



East Valley Baseball

RULES AND REGULATIONS

Last Revised
5/4/2018

**After these EVBB Rules & Regulations, refer to the current...
"Triumph Books – Official Rules of Major League Baseball"**

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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.
These are general league rules which may supersede actual baseball rules and may or may not cover rules agreed upon at the current coaches meeting. Contact the league director to verify any rule updates or changes.

SECTION 2 – Extension Reference to these rules and regulations

East Valley Baseball will use the current “Triumph Books Official Rules of Major League Baseball” along with the following East Valley Baseball specific modifications. So, if you don’t see the rule here, the rule in the “Triumph Books Official Rules of Major League Baseball” will apply.

SECTION 3 - Rules and regulations applying to ALL divisions.

3.0 - Players

3.0.0 – Score cards will be filled out for Rookie and above divisions with Players First and Last name, number, and batting order and submitted to the umpire (Rookie - Major).

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

T-Ball – **N/A**

Rookie – **six (6) players**

Rookie/Farm, Farm, Minor & Major – **eight (8) 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.

3.0.2 - If, due to an ejection, a team is reduced to less than the number of above players, and the coach is unable to field the number of above players from his/her current East Valley Roster, the umpire shall declare a forfeit.

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

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

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

3.0.6 – A batting order (line-up) will be established before the start of the game. The line-up will include the players first and last name and the player's jersey number. The line-up is to provide a reference to maintain the batting order. If a name was misspelled or a number was incorrectly submitted on the line-up card, it shall be corrected when noticed and the game shall continue. Clarification: the actual player (person) in the line-up shall be the proper batter. There will be no penalty for wearing an incorrect jersey or inadvertently submitting the wrong number.

3.0.6.1 – An "umpire" card with the above information will be submitted to the umpire before the start of the game. This card will be the official line-up of the game.

3.0.7 – Due to the competitive nature of baseball and for safety concerns, the coaches of each individual team will decide what players play in game situations and where they will play.

3.0.7.1 – Tball, Rookie A, and Rookie AA divisions will play all players on offense and defense. These are the only divisions that do not have players "sitting on the bench."

3.0.8 – Considering ability levels for females and disabled players, age exceptions may be considered for these players. This will be a participation evaluation method based on safety. If it is deemed their participation creates a safety issue, they will not be allowed to continue to participate.

3.1 - Equipment

3.1.0 – Bats – Any bat used must be a manufactured bat that includes usage specifications. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by EVBB. Such disapproval shall be the sole discretion of EVBB and may be made without notice. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game.

3.1.0.1 - All bats that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by EVBB at the Rookie level. Such disapproval shall be the sole discretion of the League President or EVBB Board members and may be made without notice.

3.1.0.2 – Bats with the words "**Coach Pitch**" are mostly designed for use with R.I.F. balls, which are not used in the Coach Pitch division, and will **NOT** be allowed to be used in EVBB **UNLESS** it has one or more of the following:

1. "Approved for play in Little League, Babe Ruth Baseball, Dixie Baseball, Pony Baseball, AABC"
2. If it is an official bat of Major League Baseball and has the MLB logo on it,
3. Says "Official Baseball" on it,
4. It has the BPF of 1.15 or less on it.

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

3.1.1.0 – Metal cleats are allowed in all of the Major divisions

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

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

3.1.2.0 – Catchers must be properly trained and have an adequate ability level if there is an umpire behind them. If the umpire deems the catcher inadequate, they may request a different catcher.

3.1.2.0 – Catchers may use any glove through the Farm Division. Minor Division and above must use an official 'Catchers glove.'

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

3.1.2.2 - 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 – 50' base path

3.2.0.1 – Rookie - 27.5' min. pitching distance/60' bases

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

3.2.0.3 – Farm AA – 46' pitching mound/65' bases

3.2.0.3 – Farm AAA – 46' pitching mound/65' bases

3.2.0.4 – Minor A - 50' pitching mound/70' bases

3.2.0.5 – Minor AA - 50' pitching mound/70' bases

3.2.0.6 – Minor AAA - 50' pitching mound/70' bases

3.2.0.7 – Major A – 50' pitching mound/70' bases

3.2.0.8 – Major AA – 54' pitching mound/80' bases

3.2.0.9 – 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 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 field equipment after the last game. This includes the portable mound (upper divisions) or cones (rookie divisions) and bases. Equipment goes to the storage container behind field 1 if your games are at **Espee Park**. Both mounds should remain on the mound cart when stored in the storage container (the green grass/ pitching rubber sides face inward.) If your games are at **Pima Park**, use the mound transport located in the storage container (if a mound is being used) pick up the bases and put the equipment in the container located on the far end of the water tower wall. When putting the mound away, leave it on the mound transport; when it is put into the container (the green grass/ pitching rubber side faces outward.) Both teams are responsible for picking up the trash in their dugout!

3.5 - Games

3.5.0 - A game shall be ruled as official and complete if it is called by an umpire 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 or cancelled and may begin again from that point when safe play can be resumed.

3.5.1 - Any scheduled game that cannot be played due to rain, inclement weather, lighting limitations, lighting failures or other reasons beyond their control will try to be rescheduled. If the game cannot be rescheduled, the game will dissolve and the team standings will be based on the winning percentage as calculated by wins, losses, and ties.

3.5.2 - Any protest of a game must be told to the official/officials before they leave the field at the end of the game and within 24 hours, submit a protest in writing to a league official. 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 manager's division and at least one league official and/or 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 general league account.

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

3.5.4.0 -If there are dugout gates, please keep them closed for safety reasons.

3.5.5 - No glass containers shall be allowed in the dugout or on the field.

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

3.5.7 - 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.

3.5.8 - **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 may be suspended from participating and/or attending the team's next game. Any manager, coach, or parent ejected from a 2nd game of a season may be suspended 3 additional games. Any manager, coach, or parent ejected from 3 games may be banned from the league.**

3.5.9 - 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.

3.5.10 - **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.**

3.5.11 - **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 person, 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 being involved with the East Valley Baseball League.

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

3.5.13 - **Players, parents, fans, observers and family,** shall be responsible for their words, actions, and conduct during the season encompassing all aspects of participation in East Valley Baseball. Any violation deemed disrespectful or unsportsmanlike shall be grounds for suspension or banning of parent, player, or family member(s) from involvement and participation in the league. This may or may not involve a warning.

