

**City of Euless Parks & Community Services**  
**The Parks at Texas Star Select League**



**“AA”, “AAA” & “MAJOR” LEAGUE RULES**

**Priority of Rules**

1. The Parks at Texas Star Rule Exceptions
2. USSSA National Rules

**General Rules**

1. Any base runner stealing home plate on a swinging strike is out at the time the bat is swung. A bunt is not a swinging strike. If a base runner is called out for attempting to steal home, the ball is dead and the pitch does not count. The intent of the rule is to protect the base runner without taking away the opportunity to steal. It is not an out if the following situation exists. Exp: The bases are loaded, the count is 3 balls and 2 strikes on the batter, and there are 2 outs. If on the pitch all runners start moving and the batter swings and fouls off the pitch or gets a hit, this shall not be considered illegal and therefore no action shall be taken by the umpire in calling anyone out.
2. Teams may choose to bat their roster and play under the free substitution rule. Any removed player, other than the pitcher, may re-enter the game at any time or position. If a pitcher is removed he cannot re-enter the game as a pitcher but may re-enter at another position. Any player arriving after the beginning of the game may be placed at the end of the batting order. If a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty. If a player is ejected and only eight players are available to play, the game will continue and the ejected player's batting position will be an out.
3. Any team with eight (8) players may play a game without forfeit.
4. Courtesy runners will be allowed for the catcher and pitcher or in the event of injury or illness, at any time. The courtesy runner will always be the player who made the last out. The batter is required to keep one foot in the batter's box at all times in order to speed up play. A team warning shall precede the enforcement of this rule.
5. No pre-game infield is permitted unless time is available before the published game start time.
6. Pitching rules:
  - o Age 9 and 10 – May pitch a maximum of 18 outs in a three day period
  - o Age 11 and 12 - May pitch a maximum of 21 outs in a three day period

- o Age 13 and 14 - May pitch a maximum of 24 outs in a three day period
- 7. Once a pitcher records 10 or more outs within a 3 day period, he must have 3 days rest from his last appearance. Once he has rested, he may pitch the maximum outs for that age division.
- 8. Each team is required to furnish at game-time two (2) new and one (1) playable baseball.
- 9. A game will be considered a forfeit if a team does not have at least 8 players ready to play baseball 15 minutes from the games scheduled starting time.
- 10. In all age divisions the run rule is 15 runs after 3 innings; 10 runs after 4 innings and 8 runs after 5 innings.
  - o Metal cleats are not allowed except in the age 13 and older divisions.
- 11. A protective cup for the catcher is mandatory, for all age groups and recommended for all players.
- 12. Catchers must wear helmets and face masks (hockey style masks are acceptable) during the game and while warming up a pitcher. Detachable throat guards are highly recommended.
- 13. There will be NO jewelry worn on the baseball diamond unless medically necessary.
- 14. Age 7 and 8 only:
  - o Innings will end after six (6) runs or three (3) outs, whichever comes first. There will be unlimited runs from the fifth inning until the conclusion of the game.
  - o Teams will NOT pass the ball around the infield following an out.

## Field Sizes

Age	Diamond	Pitching
8U	60	44
9-10	65	46
11-12	70	50
13-14	80	54
15-16	90	60

## Team Insurance

All teams are required to carry and have proof of insurance. Limits should be equal to or greater than those supplied by to teams through USSSA Baseball and Benemarc insurance agency in Fort Worth (\$1,000,000 liability and \$100,000 secondary accident medical). Proof of insurance must be turned into the City of Euless Athletic office prior to the first game.

## Rules of Conduct and Ejections

1. Any player, coach or spectator of the Parks at Texas Star Select League using profane language, acting in an unsportsmanlike manner, and/or under the influence of intoxicating beverages in the ball parks will be subject to disciplinary action from the City of Euless Athletic Office.
2. When a manager or coach is ejected from a game, he shall leave the field immediately and take no further part in the game. He shall not remain in the grandstand area and must leave the Ball Park. The penalty for ejection for a manager, coach, or player will be suspension from the remainder of that game and then the next scheduled game played. Any player ejected from the game shall leave the field immediately and placed under the supervision of parent or adult present. If

there is no parent or adult supervisor present, the ejected player shall be placed under the supervision of a coach, and remain in the dugout. He may remain in the Ball Park, but shall not make any comments concerning the ejection. If any comments by a player are heard, the player will be asked to leave the area with the parent, adult supervisor, or coach. At no time will the player be forced to leave the Ball Park alone.

3. The suspension of the next scheduled game may be appealed to the City of Euless Athletic Office. This is the minimum penalty; the City of Euless Athletic Office may decide to assess greater penalties. If a second offense occurs during the season, the ensuing penalty may result in suspension for the remainder of the season, including tournament play. The offender will have the right to appeal to the Athletic Office.
4. Each head coach is responsible for fan and parent behavior and conduct; the umpire will give one warning. On the second offense by the parent or fan, the head coach is ejected for the remainder of that game and the next scheduled game.
5. Each coach is answerable and responsible to the City of Euless Athletic Office for the conduct of his team's coaches, players and parents.
6. A lesser penalty may be evoked by the umpire, at his discretion, as whether to eject a manager or coach. The umpire will have the opportunity to bench a manager or coach. If benched the manager or coach will not be permitted to instruct on the field, he will remain in the dugout and remain quiet. If the manager or coach continues to coach the team he will then be ejected and ejection rules will apply. Benching will not suspend the manager or coach from the next game. Players will not have the opportunity of being benched, their only penalty is ejection.

