

# **East Valley Baseball**

## **RULES AND REGULATIONS**

*Last Revised*  
**6/5/10 11:00AM**

**After these EVBB Rules & Regulations, refer to the current...  
“Sporting News Books – Official Baseball Rules”**

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## **SECTION 1 – Ensuring League Success**

**To ensure the success of the league, East Valley Baseball reserves the right to modify and/or change these rules as deemed necessary.** The latest revision will be indicated under the title page header.

Follow these rules...All the rules!

Do **NOT** change the rules by both coaches "agreeing" to change the rules!

This infraction will result in the game being played to be a forfeit.

## **SECTION 2 – Extension Reference to these rules and regulations**

Easy Valley Baseball will use the current Official "Sporting News Baseball Rules" along with the following East Valley Baseball specific modifications. So, if you don't see the rule here, the rule in the "Sporting News Baseball Rules" will apply.

## SECTION 3 - Rules and regulations applying to ALL divisions.

### 3.0 - Players

**3.0.0** - A game may not begin or continue with fewer than...

T-Ball - **six players**

Rookie - **six player**

Farm - **eight players**

Minor - **eight players**

Major - **eight players**

A coach who is not able to field a team of players at game time shall be given a ten-minute grace period to field his team. If he is unable to do so, the umpire or league representative shall declare a forfeit.

**3.0.1** - If, due to an injury or ejection, a team is reduced to less than the amount of above players, and the coach is unable to field the amount of above players from his current East Valley Roster, the umpire shall declare a forfeit.

**3.0.2** - An injured player may not re-enter a game from which he was removed due to injury under any circumstances.

**3.0.3** - An ejected player may not re-enter a game from which he was ejected under any circumstances.

**3.0.4** - An ejected player who is serving his one game suspension may not enter that game under any circumstances.

### 3.1 - Equipment

**3.1.0** – Players in all divisions may use any weight or size bat as long as the barrel size does not exceed 2 3/4 in diameter.

**3.1.1** – **NO** metal cleats in T-Ball, Rookie, Farm, and Minor division.

**3.1.1.0** – **NO metal cleats** are allowed on the portable pitching mounds in any division.

**3.1.2** - A throat guard must be used on all catchers' masks. The extended part of a hockey-style mask shall be considered a throat guard.

**3.1.3** - The skullcap type catcher's helmets used with a mask are not permitted.

**3.1.4** - Catchers are **required** to wear an approved mask with proper head protection, a chest protector, shin guards, a protective athletic supporter and cup.

**3.1.5** - A player may not warm up a pitcher without an approved mask with proper head protection, a protective athletic supporter and cup.

### 3.2 - Fields

**3.2.0** - Dimensions

**3.2.0.0** - T-Ball – 40' bases

**3.2.0.1** – Rookie A & AA – 27.5' min. pitching distance/60' bases

**3.2.0.2** – Farm A – 44' pitching mound/60' bases

**3.2.0.2** – Farm AA – 46' pitching mound/60' bases

**3.2.0.4** – Minor A - 46' pitching mound/65' bases

**3.2.0.4** – Minor AA - 48' pitching mound/65' bases

**3.2.0.4** – Minor AAA - 50' pitching mound/70' bases

**3.2.0.5** – Major A – 50' pitching mound/70' bases

**3.2.0.5** – Major AA – 54' pitching mound/80' bases

**3.2.0.5** – Major AAA – 60' 6" pitching mound/90' bases

**3.2.1** – **The third base side/dugout shall be designated as the home team dugout. The first base side/dugout shall be designated as the visitor's dugout.** If a team is playing a *doubleheader* on the same field, they may elect to stay in the same dugout for the second game.

**3.2.2 - The home team is responsible** for putting away the bases after the last game and putting the pitching mound back in the storage container. Both teams are responsible for picking up the trash in their dugout!

### **3.3 - Pitching**

**3.3.0** – Pitching limitations

**3.3.1** - *The ASMI recommends the following maximum pitches per game.*

**3.3.1.0** - *Ages 8-9 - 50 pitches*

**3.3.1.1** - *Ages 10-11 - 65 pitches*

**3.3.1.2** - *Ages 12-13 - 80 pitches*

**3.3.2** – East Valley Baseball **pitch count per game** (foul balls included.)

**3.3.2.0** – Farm division **50 pitches**.

**3.3.2.1** – Minor division **65 pitches**.

**3.3.2.2** – Major division **80 pitches**.

**3.3.3** – When the maximum pitch count is reached the pitcher may finish pitching to the current batter.

**3.3.4** - Managers are expected to refrain from overextending a pitcher's arm.

**3.3.4** – Intentional walks must be communicated to the umpire. The umpire may put the batter on first base. Four pitches do not need to be thrown.

