

Frisco Baseball/Softball Association

Frisco, Texas

General Rules

Double-A (AA) Baseball



Reviewed and Updated July 2024

FRISCO BASEBALL/SOFTBALL ASSOCIATION GENERAL RULES

(Double-A Baseball)

Reviewed and Updated July 2024

1. **COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT AT ALL TIMES. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA, IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.**
2. The safety of the players will be prime consideration. At the direction of the umpires or League Directors, a game will be shortened due to weather or conditions potentially harmful to the players (i.e. insufficient light). Lightening in the vicinity will be grounds for shortening a game. The umpire will impose a 30 minute (maximum) game delay before canceling a game.
3. Incomplete games or “rain outs” will be made up if possible. The decision to make up games will be determined by the scheduler, taking into account field and time availability. Some games may not be made up.
4. Game Times. Games will begin at the scheduled time, and the clock will be started.
 - a. A minimum of eight players (who are present and ready to play) are needed to start a game.
 - b. When a game is started with eight players, you must have at least eight players at all times. Having only seven players will result in a forfeit.
 - c. If a team plays with only eight players, the batting spot of the ninth player will be considered an automatic out.
 - d. Exception: If a team does not have eight (8) players (who are present and ready to play) to start the game, the umpire will start the game clock. If the team that caused the delay is the home team, that team will lose its home team status and become the visiting team. The game will start as soon as both teams have at least eight (8) players (who are present and ready to play). If after ten (10) minutes a team still does not have the minimum of eight (8) players (who are present and ready to play) the games shall be declared a forfeit.
 - e. The officially recorded score for a forfeited game will award one run per maximum number of innings allowed at each age level. For Example: The game duration for 9U baseball is 6 innings; therefore, the forfeit score shall be recorded as 6-0.
5. NO Pickup or Guest Players - Double A teams will consist of players on the AA roster only. It must be the roster that was turned into FBSA by deadline and also what is in the system. AA teams are not able to pick up players to play in league games or league post season tournament.
6. Coaches shall exchange line-ups at least 10 minutes before the start of a game. The Home Team shall provide the Official Scorekeeper.

7. **NO PRE-GAME WARM UPS WILL BE ALLOWED ON THE INFIELD, PRIOR TO THE START OF THE GAME. THIS INCLUDES THE PITCHER’S MOUND.** All other warm ups shall be conducted in designated areas away from the field, parents and other children.

8. At no time will practices be permitted on a prepared or closed game field by FBSA coaches or players. Violation of this rule will result in a mandatory one game suspension.

9. Coaches are encouraged to make sure that their catcher is ready for the next inning, as to speed up play. In an effort to expedite the catcher’s or pitcher’s preparedness, **a designated (or COURTESY)** runner may be used for **the pitcher or catcher** when **the pitcher or catcher** is on base (Catcher Only for 7U/8U). In this case, the designated runner will be the offensive player who made the most recent out.

10. A player must wear a team jersey and cap in all games. A player will not be allowed to play in any game if they are not “in uniform”, uniform includes jersey, cap, pants and socks that match the team. For safety reasons, the entire leg should be covered by combination of socks and pants. In addition, jerseys must be tucked in and caps worn on the fields at all times. Jersey may not be altered in any way. Violation of uniform rules will result in the violator being allowed to conform or be removed from the game.

11. **Metal cleats are ONLY allowed in the 13U/14U Leagues.**

12. Coaches are encouraged to be dressed in team uniform jersey. All coaches are encouraged to be dressed in a team uniform or, at a minimum, the color code of the team.

