

2025 FC SUNDAY SELECT RULES



Rules

The FC SUNDAY SELECT will follow the USSSA rules. Modification and points of emphasis to those rules are below.

Please utilize the USSSA age calculator to ensure age:

<https://www.ussa.com/baseball/AgeCalculator/>

Safety Rules

1. Runners must go around, slide, or go back to avoid contact. Runners will be called out if they do not attempt to avoid contact. Some contact may be unavoidable or ruled incidental, in the sole judgment of the umpires, and will not be penalized. Head first slides are legal.

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2. Batters may not fake bunt, then swing away. When a batter squares to bunt, they must attempt the bunt or pull back and take the pitch. Any batter who fakes a bunt and then swings at the pitch will be called out, and all runners will be returned to the bases they occupied at the time of the pitch. The player and manager will be given a warning. On the second offense by the same team, the offending batter and team manager will be ejected from the game.
3. If a batter throws his bat, they will receive a warning from the plate umpire. If the same batter throws a bat for a second time during the game, the player will be called out and removed for the rest of the game. That position will be skipped for the remainder of the game (no out).
4. Coaches and players are allowed to warm-up the pitcher prior to the games and between innings. If a player is the warm-up catcher, they must wear a mask at all times.
5. No one other than players and coaches shall be in the dugout or bullpen.
6. Teams may not warm up in the grassy areas around any field, as there is simply too much traffic in these areas.
7. Metal cleats are not allowed.
8. At certain times of the day, usually as it's setting, the sun may present a safety issue for pitchers, catchers, and/or hitters on certain fields. As a result:
 - a. All players, including pitchers are allowed to wear sunglasses at all times. If an umpire deems the pitcher's sunglasses are creating a reflection disadvantageous to the batter, the umpire may ask for the sunglasses to be removed.
 - b. A game may need to be "paused" for approximately 15 minutes if, in an umpire's judgment, the sun presents a safety issue for a pitcher, catcher, and/or batter. If this occurs, the game time will be paused, and the game will be resumed as soon as it's safe.

General Rules

1. NO outside food, beverages, or coolers allowed in the park.

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2. NO tobacco use of any kind is allowed anywhere in the FCLL park.
3. NO alcohol is allowed anywhere in the FCLL park.
4. NO artificial noise makers (i.e. air horns, banging on bleachers, etc..). Scream, cheer, and clap (with your hands) as loud as you want - but using an air horn, banging on bleachers, using "clappers" is not permitted.
5. Walk up music is allowed, but must be turned off prior to the batter stepping into the batter's box.
6. Managers and coaches are responsible for the conduct of their players and spectators. Umpires have the option of removing any manager, coach, player, or spectator. Anyone ejected from a game must either leave the park entirely or remain in the parking lot for the remainder of that game *and the next game*. If the ejected person continues to cause difficulties, he or she will be ejected from the park by the Sugar Land Police Department.
7. In the event of a protest, the manager protesting must make a cash payment of \$100 at the time of protest to the Tournament Director (or delegate). If the protest is ruled in the protesting team's favor, the \$100 will be refunded. The Tournament Director's (or delegate)'s ruling is FINAL. Protests must be filed before the next pitch and ruled on before the next pitch if it happens during the game, or before umpires leave the field if after a game. In the event of a protest, the game clock will be stopped until the protest is ruled upon. Judgment calls cannot be protested.
8. The home team is predetermined for all 8 pool play games, as listed on the schedule. For the bracket games, the higher seed is the home team.
9. The home team will provide a scorekeeper and will keep score in the league provided book, GameChanger, or a similar reliable system.
10. The visiting team will operate the scoreboard (not applicable on Fields 7, 8, or 9)
11. Line-up cards must be provided to the opposing team and to the scorekeeper.
12. There is NO infield warm-up before games. Warm-ups should be in the outfield.

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13. All teams must be ready to play at game time or the late team will forfeit the game, unless the team is late due to another Sunday League game in progress.
14. Dugout assignments: Th home team is assigned the 3B dugout if neither team is playing a second set in a back to back game on the same field. Keep the games moving!
15. Batting cages:
 - a. Link to Batting Cage Assignments:

The park has assigned batting cages for each field available for use. [Field Locations w/ Batting Cages](#)

Field 1: Batting cage located on LF side of Field 1

Field 2: Batting cage located on RF side of field 2

Field 3: Batting cage located on LF side of Field 4

Field 4: Batting cage located on RF side of Field 4

Field 5: Batting cage is the closest batting cage behind CF of Field 5

Field 6: Batting cage is located on the LF side of Field 6 (single cage)

Field 7: Batting cage is the furthest batting cage located behind CF of Field 5.