### **3.4 - Runners**

**3.4.0** - If a defensive player, including the pitcher, should make a throw to any base in a pick-off effort, runners may advance at their own risk.

**3.4.1** - Players advancing to second base with intent to break up a double play must slide into the bag. All calls regarding rough play, sliding into the defender versus the bag, etc., shall be a judgment call.

**3.4.2** – Head first slides are only recommended for returning to a base.

**3.4.2** - Fake tags will be considered an obstruction. Officials will award the runner extra bases per their judgment.

**3.4.3** - Courtesy runners may be used for the catcher and pitcher with the following stipulations...

**3.4.3.0** – The catcher or pitcher reaches base or are on base with two outs.

**3.4.3.1** - The same runner may not be used in the same inning to run for both catcher and pitcher.

**3.4.3.2** - The runner used is currently not in the game.

**3.4.3.3** - If there are no available players on the bench to run, the player making the last batted out may be used as the courtesy runner.

**3.4.4** - Collision Rule: If a defensive player has the ball in hand ready to make a tag, the offensive player must apply one of the following...

**3.4.4.1** Proper slide going in. (Judgment call by the umpire)

**3.4.4.2** Go around. (Judgment call by the umpire)

**3.4.4.3** Give up.

**3.4.4.4** Go back

If the offensive player does not apply one of the above (i.e. collides, tackles, punches etc.) the player may be ejected from the game. (Judgment call by the umpire)

If the offensive player does not attempt a proper slide(i.e. attempts to jump over, front flip over, or any other acrobatic move, over the catcher to avoid the tag) the runner shall be called out. (Judgment call by the umpire)

## **3.5 - Games**

**3.5.0** - A game shall be ruled as official and complete if it is called by umpires due to rain, inclement weather, lighting limitations, lighting failures or other reasons beyond their control, provided at least half the game has been played.

If the game is less than half complete, it shall be suspended and shall begin again from that point when safe play can be resumed.

**3.5.1** – Any protests of a game must be made within 24 hours and submitted in writing to a league official not more than seven days after the game. To protest a game, a rule, a situation, etc. the protesting manager must submit a signed letter including the protest in detail, what should have resulted and a \$250 cash deposit at which time a protest board will be assigned including four peer coaches not in the protesting managers division and at least one league official and the league President. If the results rule in favor of the protesting manager, the \$250 deposit will be returned and the results will be changed. If the results do not rule in favor of the protesting manager, the results will not be changed and the \$250 will be deposited into the league account.

**3.5.2 - A maximum of four adult coaches may be used.**

**3.5.3 - No** players shall be allowed in the doorway of any dugout during game play.

**3.5.3.0** – Closed dugout gates are at the discretion of the head umpire.

**3.5.4** - No glass containers shall be allowed in the dugout.

**3.5.5** - Teams are expected to clean their dugout and the stands before they exit the park.

**3.5.6** - The use of drugs, alcohol and tobacco products are strictly forbidden during games played under the East Valley Baseball charter. This includes all fans observing the game as well.

**3.5.7 - Any manager, coach or parent ejected from a game must leave the park immediately** unless he/she is the only parent attending while his/her son/daughter is playing. In that event, he/she must stay in the parking lot until the game is over. **That manager, coach or parent shall be suspended from participating and/or attending the team's next game. Any manager, coach, or parent ejected from a 2<sup>nd</sup> game of a season will be suspended 3 additional games. Any manager, coach, or parent ejected from 3 games may be banned from the league**

**3.5.8** - Any player ejected from a game must either leave the park with their parents, or remove their game jersey and sit with their parents in the stands. That player shall be suspended from participating and/or attending the team's next game.

**3.5.9 - Any threats of any kind to an umpire or league official** will be grounds for immediately calling the police and a banning from the league for the rest of the season. **This applies to managers, coaches, players, parents, relatives and fans.**

**3.5.10 - Any physical contact** (e.g. pushing, shoving, wrestling, kicking or punching) from a player, manager, coach, parent, relative, fan, etc., with the intent to harm, threaten, bully, etc., another shall be grounds for **immediate and indefinite suspension and a possible banning from the league for life.** This includes activities before, during, and after the game while representing the East Valley Baseball League.

