

Elmhurst Baseball & Softball League

2024 Rulebook



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1 IHSA and USA RULES APPLY

The official I.H.S.A Baseball or USA Softball Rules will apply to all games in the League program, and covers the overall playing rules and regulations. The following rules cover additions, clarifications, and/or exceptions to the official rules. In the event of any conflict between rules, the League rules will supersede and prevail. These rules are intended to benefit and protect all players participating in the League.

2 RULES VIOLATIONS

Deviations from League rules are unacceptable even upon agreement by both managers.

2.1 PROTESTS

No protest will be reviewed or considered unless the following procedures are followed. You may not protest an umpire's judgment call.

- The point of the alleged infraction must be noted in the protesting team's scorebook and signed by home plate umpire.
- Protest shall be made as soon as reasonably possible.
- You may not remove your team from the playing field before the end of the game as means of a protest or complaint. If removed your team will forfeit the game.
- Manager must file a written protest within 24 hours of the game with manager's commissioner.
- The commissioner along with the rules committee will review the protest and present their decision to both Managers. Decision will be final.

3 OFFICIAL GAMES

Any game that is played to completion by number of innings or time limit.

4 START TIME OF GAMES

Games will start promptly at the time shown on the schedule. If the managers fail to note the start time of the game in their scorebook then the scheduled start time will be the actual start time of the game.

5 START/END TIME OF INNINGS

An inning starts when the pitcher delivers the first pitch of that inning. An inning will be considered to have ended when the last out is recorded. The next inning starts immediately after the last out is recorded. No game will end by the designated time limit if any delay occurs during that game, due to lightning. In the event there is any delay that game must be played to completion of innings as set forth herein.

6 UNOFFICIAL GAMES

Any game that is stopped prior to the start of the third inning shall be considered unofficial. Unofficial games are not continued from the point play was stopped and their results do not count except for a player's weekly innings pitched. Unofficial games start anew.

7 SUSPENDED GAME

Any game that is stopped after the start of the third inning, except for reasons of a slaughter is a suspended game. Suspended games shall be rescheduled and resume from the point at which play was stopped. When play is resumed, it shall be a continuation of the game with the same players in the same batting order. Play shall be resumed from the exact point at which play was stopped. Any players not present for

the suspended game, but who are present upon resumption of play, must play when the game is resumed and are placed in the last position in the batting order. A pitcher may pitch in the continuation of the suspended game, but only in accordance with the pitching rules.

8 TIE GAMES

Any game, where the score is tied, at the completion of the applicable maximum innings or time limit. In the event a game is tied at the conclusion of maximum innings, but before time limit has expired, then play shall continue until one team wins. In the event a game is tied at the conclusion of the maximum innings, and where the time limit has expired, then play shall stop and the game shall be suspended, with play continuing as set forth therein. Boy's T-Ball, Girls' T-Ball, Pinto, and Beginner Girl's Softball may end in a tie.

If game is not completed it will be considered a "loss" in the standings. You are not rewarded with a ½ win.

9 FORFEITS

A game will be forfeited after ten (10) minutes have elapsed from the scheduled start time of the game if the team does not have at least 8 players present or when a team has less than seven (7) players at any time prior to the finish. This does not apply at Boy's T-Ball, Girls' T-Ball, Pinto, and Beginner Girl's Softball. The score in a forfeited game shall be calculated by awarding the winning team one (1) run for each inning of the normal game length. EX: 7-inning game, score is 7-0; 6 inning game, score is 6-0.

10 CANCELED GAMES

Any game, where play is not started due to inclement weather, darkness, poor field conditions, or other player safety reasons. The home team manager must first consult with the opposing manager, personally visit the game site and check the condition of the field. Once the game is canceled the home team manager shall immediately call the designated umpire scheduler to inform them of the cancellation. The home team manager shall also report the cancellation to their commissioner.

11 TIME LIMIT

11.1 COMPLETED INNING

At the completion of an inning, with play stopped due to the expiration of the start time of innings, the game shall be considered to be complete and official. The score at the end of the completed inning shall be the final score.

11.2 UNCOMPLETED INNING

If an inning was started, but not completed, due to weather or safety, then the game shall be considered suspended and shall resume at a rescheduled time. This does not apply to Boy's T-Ball, Girls' T-Ball, Pinto, and Beginner Girl's Softball.

12 WEATHER/SAFETY/DARKNESS

Managers & umpires will have the discretion to stop play due to the possibility of danger or harm to the players caused by lightning, rain, snow or other inclement weather, darkness or poor field conditions. The game shall be considered either suspended or unofficial.

12.1 LIGHTNING/LIGHTNING PREDICTION SYSTEM AT SITE

- When the Elmhurst Park District Lightning Prediction System (Thor Guard) alarm activates, (a warning horn sounds and a warning strobe light appears) the umpires shall immediately call time, stop play, (noting the game situation, including batter, runners, outs, and ball/strike count) and clear all players and managers off of the field. Umpires should leave the field regardless of what the managers, players and fans request. All players, managers, umpires and fans should go to their cars (Note, managers please invite non-driving umpires to join them).
- Play shall stop until the Lightning Prediction System sounds an all clear, (the warning strobe light shuts off and the warning horn sounds three (3) short sounds).
- If umpires are leaving permanently due to a game they suspended because of lightning and teams continue to play, then umpires should contact the Umpire Coordinator, Sal Vasta, at 630-709-5693 and inform him of the manager(s) non-compliance with league rules.
- If the game continues during the wait period after the sirens sound or lightning has been sighted or recognized by the umpire, or after the umpire has suspended the game due to lightning, then both teams forfeit.
- Play shall resume from the point of stoppage until completion. The period of time that elapses for the lightning delay shall not count against the applicable game time limit. In the event play continues and the game has not reached its scheduled full number of innings, but time has elapsed, then the game shall be considered suspended and shall be resumed from the point play is stopped.
- In the event play resumes and the Lightning Prediction System reactivates, then the same safety procedure shall apply each time.
- In the event the all clear is not sounded after twenty (20) minutes have elapsed from when play was stopped, play shall not resume and the game shall be considered to be either suspended, or unofficial depending on when play was stopped.

12.2 LIGHTNING/LIGHTNING PREDICTION SYSTEM NOT AT SITE

- In the event there is not a Lightning Prediction System installed at the field of play, but an Elmhurst Park District employee or Park Ambassador advises that the Elmhurst Park District Lightning Prediction System alarm has activated at another Elmhurst Park, then the umpires shall immediately call time and stop play, (noting the game situation, including batter, runners, outs, and ball/strike count) and clear all players off of the field to a place of safety regardless of what the managers, players and fans request. All players, managers, umpires and fans should go to their cars (Note, managers please invite non-driving umpires to join them).
- If umpires are leaving permanently due to a game they suspended because of lightning and teams continue to play, then umpires should contact the Umpire Coordinator, Sal Vasta, at 630-709-5693 and inform him of the manager(s) non-compliance with league rules.
- If the game continues during the wait period after being advised by Elmhurst Park District, or after the umpire has suspended the game due to lightning, then both teams forfeit.
- Play shall stop until the Elmhurst Park District employee or Ambassador further advises that the Lightning Prediction System has sounded an all clear.
- Play shall resume from the point of stoppage until completion. The period of time that elapses for the lightning delay shall not count against the applicable game time limit. In the event play continues and the game has not reached its scheduled full number of innings, but time has elapsed, then the game shall be considered suspended and shall be resumed from the point play is stopped.
- In the event the all clear is not given after twenty (20) minutes have elapsed from when play was stopped, then play shall not resume and the game shall be considered to be either suspended, or unofficial depending on when play was stopped.

12.3 LIGHTNING/ACTUAL LIGHTNING APPEARING

- When lightning appears in the sky, but the Lightning Prediction System has not activated, the umpires shall immediately call time, stop play, (noting the game situation, including batter, runners, outs, and ball/strike count) and clear all players off of the field to a place of safety regardless of what the managers, players and fans request. All players, managers, umpires and fans should go to their cars (Note, managers please invite non-driving umpires to join

them). Play shall stop for a minimum of twenty (20) minutes, during which time the umpires shall watch the sky for any reoccurrences of lightning.

- If umpires are leaving permanently due to a game they suspended because of lightning and teams continue to play, then umpires should contact the Umpire Coordinator, Sal Vasta and inform him of the manager(s) non-compliance with league rules.
- If the game continues during the wait period after the sighting of lightning, or after the umpire has suspended the game due to lightning, then both teams forfeit.
- In the event no further lightning is spotted then play shall resume from the point of stoppage until completion. The period of time that elapses for the lightning delay shall not count against the applicable game time limit. In the event play continues and the game has not reached its scheduled full number of innings, but time has elapsed, then the game shall be considered suspended and shall be resumed from the point play is stopped.
- In the event play resumes and further lightning occurs, then the same safety procedure shall apply each time.
- In the event lightning does reoccur during the twenty (20) minute period, then play shall not resume and the game shall be considered to be either suspended, or unofficial depending on when play was stopped.

