

SETBA Perfect Game Rules Exemptions

Bats:	13u Bats:	13 Major/Open: -5 or -3 13AAA/AA: -8, -5 or -3
	14u bats:	14 Open or 14 Major: -3 BBCOR ONLY 14AA or 14AAA: -5 or -3

No “Slash” Play: Fake bunt, pull back and swing. Batter is out, manager is ejected.

Pitching rules:

- Ages 9-14
Each Player is allowed 24 outs over a 3 day period. If you pitch more than 9 outs in a day you are required 2 days rest.
- 9-12u: Daily max is 18 outs
- 13 & 14u: Daily max is 21 outs.
- 100 Pitch maximum over 3 days. Pitcher is allowed to finish the batter once he reaches his pitch limit. Home Team will have official scorebook and help field umpire with pitch counts.
- You can pitch in more than one game in a day if you do not exceed your daily limits
- No 3rd to 1st pickoff moves (without stepping off rubber)

Batting Lineup Rules:

- You may bat 9,10,11 players or your roster. You must declare at the start of the game.
- May start game with 8 players, 9th player spot is an out when he comes up in lineup.
- Teams can bat its entire lineup
- Team can use a DH.
- If a player is injured & you are roster batting or don't have a sub, team will take an out when that lineup spot comes up.

Game Times:

- 9u-14u Games are 1 hour 35 minutes
- 6-8u games are 65 minutes
- Run Rules: 15 after 3 or 8 after 4

Extra Innings:

- Texas Tie Breaker, last 3 outs on base with 1 out.
- Balk is the MLB ruling (NOT a dead ball)

Forfeits:

- Only the Head Director can call a forfeit

Pitching Violations:

- Manager is ejected for the weekend, replace the pitcher, not a forfeit.

Players can only participate with one team in an event. Participating with more than one team can result in all teams being forfeited.

On-Site Director: Austin Walles – 409.289.4148

COACH PITCH SPECIFIC RULES

8.03 Pitching Circle: The pitching coach shall keep one inside or straddle the pitcher's circle.

8.04.B The pitching coach shall not verbally or physically coach while in the pitching position

8.04.C The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Rule 8.04.C Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.

Rule 8.04.C Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

8.05 Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.

8.06 The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.

8.07 Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position.

All outfielders shall stay behind the baseline.

8.08 The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

8.09 Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

8.10 The Infield Fly Rule shall not be in effect at any time.

8.11 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

8.11.A Teams may start a game with eight (8) players. The ninth (9th) positions in the batting order shall be declared an out each turn at bat.

Rule 8.11.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

8.12 Teams may use free substitution on defense, but the batting order shall remain the same.

8.13 Bunting shall not be allowed.

8.14 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

8.15 A player may only be Intentionally Walked once per game by announcement from the defensive team.

8.16 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

8.17 A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

8.18 A team may score a maximum of seven (7) runs per inning.

8.19 The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

8.20 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 8.20 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

8.21 When a batted ball hits the Pitching Coach, the following shall apply:

8.21.A If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

8.21.B If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.