**3.5.11 - No razzing, heckling, chanting or making disparaging remarks of any kind are allowed.** This applies to managers, coaches, players, parents, relatives and fans.

**3.5.12 – Games shall only be played with players on the original roster as of 'opening day' of the season with current player applications on file with the league.** There shall be no illegal substitutions or "pick-up" players playing with the team, on the field, or in the dugout. This will result in a forfeit of the game and the coach will incur a 2 game suspension.

## **SECTION 4 – Individual Players / Team Players / Club Teams**

**4.0** – An individual player is a player that registered as an individual, unattached to any team. The league will either have a try-out and a draft or the individual player will be placed on a team at the leagues discretion.

**4.1** – A complete team shall have a minimum “team roster” of 12. Players may be added to a team roster before ‘opening day’ of the current season. After the start of the season additional players may be added for a \$25 administrative fee. This may only happen twice per season. Any players being released from the roster may not return to the team’s roster for that season.

**4.2** – A “club team” is a team that registers as a complete team. The club team registration fee is based on a 12 player roster. The team roster is NOT required to have “12” players on the roster. They must however have enough to field a team. The fee is a pre-determined cost based on when the club team registers. This cost does not include uniforms.

**4.2.1** – The ‘per player amount’ is the total paid at registration divided by 12.

**4.2.2** – If a club team who has registered with the league, acquires a league player who has already registered and paid the league as an individual player, the league will ‘credit’ the club team based on the ‘per player amount.’

**4.2.2.1** – If the club team is providing their own uniforms, the league will credit the club team a pre-determined league uniform allowance in addition to the ‘per player amount’ from the acquired player’s registration payment.

**4.2.2.2** – The league has a no-refund policy and the acquired player will forfeit any amount over the credited amount they already paid with their registration. This amount will be applied to the general non-profit fund and administrative costs of the league.

## **SECTION 5 - Description of divisions**

**5.0** - The age cutoff for all East Valley divisions shall be the day before May 1 of the current league year. The league year is Jan. 1 – Dec. 31

(i.e. if a player turns 10 before May 1, he is considered a 10 year old the whole season. If a player turns 10 on or after May 1, he is considered a 9 year old the whole year.

**5.1** - Divisions and ages

**5.1.0** - The T-ball division shall consist of 3, 4 and 5 year olds.

**5.1.1** - The Rookie division shall consist of 6 and 7 year olds.

(This division is geared for players and teams just moving into coach pitch from T-ball or for players and teams with less experience.)

**5.1.2** - The Rookie AA division shall consist of ages 6 and 7 year olds.

(This division is geared for players and teams with 1 or more seasons experience in coach pitch and still meet the age requirements.)

**5.1.3** - The Farm division shall consist of 8 and 9 year olds.

(This division is for players and teams just moving into kid pitch from Rookie or for players and teams with less experience.)

**5.1.4** - The Farm AA division shall consist of ages 8 and 9.

(This division is geared for players and teams with 1 or more seasons experience in kid pitch and still meet the age requirements.)

**5.1.5** - The Minor division shall consist of ages 9 thru 11

**5.1.6** - The Major division shall consist of ages 11 thru 13

**5.1.7** - The Major AAA division shall consist of ages 13 thru 15

## **SECTION 6 - T-ball Specific Rules and Regulations**

### **6.0 - Games**

#### **6.0.0 - Seasons**

**6.0.0.0** – 8-10 game spring season (Mar-June)

**6.0.0.1** – 8-10 game fall season (Sept-Dec)

**6.0.1** - On game day, T-Ball teams shall hold a 30-minute practice prior to their scheduled game time and then participate in a one-hour game.

**6.0.2** - A lineup card shall NOT be submitted in the T-ball division.

**6.0.3** - Each team shall bat the entire roster.

**6.0.4** - Each team will bat around once per inning.

**6.0.5** - T-ball teams may use as many base coaches as needed.

**6.0.5** - T-ball teams shall allow free defensive substitutions.

### **6.1 - Rosters**

**6.1.0** - There shall be a maximum of 13 players on a roster at any one time. The League will place up to 12 players on a roster. The coach may add the 13<sup>th</sup> player.

**6.1.1** - The coach may recruit his entire roster.

### **6.2 - Runners**

**6.2.0** - A runner may not leave his base until the ball is hit off the Tee. If the runner does leave early, the runner must frantically be told that they left early and then told with a lot of enthusiasm to hustle to the next base as fast as they can.

