



Canton Travel Rules 2026

	8U	9U	10U	11U	12U	13U	14U	15U-18U
Governing Rules	USSSA Governed by Major League Baseball Rules							NFHS
Game:								
Minimum # of Players	All games must begin and end with nine (9) defensive players regardless of reason for absent players. A team must play with a minimum of nine (9) defensive players to complete the game. If the number of defensive players available is less than nine (9), the game will be recorded as a forfeit regardless of the score of the game at the time of the absence of the player.							
# of Innings	6 innings					7 innings		
Complete Game	4 innings (3-1/2 innings if home team is winning) Or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from the <u>beginning of the game - suspended games are not allowed</u> . If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the home team tied the game in their half of the current inning.							
Game Time Limit	1 Hour and 45 minutes A new inning may not start after 1 hour and 30 minutes from the actual game start time. A new inning begins immediately after the third out of the previous inning. If the time limit is reached during an inning, that inning is treated as the last inning. During weather delays, the clock is suspended until play restarts.							None
Weather	Suspending play due to lightning and weather-related incidents will be governed by the home team's community rules. If a community does not have defined rules, the NFHS rules are in effect. NFHS rules call for a 30 minute suspension of play when lightning is seen or thunder is heard. Any subsequent lightning strikes or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.							
Mercy Rule	7 runs after 5 innings	8 runs after 5 innings				10 runs after 5 innings		
	Once the mercy rule is invoked, the game shall end: Clarification: The mercy rule applies anytime after the specified inning. So if the visiting team reaches the run total in the top of a later inning, the mercy rule is to be invoked at that point.							
Maximum Runs/Inning	6	7				Unlimited		
	This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score. This limit applies to the last inning as well.							
Tie games allowed	Yes Extra innings must be played if time limit allows. Complete games ending in a tie prior to time limit due to inclement weather or darkness may reschedule for completion if both coaches agree.							Refer to NFHS Rules section 4-3
Reporting of Game Results	Please email score to gcybsascores@yahoo.com							
Pitching:								
Balk Warnings	Unlimited - Educational per umpire discretion.	Unlimited - Educational per umpire discretion.	Unlimited - Educational per umpire discretion.	1 Per Pitcher Per Game	1 Per Pitcher Per Game	1 Per Pitcher Per Game	1 Per Pitcher Per Game	None
	Note: When a balk is called (warning or otherwise), the ball is dead. However if the batter reaches first base and all other runners safely advance one base, runners should not be returned to their previous base.							
Fake to 3B – Throw to 1B	Balk							
Hit Batter Limitation	For all games a maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.							
Maximum # Outs Pitched	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	9 Outs Per Pitcher Per Day	12 Outs Per Pitcher Per Day	12 Outs Per Pitcher Per Day	Unlimited
	Exceeding the maximum outs allowed in the case of a double or triple play shall not be counted against the pitcher. Once a pitcher is removed from pitching, he/she can not pitch again in current game regardless of number of outs pitched. If it is determined that a pitcher has exceeded the maximum # of outs pitched, the pitcher shall be immediately removed from the pitching position.							
Base Running:								
Sliding	For all games, High School Rules will apply. Refer to NFHS rules Sections 2-32 & 8-4-2b which is published at the end of these rules. NOTE: A runner is NOT required to slide. If the runner does slide, it must be a legal slide (see rule below). If the runner doesn't slide, he must avoid interfering with the play. Ejection of the runner is the umpire's discretion if malicious intent is determined.							
Lead-off	Runners are not allowed to lead off or steal bases until the pitched ball crosses the plate. Penalty: Each team is allowed one warning per game. Afterward, a runner leading off before the ball crosses the plate will be called out.	Yes	Yes	Yes	Yes	Yes	Yes	Yes

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Stealing	Yes. One base per pitch. Runner may not leave the base until the pitched ball crosses the plate. Runner may not steal when the catcher throws the ball back to the pitcher after a pitch.	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stealing Home	No	Limited	No limitation	No limitation	No limitation	No limitation	No limitation	No limitation
	Runner can only advance home on a batted ball or force walk.	A maximum of 1 successful steal per inning as a result of a steal or pitcher-catcher exchange (wild pitch, passed ball, catcher to pitcher toss)						
	9U Clarifications: 1) If a runner on 3rd scores on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning, the runner is returned to 3rd base without penalty. 2) If a runner on 3rd attempts to score on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning and the runner is tagged out before reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out. 3) A failed suicide squeeze is considered a steal attempt.							
Roster/Player:								
Minimum/ Maximum Roster Count	Minimum of 9 players. Maximum of 20 players.							
Minimum/ Maximum # of Hitters in Line-up	All Uniformed Players Hit							9 or 10 w/Extra Hitter Note: USSSA Rule 7.02.D.1 governs EH use.
	Continuous batting order for 14U and younger							U15-U18 may bat entire roster if identified prior to the game. Once it is initiated it can not be changed.
Minimum Defensive Playing Time	6 Outs Player/Game This rule applies to all games including those ending in a tie, by mercy or time limit. Coaches must manage this to insure that all players play a minimum of six (6) defensive outs regardless of the length of the game							None
4 th Outfielder	For U8 only: If both managers agree prior to the game, a 4 th outfielder may be used. If used, this additional player may only be positioned in the outfield.	Not Applicable						
Late Players	For all games, in the event that less than nine (9) players are available at game time, a fifteen (15) minute grace period is allowed fromgame time for a 9th player to arrive and enter the game. If nine (9) players are available at game time, the game must begin with those players available. In the U8-15 continuous batting order any playeys arriving after the start of the game are to be inserted at the bottom of the batting order. Late playere may be added until the end of the third inning.							
Absent Without Injury or Illness	For all games, if a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up. A team must play with a minimum of nine (9) defensive players to complete the game.							
Absent with Injury or Illness	For All games, if a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped without penalty. The injured or ill player may not re-enter the game once their position in the batting order is skipped. The injured or ill player may reenter the game provided his/her position in the line-up has not occurred. A team must play with a minimum of nine (9) defensive players to complete the game. In the U8-U18 continuous batting order, if a batter is injured and unable to complete the at-bat, the at-bat is skipped without penalty. If a batter is injured during his/her at bat, the next batter will assume the injured batter's balls/strikes count.							
Ejected Players, Coaches and Managers	Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next game. An ejected player's position in the batting order will be declared an 'out' for the game from which he/she is ejected. Additional suspensions and/or disciplinary actions may be enforced pending the board review. During the suspension the player, coach or manager may not enter the confines of the park or recreational area that supports the field of play. A team must play with a minimum of nine (9) defensive players to complete the game. Failure to report a suspended player, coach or manager will be grounds for additional suspensions.							
Equipment:								

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