13. All offensive players must remain in the dugout except the batter, on-deck hitter and base runners.

14. Protective and Other Equipment

- All batters and runners must wear a protective helmet.
- The catcher must wear all assigned protective equipment at practices, games, or when warming up a pitcher. Protective equipment shall include: protective catcher’s helmet with face mask, chest protector, shin guards and protective cup.
- All 10U and Above catchers are required to use a Catchers Mitt (versus a fielders glove)

15. **Bat Rules:**

Big Barrel Bats (2 5/8” or 2 3/4”)

- Have a permanent USSSA new mark on its taper OR
- Have a permanent USA mark on it taper OR
- Be a Qualified BBCOR bat OR
- Be a wood bat

(This means that if you have a drop 12 (-12) and it has a stamp, it is approve to use)

Small Barrel Bats (2 1/4” or less)

- Any bat is accepted

13U must use a max drop 8 (-8) bat with official USSSA 1.15 BPF mark

14U must use a max drop 5 (-5) bat with official USSSA 1.15 BPF mark

15U-18U must use a max drop 3 (-3) bat with BBCOR.50 certified mark or made of wood manufactured by a licensed USSSA manufacturer.

16. Throwing the Bat – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

- A. Players who throw their bat or batting helmet in disgust **may** be immediately ejected from the game **at the umpire's discretion.**
- B. If a bat is thrown, the offensive **team** will receive one warning. Any subsequent violation will result in the batter throwing the bat being called out.
- C. If any thrown bat strikes the catcher or umpire, the umpire will call the batter out without warning.

17. Protest – No protest will be allowed or heard where a judgment call by an umpire is involved.

- A. A protest must be made to the head umpire, opposing coach and official scorekeeper immediately following the disputed call before any play is resumed.
- B. The protest must be entered into the official scorebook (home team's book) or lineup card, and signed by the head umpire and both head coaches. The protest must be filed in writing, within twenty-four (24) hours to the League Director (via e-mail).
- C. Resolution of protest will be made by league officials after hearing from the protesting coach, the opposing coach and the umpire. A meeting may or may not be necessary for this to occur. If a meeting is required, no more than two representatives from each team shall attend.

18. Penalty for use of an illegal player shall be immediate forfeiture of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game and therefore ineligible to participate in the next scheduled game played by that team. See Operating Policies for further explanation of illegal players and Acts of Disbarment.

19. The "No Contact" rule will be in effect, meaning:

- A. If a player initiate's contact with a defensive player and it is deemed to be intentional he will be called out and ejected from the game. This "ejection" does not require a one game suspension to be served by the player.
- B. If the "No Contact" rule is called, the player is deemed out prior to achieving the base.
- C. If the umpire feels that the contact was unintentional, the runner shall only be declared out.
- D. "No contact" shall **NOT** be interpreted as "MUST SLIDE". When enforcing this rule, the umpire shall judge the runner's intent. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player, even if the defensive player is out of position and "obstructing" the runners' path. If there is no play being made, then the runner does not have to "get down", but he must avoid contact. Consequently, if the defensive player, without the ball, alters the runner's path in this situation, the runner SHALL NOT be called out for leaving the base path in order to avoid contact. The umpire would then call obstruction, or at the very least, warn the defensive player about "being in the path".
- E. **Collisions/contact at first base (when there is an imminent play at 1B) resulting from the defender "backing into" the offensive player, are considered accidental. The umpire may rule interference if it appears the defensive players' intent was to**

delay advancing. The umpire may rule illegal contact if it appears the offensive players' intent was to initiate contact.

20. Blood Rule will be in effect, meaning:

Any player with visible bleeding must leave the game until you are able to stop the bleeding or cover blood. Free substitutions apply. If that player is due to come up to bat, you will skip that player with no "automatic out called". Every team must have access to a first aid kit at all times.

21. Fair Play Rule will be in effect, meaning:

5U through 12U:

- A. No player may sit out two (2) consecutive innings or more than two (2) innings per game.
- B. Players that do not attend 50% or greater of the planned team practices can sit 2 consecutive innings, no more than 4 innings in a game. Coach must notify the league director and the parent prior to the game.
- C. FBSA encourages that every player be given the opportunity to play several positions throughout the season.

13U/14U:

- A. No player may sit out two (2) consecutive innings or more than three (3) innings per game.
- B. Players that do not attend 50% or greater of the planned team practices can sit 2 consecutive innings, no more than 4 innings in a game. Coach must notify the league director and the parent prior to the game.