**6.2.1** - A runner on third base may advance ONLY when the ball is hit off the Tee.

### **6.3 - Batters**

**6.3.0** - A batter will have as many attempts as it takes to hit the ball into play.

**6.3.1** – The batter must hit the ball at least 10 feet into fair territory otherwise it will result in a foul ball.

**6.3.2** – The batter must lay the bat on the ground after the ball is hit fair and run to first base.

### **6.4 - Fielders**

**6.4.0** – All fielders must be behind the “playing line” (a line between first and third base) until after the ball is hit off the Tee. (The only exception is if there is a catcher. Then the catcher must be behind the batters box.)

### **6.5 - Equipment**

**6.5.0** – Player benches are in the field container behind field 1.

**6.5.1** – Please set-up and return benches from and to the field container before after each game.

**6.5.1** – Each team shall be provided with throw down bases, a batting tee, a bat, rubber tballs, etc. and a bag. Please return the bag of equipment at the end of the season.

### **6.6 - Fields**

**6.6.0** – There will be four fields (plus one) this season designated for T-Ball. Field assignments are random and inconsistent. Each team will play on each field at least once.

**6.6.1** – Fields – please check the schedule to find out what field your team is on.

**Field 2** – this is the actual field 2 infield using the dugout benches and homeplate

**Field 2 North** – this is Right field on field 2 (need 2 green player benches)

**Field 2 South** – this is left field on field 3 (need 2 green player benches)

**Green Area** – this is the green area outside the center field fence of field 3 (need 2 green player benches)

**Field 3** – this is the actual field 3 infield using the dugout benches and homeplate

## **SECTION 7 - Rookie & Rookie AA Specific**

### **7.0 - Games**

#### **7.0.0 - Seasons**

**7.0.0.0** – 8-10 game spring season (Mar-June)

**7.0.0.1** – 8-10 game fall season (Sept-Dec)

**7.0.1** - Teams shall play one game per week consisting of **four innings** or **1 hour 45 minute** drop dead whichever comes first.

**7.0.2** - A lineup card shall be submitted to the opposing teams scorekeeper prior to the start of every game.

**7.0.2** - A lineup card shall include batting order with players first and last name and jersey number.

**7.0.2** - Late arrivers shall be added to the end of the lineup. A late arriver may be added to the end of the roster up until the game is over.

**7.0.3** - Score will be kept.

**7.0.4** - Home team will be the official scorekeeper.

**7.0.4.0** – Visiting team scorekeeper should verify score after each inning.

**7.0.5** - Each team shall bat the entire roster.

**7.0.6** - If team rosters are not equal, the team with fewer players shall have additional players bat each inning in order to have the same amount of batters as their opponent. (The batting order shall stay the same, and the leadoff batter will continue in the next inning from the position of the next batter in the lineup, so as not to have the same players having extra at bats each inning.)

**7.0.7** - The maximum number of pitches that may be thrown to a batter is six, unless the last pitch is a foul ball. There is no limit on foul balls (please note that a strike only occurs on a swing and miss and/or a foul ball.)

**7.0.8** - There is a maximum of **two** adult base and field coaches.

**7.0.9 - Four innings** shall be played time permitting. There is a **1 hour 45 minute** drop dead time limit on all games. If the game is incomplete after 1 hour 45 minutes, the score shall revert back to the last completed inning. Please keep the games moving along. If after your allotted innings the game is tied, you can play additional innings if time permits to break the tie. If time is running out or you are over the 1 hour 45 minute time allotment, the tie will stand.

**7.0.10** – Base coaches are prohibited from touching a base runner, or the runner may be declared out.

**7.0.11** - Coaches shall pitch no closer than 27 1/2 feet, and all pitches must be overhand.

**7.0.12** – Cones are to be 70 feet from the bases. From Home to First to the cone in right field is a total of 130 ft. From Home to Third to the cone in left field is a total of 130 ft. From Home to second base to center field is a total of 154 ft.

**7.0.13** – An injured player may re-enter a game if able to do so. The player must play both the field and bat after re-entering.

**7.0.14** - There should be no more than 12 players on a roster at any one time (13+ will be permitted under some circumstances).

