

# THORNAPPLE VALLEY BASEBALL LEAGUE PROCEDURES AND RULES 2021– REVISION 21– 5.1.2021

## INTRODUCTION

THIS IS NOT A COMPLETE SET OF RULES GOVERNING PLAY IN THE THORNAPPLE VALLEY BASEBALL LEAGUE. GAME PLAY IN ALL TVBL LEAGUES IS GOVERNED BY THE OFFICIAL BASEBALL RULES PUBLISHED BY THE NATIONAL BASEBALL CONGRESS, INC. ALL RULES APPLY FOR ALL LEAGUES, EXCEPT AS CLARIFIED OR AMENDED BY THE TVBL RULES PRINTED BELOW

## TVBL BOARD OF DIRECTORS

THE TVBL BOARD OF DIRECTORS RESERVES THE RIGHT TO ADD, DELETE, OR MODIFY ANY RULE AS DEEMED APPROPRIATE.

AT THE LIONS FIELDS FACILITY, A DESIGNATED “DIRECTOR OF THE DAY” SHALL BE AVAILABLE WHILE MOST GAMES ARE IN PLAY. THE DIRECTOR OF THE DAY IS A TVBL BOARD MEMBER WHO IS RESPONSIBLE FOR OVERSEEING ACTIVITIES DURING THAT DAY’S GAMES.

## SAFETY

**RULE 1 – PLAYER SAFETY** WHILE TAKING PART IN ANY TVBL ACTIVITIES, IT SHALL BE STRESSED AND DEMONSTRATED THAT PLAYER SAFETY IS OF UTMOST CONCERN TO ALL.

**RULE 2 – PLAYERS AT REST** DURING GAMES, ALL PLAYERS ARE TO REMAIN IN THE DUGOUT OR ON THE BENCH UNLESS THEY ARE ON-DECK, IN-THE-HOLE, OR WARMING UP TO GO INTO THE GAME.

**RULE 3 – BYSTANDERS** LEAGUE OFFICIALS AND PLAYERS AND COACHES OF THE TEAMS PLAYING ARE THE ONLY PEOPLE TO BE ON THE FIELD OR IN THE DUGOUTS.

**RULE 4 – JEWELRY** EXPOSED NECK CHAINS, WATCHES, BRACELETS, EARRINGS, RINGS, OR ANY OTHER EXPOSED ITEMS THAT MAY DISTRACT OR BE HAZARDOUS, MAY NOT BE WORN DURING THE GAME.

**RULE 5 – FIRST AID** FIRST AID KITS ARE AVAILABLE IN THE EQUIPMENT SHEDS AT THE LIONS FACILITY AND AT THE YOUTH LEAGUE’S “POOL FIELD.” ICE IS AVAILABLE, AS WELL, AT THE LIONS FACILITY CONCESSION BUILDING DURING BUSINESS HOURS. **AN AUTOMATED EXTERNAL DEFIBRILLATOR (AED) IS AVAILABLE IN THE BATTING CAGE BUILDING ATTACHED TO THE NORTH WALL BETWEEN THE MEN’S AND WOMEN’S BATHROOMS**

**RULE 6 – UTILITIES** CONCESSION AND RESTROOM FACILITIES ARE AVAILABLE AT THE LIONS FIELDS. ANY FACILITIES NEEDING SERVICE OR FOUND IN DISREPAIR SHOULD IMMEDIATELY BE REPORTED TO THE CONCESSION STAFF OR A TVBL BOARD MEMBER.

**RULE 7 – PETS** PET OWNERS ARE EXPECTED TO CLEAN UP AFTER THEIR PETS AND TO KEEP THEM UNDER THEIR CONTROL AT ALL TIMES. FAILURE TO DO SO MAY RESULT IN THE PET OWNER BEING ASKED TO REMOVE THEIR PET FROM THE GROUNDS FOR THE SAFETY AND COMFORT OF ALL.

## WEATHER

**RULE 1 – PRE-GAME CANCELLATIONS** THE DECISION TO PLAY OR CANCEL GAMES UNDER ADVERSE WEATHER CONDITIONS WILL BE MADE BY THE TVBL BOARD OF DIRECTORS. ON SUCH DAYS, COACHES AND PARENTS SHOULD CHECK THE WEBSITE REGULARLY FOR UPDATED INFORMATION.

**RULE 2 – CANCELLATIONS DURING GAMES** SAFETY SHALL BE THE PRIMARY CONSIDERATION. GAMES-IN-PROCESS CAN BE DELAYED OR CANCELLED DUE TO ADVERSE CONDITIONS, INCLUDING INSUFFICIENT DAYLIGHT, THROUGH THE DETERMINATION BY THE TVBL DIRECTOR OF THE DAY. IN THE SITUATION WHERE A DIRECTOR OF THE DAY IS NOT PRESENT (SUCH AS AT THE POOL OR AT OTHER NON-TVBL FIELDS,) COACHES SHOULD FIRST ATTEMPT TO CONTACT THE DIRECTOR AT LIONS PARK AND, IF UNABLE, MAY MAKE THE DETERMINATION.

