

Watervliet SAC 2023 Rules

**** APPLIES TO ALL, EXCEPT 14U & PONY ****

Southwest Michigan League Baseball / Softball Rules

Age Division	7/8 BB	9/10 BB	11/12 BB		7/8 SB	9/10 SB	11/12 SB	
GAME RULES								
The rules below are the exceptions or clarifications of this governing body	Little League Baseball of America	Little League Baseball of America	Little League Baseball of America		Michigan High School Athletic Association (MHSAA)	Michigan High School Athletic Association (MHSAA)	Michigan High School Athletic Association (MHSAA)	
Player Age	Must not turn 9 years of age prior to May 1st	Must not turn 11 years of age prior to May 1st	Must not turn 13 years of age prior to May 1st		Must not turn 9 years of age prior to December 31st	Must not turn 11 years of age prior to December 31st	Must not turn 13 years of age prior to December 31st	
Thunder / Lightning	Play will be delayed 30 minutes each time thunder is heard or lightning is spotted	Play will be delayed 30 minutes each time thunder is heard or lightning is spotted	Play will be delayed 30 minutes each time thunder is heard or lightning is spotted		Play will be delayed 30 minutes each time thunder is heard or lightning is spotted	Play will be delayed 30 minutes each time thunder is heard or lightning is spotted	Play will be delayed 30 minutes each time thunder is heard or lightning is spotted	
Dugouts	Home team will utilize the third base dugout	Home team will utilize the third base dugout	Home team will utilize the third base dugout		Home team will utilize the third base dugout	Home team will utilize the third base dugout	Home team will utilize the third base dugout	
Borrowed Players	Borrowed players are allowed to bring the team to +1 beyond the maximum number of players allowed defensively. They may not play the position of pitcher and, must bat at the bottom of the batting order.	Borrowed players are allowed to bring the team to +1 beyond the maximum number of players allowed defensively. They may not play the position of pitcher and, must bat at the bottom of the batting order.	Borrowed players are allowed to bring the team to +1 beyond the maximum number of players allowed defensively. They may not play the position of pitcher and, must bat at the bottom of the batting order.		Borrowed players are allowed to bring the team to +1 beyond the maximum number of players allowed defensively. They may not play the position of pitcher and, must bat at the bottom of the batting order.	Borrowed players are allowed to bring the team to +1 beyond the maximum number of players allowed defensively. They may not play the position of pitcher and, must bat at the bottom of the batting order.	Borrowed players are allowed to bring the team to +1 beyond the maximum number of players allowed defensively. They may not play the position of pitcher and, must bat at the bottom of the batting order.	
Base Paths	60' - Hashmarks halfway between all bases	60' - Hashmarks halfway between all bases (for pitching machine)	60' - 70'		60' - Hashmarks halfway between all bases	60'	60'	
Ball	Baseball	Baseball	Baseball		11" ball	11" ball	12" ball	
Pitchers Circle	16' diameter around the center of Pitching Rubber	16' diameter around the center of pitching rubber	N/A		16' diameter around the center of Pitching Rubber	16' diameter around the center of Pitching Rubber	16' diameter around the center of Pitching Rubber	