**7.0.15** - The coach may recruit his entire roster.

### **7.1 - Pitching**

**7.1.0** - Coaches shall pitch no closer than 27 1/2 feet, and all pitches must be overhand.

**7.1.0.1** - The coach may pitch from the kneeling position (all pitches must be overhand.)

**7.2.0** – The pitcher shall not field the ball after it has been hit.

**7.3.0** – The ball shall be declared a 'dead ball' once it has been thrown back to the pitcher.

**7.4.0** – The pitcher shall attempt to get out of the way of a hit ball, if the pitcher is hit by the ball, deflects the ball, or interferes in any way with the hit ball, it shall be ruled a 'do over' all situations will return to the point before the last pitch. (i.e. Pitch count)

## **7.2 - Runners**

**7.2.0** - On a ball hit to the outfield that is stopped by a fielder or remains inside the cones, runners may advance until the ball is thrown toward the infield. If a fielder holds the ball, runners may advance. As soon as the ball is thrown (released) toward the infield, runners can only advance to the base they are already headed to. All advances are at the runners risk.

**7.2.1** - A runner may not leave his base until the ball reaches the plate. If the runner does leave early, he must return to the base from which he started. Abuse of this may result in the runner being called out.

**7.2.2** - A runner may not advance when an infielder has possession of the baseball.

**7.2.2.1** – If an infielder runs to the outfield to retrieve the ball, he becomes an outfielder thus allowing the runner to advance bases until the ball is released.

**7.2.3** - A runner on third base may advance ONLY when the ball is hit.

**7.2.4** - Runners can advance only one base on an overthrow. If a play is made on the initial overthrow, additional advances are not permitted. A runner on third base, however, may advance only when the ball is hit.

**7.2.5** - Runners leaving the baseline to avoid a tag shall be declared out.

**7.2.6** - Runners on base may not advance if an infield fly ball is caught by an infielder. (i.e. no tagging up)

## **7.3 - Fielders**

**7.3.0** – A Rookie AA team shall have a maximum of six infielders and four outfielders. The outfielders must line up in the outfield grass. Additional kids on the team must be rotated in to ensure all kids receive equal playing time (this applies to Rookie AA only.) – Rookie A will field their entire roster. The infield shall have a maximum of six infielders (playing infield positions) and the remainder of the roster shall be in the outfield (this applies to Rookie A only.)

## **7.4 - Batters**

**7.4** – Three strikes is an out. A batter has six pitches to hit the ball in play. A strike is only called on a swing and a miss. If the sixth pitch (and any subsequent pitch) is fouled off, another pitch is thrown. If the sixth pitch is NOT swung on, the batter shall be declared out.

**7.4.0** - A ball hit in the air that lands past the cones shall be ruled a home run.

**7.4.1** - A ball hit in the air that lands between the infield/outfield grass and the cones, and rolls past the cones, shall be a maximum of a triple; however any advances are at the runner's risk.

**7.4.2** - A ball hit on the ground that rolls past the cones shall be a maximum of a double; however any advances are at the runner's risk.

**7.4.3** - A ball hit, whether in the air or on the ground, that does not roll past the cones, shall be a live ball with the runner taking as many bases as possible.

**7.4.4** – Bunting is **not** permitted.

**7.4.5** - The last batter shall be played as if there were "two outs."

**7.4.5.1** – If the "third out" is made on the "last batter", any runners crossing homeplate will **NOT** count as a run.

**7.4.5.2** – If the "last batter" is safe, any runners crossing homeplate within the constraints of the rules will count as a run.

## **7.5 – Equipment**

**7.5.0** - Rookie and Rookie AA may use any length and weight bat provided the barrel does not exceed 2 3/4 inch diameter.

**7.5.1** – Catchers are required to wear an approved mask with proper head protection, a chest protector, shin guards, a protective athletic supporter and cup.

**7.5.1** – Please return all league equipment at the end of the season.

## SECTION 8 – Farm Specific

### 8.0 - Games

#### 8.0.0 - Seasons

**8.0.0.0** – 9-14 game spring season (Mar-June)

**8.0.0.1** – 9-14 game fall season (Sept-Dec)

**8.0.1** - Teams shall play 1-2 five-inning games per week.

**8.0.2** - A lineup card shall be submitted prior to the start of every game.

**8.0.2.0** - A lineup card shall include batting order, players first and last name and uniform number

**8.0.3** - Score will be kept.

**8.0.4** - Home team will be the official scorekeeper.

**8.0.5** - 12 run rule after 3 innings. 10 run rule after 4 innings. 8 run rule after 5 innings. Home team gets final at bat.