13CALL-UPS

13.1 PROCESS

Managers must call-up players from their assigned team, as indicated on the call-up schedule. Any deviation will only occur with permission of that level's Commissioner. No call-up of players shall occur if a team has at least ten (10) of its rostered players at a game. A manager may only call-up enough players to fill the team roster to ten (10) players for that game. Any player called-up from a lower league level can only play one (1) game per week in a higher league level. Players cannot be called-up to the same team more than two (2) times per season unless the Commissioner authorizes it for compelling reasons.

13.2 PLAYING MINIMUMS

Any player called-up must bat in his/her turn during the game and must play at least three (3) innings for a six (6)-inning game and four (4) for a seven (7) inning in the field, but may not play more innings in the field than a rostered player. Any players called-up must bat in the last positions in the batting order behind all other rostered players. Must sit first inning. A player called-up from a lower league level may not pitch. A younger sibling of a rostered player may be called-up to play on only if the sibling is registered in Elmhurst Baseball Leagues. If the sibling is not on the team from your call up schedule then they can only play if at game time said team does not have 10 players.

14PLAYOFFS

14.1 LENGTH OF GAMES/START TIME OF INNINGS

All playoff games shall continue play until the completion of innings, as set forth for their level of play.

14.2 CALL-UPS

Any player called-up during playoffs must be selected and assigned by that level's Commissioner.

15FIELD SETUP

The home team manager shall be responsible for preparing the field for play. The home team manager shall be responsible for the removal and proper storage of all equipment.

16PRE-GAME WARM-UP

The home team shall have use of the field for fifteen (15) minutes, one-half (½) hour before game time, for pre-game practice. The visiting team shall have the next fifteen (15) minutes. The managers can alter this rule by mutual consent.

17FIELD GROUND RULES

The following ground rules shall govern at each stated location.

East End #1

- Ball hit over tennis court fence, home run
- Ball hit into street, dead ball, home run awarded

York Commons

- Ball hit over fence, home run
- Ball hit off tree branch (right field), live ball, in play
- Ball hit and lost or stuck in outfield fence, or bounce over fence, dead ball, triple awarded

Plunkett #1

- Ball hit and lost or stuck by railroad right-of-way, dead ball, triple awarded

Plunkett #2

- Ball hit and lost or stuck by railroad right-of-way, dead ball, triple awarded

Plunkett #3

- Ball that bounces or passes outside the in play fence boundary; dead ball, runners advance 2 bases from where they were at the time of the delivery of the pitch
- Ball that bounces or passes beyond the right field outfield fence; dead ball, double awarded

Bryan South

- Ball hit and lost or stuck in or under fence, or bounce over fence, dead ball, triple awarded
- Ball hit over fence, home run

18EQUIPMENT

- All League-issued equipment shall remain the property of the League and shall be only used in League practices and games for League purposes.
- All batters and base runners must wear batting helmets that cover both ears. In the event any player or manager provides their own batting helmets they must be similar to League issued helmets.
- Girls Softball – all batting helmets must include a facemask.
- All catchers must wear League issued or similar catcher's equipment during practices or games. All male catchers shall also wear a supporter and cup. We strongly encourage the use of a throat protector. Any player warming-up a pitcher, must wear a mask.
- All players, both male and female, are encouraged to wear personal protective wear.
- Metal spikes are prohibited.

18.1 BATS

Only legal bats may be used in league games or practices as set forth hereafter. See particular league for restrictions.

18.2 USE OF ILLEGAL BAT

Any player or team that uses an illegal bat shall be subject to the following penalties:

- Use discovered prior to delivery of pitch to batter; bat is removed, player continues at-bat with legal bat, team and manager warning given.
- Use discovered during at-bat or during the inning of the at bat, with the team still batting; batter is called out, runners return to their original bases, and manager warning given.
- Upon issuance of the warning, the bat shall be removed from the dugout.
- Any second attempt to use an illegal bat by the same player, during that game, shall result in his immediate ejection.

19 UNIFORMS

All players must wear the league issued or similar uniform to play. In the event of cold or wet conditions, players can wear sweaters, sweatshirts or jackets while in the field or batting only if said sweater, sweatshirt or jacket is worn under the league issued jersey.

20 JEWELRY

Player shall not wear jewelry during games. This includes sports, rubber or similar composite bracelets. EXCEPTION: Any medical alert or emergency medical tags, bracelets, or necklaces that contain necessary medical information.

21 SOFT TOSS

No hard balls shall be hit into any fencing or backstops for soft toss practice or other batting practice.

22 TOBACCO

The playing fields and parks of the League will be designated "tobacco and alcohol free areas". Smoking or consumption of alcohol is NOT allowed in or near the playing area, dugouts, viewing areas, or parking lots.

23 GAME MANAGEMENT

23.1 PLAYERS MUST PLAY

Six (6) inning game: Each player present at the start of a six (6) inning game must play a minimum of three (3) complete innings in the field and must play a minimum of three (3) complete innings in the field, unless injured. Seven (7) inning game: Each player present at the start of a seven (7) inning game must play a minimum of four (4) complete innings in the field and must play a minimum of four (4) complete innings in the field, unless injured.

23.2 BENCHING

A player may be benched for no more than one (1) game, for disciplinary reasons. A player may be benched only when his/her personal conduct is involved as it relates to a violation of a team rule or insubordination to a manager. The manager must report a benched player to the umpires and to the opposing manager prior to the start of the game. Any player reported benched cannot enter the game for which he was benched. Within 24 hours of the occurrence, the manager must report the benching and the reasons for the benching to the League level commissioner.

23.3 PLAYING TIME & POSITIONS

Players must play in the properly designated positions in the outfield and infield, including, third base, shortstop, second base, first base, pitcher, catcher. Players are not to be positioned to block any base or base path. Managers shall fairly rotate all players between positions based upon the player's skills and abilities. The safety of the player shall also be considered in their positioning. A player shall not sit out consecutive innings, unless injured or A player shall not sit out two (2) innings in a game unless all players on the team have already sat out at least one (1) inning. Free substitution is in effect for all games. Players may play any position in the field in any inning except that a pitcher may not re-enter a game as a pitcher once he has been removed as a pitcher. Exception: Girl's Softball allows limited reentry, as set forth hereinafter.

23.4 LATE PLAYERS

Players arriving after the first pitch in a game has been thrown must be added to the end of the batting order and cannot be positioned in the field until the beginning of the next inning. Late arriving players do not have to play in the field before batting.

23.5 BAT THROWING

A player who throws his bat will be given a warning. In the event of a second occurrence in a game, and any other occurrences thereafter, the player will be called out and the play will be considered a dead ball play. If the umpire deems the violation to be purposeful or a display of unsportsmanlike conduct, then the player will be ejected from the game and subject to further League disciplinary action as set forth herein.

23.6 DUGOUTS

After the start of the game, players must remain in their designated dugout, behind the fence, off the field, and out of the dugout doorway. Players are not allowed behind the backstops. The term "behind backstops" shall mean any area behind home plate that is visible to the pitcher from the mound.

23.7 BATTING ORDER

Each player present at the start of the game must be placed in the team's batting order and must bat in his/her turn throughout the game. Players arriving after the first pitch in a game has been thrown must be added to the end of the batting order. Any player who leaves early (either by a prior commitment or has incurred an injury during the game) may be skipped without consequence when his spot in the batting order appears. In the event an injured player recovers sufficiently to bat later in the game, they will be placed back into the batting order in his previously designated spot. The batting position of any player who has been ejected shall remain open and shall be considered an out each time that batting position comes up to bat. Any players called up from a lower league level to play, must be placed in the last spots in the batting order behind all other rostered players.

23.8 ON-DECK RULES

The home plate umpire will designate an on-deck area before each game. This area will not be directly behind home plate, or in the direct sight line of the pitcher, when he is standing on the mound. The on-deck batter is the only player allowed holding a bat and he may not swing a bat until he is walking to the plate. All players in the on-deck area must wear helmets.

23.9 BASERUNNING

A fielder may not obstruct a player from reaching the base, without possession of the ball or a play on the ball. All base runners must make every effort to avoid a collision by sliding or using other means. In the event a base runner fails to avoid a collision then the base runner will be called out. Incidental contact shall not be considered to be a collision. Contact during a slide attempt is not considered a collision. This does not apply at BTB, GTB, Pinto, or Beginner Girls levels.

In the event the umpire deems a collision between a base runner and a fielder to be deliberate, the base runner shall be called out, ejected from the game. A properly executed slide into home plate, which may result in a collision between players, shall not be deemed a violation of this section, unless it appears that the sliding player was intentionally attempting to injure the catcher.

