



ISA League Rules

UPDATED (3/31/2023)

AGE GROUP	MACHINE 7U/8U	9U/10U	11U/12U	13U	14U
Base Dimensions	60'	60	70'	80'	90'
Mound Distance	N/A	46'	50'	54'	60'6"
Time Limit	1 hour 15 min	1 hour 30 min	1 hour 30 min	1 hour 30 min	1 hour 30 min

Roster/Substitutions

- Time Limits
 - **12u and Younger**
 - All games will be 6 innings, except when time limit is reached.
 - No extra inning, games can end in a tie.
 - Coin Toss will determine Home/Away teams.
 - 90 Minutes drop dead time limit.
 - Maximum of 5 runs per inning.
 - If a homerun is hit that takes the number of runs scored per inning over the maximum, only the runs up to the maximum will be counted.
 - **13u/14u**
 - All games will be 7 innings, except when time limit is reached.
 - No inning will start after 85 minutes.
 - A new inning starts when the final out is recorded in the bottom of the inning.
 - If the game is tied at the end of the time limit, the game will end in a tie.
 - Maximum 6 runs per inning, not including the final inning.
 - If a homerun is hit that takes the number of runs scored per inning over the maximum, only the runs up to the maximum will be counted.
 - Umpire will determine the final inning of the game and notify each team before the top of the inning.
 - Both teams must have opportunity for last half inning to have runs uncapped.
- **Rain outs will not be made up**
- Run rules will not apply
- All teams must roster bat.
- 9 fielders in the field on defense.
 - Teams playing with 9 fielders must play with 3 outfielders.
 - Outfielders must be on the grass. (Exception: Machine Pitch, See Machine pitch rules)
- You must have eight players to start game. Players coming late will be added to the end of the order.
- No player should sit out two consecutive innings unless injured, spot in line up will be skipped, team does not have to take an out
- Free substitution will be used throughout the game for every position other than the pitching position.
- Once pitcher is removed from the pitcher's position, they may not re-enter the game and pitch again.
- **12u and younger**
 - One pitcher per inning
 - Not to exceed more than 35 pitches in one inning.
 - Inning will be "rolled" if pitcher reaches 35 pitches.
 - If Pitcher reaches 35 pitches in the middle of an at bat, they will complete the at bat.
- **13u/14u**
 - Pitchers are encouraged to stay under 35-40 pitches per inning, however, no rule will be enforced to "roll" the inning once a pitcher reaches that limit.
 - Only time an inning will be "rolled" is when 6 runs is reached.

In-Game Rules

- Dropped third strike
 - Batter may run on a dropped third strike.
- Balks are live
 - Balks will be called
 - Each pitcher will be given one warning where runner does not advance.
 - Additional balks by the same pitcher will result in a base awarded to the baserunners.
 - **3rd to 1st Pick-off** move is ILLEGAL at all age levels
- Infield fly rule DOES apply

- **9u/10u**
 - Runners may leave the base as the ball is crossing home plate.
 - Stealing is allowed
 - First and third situations we are encouraging the catchers throw to second therefore no stealing home in this situation or any other situation, overthrow, passed ball etc.)

- **11u/12u and younger**
 - Runners may lead off.
 - Runners are not allowed to steal home or take home on a passed ball.
 - First and third situations we are encouraging the catchers throw to second therefore no stealing home in this situation or any other situation, overthrow, passed ball etc.)
 - No delayed stealing.
 - Once momentum has stopped, the runner must return to the initial base.

- **13u/14u**
 - Stealing all bases is allowed, including home plate on passed balls.
 - First and third situations are played live. No restrictions.

- If a team is winning by 10 or more runs, there will be no stealing or advancing on a passed ball by that team.
 - Stealing can resume if the losing team trails by less than 10.
- Players **MUST** slide into all bases
 - Sliding feet first is required except for sliding back into a base on a pickoff attempt.
 - It is the umpire's decision to rule the runner out if the player should have slid or veered out of the way.
- Slashing
 - Slashing is ILLEGAL 13u and younger.
 - Fake bunting is allowed. However, fake bunting and swinging is NOT allowed and the batter will be called out. No warnings will be given.
 - Slashing is LEGAL for 14u and older ONLY.
- Courtesy runners must be used for catchers with two outs.
 - Courtesy runner for the catcher can be used at any time to encourage faster play.
 - Courtesy runners will be the last out recorded in that inning.
- NO intentional walks are allowed.
 - If the umpire determines a batter was walked intentional (umpires decision stands), the batter walked plus the following batter will be awarded a base.
- **ABSOLUTELY NO MOLDED OR METAL CLEATS ARE TO BE USED ON THE MOUND**

Bat Rules

- 7u to 12u, there will be bat restrictions to BPF 1.15
- 13u BPF 1.15 or BBCOR. Max Difference of Drop 8
- 14u BPF 1.15 or BBCOR Max Difference of Drop 5
- Illegal Bat Penalty
 - It is the responsibility of each team's head coach to monitor bats that are in play.
 - If the bat is found illegal, the batter will be ruled out and runners will not be allowed to advance.