## **Obstruction**

If in the judgment of the umpire, a player comes into contact with an opposing player in a manner the umpire deems unsportsmanlike, then that player will be called out! In the judgment of the umpire, if the incident is beyond incidental, and deemed flagrant or excessive, the player will be called out and ejected from the game. When in doubt... slide!!!

Note: The catcher (or fielder), without the ball in his possession, has no right to block the runner attempting to score (or advance to the next base). The baseline belongs to the runner. Any attempt by the catcher (or fielder) to deny the base runner the baseline, without the possession of the ball is obstruction.

## **Scorekeeping**

The home team will keep the score book, the visiting team will keep the scoreboard. The official game score and pitching records will be kept by the field umpire. Once the game has concluded, a coach from each team must sign the score card. Scores will be posted at [www.parksattexasstar.com](http://www.parksattexasstar.com) and [www.ussa.com](http://www.ussa.com) . If a coach fails to sign his score card, he is telling the staff that the recorded score and pitching information is correct. There will be no discussion of the score or pitching once the score card as been turned into the athletic staff.

## **Game Forfeits**

In the event a team fails to appear with at least eight (8) players prepared to play baseball, 15 minutes after the scheduled start of a league game, that game will be scored as a 9 - 0 forfeit. There will be a \$25.00 charge for any team failing to notify the Athletic supervisor with in 24 hours. On the third offense, the team will be removed the schedule.

## **Game Schedules and Times**

The length of the games for each league will be:

Age 8 & Under	6 Innings	1 Hr. 15 Min.
Age 9 and 10	6 Innings	1 Hr. 30 Min.
Ages 11 and 12	6 Innings	1 Hr. 30 Min.
Ages 13 and 14	7 Innings	1 Hr. 45 Min.

A regular season game is officially over at the end of the required amount of innings or time limit; whichever occurs first.

Teams may complete both halves of an inning that is started before the time limit expires, and may play extra innings; time permitting, in the event of a tie. The game is declared a tie game if time has expired and the inning ends in a tie. A new inning begins as soon as the final out is made in the previous inning (i.e. a team does not have to "take the field" in order for an inning to officially start).

## **Rainout Number**

**817-543-4490 or 972-738-9490**

## **Rosters**

Each team in the league will submit a roster to the City Of Euless Athletic Office prior to league play. Rosters may be entered online on the USSSA Texas Roster Manager. There are no roster limits during the season. Post-season roster limits differ in each National sanctioning organization.

No player may play on two teams within the same league.

Once league play begins, players are required to remain with that team through the spring season to include ALL post season play through July 31. Coaches, managers, parents or players will not enlist or recruit players from other teams No AA roster may contain more than 2 AAA players. No AA rosters may contain any Majors players.

## Coach Pitch Rules

- A.** Each batter will be allowed Six (6) pitches.
- B.** A fair batted ball hitting a coach pitcher will be declared a dead ball if the umpire rules that the coach pitcher's contact with the ball was unintentional and will not be counted as one of the 6 pitches. If in the umpire's judgment a coach pitcher intentionally makes contact with a batted ball, the batter will be out and no runner can advance.
- C.** Play shall be stopped and the ball ruled dead when returned to the infield. The umpire shall determine the position of the runners when the ball becomes dead.
- D.** All teams must bat their entire lineup for all games and use (10) defensive players.
- E.** The catcher shall be located in the catcher's box and directly behind home plate, no more than four (4) feet behind home plate.
- F.** There will be no: 1) Base on Balls 2) Base Awards for Hit By Pitcher 3) Infield Fly Rule 4) Base Stealing 5) Bunting (players must take a full swing).
- G.** Runners may not leave their bases until the pitched ball has made contact with the bat. A runner who leaves early will be declared out and the pitch will be called a no pitch.
- H.** A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally.
- I.** Courtesy runners are allowed for the catcher only.
- J.** There is no bunting or soft swings in 8U Coach Pitch. All hit balls must pass the grass cutout in front of the home plate. Penalty: Batter is called back to home plate and strike is charged.
- K.** A coach pitcher must pitch from a standing position and must throw overhand.

## 14U Major – 60/90

- A. USSSA State Rules, USSSA National Rules, Sporting News Rules will be used to govern this league with the following exceptions.
- B. Coaches may hit nine (9) players, ten (10) players including an extra hitter (EH), or hit their entire roster.
- C. There is no designated hitter (DH) in the 14U league.
- D. Whatever number of players the coach decides to start the game with, that number of players is what he must finish the game with.
- E. Courtesy runners may be used for the pitcher and catcher during any point of the game but courtesy runners are mandatory for the pitcher and catcher when there are two outs.
- F. If batting nine players and a team drops below nine eligible players due to an ejection, an automatic out shall be declared in that batting order position, providing there is no eligible substitute.
- G. If a player is removed due to injury and there is not an eligible substitute, no out shall be taken but the injured player may not reenter the game.
- H. Home and visitor will be determined by a coin flip before each game.