

## 2025 RSSA Consolidated League Rules (January 2026)

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 legality of bats, gloves or balls will be resolved by mutual agreement of the managers playing the game.

### Section 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 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 8:00 am. For winter leagues, if the Dome is open the games are to be played regardless of weather. Players can choose not to travel but should contact their manager as early as possible.

- 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.

- Managers will decide if/when play may resume.
- A 30 minute delay from the last lightning or thunder event is the required 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.

- Sportsmanship includes not purposely slowing down or delaying the game in order to reach the hard stop time. Further, the visiting team can “surrender” the rest of the last inning if they have gained the lead in order to have the home team bat if approaching the hard stop.

**E)** Roseville’s ‘Adopt a Park Program’ requires we pick up around the field and stands after games.

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### Section 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.

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### Section 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.

• Manager discretion to play 12 players in the field, requires the agreement of both managers prior to the start of the game. If fielding 12 players, 5 must be outfielders who are positioned at least 20 feet behind the baselines.

D) 5 run maximum per inning except for the last inning - “open inning”.

• Managers must watch the time to determine if the “open inning” must be moved to an earlier inning due to time constraints.

E) “Flipflop” rule applies 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.

• 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.

• **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. This is known as the “Hofmeister rule”.

F) If the game is tied before the hard stop, extra innings can be played at managers’ discretion. 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.

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## Section 4- PITCHING (per SSUSA Rules, see 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.

• **EXCEPTION 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.

• **EXCEPTION 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.

• For a pitch over 12’ high, the umpire will issue a warning on first occurrence (**no pitch**). Subsequent illegal pitches by the same pitcher are to be called a ball.

• Umpires are to declare “*Illegal Pitch*” at the top of the arc. It cannot be called illegal after the pitch lands on the ground or plate.

• 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 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).

• **EXCEPTION D-League:** All batted balls that hits the pitching screen are a dead ball (no pitch).

G) Quick/Fast pitch is illegal (**SSUSA Rules Section 1.56**)

• Batter must be ready, not just in the batter’s box before the pitcher can begin his pitch.

• The umpire should issue a warning on first occurrence, and it is considered as no pitch. Subsequent illegal or quick pitches are to be called a ball.

H) Any thrown ball that hits the pitching screen is live and “In Play”.

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## Section 5- WALKS

A) Balls and Strikes – 3/2 count with one courtesy foul.

B) No walk limit per inning.

- **EXCEPTION D-League:** Maximum 2 walks per inning unless managers agree otherwise. After 2 walks, batters will continue until they put a batted ball in play, strike out, or foul out.

C) The batter or manager may decline the first walk. If the batter declines the walk a new count begins. A second walk moves the batter to 2nd base and all runners advance only as far as necessary for the batter to reach 2nd base.

- **EXCEPTION A-League:** A batter receiving a walk can proceed to first, or a “ghost runner” is placed on first and the batter receives a new count.

D) Intentional walks are allowed and the batter will proceed immediately to 2nd base. Runners already on base will advance only as far as necessary for the batter to reach 2nd base.

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## Section 6- BASE RUNNING

A) A baserunner is expected to call themselves out when they know that to be the case. Similarly, 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 is 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) At first base, the defensive player must use the white base (**NOT** the orange or alternate base). There is no impact if the defensive player unintentionally touches the orange bag as well as the white bag.

D) Baserunner must use the alternate first base if there is a play at first base. The baserunner is out if they run to the white/orange base if there is a play at first 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.

E) Home plate: (**SSUSA Rules Section 1.15 & 8.8**)

- Base runners must run to the alternate home base. A runner that contacts the pitching plate is out.
- Once the base runner crosses the commit line with either foot they must continue to the alternate home base.
- A baserunner that reverses direction after crossing the commit line is immediately called out and play continues.
- The fielder must make all outs at home plate by touching the home strike plate while in possession of the ball.
- A baserunner can NEVER be tagged out between the alternate home base and the commit line. This allows the baserunner to stop or slow their approach to the alternate home plate to avoid a collision with a fielder and not risk being tagged out.

