

Grandview Baseball Association League

2010 SPECIAL RULES AND REGULATIONS



<u>RULE</u>	<u>DESCRIPTION</u>	<u>Page #</u>
1.	Commissioner and Advisory Board	2
2.	Penalties	2
3.	Field Conduct	2
4.	Protesting Games	2
5.	Participation, Violation, and Suspension	3
6.	Substitute Rule	3
7.	Ties	4
8.	Equipment	4
9.	Teams	4
10.	General Ground Rules	5
11.	Special Playing Rules for 5 & Under Tee-Ball	9
12.	Special Playing Rules for 6 & Under ½ T-Ball ½ Mach. Pitch	10
13.	Special Playing Rules for 8 & Under Machine Pitch	11
14.	Special Playing Rules for 10 & Under	12
15.	Special Playing Rules for 12 & Under	13
16.	Special Playing Rules for 14 & Under	13

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SPORTING NEWS OFFICIAL MAJOR LEAGUE BASEBALL RULES WILL GOVERN EXCEPT FOR THE FOLLOWING CHANGES

Rule 1. Commissioner and Advisory Board

- A. The League Commissioner shall be the Umpire-in-Chief and have an Advisory Board consisting of Executive Board members and a Board of Directors. The League Commissioner and a majority of the Board will make all decisions governing G.B.A.
- B. Grandview Baseball Association rules are in accordance with USSSA and Official Major League Baseball rules.

Rule 2. Penalties

- A. Penalties for violating any Rule may be levied by the League Commissioner or Board of Directors and will consist of any of the following:
 - 1) Forfeiture of a game or games.
 - 2) Temporary or Total suspension.
 - 3) Penalties set forth by USSSA
- B. Managers or Coaches in violation of the pitching rule will forfeit the game.

Rule 3. Field Conduct

- A. There will be no alcoholic beverages on or in the vicinity of the playing field or on any Grandview Parks and Recreation property by anyone before, during, or after games.
- B. Rowdiness, intoxication, profanity, and gestures of poor sportsmanship by the manager, coach, player, or umpire will not be tolerated. Any violation of these rules will result in ejection from Belton Memorial Fields, Cimarron Trails Park, and Ricker Field and subject to all other penalties that may apply.
- C. Profanity and gestures of poor sportsmanship from any parent, spectator, or scorekeeper directed toward any player, manager, umpire, team or other spectator or scorekeeper is contrary to the aims and purposes of the League and will not be tolerated and will result in ejection from Belton Memorial Fields, Cimarron Trails Fields, and Ricker Field and subject to all other penalties that may apply.
- D. Only team players, manager, two coaches, one bat person and umpire shall be allowed on the player's bench or in the vicinity of the dugout area reserved for the Team Members. Exception: T-Ball and Intermediate will be allowed 1 additional dugout coach.
- E. Be sure to follow all posted Ricker Field rules and any posted rules at the other locations.

Rule 4. Protesting Games

- A. A protest is allowed if based on a play that is not a judgment call.
- B. The objecting manager/coach must notify the Plate umpire at the time the play occurs. The Plate umpire will then notify the opposing manager and the official scorekeeper that a protest has been made and note the time. Notation is made on the official scorebook. The 5 minute window will be started and kept by the umpire crew.
- C. The objecting manager must locate within the rulebook (American League Rules) the rule/rule interpretation to which he is protesting within 5 minutes from declaring the protest and present his case to the umpiring crew.
- D. The umpire crew will make their decision, notify the scorekeepers of their decision and the game will continue.
- E. If the 5 minute window is exceeded the game will continue and the protest will be disallowed.
- F. The 5 minute protest window will NOT be counted against the game clock.
- G. If the objecting manager does not have a rule book game play will continue and the protest will be disallowed.

Rule 5. Participation, Violation and Suspension.