23.10 HIDDEN BALL PLAYS

No player shall attempt or execute a play where another player hides the ball, in an attempt to trick or deceive a base runner. A warning shall be given to a team and manager on any first occurrence. Any second attempt shall result in the immediate ejection of the manager.

23.11 SPEED-UP RULES

Time out must be requested and then granted by the umpires. In the event an umpire believes that a player, manager, coach, or team is intentionally delaying the play of the game, then he shall issue a warning. In the event of a second intentional delay, then the manager shall be ejected. If the catcher is on base with two (2) outs, then the player who made the second out in the inning must replace that player as a base runner. Any conference between a manager/coach and any player shall be limited to one (1) minute or less in duration. Exception: Attending to an injured player shall not be counted as a mound conference and is not subject to this time limit. Batters shall promptly enter the batter's box for their at-bat. Batters shall not repeatedly step away from the plate or

request time out. A batter shall keep one foot in the batter's box when receiving any signs from a Coach or Manager.

23.12 PITCHING

- A single pitch by a pitcher constitutes one inning pitched by that pitcher.
- Maximum innings for a pitcher, for each game, and per week, are determined by the rules of each league level.
- All innings pitched in either an unofficial, official, or suspended game shall count in that pitcher's number of innings pitched for that game or that week.
- Any team that violates the maximum innings rules for a game or a week shall forfeit each game in which that pitcher pitched that week.
- Any number of pitchers may be used in a game. Once removed, a pitcher may not return to pitch again in the same game once he has been removed as a pitcher.
- Exception 1: Boy's T-Ball, Girl's T-Ball, Pinto and Beginner Girl's Softball, where Managers/Coaches pitch or tees are used.
- Exception 2: Girl's softball where limited reentry is allowed, subject to rules set forth hereafter.
- Between half-innings, the umpire will limit the pitcher to only five (5) warm-up pitches and one throw down by the catcher to 2nd base. Any pitcher coming into the game in relief shall only receive eight (8) warm-up pitches and no throw down shall be allowed.
- There shall be no intentional walks. If the home plate umpire believes that the pitcher is not using his best efforts to retire a batter, he shall award the batter a home run, with all base runners ahead of him to advance and score.
- A manager or coach may make one (1) trip to the mound per pitcher per inning. A pitcher must be removed on the second such trip to the mound. In the event a manager or coach calls a player from their position to relay information to the pitcher, the umpire will inform the manager that this act constitutes a trip to the mound.
- Umpires shall not allow a pitcher to deliver a pitch to the plate unless the umpire and batter are ready.

24BOYS T-BALL

24.1 GAME DURATION

All games will consist of at least three (3) full innings and will last no longer than one hour (1:00) from the start of game play. Once three full innings have been completed, teams are to attempt to continue to play, within reason, until one full hour of game play has elapsed.

24.2 TYPE OF BALL

A safety ball will be used exclusively in all practices and games.

24.3 SLAUGHTER RULE

There is no slaughter rule.

24.4 FIELD DIMENSIONS

Bases: 50'

Pitching: 35'

Second to Home: 70'10"

24.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: 30"

Diameter: 2 1/4"

There are no weight restrictions.

24.6 FORFEITS

There will be no forfeits. In the event a team does not have at least nine (9) players, that team shall borrow enough players from the other team to field a full team of nine (9) players. The borrowed players will be the ones that batted last in the previous inning (or the last players in the batting order if the team has not yet batted.) No borrowed player will bat for any team other than his own team. The borrowed players shall do their best while fielding for the other team.

24.7 STANDINGS/SCORE

There will be no standings or playoffs. Any chart or book kept shall be solely for the purpose of tracking the number of batters per inning or outs per inning. The score of the game shall be kept solely as a means of game management. Results are not reported. There is no slaughter rule. Games may end in a tie.

24.8 RUN LIMIT/END OF INNING

An inning shall consist of three (3) outs or a maximum of nine (9) batters whichever comes first. Each team shall bat no more than nine (9) batters per inning, regardless of the number of players present. When the ninth batter in any inning comes up to the plate, the manager of the team batting shall loudly announce that the last batter is at the plate. Once the last batter bats, even if there are less than two (2) outs, all official methods of getting a player out, will end the inning. The inning also ends when a fielder, in possession of the ball, steps on home plate. Any runners remaining on base shall be allowed to continue around the bases until they touch home plate.

24.9 FIELDING

Positioning: All players on a T-Ball team shall play every inning in the field. Players shall be placed out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, and pitcher. There will be no Catcher. Any extra players shall be placed in the outfield. Outfielders must be placed at least ten feet (10') behind the base paths.

Rotation: Players must rotate between infield and outfield positions during the course of the game. No player may play more than one inning at any one position, unless all have had an opportunity to play that position.

Field Coaching: When a team is in the field on defense, two (2) coaches can be in the field to help instruct the players.

24.10 BASERUNNING

When Play is Dead: A play will be considered dead when the ball is inside the infield base paths after a throw from the outfield. A base runner more than halfway to the next base will be awarded that base. If a runner was not more than halfway, he must return to the base from where he came.

Lead-Offs/Steals: No lead-offs and no stealing is allowed. A base runner may not leave a base until the ball is hit. If any base runner has left the base before the ball was hit, then the runner must return to the base, the ball is dead and the count remains the same, with the batter returning to hit.

Advancing: Players cannot advance on overthrows to any base, even if ball goes out of play.

24.11 HITTING

Only one ball shall be in play or on the field at any one time. The manager or coach shall hold any extra balls.

At Bat: A Player will be allowed six (6) strikes consisting of any combination of: a swing and a miss; a foul ball; a batted ball which fails to travel at least 15 feet; the bat having hit any part of the tee.

Fair/Foul: In order for a ball to be fair, it must travel at least fifteen (15) feet. A fifteen (15) foot arc will be marked in front of home plate by the home team manager before the game and at such times during the game as it becomes necessary.

Coach Pitch: The batter shall hit off of the tee until Memorial Day. After Memorial Day, the manager/ coach of a team will pitch overhand to his team, from a distance of 22 feet from home plate. The manager/coach pitcher must be standing but need not remain in contact with the pitching rubber.) The same combination of six strikes shall remain in effect. After the fifth strike, the batter must have the ball placed on the tee and continue until his last strike. The manager/coach may not field any balls and must make an effort to get out of the path of the ball.

24.12 PITCHING

The batter shall hit off of the tee until Memorial Day. After Memorial Day, the manager/ coach of a team will pitch overhand to his team, from a distance of 22 feet from home plate. The manager/coach pitcher must be standing but need not remain in contact with the pitching rubber. The same combination of six strikes shall remain in effect. After the fifth strike, the batter must have the ball placed on the tee and continue until his last strike. The manager/coach may not field any balls and must make an effort to get out of the path of the ball.

24.13 PRACTICES

After the start of the season, practices will take place prior to the scheduled game, at the game site. An additional practice may be held, at the discretion of the manager, not to exceed once per week.

25PINTO

25.1 GAME DURATION

No inning of a game may begin after one hour and fifty minutes (1:50) has elapsed from the actual start of play. An official game is played upon the completion of six (6) full innings of play or upon stoppage of play as set forth herein.

25.2 TYPE OF BALL

A regular league issued baseball shall be used.

25.3 SLAUGHTER RULE

There is no slaughter rule.

25.4 FIELD DIMENSIONS

Bases: 60'

Pitching: 38'

Second to Home: 84'10"

25.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: 31"

Diameter: 2 1/4"

There are no weight restrictions.

25.6 STANDINGS/SCORE

There will be no standings or playoffs. Any chart or book kept shall be solely for the purpose of tracking the number of batters per inning or outs per inning. The score of the game shall be kept solely as a means of game management. Results are not reported. There is no slaughter rule. Games may end in a tie.

25.7 CALL-UPS

It is the responsibility of the manager to use the call-up procedure to call-up sufficient players from their assigned Boy's T-Ball team, to play the game. The call-up procedure shall be used if the manager has reason to believe that he will have nine (9) players or less.

25.8 FORFEITS/INSUFFICIENT PLAYERS

There will be no forfeits. In the event a team does not have at least nine (9) players, that team shall borrow enough players from the other team to field a full team of nine (9) players. The borrowed players will be the ones that batted last in the previous inning (or the last players in the batting order if the team has not yet batted.) No borrowed player will bat for any team other than his own team. The borrowed players shall do their best while fielding for the other team.

25.9 RUN LIMIT/END OF INNING

There will be a six (6) run per inning limit per team. When the sixth run crosses the plate, the ball is dead and all subsequent play is halted. A team's at bat will also end upon the fielding team getting three (3) outs.

25.10 FIELDING

Positioning: Each team shall place nine (9) players, out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, catcher, and pitcher. Outfielders must be placed at least ten feet (10') behind the base paths.

Rotation: Players must rotate between infield and outfield positions during the course of the game. No player may play consecutive innings at the same position. All players are to be provided with equal playing time in the field.

