

2025 RSSA Consolidated League Rules (5/16/2025)

The RSSA is committed to holding all players accountable to the standards as stated in our by-laws.

RSSA play is governed by the current SSUSA Rules with exceptions and clarifications specified in this document.

Any questions regarding the use of bats, gloves or balls will be resolved by mutual agreement of the managers playing the game.

1) GENERAL

- A) Weather – Our Adverse Weather Policy is posted on our RSSA website. Roseville Parks and Rec will determine if the fields are playable. The Deputy Commissioner will notify the League Directors. Notifications will pass down the chain of command through managers to players as early as possible, but no later than 8:00AM.
 - a) Managers should prioritize contact to players traveling longer distances
- B) The Deputy Commissioner will post game cancellations or modifications on our RSSA website.
- C) Lightning or thunder during a game will immediately stop play and players will seek a safe location
 - a) Managers will decide if/when play may resume
 - b) A 30 minute delay from the last lightning or thunder event is the required wait time to resume play
- D) The conduct of our games is one of respect, good sportsmanship, integrity and fairness. For example, a runner is expected to call themselves out when they know that to be the case; a fielder is expected to call a runner safe when they know that to be the case.
- E) Roseville's 'Adopt a Park Program' – pick up around the field after games.

2) ROSTERS

- A) Minimum of 12 players – may be increased/decreased with new player assignments in consultation with the League Director and the Deputy Commissioner.
- B) All new players during the season (post draft) will be assigned by the Deputy Commissioner in consultation with the League Directors. No new player is to be picked up under any circumstance without approval of the Deputy Commissioner.

3) GAME DAY (See Game Day Operations Summer/Winter at end of this document)

- A) Managers are responsible for all on field activity and final decisions within the spirit of the approved rules.
- B) The winning team is responsible for posting the score of the game on the day of the game.**
- C) Play 11 players in the field, everyone bats.
 - a) Manager discretion to play 12 players in the field, requires the agreement of both managers prior to the start of the game.
- D) 5 run maximum per inning except for the last inning - "open inning"
 - a) Managers must watch the time to determine if the "open inning" must be moved to an earlier inning due to time constraints
- E) "**Flip flop**"

- a) If there is a 10 or more run lead by the visiting team going into the open/last inning. The home team starts the new inning at bat after the bottom of the previous inning.
- b) If the home team ties or goes ahead the visiting team gets the final at bat, hard stop occurrence would revert to the previous inning.
- c) **Hard-stop Exception:** If the visiting team (batting in the bottom of the inning) has the tying or winning run on base, the inning can be completed.
- F) If the game is tied before the hard stop, extra innings can be played at managers discretion (keeping in mind the hard stop times). Start each half of the extra inning with a runner (last batter from the previous inning) on second base. The hard stop time is followed. If time runs out, revert to the score of the last full inning.

4) PITCHING (SSUSA Rules Section 6)

- A) Pitching Screen is placed 12 feet in front of the pitching rubber
- B) Pitcher must deliver the ball with one foot on the rubber
 - a) **D-League: Pitcher may deliver ball from in front of pitching rubber with both managers approval**
- C) Pitches must be delivered over the pitching screen
 - a) **D-League: Pitches are NOT required to be delivered over the pitching screen with both managers approval**
- D) Pitch height max 12 feet from ground.
 - a) Over 12' umpire to issue warning on first occurrence (no pitch), subsequent illegal occurrences are to be called a ball.
 - b) Umpire declares *Illegal Pitch* at the top of the arc. If the batter swings at the pitch, normal play continues and illegal pitch is ignored.
- E) Pitched ball that hits the pitching screen is called a "ball"
- F) Batted ball that hits the pitching screen is:
 - a) A dead ball (no pitch)
 - b) **B-League: Treated like a foul ball, EXCEPT a batter cannot strike out on a hit screen, a final strike that hits the screen would be considered a dead ball (no pitch)**
- G) Any thrown ball that hits the pitching screen is live and "In Play"
- H) Quick/Fast pitch is illegal (SSUSA Rules Section 1.56)
 - a) Umpire to issue warning on first occurrence (no pitch), subsequent pitches are to be called a ball Umpire declares *No Pitch*
 - b) Batter must be ready not just in the batter's box before the pitcher can begin his pitch.