**RULE 3 – TORNADO WATCHES AND WARNINGS** ALL EVENING GAMES ARE AUTOMATICALLY CANCELLED IF A TORNADO WARNING IS IN EFFECT THROUGH 5:00 P.M. IN KENT COUNTY OR WHENEVER SUCH A CONDITION IS ANNOUNCED DURING A GAME. GAMES ARE **NOT** AUTOMATICALLY CANCELLED DURING A TORNADO WATCH.

**RULE 4 – THUNDER/LIGHTNING** TVBL ADHERES TO THE COACHES GUIDE, PUBLISHED BY THE NATIONAL OCEANIC AND ATMOSPHERIC ADMINISTRATION. GAMES SHALL BE SUSPENDED WHEN THUNDER IS HEARD OR WHEN LIGHTNING IS SIGHTED. FURTHER PLAY WILL NOT BE RESUMED UNTIL A MINIMUM OF **30** MINUTES HAS PASSED, NO FURTHER THUNDER IS HEARD AND NO FURTHER LIGHTNING IS SEEN, AND PLAY, IN THE JUDGMENT OF THE TVBL DIRECTORS, CAN BE RESUMED SAFELY. ANY SUSPENDED GAMES WILL BE CANCELLED PURSUANT TO RULE 3 ABOVE. SUSPENDED OR CANCELLED GAMES ARE SUBJECT TO THE “CALLED GAME” RULES IN EFFECT FOR EACH LEAGUE. INCOMPLETE GAMES WILL BE RESCHEDULED AT THE DISCRETION OF THE TVBL DIRECTORS.

# PLAYER SELECTION

## **PLAYER PITCH LEAGUE DRAFTS**

**OBJECTIVE** BALANCED TEAMS IN TERMS OF ABILITY AND NUMBER VIA AN EVALUATION AND DRAFT PROCESS.

## **PRE-DRAFT SET-UP**

**COACHES** – NO MORE THAN TWO COACHES CAN BE ASSIGNED TO A TEAM PRIOR TO THE DRAFT. A 3<sup>RD</sup> COACH CAN BE ADDED AFTER THE DRAFT FROM PARENTS OF PLAYERS DRAFTED.

**COACHES' PLAYERS** - REMOVED FROM DRAFT POOL AND PLACED ACCORDING TO EVALUATION RANKING AND COMMISSIONER F

**EVALUATIONS** - ALL PLAYERS, EXCEPT COACHES' PLAYERS, ARE TO ATTEND PLAYER EVALUATIONS CONDUCTED BY THE LEAGUE IN ADVANCE OF THE DRAFT. PLAYERS NOT ATTENDING EVALUATIONS WILL BE ENTERED INTO A RANDOM DRAWING OR BE PLACED IN THE DRAFT, AT THE DISCRETION OF THE BOARD, AFTER DISCUSSION WITH THE COACHES.

**RANKING OF COACHES' PLAYERS** – COACHES' PLAYERS SHALL BE RANKED ACCORDING TO THEIR EVALUATION FROM THE PRIOR YEAR. ANY PLAYER WHO DID NOT PLAY IN TVBL IN THE SEASON IMMEDIATELY PRIOR TO THE DRAFT SHALL ATTEND THE PLAYER EVALUATIONS AND BE EVALUATED BY THOSE MEMBERS OF THE BOARD PRESENT. IF A COACH'S PLAYER HAS NOT BEEN EVALUATED FROM THE PRIOR SEASON AND DOES NOT ATTEND THE PLAYER EVALUATIONS, HE SHALL BE THE TEAM'S FIRST ROUND DRAFT PICK.

## **ROOKIE, MINOR AND MAJOR\* LEAGUE DRAFT – COACHES' KIDS SLOTTING**

EACH RANKED COACHES' PLAYER SHALL BE SLOTTED IN THAT TEAM'S DRAFT BOARD AS THE DRAFT SLOT CORRESPONDING TO THE PLAYER'S TEAM RANKING FROM PRIOR SEASON. IN THE EVENT BOTH COACHES' PLAYERS ARE RANKED THE SAME, ONE PLAYER SHALL BE SLOTTED IN THE DRAFT PICK IMMEDIATELY FOLLOWING THE PLAYER'S RANK. THE BOARD OF DIRECTORS RESERVES THE RIGHT TO RE-SLOT A PLAYER IF IT BELIEVES IT IS NECESSARY TO ENSURE THE INTEGRITY OF THIS RULE.

\*2015 EXCEPTION FOR MAJOR – WILL FOLLOW 2<sup>ND</sup> YEAR SLOTTING FOR SENIOR BELOW DUE TO CHANGE FROM 2 YEAR GROUPING TO 1

## **SENIOR LEAGUE DRAFTS – COACHES' KIDS SLOTTING**

**SIBLINGS** – UNLESS OTHERWISE REQUESTED BY THEIR PARENTS/GUARDIANS, WHEN A SIBLING IS DRAFTED, THE TEAM DRAFTING THAT PLAYER ALSO DRAFTS THAT PLAYER'S SIBLINGS AND THE EXTRA PLAYERS COUNT AS THE TEAM'S PICK IN THE APPROPRIATE ROUND(S.) IN ORDER TO PRESERVE TEAM SIZE BALANCE, ALL SIBLING GROUPS MUST BE DRAFTED BY THE END OF THE SECOND-TO-LAST ROUND IN THE DRAFT (OR THIRD-TO-LAST IN THE EVENT OF THREE-SIBLING GROUPS). ANY SIBLING GROUPS NOT DRAFTED WILL AUTOMATICALLY BE COUNTED AS THE 2<sup>ND</sup> TO LAST AND LAST ROUND DRAFT PICK OF THE LAST TEAM(S) TO PICK IN THE DRAFT. THE BOARD RESERVES THE RIGHT, IN **EXTREME** HARDSHIP CIRCUMSTANCES (HEALTH ISSUES, ETC.) TO TREAT NON-RELATED PLAYERS AS SIBLINGS.