3.5.14 - **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. Players may be added after league registration is closed depending on how many roster spots are available on a league team.

4.1 – A “club team” is a team that registers as a complete team. The club team registration fee is based on a 12 player roster. However, 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 or any kind of uniform rebate.

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

4.1.2 – 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.’

4.1.2.1 – 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.

4.1.2.2 – 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.

4.2 – Players may be added to a club team roster before their first game of the current season. After the start of the season, additional players may be added for a \$50 administrative fee for the first add and \$100 for the second add. This may only happen twice per season and must happen before the teams’ seventh (7th) game. Exceptions may be made if a team does not have the minimum number of players to take the field.

4.2.1 – Any players being released from a team roster may not return to the team’s roster for that season.

4.3 – Players may only play on one East Valley Baseball team during a season.

SECTION 5 - Description of divisions

5.0 - Each division will have the age cut-off date for the current season under the specific division description. For the Spring season, the age cut-off date is May 1st. For the Fall season, the age cut-off date is Nov. 1st.

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 Advanced T-ball division shall consist of 4 and 5 year olds.

5.1.1.1 - The Advanced T-ball division may allow 6 year olds upon approval.

5.1.2 - The Rookie A division shall consist of 5-6 year olds.

(This division is intended for players just moving into coach pitch from T-ball.)

5.1.3 - The Rookie AA & AAA division shall consist of players 7 years old and under.

(The Rookie AA is intended for beginners and the AAA division is intended for advanced players and teams with 1 or more seasons experience in coach pitch and still meet the age requirements.)

5.1.4 - The Rookie/Farm division shall consist of players 8 years old and under.

(This division is intended for players and teams transitioning into kid pitch from coach pitch.)

5.1.5 - The Farm A division shall consist of players 9 years old and under.

(This division is intended for players and teams moving into ‘kid pitch only’ from Rookie or Rookie/Farm.)

5.1.6 - The Farm AA & AAA division shall consist of players 10 years old and under.

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

5.1.7 - The Minor A division shall consist of players 11 years old and under.

5.1.8 - The Minor AA division shall consist of players 12 years old and under.

SECTION 6 - T-ball Division Rules (Procedures)

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 40~60-minute 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.

6.1 - Rosters

6.1.0 - The League will place up to 12 players on a roster. The coach may add a 13th player at their discretion.

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 batter's box.)

6.5 - Equipment

6.5.0 - Player benches, team banners, and bases belong in the field container behind field 1.

6.5.0.1 - Please return benches and banners to the field container after each game.

6.5.1 - White foam bases will be used during the game and set down at 50'.

6.5.0.1 - Home team should make sure the bases also make it back to the field container.

6.5.2 - Each team shall be provided with throw down bases, a batting tee, a bat, rubber t-balls, etc. and a bag. Please return the bag of equipment at the end of the season.

6.6 - Fields

6.6.0 - Games will be played on the main fields of Espee 2 & 3 and will include the Infield, Right Field, Center Field and Left Field. A field may also be set up in the Green Area next to Field 3. Field assignments are random and inconsistent.

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

Field 2 - this includes Infield, Right Field, Center Field and Left Field.

Field 3 - this includes Infield, Right Field, Center Field and Left Field.

Green Area - this is the green area outside the left field fence of field 3.

SECTION 7 – Adv. T-ball Division Rules (Procedures)

7.0 - Games

7.0.0 - Seasons

7.0.0.0 – 8-10 game season (Mar-June) & (Sept-Dec)

7.0.1 - On game day, Adv. T-Ball teams shall hold a 30-minute practice prior to their scheduled game time and then participate in a ~40-minute game.

7.0.2 - A lineup card shall NOT be submitted in the Adv. T-ball division.

7.0.3 - Each team shall bat the entire roster.

7.0.4 - Each team will bat around once per inning.

7.1 - Rosters

7.1.0 - The League will place up to 12 players on a roster. The coach may add a 13th player at their discretion.

7.1.1 - The coach may recruit his entire roster.

7.2 - Runners

7.2.0 - 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.

7.2.1 - A runner must make it safely to all subsequent bases or must return to the bench.

7.2.2 - Runners are encouraged to stay in the base path and should only be called out if they are blatantly out of the base path to avoid a tag.

7.2.3 - Runners on base may advance ONLY when the ball is hit off the Tee.

7.3 - Batters

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

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

7.3.2 - The batter may have the ball pitched after the 5th game of the season.

7.3.2.1 - The batter will have 3 pitches from the coach to hit the ball. If the ball is not hit after 3 pitches, the T will be brought in and the batter will swing until the ball is hit into play.

7.3.3 - The batter must lay the bat on the ground after the ball is hit fair and run to first base.

7.3.4 - The batter/runner must make it safely to first base before a play is made at the base otherwise the batter/runner will be out and must return to the bench.

7.4 - Fielders

7.4.0 - 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 batter's box.)

7.5 - Equipment

7.5.0 - Player benches, team banners, and bases belong in the field container behind field 1.

7.5.0.1 - Please return benches and banners to the field container after each game.

7.5.1 - White foam bases will be used during the game and set down at 50'.

7.5.0.1 - Home team should make sure the bases also make it back to the field container.

7.5.2 - Each team shall be provided with throw down bases, a batting tee, a bat, rubber t-balls, etc. and a bag. Please return the bag of equipment at the end of the season.

7.6 - Fields

7.7.0 - Fields will be located on the main fields of Espee 2 & 3 and may include the Infield, Right Field, Center Field and Left Field. A field may also be set up in the Green Area next to Field 3. Field assignments are random and inconsistent.

7.7.1 - Fields - please check the schedule to find out what field your team is on.

Field 2 - this includes Infield, Right Field, Center Field and Left Field.

Field 3 - this includes Infield, Right Field, Center Field and Left Field.

Green Area - this is the green area outside the left field fence of field 3.

SECTION 8 - Rookie A & AA Division Rules

8.0 - Games

8.0.0 – Players – Rookie A ages 5-6 and Rookie AA ages 6-7

8.0.0.3 – Age verification will be done via birth certificate.

8.0.1 - Seasons

8.0.1.0 – 8-10 game Spring season (Mar-June)

8.0.1.1 – 8-10 game Fall season (Sept-Dec)

8.0.2 – Teams shall play one game per week consisting of **three innings or 1 hour 30 minutes** drop dead whichever comes first.