5) INFIELD FLY RULE (SSUSA Rules Section 1.41)

- A) Infield Fly rule applies
 - a) Called/Announced by home plate umpire when ball is at its peak
 - b) Manager/Designee should remind umpire before batter is in the batter's box that Infield Fly rule may apply
 - c) Failure to call "Infield Fly" does not negate the rule and may be called any time prior to the next pitch
- B) **C&D-League: Infield fly rule does NOT apply.**

6) WALKS

- A) Balls and Strikes – 3/2 count with one courtesy foul
- B) No walk limit per inning
 - a) **D-League maximum 2 walks per inning unless managers agree otherwise.**
- C) Intentional walk is allowed
- D) A walk is a walk
 - a) **B-League:**
 - Batter or manager may decline the first walk except for the open (last) inning
 - The 2nd walk moves the batter to 2nd base and all runners forced advance accordingly
 - b) **C-League:**
 - 2 Players from each team are designated prior to the start of the game for Double Walk Status
 - ♦ A Double Walk Status batter or manager may decline the first walk except for the open (last) inning
 - ♦ The 2nd walk moves the batter to 2nd base and all runners forced, advance accordingly

7) BASE RUNNING

- A) A baserunner is expected to call themselves out when they know that to be the case and fielders are expected to call baserunners safe when they know that to be the case.
- B) Run path is arm's length from center line between bases (6 feet). A baserunner would be called out if deviating more than an arm's length out of the base path to avoid tag a from a fielder in possession of the ball.
- C) **First base:**
 - a) Defensive player - uses the white base (NOT the orange or alternate base).
 - b) Baserunner – runs to alternate first base. If there is a play at 1st base, the base runner is out if he runs to the white/orange base
 - Baserunners and coaches must be aware of potential throws from the outfield.
 - **EXCEPTION: C-League The baserunner is allowed to run to the normal first base If the throw comes from the outfield.**
- D) **Home plate: (SSUSA Rules Section 1.15 & 8.8)**
 - a) Baserunners must run to the alternate home base. Once the base runner crosses the commit line with either foot he must continue to the alternate home base.
 - A baserunner that reverses direction after crossing the commit line is immediately called out and play continues
 - b) The fielder must make all outs at home plate by touching the home strike plate while in possession of the ball.
 - c) The baserunner can NEVER be tagged out between the alternate home base and the commit line.
 - EXPLANATION: To allow the baserunner to stop or slow his approach to the alternate home plate to avoid a collision with a fielder and not risk being tagged out
- E) Base runners can “pedal” backwards to avoid a tag out **(SSUSA Rules Section 8.3h)**
 - EXCEPTION: If a baserunner from home to first base moves back towards home plate he is immediately called out, the ball is ruled dead and all base runners return to their positions at the start of the pitch.

F) If contact occurs between the baserunner and fielder an INTERFERENCE or OBSTRUCTION call may apply

G) INTERFERENCE (SSUSA Rules Section 1.45 & 8.3e,g Interference)

- a) If a base runner interferes with a defensive player fielding a batted ball whether in the baseline or not the base runner is out.
 - The ball is dead
 - The batter is awarded 1st base
 - All baserunners return to their original base at the start of the play unless forced to advance
- b) The baserunner must not intentionally interfere with a fielder in the act of throwing a ball at any time, including a throw from the base the baserunner is going to.
- c) If there is no double play attempt the base runner runs to the base and the normal safe or out call is made.
- d) If a double play attempt is made, the base runner must veer out of the base path to avoid an INTERFERENCE call.
 - If the fielder at the destination base drops/misses the throw the runner is automatically safe regardless of the baserunner's location.
 - ◆ **EXCEPTION: B League if the fielder can pick the ball up with his foot never leaving the destination base, the runner is out.**
 - If interference occurs the baserunner going to the base where the throw was intended is also ruled OUT unless the umpire judges that the baserunner would have **CLEARLY** beat the intended throw.