Age Division	7/8 BB	9/10 BB	11/12 BB	7/8 SB	9/10 SB	11/12 SB
Pitchers Circle Ball in Play	The ball is in play until the ball is back into the pitching circle or the umpire calls time.	The ball is in play until the ball is back into the pitching circle or umpire calls time	N/A	The ball is in play until the ball is back into the pitching circle or the umpire calls time.	The ball is in play until the ball is back into the pitching circle or the umpire calls time.	The ball is in play until the ball is back into the pitching circle or the umpire calls time. When the pitcher is in possession of the ball in the circle, all runners must immediately attempt to advance or retreat. A batter being awarded a base on balls is NOT required to remain at first base, but may continue to on WITHOUT stopping.
Pitching Rubber Distance	46'	46'	46' - 50'	35'	35'	40'
Team Shirt / Hat	Players must wear uniform provided	Players must wear uniform provided	Players must wear uniform provided	Players must wear uniform provided	Players must wear uniform provided	Players must wear uniform provided
Metal Cleats	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed
Jewelry	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed
Maximum Run per Inning Rule	5 run limit in first three innings only	5 run limit in first three innings only	5 run limit in first three innings only	5 run limit in first three innings only	5 run limit in first three innings only	5 run limit in first three innings only
Mercy Rule	15 runs after 4 innings, 10 runs after 5 innings, or 20 run lead at the end of any inning	15 runs after 4 innings, 10 runs after 5 innings, or 20 run lead at the end of any inning	15 runs after 4 innings, 10 runs after 5 innings, or 20 run lead at the end of any inning	15 runs after 4 innings, 10 runs after 5 innings, or 20 run lead at the end of any inning	15 runs after 4 innings, 10 runs after 5 innings, or 20 run lead at the end of any inning	15 runs after 4 innings, 10 runs after 5 innings, or 20 run lead at the end of any inning
Infield Fly Rule	No	No	Yes	No	No	Yes
Game Length (single game)	6 innings	6 innings	6 innings	6 innings	6 innings	6 innings
Game Cutoff (back to back games on same field)	No new inning starts after 1 hour 20 minutes. Drop dead time is 1 hour 40 minutes. Final score will revert back to last completed inning.	No new inning starts after 1 hour 20 minutes. Drop dead time is 1 hour 40 minutes. Final score will revert back to last completed inning.	No new inning starts after 1 hour 20 minutes. Drop dead time is 1 hour 40 minutes. Final score will revert back to last completed inning.	No new inning starts after 1 hour 20 minutes. Drop dead time is 1 hour 40 minutes. Final score will revert back to last completed inning.	No new inning starts after 1 hour 20 minutes. Drop dead time is 1 hour 40 minutes. Final score will revert back to last completed inning.	No new inning starts after 1 hour 20 minutes. Drop dead time is 1 hour 40 minutes. Final score will revert back to last completed inning.
Full Games when only one game on a field on a given night	There will be a drop dead time of 1 hour 45 minutes. Final score will revert back to the last completed inning.	There will be a drop dead time of 1 hour 45 minutes. Final score will revert back to the last completed inning.	There will be a drop dead time of 1 hour 45 minutes. Final score will revert back to the last completed inning.	There will be a drop dead time of 1 hour 45 minutes. Final score will revert back to the last completed inning.	There will be a drop dead time of 1 hour 45 minutes. Final score will revert back to the last completed inning.	There will be a drop dead time of 1 hour 45 minutes. Final score will revert back to the last completed inning.
Minimum Number of Players Rule	There are no minimum players required to be on a roster for an official game. No "outs" will be taken if less than a "full" roster of players are available to play.	There are no minimum players required to be on a roster for an official game. No "outs" will be taken if less than a "full" roster of players are available to play.	There are no minimum players required to be on a roster for an official game. No "outs" will be taken if less than a "full" roster of players are available to play.	There are no minimum players required to be on a roster for an official game. No "outs" will be taken if less than a "full" roster of players are available to play.	There are no minimum players required to be on a roster for an official game. No "outs" will be taken if less than a "full" roster of players are available to play.	There are no minimum players required to be on a roster for an official game. No "outs" will be taken if less than a "full" roster of players are available to play.