8.0.2.1 – If after 2 ½ innings the home team has officially and technically won the game, that will be the FINAL score, ALTHOUGH, play will continue as it is our goal to play a complete game for the players to develop and learn the game of baseball, it is our intent to have the teams play three complete innings. The game will “Drop Dead” at 1 hour 30 minutes.

8.0.2.2 – If after 2 ½ innings the home team has officially and technically won the game, that will be the FINAL reported score, HOWEVER, the ‘actual’ final score will also be recorded and used for breaking up ties.

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

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

8.0.3.2 - 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. Let the other team know so they can adjust the number of batters on their line-up.

8.0.4 – Both teams will fill out an umpire card with their official line-up and submit it to the umpire before the start of the game.

8.0.5 - Score will be kept (All runs will count even if 3 outs are made.) Runs will NOT be scored and recorded in the home teams last at-bats (if the home team has technically and officially won.)

8.0.5.1 – If time runs out after the home team has scored the ‘go-ahead’ run, the game will stand and the home team will win, the game will NOT revert back to the last inning.

8.0.5.2 – If time runs and the home team has not won, the score will revert back to the last complete inning.

8.0.6 - Home team will be the official scorekeeper.

8.0.6.1 – Visiting team scorekeeper should verify the score after each inning.

8.0.7 - Each team shall bat their entire roster.

8.0.8.1 – Teams will switch sides after the last batter in the line-up has batted.

8.0.8.2 – **Scoring** will be based on the number of batters on the team with the lesser amount of players. The team with more players will only count runs up until the number of players on the opposing team. i.e. If *Team A* has 10 players and *Team B* has 12 players, *Team B* will only count runs up to the 10th batter. Batters 11 and 12 will still have an at-bat but any runs or RBI’s from those batters will not count as a score.

8.0.8.3 – The **last batter** shall be played as if there are “two outs.” When the number of scoring players is determined, the player in that position on the team with more players will be designated as the “two-out batter.”

8.0.8 - There is a maximum of **five** coaches allowed in the dugout.

8.0.8.1 – There is a maximum of 2 adult defensive coaches allowed on the field.

8.0.8.2 – There is a maximum of 4 adult offensive coaches allowed on the field.

8.0.8.2.1 – Offensive base coaches must remain in their respective coaches boxes.

8.0.8.2.2 – The only other offensive coach allowed on the field is the pitcher. An offensive person may back up the opposing teams’ catcher. (This person is intended to keep the game moving along, not a coaching position.)

8.0.8.3 – Any other coaches (if applicable) must remain inside the dugout

8.0.9 - **Three innings** shall be played time permitting. There is a drop dead time limit on all games. --If the game is incomplete after the time limit has expired, the score shall revert back to the last completed inning.

-If after your allotted innings the game is tied, you may play additional innings **IF** time permits to break the tie. If time runs out, the tie will stand.

-If after 3 innings, the game is complete and there is time to play additional innings. Teams may do so, but the game result will be complete at 3 innings.

8.0.10 – Base coaches are prohibited from touching (pulling or pushing) a base runner, the runner may be declared out.

8.0.11 – The outfield cones will be 70 feet from the bases. From Home to First to the cones in right field is a total of ~130 ft. From Home to Third to the cones in left field is a total of ~130 ft. From Home to second base to center field is a total of ~154 ft.

8.0.12 – 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.

8.0.13 - The coach may recruit his entire roster.

8.1 - Pitching

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

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

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

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

8.1.3 – 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)

8.2 - Runners

8.2.0 - On a ball hit to the outfield that is stopped by an outfielder 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 runner's risk.

8.2.1 - 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.

8.2.2 - A runner may not advance past the base they are approaching when an infielder has possession of the baseball.

8.2.2.1 – An infielder has possession of the ball once it is fielded or picked up. If the ball is kicked, swatted, or deflected the runner(s) may advance.

8.2.2.2 – 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.

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

8.2.4 - Runners may **NOT** advance on an overthrow. It is the intention of this division to develop the defensive player to throw to the base.

8.2.5 - Runners leaving the baseline to avoid a tag shall be declared out. (~ 3ft. on each side)

8.2.5.1 – This is a judgment call by the umpire.

8.2.6 - Runners on base may not advance if a fly ball is caught. (i.e. no tagging up)

8.2.7 – Runners may NOT intentionally collide with a defensive player even if they have "the right to the base path" etc. The runner will be called out and possibly ejected from the game.

8.3 - Fielders

8.3.0 – Teams will field their entire roster. The infield shall have a maximum of six infielders (playing infield positions – the Pitcher position shall not be a 'rover') and the remainder of the roster shall be in the outfield grass. Only 6 players may be in the infield.

8.3.1 – A catcher must be used unless a team has 8 or less players. If a team has 8 or less players then the catching position is optional and the game may be played without a catcher. Clarification: If a team has 9 or more players, a catcher must be used.

8.3.2 – Infield players should be taught proper defensive positioning with base runners to avoid interference with a runner (i.e. One foot on the edge of the base vs. standing on it. Standing in front of, or behind the base path, vs. standing in the path of the runner.) Interference by a defensive player may result in the runner being awarded the base. An offensive player intentionally colliding with a defensive player will be called out and possibly ejected from the game.

8.3.3 – Proper infield player positions should be emphasized. The “pitcher” should be in the pitcher position (to the right, left, or behind the coach pitching the ball.) Make sure this position is fielded by a player who can pay attention to the game at ALL times!

8.4 - Batters

8.4 – 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.

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

8.4.1 - 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.

8.4.2 - A ball hit on the ground (infield dirt) that rolls past the cones shall be a maximum of a double; however any advances are at the runner’s risk.

8.4.3 - Any ball hit that rolls past the cones earns the batter a chance to try and make it to a “max determined base” at their own risk which negates the “release point” of the outfielders throw in.

8.4.4 - 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.

8.4.5 – Bunting is **not** permitted.

8.4.6 - The *last batter* shall be played as if there were “two outs.”

8.4.6.1 – All runs scored before that out is made, will count (if the out occurs in a tag-out situation.)

Clarification - All runs scored before the out is made will count if the third out occurs in a tag-out situation. For example, if there are two outs with runners at 2nd and 3rd and the batter hits a ball that results in the 2nd base runner being tagged out at 3rd for the 3rd out yet the 3rd base runner made it home before the actual out was made, the run would count. If on the other hand, the runner made it home after the tag out was actually made, the run would not count. If the out occurred on a force-out situation, the run at home would not count, even if it was achieved before the out was made.