- A. Every player assigned to a team will start a minimum of five games. Every player will play a minimum of 9 outs per game. There is free substitution however; each player must still play 9 outs at some point in the ballgame. Also, rule 10L still applies. This rule applies except if the player is on suspension or ineligible. Any violation must be reported within two hours after the end of the game to the League Commissioner or Member of the Board in writing.
 - 1) In order to suspend a player the manager must notify the Commissioner in writing giving basis for suspension. It is then up to the League Commissioner to talk to the players and players parents and then discuss the suspension with the Board. The Board will then make a decision whether or not the player will be suspended and for how long a period of time.
 - 2) In all age groups, the batting line-up will consist of ALL players present and eligible to participate.
- B. The manager of the team failing to adhere to Rule 5A (9 outs participation rule) will have a one game suspension effective the day of the infraction and the game will be forfeited. **The violation of rule 5A must have taken place in a regulation length game as outlined in Grandview Baseball Association rules. If a player is removed before his 9 outs are completed due to an injury or illness the rule has been satisfied.**
- C. An ineligible player is any player missing two consecutive unexcused practices or games that have been authorized by the board or has been suspended or declared ineligible because of violating rules penalty set forth by the Board.
 - 1) Managers shall notify the official scorekeeper and must notify the opposing manager of the ineligible players. Ineligible pitchers must be reported in the same manner.
 - 2) Players not showing up prior to the completion of the second inning of play or players not in proper uniform will be declared ineligible for that game by the Plate umpire.
- D. Any manager, coach, or player ejected from a game will be automatically suspended from their next league game at Belton Memorial or Cimarron Trails, or Ricker Field. **PENALTY FOR NON-COMPLIANCE OF AN EJECTION OF A PLAYER WILL RESULT IN THE PLAYER BEING SUSPENDED FOR THE NEXT 2 GAMES AS WELL AS THE MANAGER/HEAD COACH OF THE TEAM. NON-COMPLIANCE OF AN EJECTION OF A COACH WILL RESULT IN THE COACH BEING SUSPENDED FOR THE NEXT 2 GAMES. IN BOTH CASES THE GAME WILL BE DEEMED ILLEGAL AND FORFEITED.**
- E. When an adult (non-player) has been ejected from a league game, the player associated with the ejected person will be ejected as well and all penalties associated with ejections will apply.

Rule 6. Substitute Rule:

- A. Subs are to be called from the following league:
- 8-under: subs will come from Intermediate (6-under)
 - 10-under: subs will come from 8-under (pitching machine)
 - 12-under: subs will come from 10-under
 - 14-under: subs will come from 12-under
- 1) Only players in the second year in their division are eligible to sub.
 - 2) The manager of the team requiring a substitute must first contact the manager or coach of the team in which the substitute player is contracted and obtain permission, and then contact the substitute player's parent or guardian for permission. Failure to contact borrowed players manager or coach will result in a forfeit of the game.
 - 3) Substitutes will play a minimum of 9 outs per regulation game. Subs need to be entered in the third inning.
 - 4) If a substitute is called and 9 regular players show up, the regular players will play in the game as they normally would. **THE SUBSTITUTE WILL ONLY BE ALLOWED TO PLAY HIS 9 OUTS.** Exception: 8 and under if 10 regular players show up, the regular players will play in the game as they normally would. **VIOLATION: FORFEITURE OF THE GAME.**
 - 5) If a team has less than 9 regular team members (8 & under less than 10) then the regular team members shall play the entire game except for injuries or forfeit the game.
 - 6) If more than 1 player is borrowed, playing time shall be divided equally among them (9 outs or more) or forfeit the game.

Rule 7. Ties

Games Tied at the end of regulation play will be continued a maximum of 15 minutes. At this time if game is still tied and a complete inning has been played, the game will end in tie. In the event that a complete inning is not achieved the game will revert back to the previous complete inning which will determine the winner. Tie games will only be rescheduled from that point at the discretion of the Grandview Baseball Association Executive Board if a winner needs to be declared for league standings. In the event of 2 or more teams being tied in their League standings, all teams will receive the appropriate place trophy.