**DRAFT POSITION** - PRIOR TO THE START OF THE DRAFT, EACH TEAM WILL SELECT A DRAFT POSITION VIA BLIND DRAW.

### **DRAFT PROCESS**

#### 1) DRAFT 1<sup>ST</sup> ROUND

a) THE DRAFT WILL START WITH THE TEAM DRAWING THE **FIRST** DRAFT POSITION AND CONTINUE THROUGH THE LAST DRAFT POSITION. b) EACH TEAM WILL HAVE NO MORE THAN TWO MINUTES TO MAKE A SELECTION.

#### 2) DRAFT 2<sup>ND</sup> ROUND

a) THE 2<sup>ND</sup> ROUND OF THE DRAFT WILL START WITH THE TEAM DRAWING THE **LAST** DRAFT POSITION AND CONTINUE IN REVERSE ORDER THROUGH THE FIRST DRAFT POSITION. b) EACH TEAM WILL HAVE NO MORE THAN TWO MINUTES TO MAKE A SELECTION. c)

#### 3) DRAFT ROUND 3 THROUGH END

a) STEPS 2 & 3 ARE REPEATED UNTIL ALL ELIGIBLE PLAYERS ARE DRAFTED WITH THE FOLLOWING EXCEPTIONS:  
i) SKIPPING THE PICKS FOR TEAMS WITH MORE THAN 2 COACHES' PLAYERS. ii) A SUPPLEMENTAL PICK BETWEEN ROUNDS FOR TEAMS WITH LESS THAN TWO COACHES' PLAYERS. IF MORE THAN ONE TEAM, SUPPLEMENTAL PICKS ARE TO BE MADE IN DRAFT ORDER.

4) RANDOM DRAW - AT THE CONCLUSION OF THE DRAFT OF ELIGIBLE PLAYERS, ALL PLAYERS WHO WERE NOT OTHERWISE DEEMED ELIGIBLE WILL BE DRAWN RANDOMLY AND ASSIGNED TO TEAMS CONTINUING IN THE ORDER LEFT OFF AT THE END OF THAT PORTION OF THE DRAFT. IN ADDITION, IF THERE ARE NOT SUFFICIENT PLAYERS TO COMPRISE THE SAME NUMBER OF PLAYERS ON EACH TEAM, THE LAST ROUND OF THE DRAFT AND ALL PLAYERS ADDED AFTER THE DRAFT WILL BE CONDUCTED VIA RANDOM DRAW WHICH WILL BE KNOWN ONLY TO A MEMBER OF THE BOARD OF DIRECTORS WHO DOES NOT HAVE A CHILD PLAYING IN THAT DIVISION.

5) THE FINAL, COMPLETED DRAFT CONTROL SHEET SHOULD BE REVIEWED BY ALL COACHES, **INITIALED BY ONE REPRESENTATIVE OF EACH TEAM** AND RETURNED BY THE DRAFT MONITOR TO THE DRAFT COORDINATOR IMMEDIATELY FOLLOWING THE DRAFT.

6) NO TRADES ARE ALLOWED FOR ANY REASON. THE PLAYERS DRAFTED BY EACH TEAM ARE THE TEAM'S PLAYERS FOR THE SEASON.

## POST DRAFT

1) AFTER THE DRAFT, TVBL WILL SEND AN EMAIL TO EACH TEAM'S COACHES WITH A CONFIRMED LIST OF THE PLAYERS DRAFTED BY THE TEAM.

2) COACHES SHOULD MAKE EVERY EFFORT TO CONTACT EACH OF THE PLAYERS BY TELEPHONE TO WELCOME THEM TO THE TEAM, LET THEM KNOW WHO THEIR TEAMMATES ARE, AND TELL THEIR PARENTS WHEN THEY SHOULD EXPECT THEIR FIRST PRACTICE. **ALL PLAYERS SHOULD BE TALKED TO NO LATER THAN THE SATURDAY AFTER THE DRAFT** AS PLAYER NAMES WILL BE POSTED ON OUR WEBSITE EARLY THE FOLLOWING WEEK. *WE REALLY DO NOT WANT PLAYERS FINDING OUT ABOUT THEIR TEAM PLACEMENT BY LOOKING ON THE INTERNET.*

3) COACHES SHOULD FOLLOW UP THEIR TELEPHONE CALLS WITH AN EMAIL TO THE WHOLE TEAM, DISSEMINATING THE ROSTER AND SCHEDULE INFORMATION, PRACTICE INFORMATION AND ANY OTHER WORDS OF WISDOM.