Additional Requests & Info

- Home Team gets the 3rd base dugout.
- Home Team is responsible for diamond prep between games.
- Visitor Team gets the 1st base dugout.
- Please have players hustle on and off the field.
- Please have your team clean the dugout after each game (i.e., water bottles, gum wrappers, etc.).

Conduct

- Umpires are members of the ISA family.
 - Be respectful of their efforts. Coaches are responsible for player, parent, and fan behavior.
- Player's unsportsmanlike conduct is subject to ejection from the game (and future games) upon ISA's discretion.
- Coach/Parent unsportsmanlike conduct is subject to ejection from the park.

REMINDER: THIS IS A DEVELOPMENTAL LEAGUE. WE WILL NOT TOLLERATE DISRESPECT TOWARDS UMPIRES, COACHES, OPPOSING PLAYERS AND FANS. THE CULTURE OF THIS LEAGUE MATCHES THAT OF ISA. DEVELOPMENT, SAFETY, FUN.

IF YOU HAVE QUESTIONS EMAIL: erik@impactsportsgb.com

ISA Machine Pitch League Rules

UPDATED (4/19/2023)

Rules

- Home/Away will be determined by coinflip at home plate.
- No limit to number of players on team roster
- 10 players on the field (4 outfielders)
 - All players must play at least one inning in the field.
- Catchers with gear are required on defense.
- Roster bat - All players on the roster will bat in lineup.
- Unlimited defensive substitutions
- Machine Pitch ONLY (Blue Catapult)
 - No Tees
- Machine Pitch Settings (40' from Home Plate)
 - Settings (Can be adjusted)
 - Raise Pitch = 5
 - Lower Pitch = 2
 - Speed = 4
- 5 Pitch Maximum per at bat.
 - Players CAN strike out on the 5th or later pitch.
 - Foul balls on 5th or later pitch, will extend the at bat.
 - Players CANNOT walk on machine pitch.
- Dropped third strike is a dead ball.
- Runner may lead off as ball crossed the plate.
- Stealing is not allowed.
- Bunting is not allowed.
- BASERUNNER STOP RULE
 - Baserunners must stop at the next base when all 3 of the below have happened:
 - The ball is in the possession of a defender.
 - The defender is inside the basepaths.
 - The defender is facing home plate.
 - Defenders may call timeout after the runners have stopped (per BASERUNNER STOP RULE)
 - Coaches may NOT call timeout in attempt to stop a play.

INDOOR Rules

- Pop Ups off the Ceiling Net will be dead and replayed with same count/situation.
- Flyballs/line drives off the back net (over the wall) on the fly will be considered a homerun
- Flyballs/line drives off the black padded wall ON THE FLY (without contacting a player) will be considered a double
 - Play will stop and the hitter will be awarded 2nd base
- Any baserunners will also be awarded 2 bases from their starting point
- Comebackers off the machine will be a dead ball and the hitter will be awarded a single
 - All baserunners will also get 1 base.
- Batted balls that hit the back wall on the ground, on a bounce, or off a player will be played live
- Only advance one base on an overthrow unless defense makes attempt to throw out runner advancing.
- Outfielders must start each play behind designated white line (If you have questions day of, find umpire)
- Game can be briefly stopped for a teaching point if needed.
 - 2 min stoppage.

Time Limits

- No new inning will start after 1 hour and 10 minutes.
- Each game will be 6 innings (if time allows)
- Max. 5 runs allowed per inning.
 - Unlimited runs allowed in last inning.
 - The umpire will determine the final inning of the game and notify each team before the top of the inning.