Age Division	7/8 BB	9/10 BB	11/12 BB		7/8 SB	9/10 SB	11/12 SB
Maximum players on defense	10; 4 of which must start in the outfield grass	10; 4 of which must start in the outfield grass	9		10; 4 of which must start in the outfield grass	10; 4 of which must start in the outfield grass	9; 3 of which must start in the outfield grass
Defensive Field Coaches	Defensive team may have 2 coaches positioned in the outfield and they must not interfere with play	N/A	N/A		Defensive team may have 2 coaches positioned in the outfield and they must not interfere with play	N/A	N/A
Ball out of Play	If the ball becomes stuck in the fence or goes out of the field of play, one additional base will be allowed.	If the ball becomes stuck in the fence or goes out of the field of play, one additional base will be allowed.	If the ball becomes stuck in the fence or goes out of the field of play, one additional base will be allowed.		If the ball becomes stuck in the fence or goes out of the field of play, one additional base will be allowed.	If the ball becomes stuck in the fence or goes out of the field of play, one additional base will be allowed.	If the ball becomes stuck in the fence or goes out of the field of play, one additional base will be allowed.
Minimum defensive play	No player will sit out more than two innings per game (unlimited substitutions). Must play 1 inning on the infield.	No player will sit out more than two innings per game (unlimited substitutions).	No player will sit out more than two innings per game (unlimited substitutions).		All players will play a minimum of three (3) defensive outs per game	All players will play a minimum of three (3) defensive outs per game	All players will play a minimum of three (3) defensive outs per game
Umpires	Umpires are provided						
Appeals / Protests	Resolved by umpires	Will be resolved by umpires before play continues	Will be resolved by umpires before play continues		Resolved by umpires	Will be resolved by umpires before play continues	Will be resolved by umpires before play continues
Courtesy Runner	A courtesy runner may be issued to the next innings' catcher and / or pitcher if there is at least one out when he has reached his base or during the inning after one out has occurred. The runner must be the last recorded out.	A courtesy runner may be issued to the next innings' catcher and / or pitcher if there is at least one out when he has reached his base or during the inning after one out has occurred. The runner must be the last recorded out.	A courtesy runner may be issued to the next innings' catcher and / or pitcher if there is at least one out when he has reached his base or during the inning after one out has occurred. The runner must be the last recorded out.		A courtesy runner may be issued to the next innings' catcher and / or pitcher if there is at least one out when he has reached his base or during the inning after one out has occurred. The runner must be the last recorded out.	A courtesy runner may be issued to the next innings' catcher and / or pitcher if there is at least one out when he has reached his base or during the inning after one out has occurred. The runner must be the last recorded out.	A courtesy runner may be issued to the next innings' catcher and / or pitcher if there is at least one out when he has reached his base or during the inning after one out has occurred. The runner must be the last recorded out.
Assisting a baserunner	Any time that a coach touches a base runner in order to assist them, it will result in that player being called out after the play has been called "dead."	Any time that a coach touches a base runner in order to assist them, it will result in that player being called out after the play has been called "dead."	Any time that a coach touches a base runner in order to assist them, it will result in that player being called out after the play has been called "dead."		Any time that a coach touches a base runner in order to assist them, it will result in that player being called out after the play has been called "dead."	Any time that a coach touches a base runner in order to assist them, it will result in that player being called out after the play has been called "dead."	Any time that a coach touches a base runner in order to assist them, it will result in that player being called out after the play has been called "dead."
Facemask	N/A	N/A	N/A		Required for defensive players occupying 1st base, 3rd base and pitcher.	Required for defensive players occupying 1st base, 3rd base and pitcher.	Required for defensive players occupying 1st base, 3rd base and pitcher.

