

## **2019 “A” Prairie League Rules**

1. Players cannot turn 15 before May 1st or 8th grade level.
2. No bat barrels larger than 2 5/8, must have USSSA stamp. Boy's bats only. No girls' softball bats allowed. BBCORE and wooden bats can be used.
3. No metal cleats are allowed, no exceptions.
4. Bases are 75 feet apart; pitchers will pitch from 55 feet.
5. There will be no time limit on single games or final scheduled games unless agreed upon prior to game time with both coaches. Otherwise, all games are 6 innings with no new inning starting after 1 hour and 20 minutes (although extra innings can be used in a tied game, time permitting). 4 innings is considered a complete game. At the end of 4 innings, if any team leads by 10 runs, the game will end. Home team must bat before darkness, unless they are leading.
6. There may be up to 10 players playing in the field (using four distinct outfielders with 10 players). If you have 8 or 9 players, there is no automatic out for the 9th or 10th position. Teams must have at least 8 players to start a game; any less is an automatic forfeit of the game.
7. Substitute players must come from a younger Dyersville League team. There will be no players allowed to play that are not involved in a Dyersville League team.
8. Catchers must wear a protective helmet with their facemasks whenever they catch a pitch, including warm up pitches. The batter at the plate and all base runners must wear a batting helmet.
9. A pitcher is limited to 4 innings per game; one pitch in an inning constitutes an inning. Once a pitcher is removed from that position, he may reenter as pitcher only once later in the game as long as he has not pitched more than 4 innings.
10. Dropped 3rd strike and infield fly rule is in effect per Little League Rules.
11. If batter squares to bunt, he cannot swing away. Batter will be out if he swings.
12. The base runner must slide to avoid contact with opposing players when played upon; otherwise the base runner will be called out. Umpire discretion.
13. Runners are allowed to lead off.
14. Batter being walked may attempt second base on passed ball.
15. Home plate is open. Runner may steal all bases on overthrows and passed balls. The ball is also live when thrown back to the pitcher.
16. Umpire's decision on the field is final.
17. Free substitution on the field is allowed at any time.

18. Complete roster must be batted in order.
19. Extra innings will start with 0 outs and the last out placed on second base.

***Cups and other safety equipment are strongly recommended!***