Rule 8. Equipment

- A. All catchers must wear appropriate mask, throat guard, head protector, chest protector, shin guards, cup and catchers mitt while behind the plate at all times. All catchers warming up must wear protective headgear at minimum. Age divisions 12 & below: The catcher must wear protective helmet that fully covers both ears.
- B. All batters, on deck batters, runners and player coaches (youth) at all times, will wear batting helmets.
- C. Managers are responsible for returning all equipment to the Equipment Manager on completion of the season. Equipment turn in will be at closing ceremonies. Those coaches needing their equipment for Fall Baseball need to check in and check out their equipment
- D. Bats are limited to 42 inches in length and 2 ¾ inches in diameter in 8 & under, 10 & under, 12 & under and 14 & under. All personal bats must meet league standards.
- E. **No steel cleats will be allowed.**

- F. A proper player uniform will consist of the following; pants, socks, cap and team shirt with numbers that are non-duplicating and at least 3 inches in height. Face protectors will be provided for all age divisions if requested.
- G. All players 6U and above will be required to also wear an athletic supporter and cup.

Rule 9. Teams

- A. There will be 1 manager and 2 coaches allowed on each team except tee-ball and intermediate where 1 manger, 2 coaches and 1 dugout coach will be allowed on each team.
- B. For Player Freeze Rules see By-Laws.
- C. There will be a minimum of 10 and a maximum of 12 players on each team. Exceptions to be reviewed by the board of directors.
- D. Teams will be drawn in a fair method determined by the board and handled by the Divisional Director.
- E. There will be no discriminations against race or sex, national origin or religion.
- F. A sponsor will be issued to the team that has drafted or frozen his representative.
- G. Players' age group will be determined by the players' age on April 30th of that calendar year. Exception Tee-Ball (4 & 5 Minor League T-ball).
- H. Both teams will provide a scorekeeper. The home team will keep the official score.
- I. A photo copy of the players' original birth certificate must be on file with the league prior to the first regular season game. **PENALTY: PLAYER WILL NOT BE ALLOWED TO PLAY. SPECIAL CASES TO BE REVIEWED BY THE BOARD OF DIRECTORS.**
- J. The age groups are:
 - 1) 5 & under (Tee-ball)
 - 2) 6 & under (Intermediate)
 - 3) 8 & under (machine pitch)
 - 4) 10 & under
 - 5) 12 & under
 - 6) 14 & under
- K. No player will be allowed to participate in another organized baseball league. Except High School baseball. **PENALTY: SEE RULE 2-A.**

Rule 10. General Ground Rules.

- A. Any ball hit bouncing over, going through, around or going under the fence, in fair territory is a ground rule double.
- B. Home team will be designated by the last number of the schedule and utilize the first base line dugout.
- C. Incomplete games called due to inclement weather, field conditions, time limits or park curfew by the Divisional Directors or his/her representative shall be rescheduled at the discretion of the board of directors. Tie games will be rescheduled according to rule 8.
- D. Regular scheduled games may be rescheduled only because of weather conditions, allowable protests, or at the discretion of the board of directors. It is the manager/coaches responsibility to contact the corresponding Divisional Director no later than 2 weeks minimum prior to the allowable protest.
- E. Seven eligible players must be present to start the game. Teams not having 7 eligible players 15 minutes after scheduled game time will forfeit. Games that have started must be completed by no less than 7 eligible players. Tee-Ball can start with 6 eligible players. **ELIGIBLE PLAYERS ARE DEFINED AS ROSTER PLAYERS OF THE TEAM THAT IS PARTICIPATING AND/OR SECOND YEAR PLAYERS CALLED UP FROM A YOUNGER DIVISION FROM OUR LEAGUE.**