F) Base runners can “pedal” backwards to avoid a tag out. (**SSUSA Rules Section 8.3h**)

- **EXCEPTION all leagues:** 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.

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

**G.1) INTERFERENCE (SSUSA Rules Section 1.45 & 8.3e,g Interference)**

- 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 immediately called dead. The batter is awarded 1st base if they are **not the interfering runner**. All other base runners return to their original base at the start of the play unless forced to advance by the batter.
- If there is no double play attempt the base runner runs to the base and the normal safe/out call is made by the relevant umpire.
- 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 to which the baserunner is going.
- If a double play attempt is made, the base runner must veer out of the base path to avoid an INTERFERENCE call.
  - 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 as called by the relevant umpire.
  - On a double play attempt, 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. The runner can still be called out if the relevant umpire rules that the fielder would have recovered the ball and touched the base before the runner would have reached safely.
    - **EXCEPTION C-League Winter:** For plays at 2nd base that start with an infielder, to avoid contact the runner is required to run through an imaginary line parallel to the line between 2nd and 3rd base. The umpire at 3rd base will make the safe/out call based on whether the fielder possessed the ball prior to the runner's foot touching down across the line. If there is no play at 2nd, the runner can use the base. However, the runner must touch the base prior to advancing to third base.

## G.2) OBSTRUCTION (SSUSA Rules Section 1.48 & 8.4(10)a Obstruction)

- A fielder not in possession of the ball may not block the base path or prevent the baserunner from contacting a base at any time unless actively fielding a batted ball.
- 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.
 

**Example.** The fielder must attempt to field a throw from either side of the base and NOT block the base path while fielding a throw.

H) Sliding is allowed with a discretionary call as to improper fielder contact by the umpire. The slide should not extend over or past the base to prevent possible contact with the fielder.

- If there is contact between fielder and the baserunner, interference or obstruction may be called by the relevant umpire as described in Section 6 G.1 or G.2.

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## Section 7- COURTESY/PINCH RUNNER (SSUSA Rules Section 8.5 Courtesy Runner)

- A) The intent of this rule is to prevent further injury. Thus healthy slower runners will run for themselves.
  - **EXCEPTION C-League:** Strategic use of courtesy runners is allowed in the last (open) inning.
- B) A Courtesy runner can be used at any base.
- C) A player can only pinch run once per inning.
  - **EXCEPTION D League:** A player can be a courtesy runner twice per inning.
- D) Courtesy runners should be preselected and ready to run whenever possible.
- E) Batter/runner MUST REQUEST the courtesy runner.

- **EXCEPTION C-League:** During the last (open) inning the manager can make the decision to install a pinch runner for strategic reasons for any batter reaching base (but **not** from home unless the batter requests a courtesy runner).

F) Courtesy runner from home plate must start while touching the backstop center post (in-line with pitcher's rubber to Home Plate and can only advance to 1st base on a batted ball except as noted below:

- Pinch runners from home will advance past first base on ground rule doubles, triples (Winter season) and home runs, including the Winter season home run area as defined in section 12.2 F). Courtesy runners from home will advance on a thrown ball that goes out of play.

- **EXCEPTION C-League:** Strategic use of courtesy runners is allowed in the last (open) inning.
- **EXCEPTION D League:** Courtesy runners from home must start with both feet behind the starting line and may advance to 2nd base at their discretion.

G) Availability of courtesy runner:

- The courtesy runner cannot be one of the 3 batters following the player needing the courtesy runner. 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.
- **EXCEPTION 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.

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## Section 8- SUBSTITUTE PLAYERS

A) Player must always be a an RSSA registered player

B) The equal ability of players is criterion used for choosing substitute players. B and C league Directors will assign values to players listed on the sub lists.

- **B-League:** A substitute player must be selected from a draft round no higher than 1 round above the player being replaced.
- **C-League:** Substitute players selected in the first three rounds cannot be used as substitutes for players drafted in the 4th round or lower.
- **D-League:** Has no additional substitute restrictions, the League Director will arrange substitute players

C) Substitute players must come from the same or lower-level league.