8.4.7 - The last batter on a team with more players will be determined by the number of players on the team with fewer players. That batter will be designated as the “two-out” batter.

8.5 – Equipment

8.5.0 - Bats – Any bat used must be a manufactured bat that includes usage specifications. The bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by EVBB. Such disapproval shall be the sole discretion of EVBB and may be made without notice.

8.5.0.1 - All bats that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by EVBB. Such disapproval shall be the sole discretion of the League President or EVBB Board members and may be made without notice.

8.5.0.2 – Bats with the words “**Coach Pitch**” are mostly designed for use with R.I.F. balls, which are not used in the EVBB Coach Pitch division, and will **NOT** be allowed to be used in EVBB **UNLESS** it has one or more of the following:

1. “Approved for play in Little League, Babe Ruth Baseball, Dixie Baseball, Pony Baseball, AABC”
2. If it is an official bat of Major League Baseball and has the MLB logo on it,
3. Says “Official Baseball” on it,
4. It has a BPF of 1.15 indicated on it.

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

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

SECTION 9 - Rookie AAA Division Rules

9.0 - Games

9.0.1 – Players – ages 6-7

9.0.1.2 – Players shall not turn 8 years old before Oct. 29th of the current year.

9.0.1.3 – Age verification will be done via birth certificate.

9.0.1.4 – All players will be included in the batting rotation. Only ten (10) players will play defense. Additional players will remain on the bench until they are rotated in.

9.0.2 - Seasons

9.0.2.0 – 8-10 game spring season (Mar-June)

9.0.2.1 – 8-10 game fall season (Sept-Dec)

9.1.0 – Teams shall play one or two games per week consisting of **four innings** or **1 hour 45 minutes** drop dead whichever comes first.

9.1.1 – If after 3 ½ innings the home team has officially and technically won the game, that will be the FINAL score, ALTHOUGH, play will continue as it is our goal to play a complete game for the players to develop and learn the game of baseball, it is our intent to have the teams play four complete innings. The score at the end of four will be used to break any ties at the end of the season. The game will “Drop Dead” at 1 hour 45 minutes.

9.2.0 - A lineup card shall be submitted to the opposing team’s scorekeeper prior to the start of every game.

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

9.2.2 - Late arrivers shall be added to the end of the lineup. A late arriver may be added to the end of the lineup until the game is over. The late player should be allowed to start playing as soon as they are ready to play. Let the other team know so they can update their scorebook.

9.3.0 - Score will be kept (All runs will count even if 3 outs are made.) Runs will **NOT** be scored and recorded in the home teams’ last at-bats if the home team has technically and officially already won.

9.3.0.1 – If time runs out after the home team has scored the ‘go-ahead’ run, the game will stand and the home team will win, the game will NOT revert back to the last inning.

9.3.0.2 – If time runs out and the home team has not won, the score will revert back to the last complete inning.

9.4.0 - Home team will be the official scorekeeper.

9.4.1 – Visiting team scorekeeper should verify the score after each half inning.

9.5.0 - Each team shall bat their entire roster.

9.5.1 – Teams will switch sides after the last batter in the line-up has batted.

9.5.2 – Scoring will be based on the number of batters on the team with the fewer amount of players. The team with more players will only count runs up until the number of players on the opposing team. i.e. If *Team A* has 10 players and *Team B* has 12 players, *Team B* will only count runs up to the 10th batter. Batters 11 and 12 will still have an at-bat but any runs or RBI’s from those batters will not count as a score.

9.5.3 – If the batting line-up is reduced due to a player leaving, the batters counting on the opposing teams lineup will remain the same. This is an established lineup from the beginning of the game. Players leaving the lineup will be considered an “out” for the remainder of the game.

9.5.4 – The last batter shall be played as if there were “two outs.” When the number of scoring players is determined, the player in that position on the team with more players will be designated as the “two-out batter.”

9.6.0 - There is a maximum of **five** coaches allowed in the dugout.

9.6.1 – There is a maximum of 2 adult defensive coaches allowed in the outfield.

9.6.2 – There is a maximum of 4 adult offensive coaches allowed on the field.

9.6.2.1 – Offensive base coaches must remain in their respective coaches boxes.

9.6.2.2 – The only other offensive coach allowed on the field is the pitcher. An offensive person may back up the opposing teams’ catcher if the pitcher desires (this person is intended to keep the game moving along, this is **not** a coaching position.)

9.6.3 – Any other coaches (if applicable) must remain inside the dugout

9.0.7 - Four innings shall be played time permitting. There is a drop dead time limit on all games. --If the game is incomplete after the time limit has expired, the score shall revert back to the last completed inning.

-If after your allotted innings the game is tied, you may play additional innings if time permits to break the tie. If time runs out, the tie will stand. Clarification: If time runs out during a tie-breaking inning after the home team has gone ahead, the home team will win.

-If after 4 innings, the game is complete and there is time to play additional innings. Teams may do so, but the game result will be complete at 4 innings.

9.0.8 – Base coaches are prohibited from touching (pulling or pushing) a base runner, the runner may be declared out.

9.0.9 – The outfield cones will be ~70 feet from the bases. From Home to First to the cones in right field is a total of ~130 ft. From Home to Third to the cones in left field is a total of ~130 ft. From Home to second base to center field is a total of ~154 ft.

9.0.10 – 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.

9.0.11 - The coach may recruit his entire roster.

9.1 - Pitching

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

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

9.2.0 – The 'coach pitcher' shall not field the ball after it has been hit.

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

9.4.0 – The 'coach 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)

9.2 - Runners

9.2.0 - 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 toward. All advances are at the runner's risk.

9.2.1 – A ball that rolls past the cones will result in a "max base" scenario and negates any "when the ball is released" situation.

9.2.2 - A runner may not leave his base until the pitched 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.

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

9.2.3.1 – Once possession is secured by the infielder, a runner standing on second or third base may not advance.

9.2.3.1 – An infielder has possession of the ball once it is fielded or picked up. If the ball is kicked, swatted, or deflected the runner(s) may advance.

9.2.3.2 – If an infielder runs to the outfield to retrieve the ball, he becomes an outfielder thus allowing the runner(s) to advance bases until the ball is released.

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

9.2.5 - 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.

9.2.6 - Runners leaving the baseline to avoid a tag shall be declared out. (~3 feet on each side)

9.2.7 - Runners on base may not advance if a fly ball is caught by an infielder.