- F. No game will start 15 minutes after scheduled time unless an umpire, field conflict, or weather conditions cause the delay. Any team not ready to start 15 minutes after scheduled time will forfeit the game. Scheduled game times will be start times. Scheduled time is defined as that time listed on the official printed schedule, or that time rescheduled by the board of directors, or field conflict caused by a prior game. There will be a 15-minute time span between the finish of the subsequent game on each field. On a delay time caused by field conflict the scheduled time of the delayed game will be the time of the last out of the prior game.
- G. If the time limit is reached before completion of official game the team ahead at the end of a complete inning or if the run spread applies will be declared the winner.
- H. Only managers, coaches, and team members can request a timeout.
- I. Both teams involved in the game will clean out their receptive dugout and place all trash in provided trash receptacles at the conclusion of their scheduled game. **THE HOME TEAM INVOLVED IN THE LAST GAME PLAYED FOR THE DAY ON EACH FIELD WILL BE RESPONSIBLE FOR RETURNING ALL FIELD EQUIPMENT TO THE EQUIPMENT SHED.**
- J. No player leaving the game due to injury will be permitted to re-enter the game unless agreed upon by both teams.
- K. One out constitutes 1/3 of an inning.
- L. ***A pitcher once removed cannot return to that position.***
- M. All substitutions must be registered by the top of the 3rd inning.
- N. Field Measurements:

Division	Age	Baseline	Pitcher's Mound
Tee-Ball	4 & 5	60 feet	42 feet
Intermediate	6	60 feet	42 feet
8 & Under	7 & 8	60 feet	42 feet
10 & Under	9 & 10	65 feet	45 feet
12 & Under	11 & 12	70 feet	50 feet
14 & Under	13 & 14	80 feet	54 feet

- O. No designated hitter will be allowed.
 - 1) **In all divisions batting order will consist of all players eligible for game play. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.**
- P. Not Used. See Rule 5A.
- Q. Any player ejected from the game can be replaced by a member of the team (anyone who has not played his outs is the first person to be used as a replacement) if all players have reached the 9 out requirement, then any player may re-enter in the ejected player's place.
- R. A coach, player, substitute or bench personnel shall not:
 - 1) Deliberately throw a bat or helmet; or
 - 2) Call "Time" or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk; or
 - 3) Use words to act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect upon opposing player, umpire or spectator; or
 - 4) Enter the area behind the catcher while the opposing pitcher and catcher are in their positions; or

- 5) Use amplifiers or bull horns on the bench or on the field during the course of the game; or
- 6) Maliciously run into a fielder; or
- 7) Have an object in his possession in the Base-Coaches' box other than a scorebook, which will be used for scorekeeping purposes only; or
- 8) Be outside the vicinity of the designated dugout (bench) or bull pen area if not a batter, runner, on deck batter, in the coaches box or one of the 9 players on defense; or
- 9) Verbalize in any way with the opposing team for the purpose of intimidation; or
- 10) Exhibit behavior that is not in accordance with the spirit of fair play. (This does not prohibit the use of chatter by defensive team). This includes the following:
 - a. No singing or chanting
 - b. No use of number, name, or position in any chattering (batter does not count as a position)
 - c. No chattering from the bench – field only
 - d. No yelling by the offensive team once a pitcher toes the rubber (this is meant to stop teams from trying to distract a pitcher as he is releasing the ball)
 - e. Any other offense not specified above that, in the umpire's judgment is not in the spirit of the game/rule and is becoming a nuisance to the normal play of the game.
 - f. One warning per team for each type of offense. After the warning, if an offender is identifiable, he/she will be ejected and will be subject to the all rules pertaining to ejections. If the offender cannot be identified then the Manager will be ejected and will face all sanctions related to an adult being ejected from a game (i.e. his child will be ejected and will be subject to all rules pertaining to ejections).

What this doesn't include is the normal chatter (i.e. hey batter, batter, swing, etc...) or any normal banter among the players both on the field and on the bench.

PENALTY: IN RULES 10-Q- (1), (2) & (6) UMPIRES SHALL EJECT THE OFFENDER FROM THE GAME. FAILURE TO COMPLY SHALL RESULT IN GAME BEING FORFEITED. HOWEVER, IN RULE 10-Q- (3), (4), (5), (7), (8), (9) & (10), IF THE OFFENSE IS JUDGED TO BE OF A MINOR NATURE, THE UMPIRE MAY WARN THE OFFENDER AND THEN EJECT HIM/HER IF HE/SHE REPEATS THE OFFENSE. ALSO 10-Q- (6) AN EJECTED PLAYER IS DECLARED OUT UNLESS HE WAS OBSTRUCTED ON THE PLAY.