**8.0.6** - A coach may choose to concede at any time.

**8.0.7** - Two adult base coaches must be used.

**8.0.8 - Five innings** shall be played, time permitting. There is a **1 hour 45 minute** “no new inning” time limit on all games. If the inning being played is not finished at 1:45, the game shall continue until the end of that inning and then the game will be over. No new inning will be started. Please keep the games moving along. If after your allotted innings the game is tied, you can play additional innings if time permits to break the tie. If the game is tied AFTER 1:45, the tie shall stand.

**8.0.9** - 5 warm-up pitches shall be allowed (a maximum of 90 seconds) between innings. The umpire will monitor warm-up pitches and time.

**8.0.9.1** – A coach meeting with the pitcher during warm-ups will constitute a coaches visit.

**8.0.10** – The following are options for batting roster lineup. This must be decided at the beginning of the game:

Option 1: Teams may elect to bat 9 players

Option 2: Teams may bat ten (10) players, 10th player EH (Extra Hitter)

**See rule 8.0.11.**

Option 3: Team may elect to bat their entire roster. This allows teams to switch defensive players in and out as they wish (free defensive substitution). If a player is unable to play due to an injury or illness the vacancy shall be recorded as an out the 1st time, after that, the line-up shall collapse to accommodate the missing player. If a player is ejected, the vacancy shall be recorded as an out every time that spot comes up to bat.

**8.0.11** - If a team elects to start the game using an EH, the team must use a 10 player lineup throughout the game. If, due to an injury, there are no more eligible subs on the roster, the opposing manager shall select a player of his choice from the bench to take the injured player's place in the batting order. If, due to an injury, the team is reduced to 9 players, an out shall be recorded only the first time the injured player was scheduled to bat. If, due to an ejection, the team is reduced to 9 players, an out shall be recorded each time the ejected player was scheduled to bat.

**8.0.12** - Starting players may be removed and re-enter the game one time in their original batting order.

**8.0.13** - Substitutes may enter the game at any time. Once removed, they may not re-enter the game.

**8.0.14** – A ball shall be considered fair and in play if it hits any portion of the outfield fence and bounces back in. The yellow line designates the top of the fence only. A home run is any ball that goes over the fence or hits the yellow foul pole above the fence.

## **8.1 - Rosters**

**8.1.0** – An official roster must be on record with the league.

**8.1.1** – Only players on the official roster may play in a game.

**8.1.2** - The coach may recruit his entire roster.

## **8.2 - Runners**

**8.2.0** - Leadoff's are not permitted.

**8.2.1** – Runners on 1st and/or 2nd base may **NOT** attempt to advance to the next base until the ball crosses the plate. Abuse of this may result in the runner being called out.

**8.2.2** - A runner on 3rd base may not advance to home except in the following cases:

**8.2.2.1** – The ball is hit into play.

**8.2.2.2** – The hitter is walked with the bases loaded.

**8.2.2.3** – The ball is put into play by a defensive player except in the case of a passed ball or wild pitch (see Rule 8.2.3).

**8.2.3** – A runner on **3<sup>rd</sup> base** may not advance to home on a passed ball or wild pitch.

### **CLARIFICATION**

- The runner on third base **cannot** advance on a ball being mishandled between the pitcher and catcher although the ball is still “live” on the throw back to the pitcher.

**Example 1:** Catcher overthrows the pitcher when throwing the ball back after a pitch. (Runner at third *cannot* advance.)

**Example 2:** Pitcher drops ball from catcher when the throw comes back to him/her. (Runner at third *cannot* advance.)

- The runner on third **can** advance if the Pitcher or Catcher attempts to pick off a runner or throw a runner out on the bases.

**Example 1:** Runners on first and third and runner on first attempts to steal 2nd and catcher makes a throw to second. (Runner at third *can* advance.)

**Example 2:** Runners at any base and the Pitcher or Catcher tries to pick them off. (Runner at third *can* advance.)

## **8.3 - Batters**

**8.3.0** - A batter will be called out after the 3rd strike. The batter may not attempt to advance to first base if the catcher drops the third strike.

## **8.4 - Pitchers**

**8.4.0** – A pitcher may not exceed the recommended amount of pitches in any game. Both teams shall keep track of pitch count. Home team is official count.

**8.4.0.0** – Farm Division (ages 8 and 9) **50 pitches** (foul balls included)

**8.4.1** - A pitcher must be removed from the mound upon a second visit in the same inning, or a third cumulative visit to the mound.