Note: Coaches who violate the Fair Play rule may be subject to further punishment and may be asked to appear before a Coaches Disciplinary Review Committee.

22. In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings as well as tournament seeding where applicable:

- A. Winning Percentage
- B. Head to Head Play
- C. Average Runs Allowed
- D. Average Runs Scored
- E. Coin Toss

23. Smoking or use of tobacco products in the presence of children is prohibited. This includes games, practices and any and all FBSA related events.

24. Using, possessing or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and any and all other FBSA related events.

25. The number of coaches/parents within the dugout shall be strictly enforced. Please refer to age level specific rules for these guidelines. Adults residing within the dugout or playing field over and above maximum allowable number of coaches shall be asked to exit the field or dugout. Failure to do so can result in ejection from the field and/or forfeiture of game.

26. There shall be no extra warm-up or practice gear utilized on the playing field during an official game. Under no circumstances shall any extra warm-up or hitting tools be used for the on-deck batter. Hitting weights (donuts) ARE allowed.

27. Every player will bat in a continuous rotation. Players arriving after game time shall be added to the end of the line-up.
28. **FBSA Board reserves the right to amend these rules after appropriate review and approval. During tournament play, regular season rules may be adjusted as needed. In such a case, tournament rules will supersede regular season rules. Any changes for tournament play will be provided to all coaches.**

FRISCO BASEBALL/SOFTBALL ASSOCIATION

Pitching Rules (9U and up)

Reviewed and Updated July 2024

1. The following are the maximum daily limits for pitchers by age:
 - 9U-10U: 50 pitches **per day**
 - 11U-12U: 75 pitches **per day**
 - 13U-14U: 85 pitches **per day**
 - 15U-18U: 95 pitches **per day**
2. The following are the minimum rest requirements for pitchers, based on number of pitches:
 - 1-20 pitches: no rest requirement
 - 21-35 pitches: 1 **calendar day** of rest
 - 36-50 pitches: 2 **calendar days** of rest
 - 51-65 pitches: 3 **calendar days** of rest
 - 66+ pitches: 4 **calendar days** of rest
3. Exception: if a pitcher reaches the pitch limit for their age or rest day cutoff while facing a batter, the pitcher may continue to pitch until one of the following occurs (**whichever comes first**):
 - The batter reaches base
 - The batter is out
 - The third out is made to complete the half-inning
4. It is the responsibility of both the Home and Away scorekeepers to keep track of pitches and reconcile between innings.
5. It is the responsibility of the Home Team to report the score and pitch counts for both teams with Last Name and Jersey # of each pitcher. If the Home Team does not record the score and pitch count for both teams within 24 hours of the game ending, then all pitchers for the home team will incur max pitch count (and required rest days) for the day.

FRISCO BASEBALL/SOFTBALL ASSOCIATION

7U/8U Double-A Baseball League Rules

(Straight Coach Pitch)

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. **Five (5) coaches** total are allowed in the dugout and/or on the field. Three offensive coaches will be allowed on the field. One offensive coach will be the Coach-Pitcher, the other two coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field.
3. Six (6) innings, or **70-minute** time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the home team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (42 minutes of a 70 minute scheduled game or 28 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.
5. If a team is ahead by fifteen (15) runs after three complete innings or eight (8) runs after four complete innings they are declared the winner
6. A team will consist of 10 defensive players whose positions shall be designated as pitcher, catcher, first base, second base, third base, shortstop and **four outfielders. Teams playing with less than 10 players are required to have a pitcher and catcher. Remaining positions are at the coach's discretion.**
7. The pitching will be done by one of the batting team's coach pitcher. The ball must be delivered overhand. Coach-Pitcher must deliver the pitches from a position that allows him/her to avoid interfering with the opposing team's defensive players. For example: If a coach-pitcher is kneeling while delivering pitches and is interfering with the opposing team's ability to play defense, the coach may be asked to stand during his/her delivery for the remainder of the game.