Field 8: Batting cage is located on the LF side of Field 6 (closest to Levee / Ditch)

Field 9: Batting cage is located on the LF side of Field 6 (closest to Field 6)

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Playing Rules

1. Lineup – team shall bat a continuous batting order consisting of all eligible players in attendance
2. Teams may use a courtesy runner for the incoming pitcher and incoming catcher at any time, but it is *mandatory* to substitute for the incoming catcher with two outs. Courtesy runner shall be the player who made the last out.
3. No mandatory field play is required.

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4. A maximum of 4 coaches are allowed inside the fence during games. At least one adult must be in the dugout at all times.
5. All coaches are to remain INSIDE the dugout or bullpen while their team is on defense. When at bat, only the first and third base coaches are allowed on the field. Any coach entering the field for any reason, other than when time is granted by the umpires, may be removed from the game.
6. The infield fly rule is in effect, except in Coach Pitch divisions.
7. In all divisions, a bat is legal if it meets the USSSA or USA bat standards.

Rosters

1. All Roster/Waiver Forms and Insurance Certificates must be emailed to the Tournament Director prior to the opening day of play - tournament@fcll.net.
2. Rosters may be edited until prior to Week 3 of Pool Play via an updated Roster/Waiver form submitted via email to the Tournament Director - tournament@fcll.net. The Tournament Director has the authority to approve changes after Week 3, but such changes will be approved in extreme cases only.
3. A team that has a player on another roster may only have two such players on their team roster. Example, Team A in the 10U division has 10 players and they wish to add a 9U player whose team is playing in the league. This can be done if the 10U roster has no more than 2 of these players.
4. A single player can only be on one roster per age group. Exceptions can be made at the discretion of the tournament director.

Pitching Rules

1. For both pool and bracket play, please see USSSA rules, Section 7.05.
2. Pitch Counts
 - a. 8U: daily maximum is 15 outs or 50 pitches (if any player is playing up to 9U)

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- b. 9U and 10U: daily maximum is 18 outs or 75 pitches
 - c. 11U/12U combined division: daily maximum is 18 outs or 85 pitches
- 3. Managers are responsible for ensuring that umpires record the correct player and number of innings for each registered pitcher. The umpire cards will be turned in to the Tournament Director at the completion of each game. All Score/Pitch Cards are considered final once they are turned into the Tournament Director. **Please review the card before signing!**
- 4. Balks
 - a. For 10, 11U, and 12U, no warning.
 - b. For 9U, one warning per pitcher.
- 5. The fake throw to 3rd and then throw/fake to first will be a balk.

Game Time Limits/Run Rules

- 1. Time limit for Pool and Bracket Games (including Championship games):
 - a. Coach Pitch (8U): 1:20; i.e. no new inning can start after 1 hour and 20 minutes
 - b. Kid Pitch (9U-12U): 1:30, i.e. no new inning can start after 1 hour and 30 minutes.
- 2. Maximum innings in a game is six.
- 3. Run Limits
 - a. 8U: Pool Games and Bracket Play - 7 runs per inning.
 - b. 9U and 10U: Pool Games are 5 runs per inning; Bracket Play - no limit.
 - c. 11U/12U combined division: Pool Games and Bracket Play - no limit.
- 4. Run Rules in effect for all games
 - i. 20 runs after the 2nd inning
 - ii. 15 runs after the 3rd inning
 - iii. 8 runs after the 4th inning
- 5. The Run Rule is in effect even though "runs allowed" and "runs scored" are used in Tie Breakers.

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6. If a game is suspended due to rain or any other reason, it will be considered an official game if 3 innings have been completed, or if 2.5 innings have been played and the home team is ahead. If an inning is uncompleted at the time of the cancellation, the game reverts to the last completed inning so long as at least 3 innings have been completed. Exception: If the home team takes the lead in the bottom half of an inning and the game is suspended prior to the inning's completion, the home team wins.
7. Ties are allowed in pool play; no extra innings will be played (pool play only).
8. In bracket play, if a game is tied at the end of 6 innings (or less innings, if time limit has expired), ALL extra innings will begin with a runner on 2nd base and no outs. The runner on second to start the inning will be the last batter of the prior inning (a courtesy runner is not allowed).

Coach Pitch Rules

See USSSA Rules, Section 8.00

Just a few reminders

- Each hitter will get 6 pitches, unless the at bat is extended by a foul ball on the 6th pitch and beyond.
- 7 runs allowed per inning for the entire game.
- If a ball hits a coach pitcher, it is a dead ball and the pitch does not count.
- Squaring to bunt is not allowed - penalty is a dead ball strike.
- No infield fly rule.

Bracket Play Seeding

Seeding for Bracket Play will be determined by the points earned in pool play.

- Win = 6 points; Tie = 3 points; Loss = 0 points.
- Forfeits will be -20 points for team forfeiting and a 6-0 victory for the winning team.
- Tie breakers are determined as follows (and in this order):
 1. Head to Head (Note: if more than 2 teams are tied, disregard)

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2. Runs Allowed
3. Runs Scored
4. Coin Flip