**8.4.2** - A starting pitcher may be moved to another position (except EH – Extra Hitter) and return to the mound one time, provided;

**8.4.2.0** - The starting pitcher has not been replaced by a sub.

**8.4.2.1** - The new pitcher has faced at least one batter.

**8.4.2.2** - Such a move occurs prior to the second visit of any inning.

**8.4.2.3** – The starting pitcher has not exceeded the recommended pitch count.

**8.4.3** - A sub may pinch-hit for the pitcher once in a game and the pitcher may retake the mound. The pinch-hitter is then ineligible for participation in the remainder of the game.

**8.4.4** - If a new pitcher is brought in due to an injury of the original pitcher, the new pitcher shall be awarded a maximum of three minutes to warm up. The game clock shall stop during this time.

**8.4.5** – Balks shall **not** be called.

## SECTION 9 – Minor & Major Specific

### 9.0 - Games

#### 9.0.0 - Seasons

**9.0.0.0** – 10-14 game spring season (Mar-June)

**9.0.0.1** – 10-14 game fall season (Sept-Dec)

**9.0.1** - Teams shall play 1-3 six-inning games per week

**9.0.2** - A lineup card shall be submitted prior to the start of every game.

**9.0.3** - Score will be kept.

**9.0.4** - Home team will be the official scorekeeper.

**9.0.5** - 12 run rule after 3 innings. 10 run rule after 4 innings. 8 run rule after 5 innings.

**9.0.6** - A coach may choose to concede at any time.

**9.0.7** - Two adult base coaches must be used.

**9.0.8 – Six innings** shall be played time permitting. There is a **1 hour 45 minute** time limit on all games. If the game is incomplete after 1 hour 45 minutes, the current inning will be played out and no new inning will begin. Please keep the games moving along. If after your allotted innings the game is tied, you can play additional innings if time permits to break the tie. If time is running out or you are over the time allotment, the tie will stand.

**9.0.9** - 5 warm-up pitches shall be allowed between innings (maximum of 90 seconds.) The umpire shall monitor warm-up pitches and time.

**9.0.10** - The following are options for batting roster lineup. This must be decided at the beginning of the game:

Option 1: Teams may elect to bat 9 players

Option 2: Teams may bat ten (10) players, 10th player EH (Extra Hitter)

**See rule 9.0.11.**

Option 3: Teams may elect to bat their entire roster. This allows teams to switch defensive players in and out as they wish (free defensive substitution). If a player is unable to play due to an injury or illness the vacancy shall be recorded as an out the 1st time, after that, the roster shall collapse to accommodate the missing player. If a player is ejected, the vacancy shall be recorded as an out every time that spot comes up to bat.

**9.0.11** - A team may use an EH (Extra Hitter) in the lineup if declared at the start of the game. If a team elects to start the game using an EH, the team must use a 10 player lineup throughout the game. If, due to an injury, there are no more eligible subs on the bench, the opposing manager shall select a player of his choice from the bench to take the injured player's place in the batting order. If, due to an injury, the team is reduced to 9 players, an out shall be recorded only the first time the injured player was scheduled to bat. If, due to an ejection, the team is reduced to 9 players, an out shall be recorded each time the ejected player was scheduled to bat.

**9.0.12** - Starting players may be removed and re-enter the game one time in their original batting order.

**9.0.13** - Substitutes may enter the game at any time. Once removed, they may not re-enter the game.

**9.0.14** - If, due to an injury or ejection, there are no more eligible subs on the bench, the opposing manager shall select a player of his choice from the bench to take the injured or ejected player's place in the batting order.

**9.0.15** - A ball shall be considered fair and in play if it hits any portion of the outfield fence and bounces back in. The yellow line designates the top of the fence only. A home run is any ball that goes over the fence or hits the yellow foul pole.

## **9.1 - Rosters**

**9.1.0** – An official roster must be on record with the league.

**9.1.1** – Only players on the official roster may play in a game.

**9.1.2** - The coach may recruit his entire roster.

## **9.2 - Runners**

**9.2.0** - **Leadoff's are allowed.**

**9.2.1** - **Base runners may advance at their own risk.**

## **9.3 - Batters**

**9.3.0** - A batter may attempt to advance on a dropped 3<sup>rd</sup> strike provided first base is unoccupied with fewer than two outs. He may attempt to advance with a runner on first if there are two outs.

## **9.4 – Pitchers**

**9.4.0** – A pitcher may not exceed the recommended amount of pitches in any game. Both teams shall keep track of pitch count.