Infield Fly: There is no infield fly rule.

Field Coaching: The team in the field shall be allowed one (1) coach in the field to teach and instruct the fielders. This field coach shall be the manager or his designated coach and must position himself behind the infielders. This coach shall not interfere in the management of the game, if an umpire is present. No one under the age of 21 years shall be in the field. The manager/coach may not field any balls and must make an effort to get out of the path of the ball. In the event a ball strikes the manager/coach, play will continue.

25.11 BASERUNNING

Lead-offs: There are no lead-offs. A base runner may not leave a base until the ball crosses home plate. If an umpire rules that a baserunner has left his base before the ball has crossed home plate, he shall signal a dead ball. The base runner that left early shall return to his original base.

Advancing: Runners may not advance on wild pitches, passed balls, or overthrows or the routine return of the ball to the pitcher. Runners cannot advance on any ball thrown out of play.

Stealing: There is no stealing.

Stopping Runners: A play will be considered dead when the ball is inside the infield base paths after a throw from the outfield. A base runner more than halfway to the next base will be awarded that base. If a runner was not more than halfway, he must return to the base from where he came.

25.12 HITTING

Walks: There are no walks.

Hit Batsman: Any batter struck by a pitch will not be awarded a base. Any such pitch shall not count towards the batter's hittable pitches and shall be considered a dead ball play.

Dropped Third Strikes: There are no dropped third strikes.

Bunting: Bunting is not allowed.

Strike Zone:

Before Memorial Day: There is no defined strike zone.

After Memorial Day: When the player is pitching the strike zone will be from the batter's knee to the batter's shoulders, and the black border of the plate.

25.13 PITCHING

Balks: There are no balks.

Innings Limit per Game/Week:

Before Memorial Day: Managers or Coaches will pitch the entire game, as described hereafter. Each batter will have the lesser of three (3) swinging strikes or six hittable pitches from the manager/coach. A hittable pitch is defined as a pitch that is thrown with the speed and in a location that the hitter has a reasonable chance to hit, as determined by the umpire. Any ball hitting the manager/coach shall be considered a dead ball and will be replayed. A player cannot make an out on the sixth hittable pitch if she fouls off that pitch. Upon hitting a foul ball, the batter shall receive another pitch.

After Memorial Day: Managers or coaches will pitch for the 1st, 2nd, 5th, 6th innings in a game. Players will pitch to the opposing team for the 3rd and 4th innings in the game. No player may pitch more than one (1) inning per game. When managers/coach pitch, each batter will have the lesser of three (3) swinging strikes or six hittable pitches from the manager/coach. A hittable pitch is defined as a pitch that is thrown with the speed and in a location that the hitter has a reasonable chance to hit, as determined by the umpire. Any ball hitting the manager/coach shall be considered a dead ball and will be replayed. A player cannot make an out on the sixth hittable pitch if she fouls off that pitch. Upon hitting a foul ball, the batter shall receive another pitch.

Walk/Hit Batsman Limit: At any time when the boys pitch, there will be a limit of a combination of five (5) "walks" or hit-batsmen per inning. When ball four (4) is called by the umpire, then the Manager/Coach shall take the mound and shall continue to pitch to the batter until strike three (3) is either called or the batter swings and missed after two (2) strikes. The strike count in that at bat shall continue from player pitch to coach pitch. A player cannot make an out if he fouls off a pitch. In the event the batting team receives the combination of five (5) walks or hit-batsmen in an inning, then the batting team's manager/coach will pitch the remainder of the inning. The pitcher who was removed at the time the walk/hit-batsmen limit was reached, shall remain on the mound to field the position.

Manner of Pitching: Managers or coaches will pitch overhand to their own team the entire game. The manager/coach shall pitch from the standing position while remaining in contact with the pitching rubber.

Hittable Pitches:

Each batter will have three (3) swinging strikes or six (6) hittable pitches, whichever comes first. A hittable pitch is defined as a pitch that is thrown with the speed and in a location that the hitter has a reasonable chance to hit, as determined by the umpire or the two (2) managers in the absence of an umpire. In the event the hitter fails to put the ball in play after receiving six (6) hittable pitches, he shall be out. A player cannot make an out on the sixth hittable pitch if he fouls off that pitch. Upon hitting a foul ball, the batter shall receive another pitch. The umpire shall have the final decision regarding hittable pitches.

25.14 UMPIRING OF GAMES

If there is only 1 umpire assigned to the game, the umpire shall stand in the infield, on the first base side of the mound. The umpires shall be responsible for the management of the game, except for the calling of balls and strikes. The umpires shall work with the manager/coach pitcher in keeping track of hittable pitches and swinging strikes. The umpire shall have the final decision regarding hittable pitches. If no umpire is present, the two (2) managers, who shall cooperate and use their best efforts to fairly call the game, shall do the management of the game.

26MUSTANG

26.1 GAME DURATION

No inning of a game may begin after one hour and fifty minutes (1:50) has elapsed from the actual start of play. An official game is played upon the completion of six (6) full innings of play or upon stoppage of play as set forth herein.

26.2 TYPE OF BALL

A regular league issued baseball shall be used.

26.3 SLAUGHTER RULES

A game will be stopped and considered completed when the losing team is behind fifteen (15) runs or more, after the completion of four (4) at-bats; or at any time after the losing team's fourth at-bat, that it falls behind by fifteen (15) runs, and the inning is ppl play completed. (The Home team always gets their at-bats if they are behind).

26.4 FIELD DIMENSIONS

Bases: 60'

Pitching: 44'

Second to Home: 84' 10"

26.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: 31"

Diameter: 2 1/4"

There are no weight restrictions.

26.6 RUN LIMIT/END OF INNING

There will be a six (6) run per inning limit per team. When the sixth run crosses the plate, the ball is dead and all subsequent play is halted. This rule is not in effect during the last at bat (either in the in the sixth (6th) inning or the last inning due to time limit for each team).

26.7 FIELDING

Positioning: Each team shall place nine (9) players, out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, catcher, and pitcher. Outfielders must be placed at least ten feet (10') behind the base paths.

Infield Fly: There is no infield fly rule in effect.

26.8 BASERUNNING

Advancing: A base runner may advance from any base at any time the ball is in play, except as set forth hereinafter.

When Play is Dead: Play is dead and base runners must remain in contact with the base they occupy anytime the a ball that has left the infield is returned to the pitcher inside the baselines. In all other circumstances, the ball is live and runners can advance.

Lead-Offs: There are no lead-offs. However, a base runner may leave a base once the ball crosses home plate. In the event the umpire rules that any base runner left his base before the ball crossed home plate, he will signal the play dead; call the base runner leaving early, out; require all base runners to return to their original base; and have the batter continue his at-bat with the count he had prior to the base runner leaving early.

Steals/Passed Balls/Wild Pitches: Base runners may advance, at their own risk, from first base to second or second base to third on steals, passed balls, or wild pitches.

Limits on Advancing: each base runner may advance only one base per runner, per batter, even when the defense plays on the advancing base runner.

Return to Pitcher: Base runners may not advance from any base on a routine return of a ball to the pitcher from the catcher or infielder, even if the ball is overthrown or dropped. EXCEPTION: Does not apply to the return of the ball, which was put into play as a batted ball, while the play is still in

progress.

Advance on Walk: A batter may not advance beyond first base on a walk until the next pitch is thrown unless a play is made on another runner.

Stealing Home: A base runner may not steal home. When stealing is allowed, a base runner may not advance beyond third base on any play other than one initiated by a batted ball, except when forced by the awarding of a free base, such as by walk or hit batsman. When the runner starts at third, he may not advance on any overthrow that results from a pick-off or steal by another base runner.

26.9 HITTING

Bunting: Bunting is allowed. A player may not swing at a pitch after establishing or presenting the bat in a bunting position. A player may only pull the bat back after establishing a bunting position, bunt the pitch, or take the pitch. If a player does attempt a swing, then he is called out. All runners return to their original bases.

Dropped Third Strikes: There are no dropped third strikes. The batter is out but the ball is live for runners to advance at their own risk per the base running rules.

Strike Zone: The strike zone will be from the batter's knee to the batter's shoulders, and the black border of the plate.

26.10 PITCHING

Innings Limit: A player may pitch no more than two (2) consecutive innings per game. If a player pitches on two (2) consecutive days, he may pitch no more than two (2) innings in each game. A player cannot pitch on three (3) consecutive days. No more than seven (7) innings may be pitched per week.

Doubleheaders: In the event of a doubleheader, a pitcher may pitch a maximum of three (3) innings that day, to be allocated in any manner. If a pitcher pitches in both games of a doubleheader, he may not pitch the following day. No more than seven (7) innings may be pitched per week.

Balks: There are no balks.

Reentry: Players may not reenter a game as a pitcher once he has been removed as the pitcher.