FACILITY Rules

- Park on South side of ISA. (The bigger of the two parking lots)
- Dugout assignments will be determined by home and away on the official schedule. (Coinflip will determine which team hits first.)
 - Home designation is by mezzanine (South side of Field)
 - Away designation is by cages (East side of Field)
- For incoming teams waiting for next game, designated waiting area for players/equipment will be under the Mezzanine.
 - Behind South side dugout.
- Do Not Warm-Up Outside on Grass or Parking Lot
 - Cages available inside ISA.
 - See ISA staff member for designated warm up area.
- **No Metal Cleats**
 - **Plastic spikes/Tennis shoes/Turf shoes ONLY**
- Abuse of umpires/ISA Staff/opposing coaches/fans will not be tolerated.
 - Grounds for Removal
- Weight Room Area is OFF LIMITS
- No Carry-Ins Allowed
 - Exceptions Below
 - Water/Sports drinks
 - Reasonable meal for player
 - Please clean up any food.
 - Vending is available.
- No Gum/Seeds (Please shake out the bags from last year if possible.)
- No Tobacco/Alcohol/Drugs
 - Grounds for Instant Removal and Banishment from Facility
- Day of event questions can be directed to an ISA staff member.

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Locations, Rules and Notes

Cornerstone Park (Ashwaubenon Youth Sports Complex)
1640 Fernando Dr
Ashwaubenon WI, 54115

- Natural surface/turf Mound
 - No batting cages
- Spikes are permitted except on the mound
- No Tobacco
- No concessions
- Clean up dugout after games

ISA Indoor Facility
2350 Lawrence Parkway
De Pere, WI 54115

- Turf
- No Cleats/Spikes (Metal or Plastic)
 - Turf or athletic shoes ONLY
- No gum, seeds, tobacco, or alcohol is permitted
 - Breaking this rule is grounds for removal from facility
- Vending Machines Available for limited Beverages and Snacks
- Parking on South side of facility (big parking lot)

Capitol Credit Union Park
2231 Holmgren Way
Green Bay, WI 54304

- Turf
 - NO batting cages
- Spikes are permitted except on the mound
 - Turfs/Shoes/Plastics Allowed
- No gum, seeds, or tobacco is permitted
- Concessions open at 10am
- Clean up dugout after games
- Parking
 - Epic Events Center (one Block South of stadium)
 - Side Streets
 - **Village Hall (Behind Left Field Wall)**
 - **ONLY AFTER 5PM**
 - **DO NOT park at Nakashimas or MyPlace Hotel**
 - **Subject to be towed**

Mel Nicks Sports Complex
1300 Lost Dauphin Rd
De Pere WI, 54115

- Turf infield/grass outfield
- No Metal Spikes
- No gum, seeds, or tobacco are permitted
- Concessions are dependent on St. Norbert College staffing
- Parking is on the street
- Clean up dugout after games

Locations, Rules and Notes Cont.

Southwest Park
2472 Lawrence Dr
De Pere, WI 54115

- Natural surface
- Cages require shoes/turfs to hit in, no spikes
- No tobacco
- No concessions
- Clean up dugout after the games

Mulva Family Fields
1865 Scray Hill Rd
De Pere, WI 54115

- Turf infield/natural outfield
- No metal spikes
- No gum, seeds, or tobacco are permitted
- No concessions
- On Site Parking
- Clean up dugout after games

West De Pere High School Field
1155 Westwood Dr
De Pere, WI 54115

- Natural surface
- Cages require shoes/turfs to hit in, no spikes
- No Tobacco
- No concessions
- Across street from Westwood Elementary School
- Clean up dugout after games

Joannes Stadium
215 S Baird St
Green Bay, WI 54301

- Natural surface
 - Natural Mound
- Spikes are permitted
- No Tobacco
- Clean up dugout after games

Rules of Conduct

It is required that all teams in the tournament comply with the following rules:

- Team managers must always have full control of their players and parents. This means “on” and “off” the field. Failure to do so can result in removal from event and/or banishment from future games/events.
- In case of disputed play or decision, team managers, only, may consult with the game officials in a respectful manner. The other coaches are expected to remain out of the discussion.
 - This is a NFHS Rule. Here is the lingo and the rule from the rule book. *3-3-1 f6: A coach, player, substitute, attendant, or other bench personnel shall not: commit any unsportsmanlike act to include, but not limited to, any member of the coaching staff who is not the head coach (or designee) in 3-2-4 leaving the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.*
- Managers are to report any unsportsmanlike or derogatory acts by players or spectators to ISA or on field Umpire. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
- Managers, coaches, players, and teams are liable for suspension by not adhering to the rules of conduct in effect. This could mean suspension for a game, games, or a longer duration depending on the act of violation.
- A player, coach, manager, or sponsor may be suspended for fighting, swearing, any contact with an official on or off the field, obscene gestures.
- Any intentional destruction of property or abuse of ISA property will be dealt with very sternly. Team managers and sponsors will not be warned other than through this notice. Punishments can be, but are not limited to, fines, ejections, and/or team disbarment from future ISA Tournaments/Events.