H) OBSTRUCTION (SSUSA Rules Section 1.48 & 8.4(10)a Obstruction)

- a) A fielder not in possession of the ball may not block the basepath or prevent the baserunner from contacting a base at any time unless actively fielding a batted ball.
- b) An obstruction call results in the baserunner awarded the base he was going to and possibly more bases depending on where the umpire determines the baserunner would have ended up had the obstruction not occurred.
- c) **Ex. The fielder must attempt to field a throw from either side of the base and NOT block the basepath while fielding a throw.**

I) SLIDING

- a) Sliding is allowed with a discretionary call as to improper fielder contact by the umpire.
- b) The slide should not extend over or past the base to prevent possible contact with the fielder.
- c) Contact between fielder and the baserunner (see 7-F).

8) COURTESY/PINCH RUNNER (SSUSA Rules Section 8.5 Courtesy Runner)

- A) A Courtesy runner can be used at any base
- B) Courtesy runners should be preselected and ready to run whenever possible
- C) The intent of this rule is to prevent further injury and NOT for strategic advantage. A healthy slower runner is expected to run for themselves.

- a) **EXCEPTION: C-League: Strategic use of courtesy runners is allowed in the last(open) inning**
- D) Batter/runner MUST REQUEST the courtesy runner.
 - a) **EXCEPTION: C-League The last (open) inning, at which time the manager can make the decision for strategic reasons.**
- E) Courtesy runner from home plate
 - a) Is counted as a courtesy runner after the 1st pitch
 - b) Courtesy runner can only advance to 1st base (**D-League 2nd base**).
 - **EXCEPTION:** Home run or ground rule double, the courtesy runner advances as the play dictates.
 - c) Does not advance on a ball that goes out of play.
 - d) The courtesy runner must start while touching the backstop center post (in-line with pitcher's rubber to Home Plate)
 - e) **D-League:**
 - **Must start with both feet behind the starting line.**
- F) When the due up batter is on base as a courtesy runner they are allowed to bat with no penalty and are replaced on base with a different courtesy runner.
- G) Availability of courtesy runner
 - a) A player can courtesy run only once an inning (**D-League: twice an inning**) unless managers decide otherwise.
 - b) The courtesy runner cannot be one of the 3 batters following the player needing the courtesy runner.
 - c) **B-League: The courtesy runners are assigned from the last batter in the previous inning and working back up the batting order until a player able to run is found.**

9) SUBSTITUTE PLAYERS

- A) Player must always be a an RSSA registered player
- B) The equal ability of players should be the overarching criterion used for choosing substitute players
- C) Substitute players must come from the same or lower-level league.
 - a) The team in violation of this rule in a regularly scheduled game would result in a forfeit.
- D) Substitute can only be used to achieve the minimum 11 players
 - a) **EXCEPTION:** A team without their primary and backup pitchers, may pick up a pitcher without regard to the number of players they have for that game.
- E) Substitute players must be placed at the end of the batting order
- F) A substitute for an injured player during a game will bat in the injured player's spot.
- G) Order of Priority for selecting substitute players (like player for like player)
 - a) Substitute list as stipulated on website substitute list
 - b) Player from the same league "bye team" if one is available.
 - c) First or second game team(s) of a double header
 - d) Borrow a player from opposing team if agreeable to both managers
 - e) Borrow an active player each inning from the opposing team for defensive use only
- H) Substitute restrictions to enforce like player for like player
 - a) Substitute players drafted in the 1st two rounds may not substitute for players drafted in the 3rd round or lower.