HBP Restriction: Any pitcher who accumulates three (3) hit batsmen in one inning will be removed from the game as a pitcher after the third batter is hit. The number resets each inning. Once removed from the game for this reason, the pitcher will not be permitted to return to the game as a pitcher.

27BRONCO

27.1 GAME DURATION

No inning of a game may begin after two (2:00) hours has elapsed from the actual start of play. An official game is played upon the completion of seven (7) full innings of play or upon stoppage of play as set forth herein.

27.2 TYPE OF BALL

A regular league issued baseball shall be used.

27.3 SLAUGHTER RULE

A game will be stopped and considered to be completed when the losing team is behind twelve (12) runs or more, after the completion of five (5) at-bats; or at any time after the losing team's fifth at-bat, that it falls behind by twelve (12) runs, that it falls behind by twelve (12) runs, and the inning is completed. (The Home team always gets their at-bats if they are behind).

27.4 FIELD DIMENSIONS

Bases: 70'

Pitching: 50'

Second to Home: 99'

27.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: 34"

Diameter: 2 3/4"

There are no weight restrictions.

27.6 RUN LIMIT/END OF INNING

There will be a six (6) run per inning limit per team. When the sixth run crosses the plate, the ball is dead and all subsequent play is halted. This rule is not in effect during the last at bat (either in the in the seventh (7th) inning or the last inning due to time limit for each team).

27.7 FIELDING

Positioning: Each team shall place nine (9) players, out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, catcher, and pitcher. Outfielders must be placed at least fifteen feet (15') behind the base paths.

Infield Fly: There is no infield fly rule in effect.

27.8 BASERUNNING

Lead-offs: Full lead-offs from each base are allowed.

Stealing: A base runner may steal a base at any time, except that a base runner may not steal home on the pitch to the plate. However, a delayed steal of home is allowed. In the event the umpire determines that the steal was not delayed, then the base runner shall be called out.

Advancing: Base runners may advance, at their own risk, from any base on a wild pitch, passed ball, overthrow to a base, or overthrow on the return to the pitcher.

Advance on Walk: A batter may not advance beyond first base on a walk until the next pitch is thrown unless a play is made on another runner.

27.9 HITTING

Bunting: Bunting is allowed. A player may not swing at a pitch after establishing or presenting the bat in a bunting position. A player may only pull the bat back after establishing a bunting position, bunt the pitch, or take the pitch. If a player does attempt a swing, then he is called out. All runners return to their original bases.

Dropped Third Strikes: There are no dropped third strikes. The batter is out but the ball is live for runners to advance at their own risk per the base running rules.

Strike Zone: The strike zone will be from the batter's knee to the batter's armpits, and the black border of the plate shall be considered a strike.

27.10 PITCHING

Innings Limit Per Game/Week:

Before Memorial Day: A player may pitch no more than three (3) consecutive innings per game. A player may pitch no more than six (6) innings per week.

After Memorial Day: A player may pitch no more than three (3) consecutive innings per game. A player may pitch no more than eight (8) innings per week.

Innings Limit Consecutive Days:

Before Memorial Day: If a player pitches on consecutive days the player may pitch no more than three (3) consecutive innings per game. However, in this instance only, a player may pitch no more than four (4) innings, to be allocated in any manner between the two (2) days. In the event a player pitches on three (3) consecutive days, he shall not exceed the weekly innings limit. A player may pitch no more than six (6) innings per week.

After Memorial Day: If a player pitches on consecutive days the player may pitch no more than three (3) consecutive innings per game. However, in this instance only, a player may pitch no more than five (5) innings, to be allocated in any manner between the two (2) days. In the event a player pitches on three (3) consecutive days, he shall not exceed the weekly innings limit.

Innings Limit Doubleheaders: In the event of a doubleheader, a player may pitch no more than three (3) consecutive innings per game. However, in this instance only, a pitcher may pitch a maximum of five (5) innings that day, to be allocated in any manner between the two (2) games. The weekly innings shall not be exceeded.

Balks: A balk shall be called as stated and defined in the official baseball rulebook.

Balk Warnings:

Before Memorial Day: One (1) warning will be issued to a pitcher who commits a balk.

Upon a second violation by that pitcher, a balk will be called without further warning.

After Memorial Day: No warning will be issued before a balk is called.

Reentry: Players may not reenter a game as a pitcher once he has been removed as the pitcher.

HBP Restriction: Any pitcher who accumulates three (3) hit batsmen in one inning will be removed from the game as a pitcher after the third batter is hit. The number resets each inning. Once removed from the game for this reason, the pitcher will not be permitted to return to the game as a pitcher.

28PONY

28.1 GAME DURATION

No inning of a game may begin after two (2:00) hours has elapsed from the actual start of play. An official game is played upon the completion of seven (7) full innings of play or upon stoppage of play as set forth herein.

28.2 TYPE OF BALL

A regular league issued baseball shall be used.

28.3 SLAUGHTER RULE

A game will be stopped and considered to be completed when the losing team is behind twelve (12) runs or more, after the completion of five (5) at-bats; or at any time after the losing team's fifth at-bat, that it falls behind by twelve (12) runs, that it falls behind by twelve (12) runs, and the inning is completed. (The Home team always gets their at-bats if they are behind).

28.4 FIELD DIMENSIONS

Bases: 80'

Pitching: 54'

Second to Home: 113' 2"

28.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: 34"

Diameter: 2 3/4"

Pony players cannot use any bat unless it is rated a minus 8 or lower.

28.6 FIELDING

Positioning: Each team shall place nine (9) players, out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, catcher, and pitcher. Outfielders must be placed at least fifteen feet (15') behind the base paths.

Infield Fly: There is no infield fly rule in effect.

28.7 BASERUNNING

Lead-offs: Full lead-offs from each base are allowed.

Stealing: A base runner may steal a base at any time, except that a base runner may not steal home on the pitch to the plate. However, a delayed steal of home is allowed. In the event the umpire determines that the steal was not delayed, then the base runner shall be called out.

Advancing: Base runners may advance, at their own risk, from any base on a wild pitch, passed ball, overthrow to a base, or overthrow on the return to the pitcher.

Advance on Walk: A batter may not advance beyond first base on a walk until the next pitch is thrown unless a play is made on another runner.

28.8 HITTING

Bunting: Bunting is allowed. A player may not swing at a pitch after establishing or presenting the bat in a bunting position. A player may only pull the bat back after establishing a bunting position, bunt the pitch, or take the pitch. If a player does attempt a swing, then he is called out. All runners return to their original bases.

Dropped Third Strikes: Dropped third strikes shall follow the official rules of baseball.

Strike Zone: The strike zone will be from the batter's knee to the batter's armpits, and the black border of the plate shall be considered a strike.

28.9 PITCHING

Innings Limit per Game/Week:

Before Memorial Day: A player may pitch no more than three (3) consecutive innings per

game. A player may pitch no more than seven (7) innings per week.

After Memorial Day: A player may pitch no more than four (4) consecutive innings per game. A player may pitch no more than eight (8) innings per week.

Innings Limit Consecutive Days:

Before Memorial Day: If a player pitches on consecutive days the player may pitch no more than three (3) consecutive innings per game. However, in this instance only, a player may pitch no more than five (5) innings, to be allocated in any manner between the two (2) days. In the event a player pitches on three (3) consecutive days, he shall not exceed the weekly innings limit.

After Memorial Day: If a player pitches on consecutive days the player may pitch no more than four (4) consecutive innings per game. However, in this instance only, a player may pitch no more than six (6) innings, to be allocated in any manner between the two (2) days. In the event a player pitches on three (3) consecutive days, he shall not exceed the weekly innings limit.

Innings Limit Doubleheaders:

Before Memorial Day: In the event of a doubleheader, a player may pitch no more than three (3) consecutive innings per game. However, in this instance only, a pitcher may pitch a maximum of four (4) innings that day, to be allocated in any manner between the two (2) games.

After Memorial Day: In the event of a doubleheader, a player may pitch no more than four (4) consecutive innings per game. However, in this instance only, a pitcher may pitch a maximum of five (5) innings that day, to be allocated in any manner between the two (2) games.

Balks: A balk shall be called as stated and defined in the official baseball rulebook.

Balk Warnings: There are no warnings given.

Reentry: Players may not reenter a game as a pitcher once he has been removed as the pitcher.

HBP Restriction: Any pitcher who accumulates three (3) hit batsmen in one inning will be removed from the game as a pitcher after the third batter is hit. The number resets each inning. Once removed from the game for this reason, the pitcher will not be permitted to return to the game as a pitcher.

29GIRL'S T-BALL

29.1 GAME DURATION

All games will consist of at least three (3) full innings and will last no longer than one hour (1:00) from the start of game play. Once three full innings have been completed, teams are to attempt to continue to play, within reason, until one full hour of game play has elapsed.