S. No pitch shall be made after 8:50 p.m. on any unlit field.

T. No division regardless of age shall have a time limit over 2 hours. No new inning will start after 1 hour and 45 minutes after official starting time. Exception: Instructional is 1 hour and 30 minutes and T-Ball is 1 hour

Division	Regulation Time Limit	Latest Time to Start Inning	Maximum Time Limit
T-ball	1 hour	50 Minutes	1 hour
Intermediate	1 hour 30 minutes	1 hour 20 minutes	1 hour 45 minutes
Machine Pitch	1 hour 30 minutes	1 hour 20 minutes	1 hour 45 minutes
10U, 12U and 14U	1 hour 45 minutes	1 hour 35 minutes	2 hours

U. Mercy Rule

Length of Game	RUN DIFFERENTIAL	AFTER
6 Innings	15	3
6 Innings	8	4
7 Innings	15	3
7 Innings	12	4

Rule 11. Special Playing rules for 5 & under Tee-Ball (Minor League T-Ball)

- A. The following rules are National guidelines that may vary at the State or Regional level.
- 1) Bases – 60 feet.
 - 2) Fair ball arc. There will be a 20-foot arc drawn from 1st base line to 3rd base line in front of home plate. A ball must go past this line to be fair.
 - 3) Safety arc. There will be a 30-foot arc drawn from 1st base line to 3rd base line in front of home plate. Infielders must stay behind this line until the ball is hit.
 - 4) A base runner is out for leaving the base before the ball is hit.
 - 5) All players will play in the field with 1 pitcher, 1 catcher, 4 infielders and the remainder of the players will be placed outside the 4-base dimensional square.
 - 6) The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
 - 7) Tee-ball games will have a time limit of 1 hour of play, regardless of the number of innings played. (each inning is one trip through the batting order). No score will be kept.
 - 8) No bunting will be allowed.
 - 9) Two defensive coaches will be allowed on the field of play. Coaches will be positioned outside the 4 base dimensional square. The 4 base dimensional square is defined as follows: The area inside the 4 base dimensional. Foul line to second base.
 - 10) Umpires will call time once the ball thrown inside the 4 base dimensional square.
 - 11) No advancement will be allowed on overthrow to 1st base, from inside the dimensional square.
 - 12) Infield fly rule does not apply.
 - 13) Pitching circle will be 10 feet in diameter with the front edge at 42 feet from the back of home plate.
 - 14) The defensive player designated as pitcher cannot leave the pitching circle until the ball is hit. **PENALTY: THE BATTER/RUNNER WILL BE AWARDED 1ST BASE.**
 - 15) A full use catcher's helmet and mask are required.

Rule 12. Special Playing rules for Intermediate - 6 & under ½ T Ball ½ Machine Pitch

- B. The following rules are National guidelines that may vary at the State or Regional level.
- 1) Bases – 60 feet.
 - 2) Fair ball arc. There will be a 20-foot arc drawn from 1st base line to 3rd base line in front of home plate. A ball must go past this line to be fair.
 - 3) Safety arc. There will be a 30-foot arc drawn from 1st base line to 3rd base line in front of home plate. Infielders must stay behind this line until the ball is hit.
 - 4) A base runner is out for leaving the base before the ball is hit.
 - 5) 10 players will play in the field with 4 outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline
 - 6) The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
 - 7) Tee-ball games will consist of 4 complete innings, or 1 hour & 30 minutes. **Score will be kept.** 5 runs or 3 outs will constitute an inning. All players must play 2 complete innings.
 - 8) No bunting will be allowed.
 - 9) Two defensive coaches will be allowed on the field of play. Coaches will be positioned outside the 4 base dimensional square, defined as follows: The area inside the 4 base dimensional. Foul line to second base.
 - 10) Umpires will call time out or time after every play and declare the ball dead. Time out or time should be called as soon as play has ceased and the ball is in the infield and runners are not obviously advancing. Players are to raise the ball into the air with their throwing hand, within the 4-Base Dimensional Square, for the Umpire to see. Time does not have to be called by the participants.
 - 11) No advancement will be allowed on overthrow to 1st base, from any position. Only 1 base per runner will be allowed on any overthrow to another base.
 - 12) Infield fly rule does not apply.
 - 13) Pitching circle will be 10 feet in diameter with the front edge at 42 feet from the back of home plate.
 - 14) The defensive player designated as pitcher cannot leave the pitching circle until the ball is hit. **PENALTY: THE BATTER/RUNNER WILL BE AWARDED 1ST BASE.**
 - 15) A full use catcher's helmet and mask are required.