- b) **B-League substitute player must be selected from a draft round no higher than 1 round above the player being replaced**
- c) **D-League has no additional substitute restrictions**

10) DEFENSIVE PLAYER POSITIONS (D-League ONLY)

- A) All infielders must line up behind the baselines until the pitch is contacted by the batter.**
- B) All outfielders must be on the outfield grass that abuts the infield dirt until the pitch is contacted by batter.**

11) UMPIRING

- A) The batting team provides umpires for home plate, first and third base
- B) Umpires should be familiar with all the rules applicable to their league in this document
- C) All umpires and managers should be alert to all plays and positions of runners on bases
- D) Umpires with the best position should verify runners do not leave early on a tag up after a caught fly ball or leave early on a batted ball
- E) Home plate umpire
 - a) Should be particularly familiar with the rules in the **PITCHING** section.
 - b) Calls balls/strikes 3/2 count with one courtesy foul ball
 - c) Calls illegal pitches
 - d) Verbally calls and signals foul balls, fair balls are signaled only
 - Warning or penalties may be assessed for non-umpires making verbal calls.
 - e) Calls Infield Fly Rule where applicable
 - f) Calls play at home plate
 - g) Calls “Time Out” when the ball is controlled by an infielder and runners are not actively pursuing the next base. (Stopped baserunners must return to their previous base)
 - h) The Home Plate umpire may overrule or validate all base umpire calls
 - Only if help is requested by another umpire
 - Only if an appeal requested by a team manager or his designee
- F) First base ump calls plays at first base and at second base if requested
 - a) Umpire should reposition himself in preparation to best view potential calls.
- G) Third base ump calls plays at third base and second base.
 - a) Umpire should reposition himself in preparation to best view potential calls.
- H) Managers (assistant manager/infield designee) handle disputes when umpires do not resolve the dispute. Let umpires and managers work out disputes.
- I) The manager of the batting team can overrule his umpire’s decision at any time.
- J) The manager of the opposing team may ask an umpire to get a 2nd opinion from another umpire on the field.
- K) The manager of the opposing team may appeal to the umpire’s manager for help
- L) The umpires call stands if the managers cannot resolve the disputed call
- M) If the umpire hears a ball hit the home strike plate, the pitch is a strike.
 - a) **EXCEPTION:** If it is OBVIOUS that the ball did not strike the board on its downward trajectory but bounced off the dirt first, it is a ball.

12) FOUL BALLS

- A) Out, if the catcher catches the ball regardless of height

- B) Foul balls caught for an out – baserunners can advance at their risk. Baserunners must be in contact with their base during or after the catch was made. (tag up)

13) BALLS OUT OF PLAY

- A) Batted fair ball that subsequently rolls out of play or is misplayed to out of play by a fielder is ruled a ground rule double.
 - a) Any base runner is awarded 2 bases from the start of the play.
 - b) The play starts when the batter hits the ball.
- B) Balls that go out of play due to throwing or fielding errors will have bases awarded as follows:
 - a) As a result of a throwing or fielding error by an infielder, the batter/runners will be awarded 2 bases from the start of the play (when the ball is hit).
 - b) As a result of a throw from the outfield, the runners will be awarded 2 bases from where they were at the start of the first outfield throw regardless of what other players (E.G. Cutoff), are involved with the throw.
 - Example: If a runner has already reached 2nd base at the start of an outfield throw, that runner would be awarded third and home. If a runner has not yet gained 2nd base at the start of the throw, they would be awarded 2nd base and 3rd base).
- C) A fielder in play that reaches over the out of play line and catches a ball that has never contacted the ground out of play is considered in play.
- D) The ball is considered out of play if a fielder in possession of the ball contacts the ground out of play

GAME DAY OPERATION

1) SUMMER *****

A) Home Team

- a) Provides one (1) new game ball, back-up ball, and batting practice balls.
- b) Use the best used ball and back-up balls at Victoria fields 2, 4 and 6. Do not use a new ball on these fields due to the high percentage of lost balls due to water/woods/weeds.

c) D-League: Home Team Provides ALL equipment for games

B) Visiting Team

- a) Provides pitching screen
- b) Wooden strike plate
- c) Provides the alternate base at home plate and 1st base (Minimum 6' from respective base/plate).
- d) Marks "Commit Line", 20' from home plate on the third base line