4) ANY PLAYERS JOINING THE LEAGUE SUBSEQUENT TO THE COMPLETION OF THE DRAFT WILL BE ASSIGNED BY THE LEAGUE BY RANDOM DRAW UNTIL ALL THE TEAMS HAVE EQUAL NUMBER OF PLAYERS. COACHES WILL BE NOTIFIED OF ANY NEW PLAYERS AND SHOULD CONTACT THEM QUICKLY TO WELCOME THEM TO THEIR TEAM.

**REMEMBER** – PRACTICES CANNOT START EARLIER THAN THE DATE DETERMINED BY THE TVBL BOARD AND NO MORE THAN THREE COMBINED PRACTICES/GAMES CAN BE HAD IN ANY ONE WEEK. MOST COACHES TAKE THE FULL SPRING BREAK WEEK OFF FOR PRACTICING BUT SOME MAY HOLD AN INFORMAL PRACTICE FOR THOSE NOT LEAVING TOWN.

## YOUTH LEAGUE RANDOM DRAW DRAFT

**OBJECTIVE** BALANCED TEAMS VIA A BLIND DRAW WITH EQUAL AGE DISTRIBUTION, AND SIBLINGS ON THE SAME TEAM.

### PRE-DRAFT SET-UP

**COACHES** – NO MORE THAN TWO COACHES CAN BE ASSIGNED TO A TEAM PRIOR TO THE DRAFT. A 3<sup>RD</sup> COACH CAN BE ADDED AFTER THE DRAFT FROM PARENTS OF PLAYERS DRAFTED.

**COACHES' PLAYERS** - REMOVED FROM DRAFT POOL AND SLOTTED ON THE DRAFT CONTROL SHEET IN THEIR CORRESPONDING TEAM AND AGE GROUPING.

**PLAYER GROUPINGS** - ALL PLAYERS SORTED BY AGE AND THEN GROUPED IN THREE CATEGORIES

- 7'S AND YOUNG 8'S
- OLDER 8'S AND YOUNG 9'S
- OLDER 9'S

**SIBLINGS** – ONE CHIP PER GROUP OF SIBLINGS WITH ALL NUMBERS FOR THAT GROUP ON A SINGLE CHIP. WHEN DRAFTED, EACH PLAYER ON THE CHIP WILL BE PLACED IN THE NEXT AVAILABLE SLOT FOR THE APPROPRIATE AGE GROUP. THE SIBLING CHIP IS PLACED IN THE DRAFT POOL GROUP OF THE YOUNGEST PLAYER IN THE GROUP. THE BOARD RESERVES THE RIGHT, IN **EXTREME** HARDSHIP CIRCUMSTANCES (HEALTH ISSUES, ETC.) TO TREAT NON- RELATED PLAYERS AS SIBLINGS. ALL SIBLING GROUPINGS WILL BE COMMUNICATED PRIOR TO THE DRAFT.

## DRAFT PROCESS

### SIBLING DRAW

1) ALL SIBLING CHIPS ARE PLACED IN A CAN WITH ENOUGH BLANK CHIPS SO THE TOTAL NUMBER OF CHIPS EQUALS THE TOTAL NUMBER OF TEAMS DRAFTING PLAYERS.

a) TEAMS DRAW ONE CHIP IN TEAM NUMBER ORDER b) TEAMS THAT DRAW A BLANK CHIP DRAFTED NO PLAYERS IN THIS ROUND. c) TEAMS THAT DRAW A CHIP CONTAINING A SIBLING GROUP HAVE “DRAFTED” THOSE PLAYERS AND EACH PLAYERS DRAFT NUMBER IS WRITTEN INTO THE NEXT UNUSED SLOT FOR THAT TEAM IN THE APPROPRIATE AGE GROUP ON THE CONTROL SHEET.

i) GROUP 1 = YOUNGEST THIRD ii)  
GROUP 2 = MIDDLE THIRD iii)  
GROUP 3 = OLDEST THIRD

2) GROUP 1 DRAW (ROUND 1-4)

a) ALL CHIPS FROM GROUP 1 ARE PLACED IN A CAN (NO BLANK CHIPS.) b) TEAMS DRAW A CHIP FROM THE CAN IN TEAM NUMBER ORDER c) THE DRAFT NUMBER OF THE PLAYER CHOSEN IS WRITTEN INTO THE NEXT UNUSED SLOT FOR THAT TEAM IN THE APPROPRIATE AGE GROUP ON THE CONTROL SHEET. d) **IMPORTANT:** ONCE ALL OF THE SLOTS FOR A TEAM IN GROUP 1 HAVE BEEN FILLED, THAT TEAM IS FINISHED WITH THE GROUP 1 PORTION OF THE DRAFT AND DOES NOT DRAW CHIPS AGAIN UNTIL THE GROUP 2 DRAW BEGINS. e) REPEAT STEPS B - D UNTIL ALL CHIPS IN THE CAN HAVE BEEN DRAWN.