Age Division	7/8 BB	9/10 BB	11/12 BB	BATTER		
	7/8 SB	9/10 SB	11/12 SB			
Batting Order	Continuous, if a player shows up late they will be added to the bottom of the batting order	Continuous, if a player shows up late they will be added to the bottom of the batting order	Continuous, if a player shows up late they will be added to the bottom of the batting order	Continuous, if a player shows up late they will be added to the bottom of the batting order	Continuous, if a player shows up late they will be added to the bottom of the batting order	Continuous, if a player shows up late they will be added to the bottom of the batting order
Facemask	Not Required	Not Required	Not Required	Required	Required	Required
Injuries	If a player leaves or is injured during the game (unable to bat), that position in the batting order will be skipped without penalty as long as 8 players remain.	If a player leaves or is injured during the game (unable to bat), that position in the batting order will be skipped without penalty as long as 8 players remain.	If a player leaves or is injured during the game (unable to bat), that position in the batting order will be skipped without penalty as long as 8 players remain.	If a player leaves or is injured during the game (unable to bat), that position in the batting order will be skipped without penalty as long as 8 players remain.	If a player leaves or is injured during the game (unable to bat), that position in the batting order will be skipped without penalty as long as 8 players remain.	If a player leaves or is injured during the game (unable to bat), that position in the batting order will be skipped without penalty as long as 8 players remain.
Specific Bat Rules	All bats USA Baseball Certified	All bats USA Baseball Certified	All bats USA Baseball Certified	MHSAA	MHSAA	MHSAA
On Deck Circle	Allowed	Allowed	Allowed	Allowed	Allowed	Allowed
Drop Third Strike	No	No	Yes	No	No	Yes
Sliding	Runners will be called OUT for sliding head first when advancing a base. Runners will NOT be called OUT for diving head first back to a base. Any runner is out when the runner does not slide or attempt to get around a fielder (without leaving the basepath) who has the ball and is waiting to make the tag. If the runner intentionally collides with the fielder, they will be called out (umpire's judgment).	Runners will be called OUT for sliding head first when advancing a base. Runners will NOT be called OUT for diving head first back to a base. Any runner is out when the runner does not slide or attempt to get around a fielder (without leaving the basepath) who has the ball and is waiting to make the tag. If the runner intentionally collides with the fielder, they will be called out (umpire's judgment).	Runners will be called OUT for sliding head first when advancing a base. Runners will NOT be called OUT for diving head first back to a base. Any runner is out when the runner does not slide or attempt to get around a fielder (without leaving the basepath) who has the ball and is waiting to make the tag. If the runner intentionally collides with the fielder, they will be called out (umpire's judgment).	Runners will be called OUT for sliding head first when advancing a base. Runners will NOT be called OUT for diving head first back to a base. Any runner is out when the runner does not slide or attempt to get around a fielder (without leaving the basepath) who has the ball and is waiting to make the tag. If the runner intentionally collides with the fielder, they will be called out (umpire's judgment).	Runners will be called OUT for sliding head first when advancing a base. Runners will NOT be called OUT for diving head first back to a base. Any runner is out when the runner does not slide or attempt to get around a fielder (without leaving the basepath) who has the ball and is waiting to make the tag. If the runner intentionally collides with the fielder, they will be called out (umpire's judgment).	Runners will be called OUT for sliding head first when advancing a base. Runners will NOT be called OUT for diving head first back to a base. Any runner is out when the runner does not slide or attempt to get around a fielder (without leaving the basepath) who has the ball and is waiting to make the tag. If the runner intentionally collides with the fielder, they will be called out (umpire's judgment).
Definition of "passed ball"		A pitched ball that goes behind the catcher			A pitched ball that goes behind the catcher	
May Advance on a passed ball	No	Yes; only 2 (two) runs per inning can score on a passed ball	Yes	No	Yes; only 2 (two) runs per inning can score on a passed ball	Yes
Leadoffs	No, runners cannot leave the base until the ball crosses home plate	No, runners cannot leave the base until the ball crosses home plate	No, runners cannot leave the base until the ball crosses home plate	No, runners cannot leave the base until the ball is hit.	No, runners cannot leave the base until the ball is hit OR if a passed ball.	No, runners cannot leave the base until the pitcher releases the ball.