**9.4.0.1** – Minor Division **65 pitches** (includes foul balls).

**9.4.0.2** - Major Division **80 pitches** (includes foul balls).

**9.4.1** - A pitcher must be removed from the mound upon a second visit in the same inning, or a third cumulative visit to the mound.

**9.4.1.1** - Coaching Visits shall not exceed one minute.

**9.4.2** - A starting pitcher may be moved to another position (except EH) and return to the mound one time provided;

**9.4.2.0** - The starting pitcher has not been replaced by a sub.

**9.4.2.1** - The new pitcher has faced at least one batter.

**9.4.2.2** - Such a move occurs prior to the second visit of any inning.

**9.4.3** - A sub may pinch-hit for the pitcher **once** in a game and the pitcher may retake the mound. The pinch-hitter is then ineligible for participation in the remainder of the game.

**9.4.4** - If a new pitcher is brought in due to an injury of the original pitcher, the new pitcher shall be awarded a maximum of three minutes to warm up. The game clock shall stop during this time.

**9.4.5 – Balks shall be called after 1<sup>st</sup> warning.** After the first warning the umpire may elect to visit the mound and explain the balk to the pitcher. This is a meeting between the umpire and the pitcher. If the coach elects to visit the mound it will constitute a coaching visit. If it is the second visit in the inning, or the third cumulative visit, the pitcher must be removed from the mound.

## SECTION 10 – Umpires

**10.0.1** - The "league president, owner, Oz, ...Greg." shall supply one or more umpires from an umpire league to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

**10.0.1.1** – If an umpire has not arrived by game time, a league representative should be notified. The game clock starts at the scheduled game time. The game should get started.

**10.0.2** - Each umpire is a representative of the league and of professional baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, or manager to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.

**10.0.3** - Each umpire has authority to rule on any point not specifically covered in these rules.

**10.0.4** - Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

**10.0.5** - Each umpire has authority at his discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.

**10.0.6** – Umpires Decisions

**10.0.6.1** – Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

*9.02(a) Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they may be ejected from the game.*

**10.0.6.2** – If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

**10.0.6.3** – If a decision is appealed, the umpire making the decision may ask another umpire for information or a league representative before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

*10.0.2.3(c) Comment: The manager or the catcher may request the plate umpire to ask his partner (if there are 2 umpires) for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he may be ejected as he is now arguing over a called ball or strike.*

**10.0.6.4** – No umpire may be replaced during a game unless he is injured or becomes ill.

### **10.0.7 – Umpire-in-Chief**

**10.0.7.1** – If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).

**10.0.7.2** – If there are two or more umpires, one shall be designated umpire-in-chief and the other field umpire.

### **10.0.8 – Umpire Duties**

**10.0.8.1** – The umpire-in-chief shall stand behind the catcher. (He usually is called the plate umpire.) His duties shall be to:

- (1) Take full charge of, and be responsible for, the proper conduct of the game;
- (2) Call and count balls and strikes;
- (3) Call and declare fair balls and fouls except those commonly called by field umpires;
- (4) Make all decisions on the batter;
- (5) Make all decisions except those commonly reserved for the field umpires;
- (6) Decide when a game shall be forfeited;
- (7) If a time limit has been set, announce the fact and the time set before the game starts;
- (8) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request;
- (9) Announce any special ground rules, at his discretion.

**10.0.8.2** – A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

- (1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;
- (2) Take concurrent jurisdiction with the umpire-in-chief in calling "Time," balks, illegal pitches, or defacement of the ball by any player.
- (3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

### **10.0.9 - Reprimands**

**10.0.9.1** - The umpire shall report to the league representative after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons therefore.

**10.0.9.2** - When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall inform a league representative of all particulars after the end of the game.

**10.0.9.3** - After receiving the umpire's report that a manager, coach or player has been disqualified, the league representative shall notify the league president who shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the team of which the penalized person is a member.

## GENERAL INSTRUCTIONS TO UMPIRES (FYI)

*Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not socialize with the coach on duty. Keep your uniform in good condition. Be active and alert on the field.*

*Be courteous. When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball.*

*Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game 10 minutes to decide a problem. Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.*

*You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control.*

*You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them.*

*Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a player out.*

*Do not come running with your arm up or down, denoting "out" or "safe." Wait until the play is completed before making any arm motion.*

*Each umpire team (if there are 2 umpires) should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If you are sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right."*

*A most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY." Even though your decision may be 100 percent right, players still question it if they feel you were not in a spot to see the play clearly and definitely. Finally, be courteous, impartial and firm, and so compel respect from all.*