## Competitive Baseball Guidelines

## Revised 5/8/23

Middle school games will be controlled by the National Federation rules with the following exceptions:

1. Participation: SUSD offers Junior Varsity and Varsity teams in the sports of Volleyball, Basketball, Baseball, and Flag Football. SUSD offers Varsity in the sports of Soccer, Softball, Track, and Cross Country. $8^{\text {th }}$ Graders are not permitted to play Junior Varsity and no player may participate in more than one competitive game a day.
2. Teams shall "suit up" at least 12 players for each game. All players "suited up" must be played during that game utilizing free substitutions.
3. All players must bat in rotation regardless of whether or not they are on defense at the time.
4. If a team has less than 12 players available to bat, the opposing team may bat the number equal to the size of the smaller team. For example: on game day, Team A (normal roster of 12 players) arrives at Team B's school with only 9 players because 3 of the regular players are absent that day. As a result, Team B may choose to bat only 9 players so that the batting rotations for the game are equal. Every player must play one defensive inning by the end of the game.
5. A pitcher may re-enter the game once using the following pitch count.
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SUSD Middle School Pitch Count - Smart USA Baseball
Pitches
1 to 20
21-35
36-50
51-65
66-85
85 Max
A pitcher may finish a batter before being removed
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6. Courtesy runner for catchers: the player who made the last out must be used to run for the catcher.
7. Anytime a player hast to permanently leave the game that spot in the lineup is vacated with no Penalty. Players may not re-enter that contest once they have vacated their lineup spot.
8. Athletes must wear street shoes on the bus and in all gyms.
9. Baseball: Teams will use 54 foot pitching distance with 80 or 85 foot bases or what the site have and can allow safely.
10. Games are 6 innings and no new inning will begin after $1 \frac{1}{2}$ hours from the start of the game. The umpire will be the judge of whether or not it is safe to continue play because of darkness or field conditions. If the umpire calls the game for darkness, the score shall revert to the last completed inning for the purpose of determining the winner or a tie.
11. Bats will be a BBcore, USSSA stamped bats or Wood bats. These are the only bats to be used in practice or games. Varsity team will use the drop 5 rule for bats. JV team will use the drop 8 rule for bats.
12. Both the JV and Varsity levels will play with a 7 run rule limit per inning. Exception: The team that is trailing may score as many runs as needed to tie the score and then go up by 7 runs.
13. Home teams will provide a jug of water for each dugout for the visiting teams.