9.2.8 – Runners may NOT intentionally collide with a defensive player even if they have "the right to the base path" etc. The runner will be called out and possibly ejected from the game.

9.3 - Fielders

9.3.0 – A **Rookie AAA** team shall have a maximum of six infielders and four outfielders (10 players on the field. Only 6 players may be in the infield. A maximum of 4 outfielders must line up in the outfield grass.

9.3.1 – **Rookie AAA** - A catcher must be used unless a team has 8 or less players. If a team has 8 or less players, then the catching position is optional and the game may be played without a catcher. Clarification: If a team has 9 or more players, a catcher must be used.

9.3.2 – Infield players should be taught proper defensive positioning with base runners to avoid interference with a runner... i.e. (one foot on the edge of the base instead of standing on it and standing in front of or behind the base path, instead of standing in the base path.)

Interference by a defensive player may result in the runner being awarded the base.

An offensive player intentionally colliding with a defensive player will be called out and possibly ejected from the game.

9.3.3 – Proper infield player positions should be emphasized. The “pitcher” should be in the pitcher position (to the right, left, or behind the coach pitching the ball.)

9.4 - Batters

9.4 – Three strikes are an out. A batter has six pitches to hit the ball into 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.

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

9.4.1 - 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.

9.4.2 - A ball hit on the ground (infield dirt) that rolls past the cones shall be a maximum of a double; however, any advances are at the runner’s risk.

9.4.3 - Any ball hit that rolls past the cones earns the batter a chance to try and make it to a “max determined base” at their own risk which negates the “release point” of the outfielders throw in.

9.4.4 - 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.

9.4.5 – Bunting is **not** permitted.

9.4.6 - The last batter shall be played as if there were “two outs.”

9.4.6.1 – All runs scored before the out is made, will count (if it’s a tag-out situation.)

Clarification - If there are two outs with runners at 2nd and 3rd and the batter hits a ball that results in the runner at 2nd base being tagged out at 3rd, yet the runner at 3rd base made it home before the actual out was made, the run would count. If on the other hand, the runner made it home after the out was actually made, the run would not count. If the out occurred on a force-out situation, the run at home would not count, even if it was achieved before the out was made.

9.4.7 - The last batter on a team with more players will be determined by the number of players on the team with lesser players. That batter will be designated as the “two-out” batter.

9.5 – Equipment

9.5.0 - Bats – Any bat used must be an unaltered, manufactured bat that includes usage specifications. Big Barrel (2 3/4) inch bats may be used.

9.5.0.1 - All bats that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by EVBB. Such disapproval shall be the sole discretion of the League President or EVBB Board members and may be made without notice.

9.5.0.2 – Bats with the words “**Coach Pitch**” will **NOT** be allowed to be used in EVBB **UNLESS** it has one or more of the following:

1. “Approved for play in Little League, Babe Ruth Baseball, Dixie Baseball, Pony Baseball, AABC”
2. If it is an official bat of Major League Baseball and has the MLB logo on it,
3. Says “Official Baseball” on it,
4. It has a BPF of 1.15 indicated on it.

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

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

SECTION 10 – Rookie/Farm Division Rules

10.0 – Games

10.0.0 – Players – ages 7-8

10.0.0.1 – Rookie/Farm Players shall not turn 9 years old before the season cut-off date of the current year.

10.0.0.2 – Age verification will be done via birth certificate.

10.0.1 - Seasons

10.0.1.0 – 9-12 game Spring season (Mar-June)

10.0.1.1 – 9-12 game Fall season (Sept-Dec)

10.0.2 - Teams shall play 1-2 four-inning games per week. Games may be played during the week.

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

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

10.0.4 – Minimum of eight (8) players needed to play a game.

10.0.5 - Score will be kept. Home team will be the official scorekeeper.

10.0.6 – Each team will get 3 outs per half inning and then switch sides.

10.0.7 - 12 run rule after 3 innings. Game over after 4 innings. Home team will get their final at bat unless they are leading after 3½ innings. (see rule 10.0.10)

10.0.8 – An offensive coach may choose to concede at any time. The defensive coach should accept and have his players come off the field.

10.0.9 - Two adult base coaches must be used.

10.0.10 - **Four 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 may play additional innings if time permits to break the tie. If the game is tied AFTER 1:45, the tie shall stand. If after 3 ½ innings the Home Team is ahead and has technically and officially won the game, the score shall be recorded at that point. The Home Team may take their last at bats (It will be the Home Teams option and with time permitting,) but any runs scored *shall not* count toward the final score. If the final ½ inning is played, any runs scored will be used to break potential ties at the end of the season.

10.1 - Rosters

10.1.0 – An official roster must be on file with the league.

10.1.1 – Only players on the official roster may play in a game or be in the dugout.

10.1.2 - The coach may recruit his entire roster.

10.2 – Batting Line-up

10.2.0 – Teams will bat their entire line-up. Three outs will constitute a half inning. The batting order will be determined before the start of the game and will be added to the line-up card and presented to the umpire. Any players arriving late will be added to the bottom of the line-up. If a player needs to leave during the game after having an ‘at bat’, the line-up will collapse without incurring an out. If the player returns to the game they will be re-added at the bottom of the line-up

10.3 - Runners

10.3.0 - Leadoff's are not permitted.

10.3.1 - Runners may **NOT** attempt to advance to the next base until the ball is hit into play.

10.3.2 - Runners on first and second base may advance only one base on an overthrow. If a play is made after the initial overthrow, additional advances are not permitted.

10.3.3 - A base-runner may not advance to the next base once the ball is under control by an infielder. *"Under control" is a judgment call by the umpire!*

10.3.4 - A runner on third base may advance ONLY when the ball is hit into play.

10.3.4.1 - A runner approaching third base may not advance home on an over-throw (at any base.)

10.3.4.2 - A runner approaching third base may not advance home when an infielder has control of the ball. *Clarification: A fielder receiving the relay from the outfielder must be on the infield dirt to be considered a controlling infielder.*

Note: The umpire may send the runner back to third base if, in their judgment, the runner was not around the base at the time of infield possession or on an over-throw.

10.3.5 - Runners leaving the baseline to avoid a tag shall be declared out. (~3 feet on each side)

10.3.6 - Runners on base may not advance if a fly ball is caught by an infielder.

