

10U Modified Kid Pitch: No walks will be allowed. Once a batter has taken ball four, an offensive coach will pitch the remaining pitch count to the batter. For example, if a batter has a 4-0 count they will receive 3 hittable pitches from the coach resulting in either a hit or a strikeout. If a batter has a 4-1 count they receive 2 hittable pitches and so on. The kid pitcher will stand by the offensive coach and will play defense if the batter gets a hit. The umpire will call balls and strikes from behind the plate.

Miscellaneous

10U-12U Baseball/Softball –

Games may be played with no umpires. In the case of no umpire, if both teams agree on a substitute person(i.e. parent or coach) to officiate a game, the game becomes official.

Teams must have a minimum of 7 players in order to play; anything less and the game will be a forfeit.

Teams may borrow subs from other RARA league teams in the same division or a younger division.