29.2 TYPE OF BALL

An 11" safety softball will be used exclusively in all practices and games.

29.3 SLAUGHTER RULE

There is no slaughter rule.

29.4 FIELD DIMENSIONS

Bases: 50'

Pitching: 35'

Second to Home: 70'10"

29.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: All softball bats must be ASA approved.

Diameter: All softball bats must be ASA approved.

There are no weight restrictions.

29.6 FORFEITS

There will be no forfeits. In the event a team does not have at least nine (9) players, that team shall borrow enough players from the other team to field a full team of nine (9) players. The borrowed players will be the ones that batted last in the previous inning (or the last players in the batting order if the team has not yet batted.) No borrowed player will bat for any team other than his own team. The borrowed players shall do their best while fielding for the other team.

29.7 STANDINGS/SCORE

There will be no standings or playoffs. Any chart or book kept shall be solely for the purpose of tracking the number of batters per inning or outs per inning. The score of the game shall be kept solely as a means of game management. No results are to be reported to the Commissioner. There is no slaughter rule. Games may end in a tie.

29.8 RUN LIMIT/END OF INNING

An inning shall consist of three (3) outs or a maximum of nine (9) batters whichever comes first. Each team shall bat no more than nine (9) batters per inning, regardless of the number of players present. When the ninth batter in any inning comes up to the plate, the manager of the team batting shall loudly announce that the last batter is at the plate. Once the last batter bats, even if there are less than two (2) outs, all official methods of getting a player out, will end the inning. The inning also ends when a fielder, in possession of the ball, steps on home plate. Any runners remaining on base shall be allowed to continue around the bases until they touch home plate.

29.9 FIELDING

Positioning: All players on a T-Ball team shall play every inning in the field. Players shall be placed out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, and pitcher. There will be no catcher in boy's t-ball or girl's t-ball. Any extra players shall be placed in the outfield. Outfielders must be placed at least ten feet (10') behind the base paths.

Rotation: Players must rotate between infield and outfield positions during the course of the game. No player may play more than one inning at any one position, unless all have had an opportunity to play that position.

Field Coaching: When a team is in the field on defense, two (2) coaches can be in the field to help

instruct the players.

29.10 BASERUNNING

When Play is Dead: A play will be considered dead when the ball is inside the infield base path after a throw from the outfield. A base runner more than halfway to the next base will be awarded that base. If a runner was not more than halfway, he must return to the base from where he came.

Lead-offs/Steals: No lead-offs and no stealing are allowed. A base runner may not leave a base until the ball is hit. If any base runner has left the base before the ball was hit, then the runner must return to the base, the ball is dead and the count remains the same, with the batter returning to hit.

Advancing: Players cannot advance on overthrows to any base, even if ball goes out of play.

29.11 HITTING

Only one ball shall be in play or on the field at any one time. The manager or coach shall hold any extra balls. No buckets or containers shall be placed on the field at any time.

At Bat: A Player will be allowed six (6) strikes consisting of any combination of: a swing and a miss; a foul ball; a batted ball which fails to travel at least 15 feet; the bat having hit any part of the tee.

Fair/Foul: In order for a ball to be fair, it must travel at least fifteen (15) feet. A fifteen (15) foot arc will be marked in front of home plate by the home team manager before the game and at such times during the game as it becomes necessary.

Coach Pitch: The batter shall hit off of the tee until Memorial Day. After Memorial Day, the manager/ coach of a team will pitch underhand Girls slow-pitch to his team, from a distance of 22 feet from home plate. (The manager/coach pitcher must be standing but need not remain in contact with the pitching rubber.) The same combination of six strikes shall remain in effect. After the fifth strike, the batter must have the ball placed on the tee and continue until his last strike. The manager/coach may not field any balls and must make an effort to get out of the path of the ball.

29.12 PRACTICES

After the start of the season, practices shall consist of time, prior to the scheduled game, at the game site. An additional practice may be held, at the discretion of the manager, not to exceed once per week.

30BEGINNER GIRLS

30.1 GAME DURATION

No inning of a game may begin after one hour and fifty minutes (1:50) has elapsed from the actual start of play. An official game is played upon the completion of six (6) full innings of play or upon stoppage of play as set forth herein.

30.2 TYPE OF BALL

An eleven-inch (11") Incrediball shall be used.

30.3 SLAUGHTER RULE

There is no slaughter rule.

30.4 FIELD DIMENSIONS

Bases: 50'

Pitching: 30'

Second to Home: 70' 10"

30.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: All softball bats must be ASA approved.

Diameter: All softball bats must be ASA approved.

There are no weight restrictions.

30.6 STANDINGS/SCORE

There will be no standings or playoffs. Any chart or book kept shall be solely for the purpose of tracking the number of batters per inning or outs per inning. The score of the game shall be kept solely as a means of game management. No results are to be reported to the Commissioner. There is no slaughter rule. Games may end in a tie.

30.7 CALL-UPS

It is the responsibility of the manager to use the call-up procedure to call-up sufficient players from their assigned Girl's T-Ball team, to play the game. The call-up procedure shall be used if the manager has reason to believe that he will have nine (9) players or less.

30.8 FORFEITS/INSUFFICIENT PLAYERS

There will be no forfeits. In the event a team does not have at least nine (9) players, that team shall borrow enough players from the other team to field a full team of nine (9) players. The borrowed players will be the ones that batted last in the previous inning (or the last players in the batting order if the team has not yet batted.) No borrowed player will bat for any team other than his own team. The borrowed players shall do their best while fielding for the other team.

30.9 RUN LIMIT/END OF INNING

There will be a six (6) run per inning limit per team. When the sixth run crosses the plate, the ball is dead and all subsequent play is halted.

30.10 FIELDING

Positioning: Each team shall place nine (9) players, out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, catcher, and pitcher. Outfielders must be placed at least ten feet (10') behind the base paths.

Rotation: Players must rotate between infield and outfield positions during the course of the game. No player may play consecutive innings at the same position. All players are to be provided with equal playing time in the field.

Infield Fly: There is no infield fly rule.

Field Coaching: The team in the field shall be allowed one (1) coach in the field to teach and instruct the fielders. This field coach shall be the manager or his designated coach and must position himself behind the infielders. This coach shall not interfere in the management of the game, if an umpire is present. No one under the age of 21 years shall be in the field. The manager/coach may not field any balls and must make an effort to get out of the path of the ball. In the event a ball strikes the manager/coach, play will continue.

30.11 BASERUNNING

Lead-Offs: There are no lead-offs. A base runner may not leave a base until the ball crosses home plate. If an umpire, in his judgment, rules that a base runner has left his base before the ball has crossed home plate, he shall signal a dead ball. The base runner that left early shall return to her original base.

Advancing: Runners may not advance on wild pitches, passed balls, or overthrows on the routine return of the ball to the pitcher by the catcher or infielder. A base runner may not advance beyond the base to which she is running after the pitcher has the ball in her possession and is in within eight feet (8') of the pitcher's plate. Runners cannot advance on any ball thrown out of play.

Stealing: There is no stealing.

30.12 HITTING

Walks: There are no walks.

Hit Batsman: Any batter struck by a pitch will not be awarded a base. Any such pitch shall not count towards the batter's hittable pitches and shall be considered a dead ball play.

Bunting: Bunting is not allowed.

Strike Zone: There is no defined strike zone.

Dropped Third Strikes: There are no dropped third strikes.

30.13 PITCHING

Managers or Coaches will pitch the entire game, as described hereafter.

Balks: There are no balks.

Eligible Pitchers/Coach Pitch: Only the manager or coach may pitch to their team. No one under the age of 21 years shall pitch to the players.

Manner of Pitching: Managers or coaches will pitch underhand to their own team the entire game. The manager/coach shall pitch from the standing position while remaining in contact with the pitching rubber.

Batted Ball Striking Pitcher/Coach Pitch: Any ball hitting the manager/coach shall be considered a dead ball and will be replayed. The manager/coach may not field any balls and must make an effort to get out of the path of the ball.

Hittable Pitches:

Each batter will have three (3) swinging strikes or six (6) hittable pitches, whichever comes first. A hittable pitch is defined as a pitch that is thrown with the speed and in a location that the hitter has a reasonable chance to hit, as determined by the umpire or the two (2) managers in the absence of an umpire. In the event the hitter fails to put the ball in play after receiving six (6) hittable pitches, she shall be out. A player cannot make an out on the sixth hittable pitch if she fouls off that pitch. Upon hitting a foul ball, the batter shall receive another pitch. The umpire shall have the final decision regarding hittable pitches.

30.14 UMPIRING OF GAMES

If there is only 1 umpire assigned to the game, the umpire shall stand in the infield, on the first base side of the mound. The umpires shall be responsible for the management of the game, except for the calling of balls and strikes. The umpires shall work with the manager/coach pitcher in keeping track of hittable pitches and swinging strikes. The umpire shall have the final decision regarding hittable pitches. If no umpire is present, the two (2) managers, who shall cooperate and use their best efforts to fairly call the game, shall do the management of the game.