8. The Coach-Pitcher and the Backstop Coach cannot participate or direct their team in any way during the while on offense. However, the Coach-Pitcher may coach the batter in the batter's box before the ball is pitched. **PENALTY – Coach Pitcher will be given one warning to not coach baserunners. On the second offense, the runner will be asked to return to the previous base.**
9. On a ball in play, if the Coach-Pitcher fails to position himself so that the fielders can play the ball, the ball is dead and the pitch counts as one of the six pitches and no runner shall advance. If a batted ball hits the Coach-Pitcher, then the ball becomes dead and no pitch is declared. The Coach-Pitcher will remain in the pitcher's circle at all times, unless the ball is batted into fair play. At that time, the coach will leave fair territory until the play is called dead.
10. The player at the pitchers position shall take position even with or behind the pitching plate on the left or right side of the Coach-Pitcher approximately 3-4 feet until the ball is hit. Both of the player's feet must be inside the circle surrounding the pitching rubber.
11. A batter shall be declared out after failing to hit a fair ball after six (6) pitches or three (3) swinging strikes. If the 6th pitch is fouled off, the batter will continue his/her at-bat. Foul balls are counted as strikes, BUT an at bat cannot end on a foul ball unless caught in the air. There are no foul outs, unless caught.
12. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter shall be called back to the plate, the swing shall count and it shall be considered a dead ball.
13. Slashing is not allowed
14. Infielders may not advance more than 10 feet towards home plate until the ball is pitched. Outfielders shall be no less than 12 feet behind the baseline.
15. Stopping Play – **Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule. 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.**
16. Every player will bat in a continuous rotation. Players arriving after game time shall be added to the end of the line-up.
17. If a team has 10 or more players in their game and one of the players gets injured or has to leave the game, when the player's batting spot comes up the batter will be skipped without incurring an out. If the team has only 9 players, then the batting spot of the player that has left the game will incur an out when the spot for the player comes up.
18. Overthrows – On an overthrow of an infield play, a runner may attempt, at risk, to advance.
19. A courtesy runner (optional) may be used for the catcher of record when there are 2 outs, to speed up the game. This will be the player that made the last out.

20. **Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
21. **Safety Arc:** There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
22. **Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
23. **Pitcher's Line:** There shall be a line drawn from the pitcher's circle to the safety arc
 - **The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle AND should remain behind the 30 foot pitching arc throughout the pitch and follow through**
 - The pitching coach shall not verbally or physically coach while in the pitching position.
24. No infield fly rule is in effect.
25. Tight Bases – Base runners are not permitted to steal or leadoff base and shall remain in contact with the base until the ball is hit. PENALTY: Dead ball.
26. Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
27. Mathematical ending of games shall apply. At the point in which time expires, if the losing team cannot catch-up per the inning run rules, the current batter shall complete his/her at bat and the game shall be declared over.

7U/8U Double-A (Coach Pitch) Baseball SUMMARY

Game Duration: **70 minutes** or 6 innings (No Hard Clock)