10.3.7 - Runners may **NOT** intentionally collide with a defensive player even if they have "the right to the base path" etc. The runner will be called out and possibly ejected from the game.

Coaches note: Do not teach/coach your kids bad base-running habits that eventually (when the kids get old enough to make consistent throws and can consistently catch the ball) will result in "bad base-running" outs. COACH YOUR PLAYERS IN A WAY THAT WILL PREPARE THEM TO PLAY AT THE NEXT LEVEL.

10.4 - Batters

10.4.0 - The batter will receive a full pitch count from the opposing team's pitcher.

10.4.1 - A batter will be called out after the 3rd strike.

10.4.2 - The batter will be awarded first base if hit by the 'Kid pitcher.'

10.4.3 - There will be no walks or "base on balls"

10.4.4 - If the opposing team's pitcher throws four (4) balls the offensive coach will enter the game and throw a maximum of three (3) pitches for the batter to hit the ball in play. There will be unlimited foul balls.

10.4.2 - The batter is not allowed to bunt when the offensive coach is pitching.

10.4.5 - If the batter doesn't put the ball into play after the third pitch from the offensive coach (excluding foul balls) the batter will be called out.

10.5 - Pitchers

10.5.0 - 'Kid pitchers' shall pitch from a distance of 40 feet, and will deliver a 'full count' to the batter.

10.5.1 - A pitcher may not exceed the recommended amount of pitches in any game. Both teams shall keep track of pitch count. The Home Team will be the *official* pitch count unless the umpire determines the pitch count to be inaccurate.

10.5.1.0 - Rookie/Farm Division (ages 7 and 8) **40 pitches** (foul balls included)

10.5.1.1 - The umpire must be informed of the pitch count by the head coach

10.5.1.2 - If the pitcher has reached the pitch limit, they may finish pitching to the current batter and then removed from pitching. The umpire will not let the game continue with a pitcher who has exceeded the limit of pitches. If the team refuses to switch pitchers, the game will be a forfeit.

10.5.1.3 - Any pitcher may return to the pitching position if they have not reached their pitch count

10.5.2 - If the 'full count' results in a 'walk', the offensive coach will finish pitching to the batter.

10.5.3 - The "coach pitcher" must have at least one foot on the mound and pitch from no closer than the front edge of the pitching mound.

10.5.4 - The "kid pitcher" must have at least one foot on the mound while the "coach pitcher" pitches.

10.5.5 - The "coach pitcher" shall throw a maximum of three (3) pitches. (Unless the last pitch is a foul ball.) There will be unlimited foul balls.

10.5.6 - The "coach pitcher" shall not field the ball after it has been hit.

10.5.7 – The “coach pitcher” shall attempt to get out of the way of a hit ball. If the “coach pitcher” is hit by the batted ball, deflects the ball, or interferes in any way with the batted ball, it shall be ruled a ‘do over.’ All situations will return to the point before the last pitch. (i.e. Pitch count and base runners)

10.5.8 – The “coach pitcher” shall avoid any interference with a play and get off the field as soon as safely and unobtrusively possible. If the coach intentionally interferes with the play, the batter/runner will be called out.

10.6 - Fielders

10.6.0 – A Rookie/Farm team shall have a maximum of six infielders and four outfielders (10 players on the field).

10.6.1 – A maximum of 4 outfielders may line up in the outfield. Only 6 players may be in the infield, in proper infield positions.

10.6.2 – The ‘kid pitcher’ shall start on the pitching mound.

10.6.3 – A catcher must be used.

10.6.3.0 – If a team only has the minimum amount of players (8) then there will only be two outfielders

10.6.4 – If the ball is under control by an infielder who is no longer attempting to make a put-out and in the umpire’s judgment, base-runners are no longer attempting to advance to the next base, “time” will be automatically granted.

10.6.5 – Infield players should be taught proper defensive positioning with base runners to avoid interference with a runner... i.e. one foot on the edge of the base instead of standing on it and standing in front of or behind the base path, instead of standing in the path of the runner. Interference by a defensive player may result in the runner being awarded the base.

An offensive player intentionally colliding with a defensive player (even though the offensive player has the ‘right’ to the base path) will be called out and possibly ejected from the game.

SECTION 11 – Farm A Division Rules

11.0 - Games

11.0.0 – Players

11.0.0.1 – Farm A Players shall not turn 10 years old before Nov. 1st of the current year.

11.0.0.2 – Age verification will be done via birth certificate.

11.0.1 - Seasons

11.0.1.0 – 10-14 game spring season (Mar-June)

11.0.1.1 – 10-14 game fall season (Sept-Dec)

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

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

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

11.0.4 - Score will be kept.

11.0.5 - Home team will be the official scorekeeper.

11.0.6 - 12 run rule after 3 innings. 10 run rule after 4 innings. Home team gets final at bat.

11.0.7 – An offensive coach may choose to concede at any time.

11.0.8 – A maximum of four adult coaches may be used during games.

12.0.8.1 – Additional coaches may not be on the field or in the dugout.

11.0.9 - Adult base coaches must be used on offense.

12.0.9.1 – Coaches under 18 must wear a helmet on the field.

11.0.10 - 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.

11.0.11 - 5 warm-up pitches shall be allowed (a maximum of 90 seconds) between innings. The umpire will monitor warm-up pitches and time.

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

11.0.12 – 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 11.0.13

Option 3: Team may elect to bat their entire roster.

Option 3 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.

11.0.13 - 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.

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

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

11.0.16 – 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.

11.0.17 – Pre-Game warm-ups must be done on the sides of the outfield on your team’s respective dugout. Do **NOT** use the infield to warm-up your team prior to the game.

11.1 - Rosters

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

11.1.1 – Only players on the official roster may play in a game or be in the dugout.

11.1.2 - The coach may recruit his entire roster.

11.2 - Runners

11.2.0 - Leadoff's are not permitted.

11.2.1 – 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.

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

11.2.2.1 – The ball is hit into play.

11.2.2.2 – The hitter is walked with the bases loaded.

11.2.3 – A runner on **3rd base** may NOT advance to home on a throw down to third from the catcher.

11.2.4 – A runner on **3rd 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 throwback 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 the ball from the catcher when the throw comes back to him/her.
(Runner at **third cannot** advance.)

11.2.5 – A runner approaching third base, (running or stealing) may NOT advance home on an overthrow from an infielder to any base. (the intent of this rule is to develop the defensive players to make that throw.) note: a throw from the outfield cannot be considered an overthrow.