- The team in violation of this rule in a regularly scheduled game would result in a forfeit.

D) Substitutes can only be used to achieve the minimum 11 players.

- **EXCEPTION All Leagues:** 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.

- **EXCEPTION B-League:** "One day/week" players from the same team can substitute (in accordance with part B above) if needed to field 11 players and can bat anywhere in the line up.

F) A substitute for an injured player during a game will bat in the injured player's spot.

G) Players in B, C, and D leagues can play no more than 2 games per day.

H) Order of Priority for selecting substitute players (like player for like player):

- 1) Substitute list as stipulated on website substitute list;
- 2) Player from the same league "bye team" if one is available;
- 3) First or second game team(s) of a double header;
- 4) Borrow a player from opposing team if agreeable to both managers;

- 5) Borrow an active player each inning from the opposing team for defensive use only.
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## Section 9- 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 until the pitch is contacted by batter.
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## Section 10- UMPIRING

- A) The batting team provides umpires for home plate, first and third base. Umpires should position themselves in preparation to best view potential calls.
- The Home Plate umpire should stand behind the batter's box opposite the one occupied by the batter
  - The First Base umpire should stand 5-10 feet past the first base such that they can see a caught ball and the runners foot simultaneously.
  - The Third Base umpire should stand 5-10 feet up field of the base such that they can view plays at second 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) The home plate umpire must be particularly familiar with the rules in the **PITCHING** section and will be responsible for calling:
- 1) balls/strikes using a 3/2 count with one courtesy foul ball;
  - 2) illegal pitches;
  - 3) verbalizing and signaling foul balls; fair balls are signaled only;
  - 4) Infield Fly Rule where applicable;
  - 5) plays at home plate; and
  - 6) "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).
- F) The Home Plate umpire may overrule or validate all base umpire calls only if help is requested by another umpire or the opposing team manager or its designee.
- G) First base umpire calls plays at first base and at second base if requested.
- H) Third base ump calls plays at third base and second base.
- I) Managers (assistant manager/infield designee) will handle disputes when umpires do not resolve the dispute. Let umpires and managers work out disputes.
- The umpires call stands if the managers cannot resolve the disputed call.
- J) The manager of the batting team can overrule his umpire's decision at any time.
- K) The manager of the opposing team may ask an umpire to get a second opinion from another umpire on the field or they may appeal to the umpire's manager for help.

L) If the umpire hears a ball hit the home strike plate, the pitch is a strike. 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. If a ball hits both the dirt or turf AND the plate simultaneously the umpire will call a strike.

M) If the team batting neglects to place a coach/umpire at first or third base, any close or contested call is awarded to the defense.

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## Section 11- BATTED BALLS

### A) INFIELD FLY RULE (SSUSA Rules Section 1.41)

- Infield Fly rule applies ONLY to the the B league and for fly balls potentially caught by an infielder with reasonable effort.

- a) It is to be called/announced by home plate umpire when ball is at its peak.

- b) Failure to call “Infield Fly” does not negate the rule and may be called any time prior to the next pitch.

### B) FOUL BALLS

- If the catcher catches the ball it is an out regardless of the height of the contacted ball.

- For foul balls caught for an out, baserunners can advance at their own risk. Baserunners must be in contact (tag up) with their base during or after when the catch is made. This **includes** runners on third base who may be standing in foul territory to avoid potential line drive hits.

### C) BALLS OUT OF PLAY

- 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 and base runners are awarded 2 bases from the start of the play.

- The play starts when the batter hits the ball.

- Balls that go out of play due to throwing or fielding errors will have bases awarded as follows:

- 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).

- 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 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.

- 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.

- A ball is considered out of play if a fielder possessing the ball contacts the ground out of play.

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## Section 12- GAME DAY OPERATION

### 1) SUMMER 2026 TBD

A) The Home Team provides one new game ball, back-up ball, and batting practice balls.

- 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.

- **EXCEPTION D League:** The Home Team Provides all equipment for games.

B) The Visiting Team provides the pitching screen, wooden strike plate, alternate runners bases at first and home.