Age Division	7/8 BB	9/10 BB	11/12 BB		7/8 SB	9/10 SB	11/12 SB	
Penalty for Leading Off	After one team warning, the runner will be called "out."	After one team warning, the runner will be called "out."	After one team warning, the runner will be called "out."		After one team warning, the runner will be called "out."	After one team warning, the runner will be called "out."	After one team warning, the runner will be called "out."	
Stealing	No stealing	Runners can leave their base after the ball crosses home plate	Runners can leave their base after the ball crosses home plate		No stealing. The runner may not advance on a passed ball or errant throw from the catcher back to the pitcher.	Runners can leave their base after the ball crosses home plate	Stealing is allowed	
Bat Throwing	The team will be given one warning per game for throwing a bat. The next infraction during that game will result in the batter being called out.	The team will be given one warning per game for throwing a bat. The next infraction during that game will result in the batter being called out.	The team will be given one warning per game for throwing a bat. The next infraction during that game will result in the batter being called out.		The team will be given one warning per game for throwing a bat. The next infraction during that game will result in the batter being called out.	The team will be given one warning per game for throwing a bat. The next infraction during that game will result in the batter being called out.	The team will be given one warning per game for throwing a bat. The next infraction during that game will result in the batter being called out.	
Bunting	Bunting is allowed, 1 max per inning.	Unlimited bunting	Unlimited bunting		Bunting is allowed, 1 max per inning.	Bunting is allowed, 2 max per inning.	Unlimited bunting or slap hitting	
Fake Bunt Hitting	Allowed	Allowed	Allowed		Once the batter squares to bunt, they must bunt or pull back the bat (may not swing).	Once the batter squares to bunt, they must bunt or pull back the bat (may not swing).	Once the batter squares to bunt, they must bunt or pull back the bat.	

PITCHING MACHINE

Utilization of Pitching Machine	Yes	Yes			Yes	Yes		
Umpire allowed to also coach players on the field	Yes	Yes			Yes	Yes		
Pitching Machine Speed	Pitching Machine will be at 42 mph	Pitching Machine will be set at 45 mph			Pitching Machine will be set at 35 mph	Pitching Machine will be set at 38 mph		
Pitcher Must Wear a Helmet with a Mask	Yes	Yes			Yes	Yes		
Runners may advance on errant throw from catcher to the pitcher	No				No			
Pitcher Positioning	The pitcher must be placed on the non-wheel side of the machine.				The pitcher must be placed on the non-wheel side of the machine.			

Age Division	7/8 BB	9/10 BB	11/12 BB	7/8 SB	9/10 SB	11/12 SB
Defensive Player Positioning	At the time the pitch is delivered, no defensive players may be forward of the pitching machine. Outfielders shall be standing in the outfield grass until he ball crosses home plate.	Same as 8U -<		At the time the pitch is delivered, no defensive players may be forward of the pitching machine. Outfielders shall be standing in the outfield grass until he ball crosses home plate.	Same as 8U -<	
Basepath Hashmarks between bases	If a base runner is not past the hash mark when the play is called "dead", he must go back to the previous base if open.	Same as 8U -<		If a base runner is not past the hash mark when the play is called "dead", he must go back to the previous base if open.	Same as 8U -<	
Overthrow to 1st Base	Runners may attempt to advance one base on overthrow to first base.			Runners may attempt to advance one base on overthrow to first base.		
Overthrow to any base besides 1st Base	Runners may attempt to advance as many bases as possible on an overthrow to any other base.			Runners may attempt to advance as many bases as possible on an overthrow to any other base.		
Ball Hitting the Machine or Umpire	This is considered a dead ball on any batted ball. Each offensive player, including the batter, is allowed to move forward one base.			If a batted ball hits the pitching machine, it is a dead ball. Runners will be allowed to advance 1 base and the batter will be awarded first base.		
Pitching Machine Adjustment	Adjustment is at the beginning of an inning, as well under manager discretion during the game for errant pitches. If a no pitch is called and the batter swings, it remains a no pitch.			Adjustment is at the beginning of an inning, as well under manager discretion during the game for errant pitches. If a no pitch is called and the batter swings, it remains a no pitch.		
Balls / Strikes - Pitching Machine	Strikes will be called on all pitches in the strike zone and foul balls. Each batter will be allowed 3 strikes.			Strikes will be called on all pitches in the strike zone and foul balls. Each batter will be allowed 3 strikes.		