3) GROUP 2 DRAW (ROUND 5-8)

a) ALL CHIPS FROM GROUP 2 ARE PLACED IN A CAN (NO BLANK CHIPS.) b) TEAMS DRAW A CHIP FROM THE CAN IN TEAM NUMBER ORDER c) THE DRAFT NUMBER OF THE PLAYER CHOSEN IS WRITTEN INTO THE NEXT UNUSED SLOT FOR THAT TEAM IN THE APPROPRIATE AGE GROUP ON THE CONTROL SHEET. d) **IMPORTANT:** ONCE ALL OF THE SLOTS FOR A TEAM IN GROUP 2 HAVE BEEN FILLED, THAT TEAM IS FINISHED WITH THE GROUP 2 PORTION OF THE DRAFT AND DOES NOT DRAW CHIPS AGAIN UNTIL THE GROUP 3 DRAW BEGINS. e) REPEAT STEPS B - D UNTIL ALL CHIPS IN THE CAN HAVE BEEN DRAWN.

4) GROUP 3 DRAW (ROUND 9-13)

a) ALL CHIPS FROM GROUP 3 ARE PLACED IN A CAN (NO BLANK CHIPS.) b) TEAMS DRAW A CHIP FROM THE CAN IN TEAM NUMBER ORDER c) THE DRAFT NUMBER OF THE PLAYER CHOSEN IS WRITTEN INTO THE NEXT UNUSED SLOT FOR THAT TEAM IN THE APPROPRIATE AGE GROUP ON THE CONTROL SHEET. d) **IMPORTANT:** ONCE ALL OF THE SLOTS FOR A TEAM IN GROUP 3 HAVE BEEN FILLED, THAT TEAM IS FINISHED WITH THE DRAFT! e) REPEAT STEPS B - D UNTIL ALL CHIPS IN THE CAN HAVE BEEN DRAWN.

5) THE FINAL, COMPLETED DRAFT CONTROL SHEET SHOULD BE REVIEWED BY ALL COACHES, **INITIALED BY ONE REPRESENTATIVE OF EACH TEAM** AND RETURNED BY THE DRAFT MONITOR TO THE DRAFT COORDINATOR IMMEDIATELY FOLLOWING THE DRAFT.

6) NO TRADES ARE ALLOWED FOR ANY REASON. THE PLAYERS DRAFTED BY EACH TEAM ARE THE TEAM'S PLAYERS FOR THE SEASON.

#### **POST DRAFT**

1) AFTER THE DRAFT, TVBL WILL SEND AN EMAIL TO EACH TEAM'S COACHES WITH A CONFIRMED LIST ATTACHED (EXCEL SPREADSHEET) OF THE PLAYERS DRAFTED BY THE TEAM. THIS LIST WILL INCLUDE PARENTS/GUARDIANS NAMES, PLAYER ADDRESS, CONTACT INFORMATION (PHONE, EMAIL ADDRESSES) AND EACH PLAYER'S REQUESTED SHIRT SIZE (TO BE USED WHEN PASSING OUT UNIFORMS.) ALSO INCLUDED WILL BE A 2<sup>ND</sup> TAB CONTAINING EACH TEAM'S REGULAR SEASON GAME SCHEDULE.

2) COACHES SHOULD MAKE EVERY EFFORT TO CONTACT EACH OF THEIR PLAYERS BY TELEPHONE TO WELCOME THEM TO THE TEAM, LET THEM KNOW WHO THEIR TEAMMATES ARE, AND TELL THEIR PARENTS WHEN THEY SHOULD EXPECT THEIR FIRST PRACTICE. **ALL PLAYERS SHOULD BE TALKED TO NO LATER THAN SATURDAY AFTER THE DRAFT** AS PLAYER NAMES WILL BE POSTED ON OUR WEBSITE EARLY THE FOLLOWING WEEK. *WE REALLY DO NOT WANT PLAYERS FINDING OUT ABOUT THEIR TEAM PLACEMENT BY LOOKING ON THE INTERNET.*

3) COACHES SHOULD FOLLOW UP THEIR TELEPHONE CALLS WITH AN EMAIL TO THE WHOLE TEAM, DISSEMINATING THE ROSTER AND SCHEDULE INFORMATION, PRACTICE INFORMATION AND ANY OTHER WORDS OF WISDOM.

**REMEMBER** – PRACTICES CANNOT START EARLIER THAN THE DATE DETERMINED BY THE TVBL BOARD AND NO MORE THAN THREE COMBINED PRACTICES/GAMES CAN BE HAD IN ANY ONE WEEK. MOST COACHES TAKE THE FULL SPRING BREAK WEEK OFF FOR PRACTICING BUT SOME MAY HOLD AN INFORMAL PRACTICE FOR THOSE NOT LEAVING TOWN.

## **EQUIPMENT**

#### **RULE 1 – UNIFORMS**

THE LEAGUE SHALL PROVIDE A HAT AND A JERSEY, WHICH MUST BE WORN DURING SCHEDULED LEAGUE GAMES. FIELDERS OTHER THAN THE CATCHER ARE TO WEAR THEIR HATS WITH THE BILLS FORWARD. NO OTHER HEADGEAR MAY BE WORN (OTHER THAN HELMETS) AND NO ALTERATION OF THE UNIFORM IS ALLOWED. PLAYERS ARE RESPONSIBLE FOR PROVIDING THEIR OWN BASEBALL PANTS TO BE WORN DURING LEAGUE GAMES. SHORTS MAY NOT BE WORN BY PLAYERS DURING GAMES AND ARE STRONGLY DISCOURAGED FOR PRACTICES.