31 JUNIOR GIRLS

31.1 GAME DURATION

No inning of a game may begin after one hour and fifty minutes (1:50) has elapsed from the actual start of play. An official game is played upon the completion of six (6) full innings of play or upon stoppage of play as set forth herein.

31.2 TYPE OF BALL

An eleven-inch (11") softball shall be used.

31.3 SLAUGHTER RULES

A game will be stopped and considered completed when the losing team is behind fifteen (15) runs or more, after the completion of four (4) at-bats; or at any time after the losing team's fourth at-bat, that it falls behind by fifteen (15) runs, and the inning is completed. (The Home team always gets their at-bats if they are behind).

31.4 FIELD DIMENSIONS

Bases: 50'

Pitching: 32'

Second to Home: 70' 10"

31.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: All softball bats must be ASA approved.

Diameter: All softball bats must be ASA approved.

There are no weight restrictions.

31.6 STANDINGS/SCORE

There will be standings but no playoffs.

31.7 RUN LIMIT

There will be a six (6) run per inning limit per team. When the sixth run crosses the plate, the ball is dead and all subsequent play is halted. This rule is not in effect during the last at bat (either in the in the sixth (6th) inning or the last inning due to time limit for each team).

31.8 FIELDING

Positioning: Each team shall place nine (9) players, out of the base paths and off of the bases, in the normal fielding positions of third base, shortstop, second base, first base, catcher, and pitcher. Players must play their assigned position and be placed in the normal location for their position. All outfielders shall be placed out of the base paths, behind the infield, in the outfield area, at least fifteen feet (15') behind the base paths. No player shall be closer to the batter, at the time the pitch is delivered to the plate, than the imaginary arc which exists around the plate between the plate and the mound.

Infield Fly: There is no infield fly rule.

31.9 BASERUNNING

Steals/Passed Balls/Wild Pitches: There is no stealing. Base runners may not advance on wild pitches, passed balls, or overthrows on the return of the ball to the pitcher. A base runner may not advance beyond the base to which she is running after the pitcher has the ball in her possession and is in within eight feet (8') of the pitching plate. Runners can advance on any ball thrown out of play.

When Play is Dead: Play is dead and base runners must remain in contact with the base they occupy, anytime the pitcher controls the ball and is in within eight feet (8') of the pitcher's plate.

Stealing Home: A base runner may not steal home. A base runner may not advance beyond third base on any play other than one initiated by a batted ball.

31.10 HITTING

Dropped Third Strikes: There are no dropped third strikes.

Strike Zone: The strike zone will be from the batter's shoulders to the batter's knees, and the black border of the plate.

31.11 PITCHING

All Pitchers are required to wear protective masks at all times. The league will provide 1 mask per team, however the players are welcome to purchase their own. At all softball levels, the pitcher must start with both feet on the pitcher's plate and is then allowed only one step forward with her non-pivot foot. Whenever the umpire calls an illegal pitch, a batter gets a ball count and any base runners are advanced one base for each violation.

Balks: There are no balks.

Innings Limit per Game/Week:

Before Memorial Day: Managers or Coaches will pitch the entire game, as described hereafter. Each batter will have the lesser of three (3) swinging strikes or six hittable pitches from the manager/coach. A hittable pitch is defined as a pitch that is thrown with the speed and in a location that the hitter has a reasonable chance to hit, as determined by the umpire. Any ball hitting the manager/coach shall be considered a dead ball and will be replayed. A player cannot make an out on the sixth hittable pitch if she fouls off that pitch. Upon hitting a foul ball, the batter shall receive another pitch.

After Memorial Day: Players will pitch underhand to the opposing team for the first three (3) innings in the game. Managers or coaches will pitch the last three (3) innings in a game. No player may pitch more than one (1) inning per game. When managers/coach pitch, each batter will have the lesser of three (3) swinging strikes or six hittable pitches from the manager/coach. A hittable pitch is defined as a pitch that is thrown with the speed and in a location that the hitter has a reasonable chance to hit, as determined by the umpire. Any ball hitting the manager/coach shall be considered a dead ball and will be replayed. A player cannot make an out on the sixth hittable pitch if she fouls off that pitch. Upon hitting a foul ball, the batter shall receive another pitch.

Innings Limit Doubleheaders: In the event of a doubleheader, the daily limit described above shall not apply. In this instance only, a player may pitch a maximum of three (3) innings that day, to be allocated in any manner. If a pitcher pitches in both games of a doubleheader, she may not pitch the following day. No more than six (6) innings may be pitched per week.

Walk/Hit Batsman Limit: At any time when the girls pitch, there will be a limit of a combination of five (5) "walks" or hit-batsmen per inning. When ball four (4) is called by the umpire, then the Manager/Coach shall take the mound and shall continue to pitch to the batter until strike three (3) is either called or the batter swings and missed after two (2) strikes. The strike count in that at bat shall continue from player pitch to coach pitch. A player cannot make an out if she fouls off a pitch. In the event the batting team receives the combination of four(4) walks or hit-batsmen (or two total hit batsmen) in an inning, then the batting team's manager/coach will pitch the remainder of the inning. The pitcher who was removed at the time the walk/hit-batsmen limit was reached, shall remain on the mound to field the position.

Allowable Footwork: At all softball levels, the pitcher must start with both feet on the pitcher's plate and is then allowed only one step forward with her non-pivot foot.

32 INTERMEDIATE GIRLS

32.1 GAME DURATION

No inning of a Softball game may begin after two hours (2) has elapsed from the actual start of play. An official game is played upon the completion of six (6) full innings of play or upon stoppage of play as set forth herein.

32.2 TYPE OF BALL

An eleven-inch (11") softball shall be used.

32.3 SLAUGHTER RULES

A game will be stopped and considered completed when the losing team is behind fifteen (15) runs or more, after the completion of four (4) at-bats; or at any time after the losing team's fourth at-bat, that it falls behind by fifteen (15) runs, and the inning is completed. (The Home team always gets their at-bats if they are behind.

32.4 FIELD DIMENSIONS

Bases: 60'

Pitching: 35'

Second to Home: 84'10

32.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: All softball bats must be ASA approved.

Diameter: All softball bats must be ASA approved.

There are no weight restrictions.

32.6 RUN LIMIT

There will be a six (6) run per inning limit per team. When the sixth run crosses the plate, the ball is dead and all subsequent play is halted. This rule is not in effect during the last at bat (either in the in the sixth (6th) inning or the last inning due to time limit for each team).

32.7 FIELDING

Positioning: Nine (9) players shall be fielded and placed in the normal positions of: three (3) outfielders; four (4) infielders; pitcher; and catcher. Players must play their assigned position and placed in the normal location for their position. All outfielders shall be placed out of the base paths, behind the infield, in the outfield area, at least fifteen feet (15') behind the base paths.

Infield Fly: There is no infield fly rule in effect.

32.8 BASERUNNING

Lead-Offs: A base runner may not leave a base until the ball leaves the pitcher's hand. If an umpire, in his judgment, rules that a base runner has left her base before the ball has left the pitcher's hand, he shall signal a dead ball. The base runner that left early shall be called out, the hitter shall continue her at-bat with the same count, and all other base runners shall return to their original bases.

Steals/Passed Balls/Wild Pitches: Base runners may advance, at their own risk, from first base to second and second base to third on steals, passed balls, on wild pitches.

Advancing:

Before Memorial Day: Base runners may advance, at their own risk, from first base to second or second base to third on steals, passed balls, or wild pitches. Runners are limited to advance one base, per runner, per batter. A base runner may not advance beyond the base to which she is running after the pitcher has the ball in her possession and is in within eight feet (8') of the pitching plate.

After Memorial Day: A base runner may steal a base anytime except a base runner may not steal home on the pitch to the plate. However, a delayed steal of home is allowed. In

the event the umpire determines that the steal was not delayed, then the base runner shall be called out. A base runner may not advance beyond the base to which she is running after the pitcher has the ball in her possession and is in within eight feet (8') of the pitching plate.

When Play is Dead: Play is dead and base runners must remain in contact with the base they occupy, anytime the pitcher controls the ball and is in within eight feet (8') of the pitcher's plate.

Stealing Home:

Before Memorial Day: A base runner may not steal home.

When stealing is allowed, a base runner may not advance beyond third base on any play other than one initiated by a batted ball, except when forced by the awarding of a free base, such as by walk or hit batsman. When the runner starts at third, he may not advance on any overthrow that results from a pick-off or steal by another base runner.