Age Division	7/8 BB	9/10 BB	11/12 BB		7/8 SB	9/10 SB	11/12 SB
LIVE PITCHING							
Pitcher Rest Rules			If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed. If a player pitches 51-65 pitches in a day, three (3) days of rest must be observed. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed. If a player pitches 1-20 pitches in a day, no (0) day of rest is required.				None
Maximum pitches per game by one player			85				Unlimited
Maximum Innings pitched by one player per game			3 innings or 9 outs (whichever happens first)				3 innings or 9 outs (whichever happens first)
Pitching Log			Managers must make pitching logs available to opposing managers for the previous 5 days' games				None
Utilization of a Tee							
Pitcher / Catcher Rule			A pitcher that throws 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.				None
Penalty for a "Balk" with runners on base			A "Ball" is called on the batter				None

Age Division	7/8 BB	9/10 BB	11/12 BB	7/8 SB	9/10 SB	11/12 SB
Penalty for a "Balk" with NO runners on base			A "Ball" is called on the batter			None
Manager's Visit to the Pitchers Mound Rules			Upon the second visit to the mound in the same inning, the pitcher must be removed			Upon the second visit to the mound in the same inning, the pitcher must be removed
Pitcher, once replaced as the pitcher, can return to pitch later in the game			No			Yes, as long as they have not "hit" three batters
Runners may advance on errant throw from catcher to the pitcher		Yes	Yes		No	Yes
Runner Advance on overthrow to 1st Base		Runners may attempt to advance as many bases as possible	Yes, unlimited bases		Yes, unlimited bases until pitcher has control of the ball in the circle.	Yes, unlimited bases until pitcher has control of the ball inside the pitcher's circle
Runner advance on overthrow to any base besides 1st Base		Runners may attempt to advance as many bases as possible on an overthrow to any other base.	Yes, unlimited bases		Yes, unlimited bases until pitcher has control of the ball in the circle	Yes, unlimited bases until pitcher has control of the ball inside the pitcher's circle
Walks / Hit Batters		N/A	N/A			A pitcher will be removed if she hits three (3) batters in a game. Batters that are declared hit by a pitch by the umpire are awarded first base. If the batter made no attempt to avoid getting hit by a pitch, the umpire will call the pitch a "ball" and no base will be awarded. The hit batter will not be counted toward the pitcher.

Age Division	7/8 BB	9/10 BB	11/12 BB	7/8 SB	9/10 SB	11/12 SB
Coach Pitch						N/A
Pitcher Warmup			Pitchers will be given six (6) pitches when entering a game the first time, and four (4) warm up pitches between innings. Manager may warmup pitcher between innings.			Pitchers will be given five (5) pitches when entering a game the first time, and three (3) warm up pitches between innings. Manager may warmup pitcher between innings.
Intentional Walk			If a team intends to give a batter an intentional base on balls, the manager of the defensive team shall notify the umpire and the batter will be awarded first base. This may be done at any time during the at-bat.			If a team intends to give a batter an intentional base on balls, the manager of the defensive team shall notify the umpire and the batter will be awarded first base. This must be done before the first pitch is thrown.

Age Division	7/8 BB	9/10 BB	11/12 BB		7/8 SB	9/10 SB	11/12 SB	
Catcher MUST wear a protective cup	Yes	Yes	Yes		N/A	N/A	N/A	
Catcher's Gear	Must wear mask with helmet, long (low cut) chest protector, and shin guards. Throat guard is required if not built into mask.	Must wear mask with helmet, long (low cut) chest protector, and shin guards. Throat guard is required if not built into mask.	Must wear mask with helmet, long (low cut) chest protector, and shin guards. Throat guard is required if not built into mask.		Must wear mask with helmet, chest protector, and shin guards. Throat guard is required if not built into mask.	Must wear mask with helmet, chest protector, and shin guards. Throat guard is required if not built into mask.	Must wear mask with helmet, chest protector, and shin guards. Throat guard is required if not built into mask.	
Catcher / Pitcher Rule	N/A	A catcher that catches more than 3 innings in a game may not pitch for the remainder of the day.	A catcher that catches more than 3 innings in a game may not pitch for the remainder of the day.		N/A	N/A	N/A	
The catcher must use a baseball catchers mitt	Yes	Yes	Yes		N/A	N/A	N/A	