11.2.6 – The runner on third **cannot** advance if the Pitcher or Catcher attempts to throw a runner out at second base.

Example: Runners on first and third and runner on first attempts to steal 2nd and catcher makes a throw to second. (Runner at third **cannot** advance.)

11.2.7 – The runner on third **cannot** advance home if the Catcher attempts to throw them out after the pitch.

11.2.7 - 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 by the official.

11.2.8 – Head first slides are NOT recommended.

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

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

11.2.10.0 – The catcher or pitcher reaches base.

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

11.2.10.2 - The runner used is currently not in the game.

11.2.10.3 – If you are not batting your entire line-up, the 9 (or 10) batters in the line-up cannot be used as the courtesy runner. You must use the subs.

11.2.10.4 - 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.

11.2.11 - 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...

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

11.2.11.2 Go around. (Judgment call by the umpire)

11.2.11.3 Give up.

11.2.11.4 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 may be called out. (Judgment call by the umpire)

11.3 - Batters

11.3.0 - A batter will be called out after the 3rd strike. The batter may **not** attempt to advance to first base if the catcher does not catch the third strike (i.e. there is NO "dropped third strike.")

11.4 - Pitchers

11.4.0 – A pitcher may not exceed the recommended amount of pitches in any game. Both teams shall keep track of pitch count. Home team has the "official" count unless the umpire decides otherwise.

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

11.4.0.1 – The umpire must be informed of the pitch count by the head coach.

11.4.0.2 – If the pitcher has reached the pitch limit, they may finish pitching to the current batter and then removed from pitching. The umpire will not let the game continue with a pitcher who has exceeded the limit of pitches. If the team refuses to switch pitchers, the game will be a forfeit.

11.4.1 - A pitcher must be removed from the mound upon a second visit in the same inning.

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

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

11.4.2.1 - The new pitcher has faced at least one batter.

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

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

11.4.3 - 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.

11.4.4 - 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.

11.4.5 – Balks will **not** be called.

11.4.6 – Plays shall end when the pitcher has possession of the ball on the mound. Time will occur automatically.

SECTION 12 – Farm AA & AAA Division Rules

12.0 - Games

12.0.0 – Players – age 9-10

12.0.0.1 – Farm AA Players shall not turn 11 years old before Nov. 1st of the current year.

12.0.0.2 – Age verification will be done via birth certificate.

12.0.0 - Seasons

12.0.0.0 – 10-14 game Spring season (Mar-June)

12.0.0.1 – 10-14 game Fall season (Sept-Dec)

12.0.1 - Teams shall play 1-3 five-inning games per week

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

12.0.3 - Score will be kept.

12.0.4 - Home team will be the official scorekeeper unless the umpire over rules any issues.

12.0.5 - 12 run rule after 3 innings. 10 run rule after 4 innings.

12.0.6 – An offensive coach may choose to concede at any time.

12.0.7 – A maximum of four adult coaches may be used during games.

12.0.7.1 – Additional coaches may not be on the field or in the dugout.

12.0.8 - Adult base coaches must be used on offense.

12.0.8.1 – Coaches under 18 must wear a helmet on the field.

12.0.9 – Five 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.

12.0.10 - 5 warm-up pitches shall be allowed between innings (maximum of 90 seconds.) The umpire shall monitor warm-up pitches and time.

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

12.0.11 - 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 12.0.12

Option 3: Teams may elect to bat their entire roster.

Option 3 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.

12.0.12 - 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.

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

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

12.0.15 - 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.

12.0.16 - 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.

12.1 - Rosters

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

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

12.1.2 - The coach may recruit his entire roster.

12.2 - Runners

12.2 - Leadoff's are allowed.

12.2.0 - 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.

12.2.1 - 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 by the official.

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

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

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

12.2.3.0 – The catcher or pitcher reaches base.

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

12.2.3.2 - The runner used is currently not in the game.

12.2.3.3 – If you are not batting your entire line-up, the 9 (or 10) batters in the line-up cannot be used as the courtesy runner. You must use the subs.

12.2.3.3 – If you are batting your entire lineup or there are no available players on the bench to run, the player making the last batted out may be used as the courtesy runner.

12.2.4 - 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...

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

12.2.4.2 Go around. (Judgment call by the umpire)

12.2.4.3 Give up.

12.2.4.4 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 may be called out. (Judgment call by the umpire)

12.3 - Batters

12.3.0 - A batter may attempt to advance on an uncaught third strike ("dropped 3rd strike")

12.4 – Pitchers

12.4.0 – A pitcher may not exceed the recommended amount of pitches in any game. Both teams shall keep track of pitch count. Home team has the “official” count unless the umpire decides otherwise.

12.4.0.1 - Managers are expected to refrain from overextending a pitcher’s arm.

12.4.0.2 – Farm AA Division **60 pitches** (includes foul balls.)

12.4.0.3 – Farm AAA Division **60 pitches** (includes foul balls.)

12.4.0.4 – The umpire must be informed of the pitch count by the head coach

12.4.0.5 – If the pitcher has reached the pitch limit, they may finish pitching to the current batter and then removed from pitching. The umpire will not let the game continue with a pitcher who has exceeded the limit of pitches. If the team refuses to switch pitchers, the game will be a forfeit.

12.4.1 - A pitcher must be removed from the mound upon a second visit in the same inning.

12.4.1.1 - Coaching Visits shall not exceed one minute.

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

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

12.4.2.1 - The new pitcher has faced at least one batter.

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

12.4.3 - 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.

12.4.4 - 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.

12.4.5 – Balks shall be enforced after 1st warning. When a balk is called it shall be an immediate “dead ball.” Each Pitcher shall receive one balk warning.

12.4.5.1 - After the 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.

12.4.5.2 - If the coach elects to visit the mound it will constitute a coaching visit. If it is the second visit in the inning the pitcher must be removed from the mound.

12.4.5.3 - Third-to-first fake pickoff is now officially a balk.

12.4.6 – 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.

SECTION 13 – Minor A & AA Division Rules

13.0 - Games

13.0 – Players ages: Minor A – 11u Minor AA 12u

13.0.1 – Minor A Players shall not turn 12 years old before the current season cut-off date.

13.0.1 – Minor AA Players shall not turn 13 years old before the current season cut-off date.

Spring Season – May 1st and Fall Season – Nov. 1st of the current year.

13.0.2 – Age verification will be done via birth certificate.