#### **RULE 2 – FOOTWEAR**

METAL SPIKES ARE ALLOWED IN SENIOR ONLY. METAL SPIKES ARE NOT TO BE WORN ON THE WOOD DECKING IN FRONT OF THE CONCESSIONS STAND OR THEY WILL NO LONGER BE AN OPTION. ALL OTHER LEAGUES MUST WEAR RUBBER CLEATS.

### **RULE 3 – CATCHER’S GEAR**

ALL CATCHERS MUST WEAR A HELMET AND CHEST AND SHIN PROTECTORS WHEN BEHIND THE PLATE. ANYTIME ANY PLAYER IS WARMING UP A PITCHER, WHETHER IN THE BULLPEN AREA OR ON THE FIELD BETWEEN INNINGS, THAT PLAYER MUST WEAR A FACEMASK.

### **RULE 3A – CATCHER’S MITT**

A CATCHER’S MITT IS REQUIRED IN THE MINOR, MAJOR, AND SENIOR LEAGUES. ONE SHALL BE SUPPLIED TO EACH TEAM. CATCHERS IN THE ROOKIE, YOUTH AND INSTRUCTIONAL LEAGUES MAY USE A DIFFERENT POSITION GLOVE AS LONG AS THE CONDITION OF THE GLOVE IS ACCEPTABLE AND ITS USE WILL NOT INTERFERE WITH THE GAME.

### **RULE 4 – (UNDER) PROTECTIVE WEAR**

ALL PLAYERS ARE ENCOURAGED TO WEAR PROTECTIVE CUPS. MALE CATCHERS AND HOME PLATE UMPIRES MUST WEAR A PROTECTIVE CUP IN YOUTH LEAGUE AND ABOVE.

### **RULE 5 – UNIFORM COMPLIANCE**

ANY PLAYER WHO IS NOT IN COMPLIANCE WITH UNIFORM AND/OR FOOTWEAR REGULATIONS SHALL NOT BE ALLOWED TO ENTER THE GAME.

### **RULE 6 – HELMETS**

TVBL PROVIDES PROTECTIVE HELMETS FOR EACH TEAM. HELMETS MUST BE WORN BY THE BATTER, ON-DECK BATTER, ALL BASE RUNNERS, AND PLAYER BASE COACHES, DURING GAMES AND ORGANIZED PRACTICES. A BASE RUNNER DELIBERATELY REMOVING HIS HELMET SHALL BE CALLED OUT BY THE UMPIRE.

### **RULE 7 – BATS**

BAT RULES ARE LOCATED ON THE WEBSITE AT TVBL.NET

A PLAYER WHO STEPS INTO THE BATTER’S BOX WITH AN ILLEGAL BAT SHALL BE CALLED OUT. IF AN INFRACTION IS NOTICED AFTER THE PLAYER’S “AT BAT” HE WILL BE CALLED OUT AS LONG AS IT PRECEDES THE FIRST PITCH OF THE NEXT BATTER’S “AT BAT”.

### **RULE 8 – BALLS**

THE UMPIRES SHALL PROVIDE TWO REGULATION HARD BASEBALLS FOR EACH GAME IN THE YOUTH LEAGUE AND ABOVE. ONE OF THE BALLS WILL BE NEW AND ONE WILL BE GENTLY USED. FOR INSTRUCTIONAL LEAGUE GAMES, COACHES ARE TO USE THE REGULATION-SIZED SAFETY BASEBALLS THAT THEY ARE ISSUED TO THEM AT THE BEGINNING OF THE SEASON.

### **RULE 9 – RULES**

THE LEAGUE SHALL PROVIDE TVBL GENERAL RULES AND LEAGUE SPECIFIC REGULATIONS. EACH TEAM’S COACHES AND PLAYERS SHALL BE RESPONSIBLE FOR KNOWING THEIR LEAGUE’S RULES AND REGULATIONS AS WELL AS THE OFFICIAL RULES OF BASEBALL.

### **RULE 10 – SCOREKEEPING BOOKS**

THE LEAGUE SHALL PROVIDE SCORE BOOKS FOR EACH TEAM. EACH TEAM MUST KEEP A SCORE BOOK ON THEIR TEAM AND THE OPPOSING TEAM. EACH TEAM IS RESPONSIBLE FOR



FINDING AND APPOINTING A SCOREKEEPER FOR EACH GAME. SCORES MUST BE VERIFIED WITH THE HOME PLATE UMPIRE EVERY HALF-INNING.

THE HOME TEAM SCORE BOOK IS THE OFFICIAL SCORE BOOK WHEN DISCREPANCIES EXIST.

GAME START TIME SHOULD BE WRITTEN ON THE TOP OF THE HOME TEAM SCORE BOOK TO ENSURE NO INNING IS STARTED AFTER THE LEAGUE SPECIFIC TIME REGULATIONS.

