

VSA Winter League Baseball Rules

Playing Field

- 7/8U: 60' basepaths, 40' pitching (Coach Pitch)
- 9/10U: 60' basepaths, 46' pitching
- 11/12U: 70' basepaths, 50' pitching
- 13/14U: 90' basepaths, 60' 6" pitching

Bats

- USA bats are legal or BBCOR -3

Other Notes

- No metal cleats at any age level
- Home team will be based on which team is listed second on the schedule
- Proper baseball attire for all games (shirt, hats, baseball or athletic pants)
- Bat the roster at every level and free defensive substitutions throughout the game
- Games are drop dead at 70 minutes for 9/10U, 11/12U and 13/14U
- Pitching mound visits will remain 2 coaches visits per inning, with the second coaches visit to the same pitcher in the same inning resulting in a pitching change.
- Lead-offs and stealing for 11/12U and 13/14U
 - 11/12U One balk warning each pitcher
 - 9/10U players can lead off once the ball crosses home plate and they may advance at their own risk at that point
- Courtesy runner is the last recorded out and they can run for pitchers and catchers at every age level
- No pitcher at any age level can throw more than 3 innings per game
- Every player must play in the field at some point in the game at every age level
- At any age level you can bat through the order once in an inning and then the half inning is over
- No Intentional Walk at any age level
- If a pitcher walks 5 hitters in an inning, you must remove the pitcher after the 5th walk
- Pitchers receive 5 warm-up pitches for every inning they throw after their first inning. If you are brought in to pitch you will receive 6 warm-up pitches.
- For any inappropriate language or actions, one warning will be given per team after that an ejection is possible at the umpires discretion
- Any play at home plate you are required to slide or the runner will be called out.
- Any ball that hits the net above the field in fair territory is at the discretion of the umpire if it is an out or an extra base hit. If it is a hit each runner gets that amount of bases (i.e. Double= 2 bases, Triple = 3 bases, Home Run = 4 bases). If it is an out the ball is dead and runners cannot advance.
 - If a ball hits any net in foul territory it is a foul ball and the ball is dead
- Wall Rulings
 - 7/8U and 9/10U if a ball hits the outfield wall above the blue padding, it is a home run

- 11/12U and 13/14U if a ball hits the outfield wall above the blue padding and below the first horizontal beam it is a double.
- 11/12U and 13/14U if a ball hits the outfield wall above the blue padding and above the first horizontal beam it is a Home Run.
- Net Rulings
 - 7/8U and 9/10U if an overthrow happens and the ball hits the net, the ball is dead and runners get one base.
 - 11/12U and 13/14U if an overthrow happens and the ball hits the net, runners can advance at their own risk and the ball is still live.
 - 9/10U, 11/12U and 13/14U Any pitch that reaches the net behind home plate the ball is still live and runners can advance at their own risk
- Dropped 3rd Strikes
 - 7/8U and 9/10U the batter is automatically out, 11/12U and 13/14U will follow USSSA rules and runners may advance if first is not occupied or if there are 2 outs.
- Sliding
 - 7/8U and 9/10U no head first sliding
 - Any feet first slide has to be into the bag and you have to maintain contact with the bag through your slide
- Dugouts
 - Players are to stay behind the yellow door when they are on deck and noone is allowed to be on the field other than the defense and the hitter
- Players on the Field
 - Every age level will have 9 players on the field at a time besides 13/14U will have 7 players on the field in the following positions: Catcher, Pitcher, Third Baseman, Shortstop, 2nd Baseman, 1st Baseman and Centerfielder