13.0.0 - Seasons

13.0.0.0 – 10-14 game spring season (Mar-June)

13.0.0.1 – 10-14 game fall season (Sept-Dec)

13.0.1 - Teams shall play 1-3 six-inning games per week

13.0.2 - A lineup card and umpire card shall be submitted prior to the start of every game.

13.0.3 - Score will be kept.

13.0.4 - Home team will be the official scorekeeper.

13.0.5 - 12 run rule after 3 innings. 10 run rule after 4 innings. 8 run rule after 5 innings.

13.0.6 - A coach may choose to concede at any time.

13.0.7 – A maximum of four adult coaches may be used during games.

13.0.7.1 – Additional coaches may not be on the field or in the dugout.

13.0.8 - Adult base coaches must be used on offense.

13.0.8.1 – Coaches under 18 must wear a helmet on the field.

13.0.9 – 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.

13.0.10 - 5 warm-up pitches shall be allowed between innings (maximum of 90 seconds.) The umpire shall monitor warm-up pitches and time.

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

13.0.11 - 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 13.0.13.

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.

13.0.12 - 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.

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

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

13.0.15 - 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.

13.0.16 - 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.

13.1 - Rosters

13.1.0 - An official roster must be on record with the league two weeks prior to the start of the season.

13.1.0.1 - Player changes may be made until the start of the teams first game at which time the roster will be finalized.

13.1.1 - Only players on the official roster may play in a game.

13.1.2 - The coach may recruit the entire roster.

13.2 - Runners

13.2 - Leadoff's are allowed.

13.2.0 - 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.

13.2.1 - 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 by the official.

13.2.2 - Head first slides are only recommended for returning to a base.

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

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

13.2.4.0 - The catcher or pitcher reaches base.

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

13.2.4.2 - The runner used is currently not in the game.

13.2.4.3 - If you are not batting your entire line-up, the 9 (or 10) batters in the line-up cannot be used as the courtesy runner. You must use the subs.

13.2.4.4 - 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.

13.2.5 - 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...

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

13.2.5.2 Go around. (Judgment call by the umpire)

13.2.5.3 Give up.

13.2.5.4 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 may be called out. (Judgment call by the umpire)

13.3 - Batters

13.3.0 - A batter may attempt to advance on an uncaught third strike ("dropped 3rd 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.

13.4 - Fielders

13.4.0 – A defensive player may not verbally confuse a runner, such as yelling "Back, back!" to a runner leading off and shall be considered Verbal Obstruction. OBSTRUCTION is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner.

-If Verbal Obstruction occurs while no play action is occurring, (before the pitcher throws the ball) the umpire that observed the Verbal Obstruction signals and calls "That's Obstruction" and the ball is immediately dead.

The umpire shall warn the player and Team manager no runners advance. All subsequent verbal obstructions by that team and if in the umpire's judgment the Verbal Obstruction impeded the advancement of the runner, it shall result in the award of the obstructed runner the base they would have received had the obstruction not occurred. Lead runners (ahead of the obstructed runner) may only advance; trailing runners shall not advance.

-If Verbal Obstruction occurs while play action is occurring (AFTER the pitcher throws the ball) the umpire that observed the Verbal Obstruction signals and calls "That's Obstruction" and the ball is delayed dead. Outs are recorded and Runs are scored.

At the end of the play the umpire will call "time" and issue a warning to the player and the team manager. The umpire will subsequently award the obstructed runner and all other affected runners, the bases they would have received if the obstruction had not occurred

Only if it impeded the runner from advancing.

In either case the obstructed runner is awarded a minimum of one base beyond his position on base at the time of the obstruction.

In any case, Verbal Obstructions on the first offense should be a warning to the player and the Team Manager. All subsequent offenses shall be enforced ONLY if in the Umpires Judgment, the offense impeded the runner's ability to advance.

13.5 – Pitchers

13.5.0 – A pitcher may not exceed the recommended amount of pitches in any game. Both teams shall keep track of pitch count. Home team has the "official" count unless the umpire decides otherwise.

13.5.0.1 – Minor Division **70 pitches** (includes foul balls).

13.5.0.2 – The umpire must be informed of the pitch count by the head coach

13.5.0.3 – If the pitcher has reached the pitch limit, they may finish pitching to the current batter and then removed from pitching. The umpire will not let the game continue with a pitcher who has exceeded the limit of pitches. If the team refuses to switch pitchers, the game will be a forfeit.

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

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

13.5.1.1 - Coaching Visits shall not exceed one minute.

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

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

13.5.2.1 - The new pitcher has faced at least one batter.

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

13.5.3 - 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.

13.5.4 - 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.

13.5.5 – Balks shall be enforced. When a balk is called it shall be an immediate "dead ball."

13.5.5.1 - 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.

13.5.5.2 - 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 to the same pitcher, the pitcher must be removed from the mound.

Clarification: 2 visits per pitcher per inning and 3 visits per pitcher per game.

13.5.5.3 - Third-to-first fake pickoff is now officially a balk.

13.5.6 – 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.

SECTION 15 – Umpires

15.0.1 - The league president shall supply appropriate umpires to officiate league games as needed. 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.

15.0.1.1 – If an umpire has not arrived by game time, a league representative should be notified. The game clock starts at the discretion of the umpire or league official if an umpire is not present. The game may get started without an official umpire.

15.0.2 - 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, manager, or fan(s) to do or refrain from doing anything which affects the administering of these rules or the game being played, and to enforce the prescribed penalties.

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

15.0.4 - 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.

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

15.0.6 – Umpires Decisions

15.0.6.1 – 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.

15.0.6.2 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.

15.0.6.2 – 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.

15.0.6.3 – 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.

15.0.6.4 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.

15.0.6.5 – No umpire may be replaced during a game unless he is injured, becomes ill, or for reasons approved by the league president.

15.0.7 – Umpire-in-Chief

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

15.0.7.2 – If there are two or more umpires, one shall be designated umpire-in-chief (Plate) and the other, field umpire (Bases.)

15.0.8 – Umpire Duties

15.0.8.1 – The umpire-in-chief shall stand behind the catcher. (usually called the “Plate” umpire.) 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 their discretion.

15.0.8.2 – Field umpires may take any position on the playing field they think best suited to make impending decisions on the bases.

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.

15.0.9 - Reprimands

15.0.9.1 - 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.

15.0.9.2 - 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.

15.0.9.3 - 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.