Rule 13. Special Playing rules for 8 & under (machine pitch).

- A. The following rules are National guidelines and may vary at the State or Regional level.
- 1) Bases – 60 feet.
 - 2) Fair ball arc. There will be a 10-foot arc drawn from 1st baseline to 3rd baseline in front of home plate. A ball must go past this line to be fair.
 - 3) Safety arc. There will be a 30-foot tab drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
 - 4) Base lines (1st - 2nd & 2nd - 3rd) will be marked by dashed lines with a hash mark placed at midpoint.
 - 5) Base runner is out for leaving the base before the ball is hit or crosses home plate. No stealing allowed. **PENALTY: THE RUNNER WILL BE CALLED OUT.**
 - 6) Ten players will play in the field with 4 outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline.
 - 7) 8 & under games will consist of 6 innings.
 - 8) A maximum of 5 runs per inning or 3 outs. Including the last inning.
 - 9) Free substitution on defense. The batting order must remain the same. The batting line up will consist of all players. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
 - 10) No bunting will be allowed.
 - 11) Defensive coaches are not allowed on the field of play. They must coach from the dugout.
 - 12) Umpires will call time out or time after every play and declare the ball dead. Time out or time will be called as soon as play has ceased. Players are to raise the ball into the air with their throwing hand, within the 4-Base Dimensional Square, for the Umpire to see. No advancement will be allowed on overthrow to 1st base, from any position. Only 1 base per runner will be allowed on any other overthrow.
 - 13) Intentional walks are not allowed.
 - 14) Infield fly rule does not apply.
 - 15) Pitching circle will be 10 feet in diameter with the front edge at 42 feet from the back of home plate.
 - 16) The defensive player listed as pitcher cannot leave the pitching circle (or adjacent pitching rubber/chalk line) until the ball is hit. **PENALTY: THE BATTER/RUNNER WILL BE AWARDED 1ST BASE.**
 - 17) The batter shall receive a maximum of 5 hittable pitches or 3 swinging strikes. If on the 5th hittable pitch, the ball is foul, the batter will continue to hit until either A) he puts the ball in fair play, B) swings and misses, or C) takes another hittable pitch.
 - 18) Any batted ball hitting the machine is dead and the hitter is awarded 1st base. All runners advance 1 base.
 - 19) The front legs of the pitching machine will be placed at 42 feet.
 - 20) The recommended pitching speed is 36-42 mph. Both coaches & Umpire & Chief will agree on the pitching speed.
 - 21) In case of inclement weather or darkness, a game will be considered completed after 4 innings or 3 ½ if the home team is ahead.
 - 22) Runners **MAY NOT** advance to 1st base on a dropped 3rd strike.
 - 23) The team at bat may use courtesy runners for the current pitcher and catcher, only after 2 outs. The courtesy runner(s) must be whoever made the last batted out.
 - 24) Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. **PENALTY FOR VIOLATION SHALL BE RUNNER DECLARED OUT AND MAY BE EJECTED. THIS IS A JUDGMENT CALL AND THE UMPIRES JUDGMENT IS FINAL.**

Rule 14. Special Playing Rules for 10 & under.