### **RULE 11 – LINE-UP SHEETS**

THE LEAGUE SHALL PROVIDE LINE-UP SHEETS FOR EACH TEAM. A LINE-UP SHEET SHOWING THE BATTING ORDER AND DEFENSIVE POSITIONS FOR ALL PLAYERS THROUGHOUT THE ENTIRE GAME (EXCEPT IN THE SENIOR LEAGUE) MUST BE PROVIDED TO THE OPPOSING TEAM AND HOME PLATE UMPIRE BEFORE EACH GAME. (SEE THE SAMPLE LINE-UP SHEET AT THE END OF THE GENERAL RULES)

### **RULE 12 – SCORE CARDS**

THE LEAGUE SHALL PROVIDE SCORE CARDS TO BE COMPLETED BY THE UMPIRES DURING EACH GAME. THE HEAD COACHES OF **BOTH** TEAMS MUST VERIFY THE SCORES AND SIGN (OR INITIAL) THE COMPLETED CARD AT THE END OF THEIR GAME. SIGNED SCORE CARDS ARE THEN TO BE RETURNED TO THE UMP SHED BY ONE OF THE UMPIRES.

### **RULE 13 – UMPIRE EVALUATION CARDS**

IN OUR CONTINUING EFFORTS TO MOTIVATE AND IMPROVE THE PERFORMANCE OF OUR UMPIRES, THE LEAGUE PROVIDES UMPIRE EVALUATION CARDS TO BE COMPLETED AND TURNED IN BY BOTH HEAD COACHES IMMEDIATELY FOLLOWING EVERY GAME. THESE CARDS SHOULD BE PARTIALLY COMPLETED ALREADY AND GIVEN TO THE COACHES BY THE UMPIRES AT THE CONCLUSION OF EVERY GAME.

REGARDLESS OF WHO WINS OR LOSES, COACHES SHOULD TAKE THE TIME TO THOUGHTFULLY COMPLETE THESE UMPIRE REPORT CARDS AND ENSURE THAT THEY ARE PROMPTLY RETURNED TO THE COACHES' BOX AT EITHER FIELD FACILITY.

## **PLAYING FIELD/GROUNDS MAINTENANCE**

### **RULE 1 – FIELD USE/PREPARATION**

THE GROUNDS AND FIELDS USED BY THE LEAGUE ARE NOT OWNED BY TVBL. HOWEVER, PREPARATION OF THE FIELDS AND MAINTENANCE OF THE GROUNDS ARE **ALL** OF OUR RESPONSIBILITY. COACHES AND PARENTS MAY BE ASKED TO HELP PREPARE THE FIELDS IF ADVERSE WEATHER DELAYS REGULAR FIELD PREPARATION.

### **RULE 2 – CLEANING UP/PERSONAL RESPONSIBILITY**

AFTER EACH GAME AND PRACTICE, COACHES SHOULD DIRECT THEIR PLAYERS TO CLEAN UP IN AND AROUND THE DUGOUT AREA, EMPTY BOTTLES, EQUIPMENT, AND PERSONAL BELONGINGS, AND HELP COVER THE FIELDS. COACHES SHOULD INSTILL IN THEIR PLAYERS THE IDEAL OF LEAVING THE AREA BETTER THAN HOW THEY FOUND IT. IN YOUTH LEAGUE THE VISITOR TEMA IS RESPONSIBLE FOR SETTING UP MACHINE AND THE HOME TEAM PUTTING IT AWAY

### **RULE 3 – OUT OF BOUNDS LINES**

ON FIELDS THAT ARE NOT ENTIRELY SURROUNDED BY FENCING SUCH AS ON OUR INSTRUCTIONAL AND YOUTH FIELDS, OUT OF BOUNDS LINES EXTEND FROM THE BACKSTOP PARALLEL TO THE FOUL LINES. OUT OF BOUNDS LINES – NEED TO BE ADDED TO EXTEND WHITE LINES ON THE GRASS ON LIONS FIELD #3 AND THE FOREST HILLS POOL FIELD TO CLEARLY DEFINE OUT OF BOUNDS FOR THE UMPIRES, PLAYERS, AND COACHES. IF A BALL TOUCHES THE LINE, IT SHOULD BE CONSIDERED OUT OF BOUNDS.

## **SCHEDULES - TVBL**

### **RULE 1 – GAME SCHEDULE**

LEAGUE SCHEDULES ARE DETERMINED BASED ON THE NUMBER OF TEAMS IN EACH LEAGUE. THEY WILL BE DISTRIBUTED TO THE COACHES NO LATER THAN ONE MONTH PRIOR TO OPENING DAY.

### **RULE 2 – RESCHEDULING GAMES**

THE RESCHEDULING OF CANCELLED GAMES WILL BE COORDINATED BY THE TVBL SCHEDULER. HE WILL ENSURE FIELD AND UMPIRE AVAILABILITY AND WILL NOTIFY THE CONCESSION STAFF. RESCHEDULED GAMES WILL BE POSTED ON THE TVBL WEB-SITE AS SOON AS POSSIBLE.

### **RULE 2A – RESCHEDULED INCOMPLETE GAMES**

INCOMPLETE GAMES BEING COMPLETED AT A LATER DATE, SHALL RESUME WITH THE SAME LINE-UPS AND BATTING ORDERS AS IN THE ORIGINAL GAMES. PLAYERS WHO WERE NOT PRESENT AT THE ORIGINAL GAME MAY BE ADDED TO THE BOTTOM OF THE LINEUP. ALL “ROSTERS AND POSITIONS” RULES, INCLUDING “INNINGS REQUIRED,” “SUBSTITUTIONS,” “INNINGS AT A POSITION,” AND “CATCHING,” AND ALL “PITCHING” RULES, APPLY AS IF THE GAME IS BEING CONTINUED ON THE ORIGINAL DATE. A PITCHER WHO WAS REMOVED OR HAS PITCHED HIS LIMIT OF INNINGS IN THE ORIGINAL GAME MAY NOT PITCH. THE GAME SHALL RESUME AT THE EXACT POINT THAT IT WAS SUSPENDED, INCLUDING INNING, OUTS, BASE RUNNERS AND PITCH COUNT.