C) Out of Play - Determined by the imaginary line extending from the first and third base fence lines

D) Duration of Play

- a) Games - 9 innings. **Exception: Double headers are 8 innings.** Managers may agree to shorter games due to weather conditions, prior to the start of the game.
- b) Game Times
 - Normal Game 10:00AM – 12:00 NOON (Hard Stop)
 - Double Header 1st 9:30AM – 11:10AM (Hard Stop)
 - Double Header 2nd 11:15AM – 12:55PM (Hard Stop)
- c) **Hard-stop Exception:** If the home team has the tying or winning run on base, the inning can be completed.
- d) No new inning starts after:
 - 11:50AM for 9 inning games
 - 11:00AM for 1st game of a double header
 - 12:45 for the 2nd game of a double header.
- e) A new inning starts after the 3rd out of previous inning
- f) If time runs out, revert to the score of the last full inning.
- g) Optional batting practice at 9:30 or earlier (only if the field is groomed).
- h) No batting practice before the second game of a double header.

2) **WINTER*******

A) **Field Prep:**

- a) Set up – the first game home team is responsible for setting up the dome for play. Up to 4 players only are allowed to enter the dome at 9:30 to set up.
- b) No throwing or batting of balls is allowed before 10:00 am or until all walkers are off the playing area.
- c) Take down/storing the equipment – the last game home team is responsible to secure and store all equipment in the designated storage area.
- d) Personal equipment such as gloves or bats left behind should be placed in the equipment box out of view.
- e) Someone of the take-down group is requested to contact the player, if identifiable, of the left equipment to notify them it is in the equipment box.
- f) If not identifiable, It would be helpful to take a picture of the item and text/email it to the director or deputy commissioner for posting on our lost and found page.
- g) Bases: 70 feet, “Commit Line” is 20’ from home plate

B) **Duration of Game:**

- a) Three-game days - 8 inning games.
 - 10:15 AM game, hard stop at 11:45, no new inning after 11:35
 - 11:50 AM game, hard stop at 1:20, no new inning after 1:10
 - 1:25 PM game, hard stop at 2:55, no new inning after 2:45
- b) Four-game days - 7 inning games.
 - 10:15AM game, hard stop at 11:35, no new inning after 11:25
 - 11:40AM game, hard stop at 1:00, no new inning after 12:50
 - 1:05PM game, hard stop at 2:25, no new inning after 2:15
 - 2:30PM game, hard stop at 3:55, no new inning after 3:45
- c) A new inning starts after the 3rd out of previous inning

C) **Out of Play**

- a) Determined by the white line on the third base side of the field
- b) Determined by the black line closest to the first base line
- c) A ball passing behind the net that is behind home plate

D) **Ball in play**

- a) No Infield Fly Rule in the dome.
- b) Any ball that is in the natural playing field
 - The “curb” around the field at the base of the wall is considered turf
 - An obstruction in the outfield is considered turf
- c) A ball that “rests” on any “In Play” netting is considered live if the fielder can pick it up and play it (net backing up first base, home plate or the netting in the outfield)

E) **Batted ball hitting roof/lights, etc:**

- a) Regardless of where the ball hits the dome (roof, lights, wall, etc) it will be a catchable ball for an out if **both feet** of the defensive player are “In Play”
 - A ball that does not hit the roof above fair territory is considered a foul ball

F) Outfield ground rules:

- a) Home-run - Any ball hitting the outfield wall or outfield light fixture in the area from the left field foul line to the right field side of the second door from the corner of center field. Any ball off the ceiling is a live ball.
- b) If there are obstructions in the field of play (soccer nets, benches etc) any playable ball will be considered a live ball. If the ball is in a location that is not easily accessed by the defensive player (i.e. stuck behind a soccer net or bench) The player is expected to raise both hands to indicate that the ball is unplayable.
 - It shall be deemed a ground rule double if the obstruction is NOT in the homerun area
 - ◆ **C-League all outfield obstructions deemed to be a ground rule triple**
 - It shall be deemed a ground rule triple if the obstruction is in the homerun area