A. The following rules are National guidelines and may vary at the State or Regional level.

- 1) Bases – 65 feet.
- 2) 10 & under games will consist of 6 innings.
- 3) Infield fly rule does not apply.
- 4) Free substitution on defense. The batting order must remain the same. The batting line up will consist of all players. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
- 5) A base runner may not lead off. Stealing only one (1) base per pitch, once the ball has left the Pitcher's hand, is allowed. (i.e. a pitcher attempts a pick-off and overthrows – the runner must stop at the base he/she is attempting to steal. Same rule applies to a catcher attempting to throw out a runner stealing.) A runner on third may not advance on a dropped third strike, any passed ball, wild pitch or pick-off attempt at another base. Stealing home will be allowed after 2 outs in an inning on any dropped third strike, passed ball, wild pitch or pick-off attempt.
- 6) A maximum of 5 runs per inning or 3 outs. Including the last inning.
- 7) In case of inclement weather or darkness, a game will be considered completed after 4 innings or 3 ½ if the home team is ahead.
- 8) The pitcher will not be allowed to pitch more than 3 innings in one day, or 10 innings in 1 week. (A week will be defined as 12:00 a.m. Monday to 11:59 p.m. Sunday). Pitchers that pitch 2 consecutive days will have to rest the third day regardless of innings pitched.
- 9) Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. **PENALTY FOR VIOLATION SHALL BE RUNNER DECLARED OUT AND EJECTED. THIS IS A JUDGMENT CALL AND THE UMPIRES JUDGMENT IS FINAL.**
- 10) The team at bat may use courtesy runners for the current pitcher and catcher, only after 2 outs. The courtesy runner(s) must be whoever made the last batted out.

Rule 15. Special Playing Rules for 12 & under.

- A. The following rules are National guidelines and may vary at the State or Regional level.
- 1) Bases-70 feet.
 - 2) 12 & under games will consist of 6 innings.
 - 3) Free substitution on defense. The batting order must remain the same. The batting line up will consist of all players. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
 - 4) A maximum of 7 runs per inning or 3 outs. Including the last inning.
 - 5) In case of inclement weather or darkness, a game will be considered completed after 5 innings or 4 ½ if the home team is ahead.
 - 6) The pitcher will not be allowed to pitch more than 6 innings in one game. In order to pitch on a 2nd consecutive day, a pitcher may only pitch on the 1st day a total of 4 innings with a maximum of 9 innings in those 2 consecutive days. If a pitcher pitches in 2 consecutive days he/she must rest the third day regardless of innings pitched.
 - 7) Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. **PENALTY FOR VIOLATION SHALL BE RUNNER DECLARED OUT AND EJECTED. THIS IS A JUDGMENT CALL AND THE UMPIRES JUDGMENT IS FINAL.**
 - 8) The team at bat may use courtesy runners for the current pitcher and catcher, only after 2 outs. The courtesy runner(s) must be whoever made the last batted out.

Rule 16. Special Playing Rules for 14 & under.

- A. The following rules are National guidelines and may vary at the State or Regional level.
- 1) Bases-80 feet.
 - 2) 14 & under games will consist of 7 innings.
 - 3) Free substitution on defense. The batting order must remain the same. The batting line up will consist of all players. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
 - 4) A maximum of 7 runs per inning or 3 outs. Including the last inning.
 - 5) In case of inclement weather or darkness, a game will be considered completed after 5 innings or 4 ½ if the home team is ahead.
 - 9) The pitcher will not be allowed to pitch more than 7 innings in one game. In order to pitch on a 2nd consecutive day, a pitcher may only pitch on the 1st day a total of 5 innings with a maximum of 11 innings in those 2 consecutive days. If a pitcher pitches in 2 consecutive days he/she must rest the third day regardless of innings pitched.
 - 6) Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall suspend all obstruction penalties. **PENALTY FOR VIOLATION SHALL BE RUNNER DECLARED OUT AND EJECTED. THIS IS A JUDGMENT CALL AND THE UMPIRES JUDGMENT IS FINAL.**
 - 7) The team at bat may use courtesy runners for the current pitcher and catcher, only after 2 outs. The courtesy runner(s) must be whoever made the last batted out.

THANK YOU FOR PARTICIPATING AND ABIDING BY THE RULES, WHICH WE FEEL, WILL PROMOTE FAIR PLAY. HAVE A GREAT SEASON!!!!