Pitching Distance: 40 feet

Base Distance: 60 feet

Tight Bases: Yes

Infield Fly Rule: Not in effect

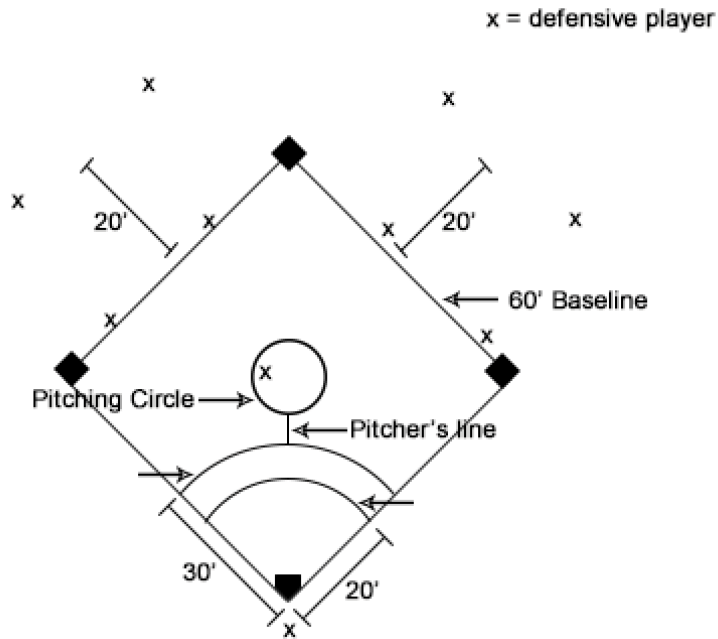
Official Inning: 3 outs or 7 runs Balk rule: Not in effect

Game run rule (mercy rule): 15 runs after 3 complete innings or 8 runs after 4 innings

Stopping Play: **(See rule #15 above)**

Forfeit: Official score recorded as 6-0 (See general rule 4e)

Mathematical ending of games shall apply.



FRISCO BASEBALL/SOFTBALL ASSOCIATION

9U Double-A Baseball League Rules

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.
3. Six (6) innings, or 80 minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed over.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (48 minutes of a 80 minute scheduled game or 32 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.
5. If a team is ahead by twelve (12) runs after three complete innings or eight (8) runs after four complete innings they are declared the winner
6. There is a five (5) run limit per team per inning.
7. **Any pitcher that hits 2 batters in an inning, or a total of 3 batters in a game, must be removed as the pitcher. This player may be placed at another position, but cannot pitch anymore that game.**
8. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.
9. Balk rule is in effect. The fake to third and throw to first is not allowed
10. Free Substitution is permitted.
11. All batters and base runners must wear a helmet. Protective metal face-masks are recommended.
12. Slashing is not allowed.
13. Mathematical ending of games shall apply. At the point in which time expires, if the losing team cannot catch-up per the inning run rules, the current batter shall complete his/her at bat and the game shall be declared over.

9U Double-A Baseball SUMMARY

Game Duration: 1 hour 20-min. or 6 innings (No Hard Clock)

Pitching Distance: 46 feet Base Distance: 65 feet

Tight Bases: No

Stealing: Yes

Official Inning: 3 outs or 5 runs

Game run rule (mercy rule): 12 runs after 3 complete innings or 8 runs after 4 innings.

Pitching rules: See new age group specific pitch count rules posted under the “RULES” dropdown on the FBSA website

Forfeit: Official score recorded as 6-0 (See general rule 4e)

Mathematical ending of games shall apply

FRISCO BASEBALL/SOFTBALL ASSOCIATION

10U Double-A Baseball League Rules

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.
3. Six (6) innings, or 80 minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (48 minutes of a 80 minute scheduled game or 32 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.
5. If a team is ahead by twelve (12) runs after three complete innings or eight (8) runs after four complete innings they are declared the winner.
6. There is a Seven (7) run limit per team per inning.
7. **Any pitcher that hits 2 batters in an inning, or a total of 3 batters in a game, must be removed as the pitcher. This player may be placed at another position, but cannot pitch anymore that game.**
8. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.
9. Balk rule is in effect. The fake to third and throw to first is now allowed
10. Free Substitution.
11. All batters and base runners must wear a helmet. Protective metal face-masks are recommended.
12. Slashing is not allowed

13. Mathematical ending of games shall apply. At the point in which time expires, if the losing team cannot catch-up per the inning run rules, the current batter shall complete his/her at bat and the game shall be declared over.