After Memorial Day: A base runner may steal home at any time, except that a runner may not steal home on the pitch to the plate. However, a delayed steal of home is allowed. In the event the umpire determines that the steal was not delayed, then the base runner shall be called out. **Teams shall be limited to advancing home only one time per inning on a non-batted ball, excluding walks or hit batsmen.**

Advance on Walk: A batter may not advance beyond first base on a walk until the next pitch is thrown unless a play is made on another runner.

32.9 HITTING

Dropped Third Strikes: There are no dropped third strikes. The batter is out but the ball is live for runners to advance at their own risk per the base running rules.

Strike Zone: The strike zone will be from the batter's shoulders to the batter's knees, and the black border of the plate shall be considered a strike.

Bunting: Bunting is allowed. A player may not swing at a pitch after establishing or presenting the bat in a bunting position. A player may only pull the bat back after establishing a bunting position, bunt the pitch, or take the pitch. If a player does attempt a swing, then he is called out. All runners return to their original bases.

32.10 PITCHING

All Pitchers are required to wear protective masks at all times. The league will provide 1 mask per team, however the players are welcome to purchase their own. At all softball levels, the pitcher must start with both feet on the pitcher's plate and is then allowed only one step forward with her non-pivot foot. Whenever the umpire calls an illegal pitch, a batter gets a ball count and any base runners are advanced one base for each violation.

Balks: There are no balks.

Illegal Pitches: An illegal pitch will be called as stated and defined in the official softball rulebook.

Before Memorial Day: A warning will be issued to each pitcher, for each illegal pitch.

After Memorial Day: No warning will be given and the illegal pitch will be penalized by awarding a ball to the batter and allowing all base runners to advance one base.

Innings Limit per Game/Week: A player may pitch no more than eight (8) innings per week and no more than three (3) innings per game.

Innings Limit Consecutive Days: If a player pitches on consecutive days, the per game limit described shall still apply. A player cannot pitch on four (4) consecutive days. A player may pitch no more than eight (8) innings per week.

Innings Limit Doubleheaders: In the event of a doubleheader, a pitcher may pitch a maximum of five (5) innings that day, to be allocated in any manner. In the event the player pitches the next day, the daily limit shall apply. No more than eight (8) innings may be pitched per week.

Allowable Footwork: At all softball levels, the pitcher must start with both feet on the pitcher's plate and is then allowed only one step forward with her non-pivot foot. Whenever the umpire calls an illegal pitch, a batter gets a ball count and any base runners are advanced one base for each violation.

Pitcher Reentry: Once removed as a pitcher during a game, a player may reenter that game and pitch again in the same game, under the following restrictions:

- They have not exceeded their per game innings limit

- They have not exceeded their per week innings limit
 - They have not exceeded their doubleheader or consecutive days limit
 - They reenter once.
- A player cannot reenter to pitch in the same inning. One pitch constitutes an inning pitched.

33 SENIOR GIRLS

33.1 GAME DURATION

No inning of a game may begin after two (2:00) hours has elapsed from the actual start of play. An official game is played upon the completion of seven (7) full innings of play or upon stoppage of play as set forth herein.

33.2 TYPE OF BALL

A twelve-inch (12") softball shall be used.

33.3 SLAUGHTER RULE

A game will be stopped and considered to be completed when the losing team is behind twelve (12) runs or more, after the completion of five (5) at-bats; or at any time after the losing team's fifth at-bat, that it falls behind by twelve (12) runs, that it falls behind by twelve (12) runs, and the inning is completed. (The Home team always gets their at-bats if they are behind).

33.4 FIELD DIMENSIONS

Bases: 60'

Pitching: 40'

Second to Home: 84' 10"

33.5 BAT RESTRICTIONS

No bat may be used, in a practice or game if it exceeds the following limits:

Length: All softball bats must be ASA approved.

Diameter: All softball bats must be ASA approved.

There are no weight restrictions.

33.6 RUN LIMIT

There will be a six (6) run per inning limit per team. When the sixth run crosses the plate, the ball is dead and all subsequent play is halted. This rule is not in effect during the last at bat (either in the in the seventh (7th) inning or the last inning due to time limit for each team).

33.7 FIELDING

Positioning: Nine (9) players shall be fielded and placed in the normal positions of: three (3) outfielders; four (4) infielders; pitcher; and catcher. Players must play their assigned position and be placed in the normal location for their position. All outfielders shall be placed out of the base paths, behind the infield, in the outfield area, at least ten feet (10') behind the base paths. Catchers may not be substituted while the opposing team is at bat unless: there is an injury; the player must leave; or if the catcher is being put in to pitch.

Infield Fly: There is no infield fly rule in effect.

33.8 BASERUNNING

Lead-Offs: A base runner may not leave a base until the ball leaves the pitcher's hand. If an umpire, in his judgment, rules that a base runner has left her base before the ball has left the pitcher's hand, he shall signal a dead ball. The base runner that left early shall be called out, the hitter shall continue her at-bat with the same count, and all other base runners shall return to their original bases.

Stealing: A base runner may steal a base at any time, except that a base runner may not steal home on the pitch to the plate. However, a delayed steal of home is allowed. In the event the umpire determines that the steal was not delayed, then the base runner shall be called out.

Advancing: Base runners may advance, at their own risk, from any base on a wild pitch, passed ball, overthrow to a base, or overthrow on the return to the pitcher.

When Play is Dead: Runners may advance, as described herein, until the pitcher has control of the ball within the pitcher's circle, (within eight feet (8') of the pitcher's plate).

Continuous Motion: If the runner is in motion at the time the pitcher has control of the ball within the pitcher's circle, then the runner can continue to advance, at her own risk.

Runner Stops – No Base: If the runner stops, but is not touching a base at the time the pitcher has control of the ball within the pitcher's circle, then the runner shall have one (1) second to select a direction to proceed, either towards the next base or return to the base she just passed. If the runner fakes a direction or fails to select one (1) direction to proceed, then she is out.

Runner Stops – On Base: If the runner stops on a base, at the time the pitcher has control of the ball within the pitcher's circle, then the runner must stay on that base and not advance. If the runner leaves the base, then the runner is out.

Pitcher Plays on Runner: If the ball leaves the pitcher's circle by a throw; or if the pitcher with the ball leaves the circle; or if the pitcher makes an arm motion towards the runner, then the runner is released and can advance.

Advance on Walk: A batter may not advance beyond first base on a walk until the next pitch is thrown unless a play is made on another runner.

33.9 HITTING

Dropped Third Strikes: There will be no dropped third strike rule. The batter is out on strike 3.

Strike Zone: The strike zone will be from the batter's shoulders to the batter's knees, and the black border of the plate shall be considered a strike.

Bunting: Bunting is allowed. A player may not swing at a pitch after establishing or presenting the bat in a bunting position. A player may only pull the bat back after establishing a bunting position, bunt the pitch, or take the pitch. If a player does attempt a swing, then he is called out. All runners return to their original bases.

33.10 PITCHING

All Pitchers are required to wear protective masks at all times. The league will provide 1 mask per team, however the players are welcome to purchase their own. At all softball levels, the pitcher must start with both feet on the pitcher's plate and is then allowed only one step forward with her non-pivot foot. Whenever the umpire calls an illegal pitch, a batter gets a ball count and any base runners are advanced one base for each violation.

Innings Limit per Game/Week: A player may pitch no more than four (4) innings per game. A player may pitch no more than eleven (11) innings per week.

Innings Limit Consecutive Days: If a player pitches on consecutive days, per game limit described shall still apply. A player cannot pitch on four (4) consecutive days. A player may pitch no more than eleven (11) innings per week.

Innings Limit Doubleheaders: In the event of a doubleheader, the daily limit described above shall not apply. In this instance only, a pitcher may pitch a maximum of six (6) innings that day, to be allocated in any manner. In the event the player pitches the next day, the daily limit shall apply. A player may pitch no more than eleven (11) innings per week.

Illegal Pitches: An illegal pitch will be called as stated and defined in the official softball rulebook.

Before Memorial Day: A warning will be issued to each pitcher, for each illegal pitch.

After Memorial Day: No warning will be given and the illegal pitch rule will be as stated in the ASA Rules.

Allowable Footwork: At all softball levels, the pitcher must start with both feet on the pitcher's plate and is then allowed only one step forward with her non-pivot foot. Whenever the umpire calls an illegal pitch, a batter gets a ball count and any base runners are advanced one base for each violation.

Pitcher's Circle: Prior to the start of the game, and as a part of the preparation of the field for play, the home team manager shall establish and mark an eight-foot (8') diameter circle around the pitcher's mound. This area shall be known as the pitcher's circle and shall be used to determine when play is dead.

Pitcher Reentry: Once removed as a pitcher during a game, a player may reenter that game and pitch again in the same game, under the following restrictions:

- They have not exceeded their per game innings limit
- They have not exceeded their per week innings limit
- They have not exceeded their doubleheader or consecutive days limit
- They reenter once.

A player cannot reenter to pitch in the same inning. One pitch constitutes an inning pitched.