- The runners bases should be 6 feet away from their respective fielders base.

- Marks the “Commit Line”, 20 feet from home plate on the third base line.

C) Out of Play is determined by the imaginary line extending from the first and third base fence lines.

D) Duration of play is determined by the RSSA Board in consultation with league Directors. Managers may agree to shorter games due to weather conditions, prior to the start of the game.

- A, B, and C league games are 9 innings; D leagues are 7 innings.
  - **EXCEPTION B-League:** Double headers are 8 innings.
  - **EXCEPTION C-League:** Winter C league games are 7 innings.

• E) Game Times for Summer of 2026 TBD.

- Single Game fields; games begin at 10:00 am and hard stop at noon. No new inning starts after 11:50 am.
- Double Header first game; games begin at 9:30 am and hard stop at 11:10 am. No new inning starts after 11:00 am.
- Double Header second game; games begin at 11:15 am and hard stop at 12:55pm. No new inning starts after 12:45 pm.

**Hard-stop Exception:** If the home team has the tying or winning run on base, the inning can be completed.

- A new inning starts after the third out in the bottom of the previous inning.
- If time runs out, revert to the score of the last full inning.
- Optional batting practice at 9:30 or earlier (only if the field is groomed).
- No batting practice before the second game of a double header.

## 2) WINTER 2025-2026

A) Field Prep:

- Only players selected to help with field set up are to enter the dome prior to 10:00 am.
- No throwing or batting of balls is allowed before 10:00 am or until all walkers are off the turf.
- **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 9:45 am to set up.
  - Move nets out of fair territory along the foul lines and/or stack nets in center field against the walls.
  - Place one soccer net behind home plate and cover with the tarp. Another net should be placed along the out-of-play line behind first base.
  - The turf has painted lines to indicate positions for all bases and equipment.
    - Set up the pitching screen 12 feet in front of the pitching rubber.
    - Set out the bases, including runners bases at first and home. Use the home plate stripes to properly align it with the foul lines.
  - In colder weather, set up and turn on the two bat warmers.
- **Take down/storing the equipment** – the last game home team is responsible to secure and store all equipment in the designated storage area.
- Personal equipment such as gloves or bats left behind should be placed in the equipment box out of view. A note (and photo) of equipment left behind can be sent to Darrell Adkins to be posted on the RSSA Lost and Found webpage if the owner of the equipment is unknown.

B) Duration of Game:

- Three-game days are 9 inning games:
  - 10:15 am game with a hard stop at 12:05.
  - 12:10 pm game with a hard stop at 2:00 pm.
  - 2:05 pm game with a hard stop at 3:55 pm.
- Four-game days are 7 inning games:
  - 10:15 am game with a hard stop at 11:35 am.
  - 11:40 am game with a hard stop at 1:00 pm.
  - 1:05 pm game with a hard stop at 2:25 pm.
  - 2:30 pm game with a hard stop at 3:50 pm.

- A new inning starts after the third out in the bottom of previous inning.
- Teams can play “double innings” if the managers agree to that format prior to the first pitch.

### C) Out of Play Rules:

- Determined by the white line on the third base side of the field. Lights on the third base side of the field are in foul territory.
- Determined by the black line closest to the first base line.
- A ball passing behind the net that is behind home plate.

### D) Ball in Play Rules:

- There is no Infield Fly Rule in the dome.
- Any ball that is in the natural playing field is considered fair.
  - The cement “curb” around the field at the base of the wall is considered turf.
  - An obstruction in the outfield is considered turf.
  - 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) 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:

- 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 is a home run.
- Any ball off the ceiling is a live ball.
- 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. behind a soccer net or bench) the player is expected to raise both hands to indicate it is unplayable.
  - It shall be deemed a ground rule triple if the obstruction is in the home run area.
  - It shall be deemed a ground rule double if the obstruction is NOT in the home run area.
    - **EXCEPTION C-League:** All outfield obstructions are deemed to be a ground rule triple.

### G) Pinch Running:

- C League may use the same pinch runners more than once per inning as necessary. Managers will allow healthy players to run for themselves regardless of the player’s speed.