10U Double-A Baseball SUMMARY

Game Duration: 1 hour 20-min. or 6 innings (No Hard Clock)

Pitching Distance: 46 feet Base Distance: 65 feet

Tight Bases: No

Stealing: Yes

Official Inning: 3 outs or 7 runs

Game run rule (mercy rule): 12 runs after 3 complete innings or 8 runs after 4 innings

Pitching rules: See new age group specific pitch count rules posted under the “RULES” dropdown on the FBSA website

Forfeit: Official score recorded as 6-0 (See general rule 4e)

Mathematical ending of games shall apply (See general rule 27)

FRISCO BASEBALL/SOFTBALL ASSOCIATION

11U/12U Double-A Baseball League Rules

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.
3. Six (6) innings, or 90 minute time limit will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (54 minutes of a 90 minute scheduled game or 36 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.
5. If a team is ahead by twenty (20) runs after any completed inning, twelve (12) runs after three complete innings or eight (8) runs after four complete innings they are declared the winner.
6. There is a seven (7) run limit per team per inning.
7. **Any pitcher that hits 2 batters in an inning, or a total of 3 batters in a game, must be removed as the pitcher. This player may be placed at another position, but cannot pitch anymore that game.**
8. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.
9. Balk rule is in effect. The fake to third and throw to first is now allowed
10. Slashing is not allowed
11. Free substitution.

11U/12U Double-A Baseball SUMMARY

Game Duration: 90 min. or 6 innings (No
Hard Clock)

Pitching Distance: 50 feet

Official Inning: 3 outs or 7 runs

Base Distance: 70 feet

Tight Bases: No

Stealing: Yes

Game run rule (mercy rule): 20 runs after any completed inning, 12 runs after 3 complete innings or 8 runs after 4 completed innings.

Pitching rules: See new age group specific pitch count rules posted under the “RULES” dropdown on the FBSA website

Forfeit: Official score recorded as 6-0 (See general rule 4e)

FRISCO BASEBALL/SOFTBALL ASSOCIATION

13U/14U Double-A Baseball League Rules

Reviewed and Updated July 2024

1. These rules supplement the FBSA General Rules and are specific to the age group listed above.
2. Two offensive coaches will be allowed on the field. The offensive coaches must be in the coach's box. Stools and buckets must remain in the dugout and not on the field. No more than 4 coaches total will be allowed in the dugout.
3. Seven (7) innings, or 105 minute time limit, will constitute a complete regulation game. If the game is tied after both teams have played seven (7) complete innings or the time limit has expired, the game is over. NOTE: If official time has expired, the umpire will allow the game to complete the inning in consideration of the score and Home team assignment. There is no hard clock.
 - If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
 - If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
 - If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
 - A game will end in a tie if the inning in play when time has expired was completed.
4. Shortened game will be considered a complete regulation game if 60% of the Scheduled game duration has been played prior to play stoppage (63 minutes of a 105 minute scheduled game or 42 minutes, at most, remaining on the clock). If a game is called before it has become a complete game, the game will be re-scheduled to resume from the point of suspension.
5. If a team is ahead by twenty (20) runs after any completed inning, twelve (12) runs after three complete innings or eight (8) runs after four complete innings they are declared the winner.
6. There is a seven (7) run limit per team per inning.
7. **Any pitcher that hits 2 batters in an inning, or a total of 3 batters in a game, must be removed as the pitcher. This player may be placed at another position, but cannot pitch anymore that game.**
8. Pitchers are not allowed to wear white long sleeve undershirts, arm sleeves, jewelry, sweatbands, batting gloves, or sunglasses.
9. Slashing is not allowed
10. Free substitution.

13U/14U Double-A Baseball SUMMARY

Game Duration: 105 min or 7 innings (No Hard Clock)

Pitching Distance: 54 feet (13U) 60 ft, 6 inches (14U) Base Distance: 80 feet (13U), 90 feet (14U)

Tight Bases: No

Stealing: Yes

Official Inning: 3 outs or 7 runs

Game run rule (mercy rule): 20 runs after any completed inning, 12 runs after 3 complete innings or 8 runs after 4 completed innings.

Pitching rules: See new age group specific pitch count rules posted under the “RULES” dropdown on the FBSA website

Forfeit: Official score recorded as 7-0 (See general rule 4e)