### **RULE 3 – PRACTICES – HOW OFTEN**

THE COMBINATION OF PRACTICES AND GAMES SHOULD BE AT LEAST TWO TIMES PER WEEK, BUT SHOULD NOT EXCEED THREE TIMES PER WEEK. BATTING CAGE-ONLY PRACTICES DO NOT COUNT TOWARD THIS LIMIT.

### **RULE 3A – PRACTICES – HOW LONG**

PRACTICE SESSIONS SHOULD LAST NO LONGER THAN TWO HOURS.

### **RULE 3B – PRE-SEASON PRACTICE**

A PRE-SEASON PRACTICE FIELD SCHEDULE COVERING TWO PRACTICES PER WEEK WILL BE DISTRIBUTED TO THE COACHES. COACHES MUST FIND THEIR OWN FIELD FOR A THIRD PRACTICE, IF DESIRED.

# OPERATIONS/GENERAL RULES

## **RULE 1 – HOME TEAM DUGOUT**

THE HOME TEAM SHALL ALWAYS OCCUPY THE THIRD BASE DUGOUT OR BENCH.

## **RULE 2 – STARTING TIMES**

ALL START TIMES WILL BE POSTED ON THE WEBSITE.

## **RULE 3 – BATTING PRACTICE**

NO BATTING PRACTICE IS ALLOWED ON THE FIELD WITHIN THIRTY MINUTES OF GAME TIME.

## **RULE 4 – INFIELD PRACTICE**

INFIELD PRACTICE FOR THE VISITING TEAM IS TO BEGIN TWENTY MINUTES BEFORE GAME TIME. INFIELD PRACTICE FOR THE HOME TEAM BEGINS TEN MINUTES BEFORE GAME TIME. INFIELD IS TO BE TAKEN ON THE INFIELD, LEAVING THE OUTFIELD FOR THE OPPOSING TEAM TO START OR COMPLETE THEIR WARM-UPS. TEAMS NOT READY AT THEIR SCHEDULED INFIELD PRACTICE TIMES LOSE THAT PRACTICE TIME. IN THE EVENT OF MULTIPLE GAMES IN ONE DAY, THE LEAGUE OR THE UMPIRES, IN THEIR SOLE DISCRETION, MAY LIMIT OR CANCEL INFIELD PRACTICE BETWEEN GAMES.

## **RULE 5 – FORFEIT DUE TO LACK OF PLAYERS**

IF ONE TEAM CONSISTING OF A LEAST EIGHT PLAYERS IS PRESENT AND THE OTHER TEAM DOES NOT HAVE AT LEAST EIGHT PLAYERS BY TEN MINUTES PAST THE SCHEDULED GAME TIME, THE TEAM ABLE TO FIELD A TEAM WINS. THE SCORE IS RECORDED AS 1-0.

## **RULE 5A – FORFEIT DUE TO ILLEGAL PLAYER**

ONLY PLAYERS ON THE OFFICIAL ROSTER ARE ALLOWED TO PLAY. IN THE EVENT A PLAYER NOT ON THE ROSTER PLAYS IN A GAME, THE TEAM USING THE NON-ROSTER PLAYER WILL FORFEIT THAT GAME AND THE SCORE IS RECORDED AS 1-0.

## **RULE 6 – TIME-OUT AT BAT**

NO MORE THAN ONE CHARGED TIME-OUT PER INNING IS ALLOWED FOR THE TEAM AT BAT.

## **RULE 7 – DEFENSIVE SUBSTITUTIONS**

DEFENSIVE SUBSTITUTIONS ARE ALLOWED, AS LONG AS THE RULES REGARDING MINIMUM PLAYING TIME IN BOTH INFIELD AND OUTFIELD ARE NOT VIOLATED.

## **RULE 8 – CHATTER FROM PLAYERS AND COACHES**

NEITHER PLAYERS NOR COACHES MAY DISTRACT INDIVIDUAL MEMBERS OF THE OTHER TEAM BY USING THEIR NAMES OR VERBALLY HARASSING THEM IN ANY WAY. THIS INCLUDES CATCHERS TALKING TO OR VERBALLY HARASSING BATTERS, AS WELL AS CHATTER DIRECTED TOWARD BATTERS FROM PLAYERS ON THE FIELD.

COACHES SHALL ALSO CONTROL THEIR OWN VOLUME AND REFRAIN FROM TALKING-UP THEIR OWN PLAYERS IN SUCH AN EXCESSIVE MANNER THAT IT DISTRACTS AND/OR DEMEANS PLAYERS ON THE OPPOSING TEAM.

## **RULE 9 – CONDUCT**

PLAYER AND/OR COACH CONDUCT DETERMINED BY THE TVBL BOARD OF DIRECTORS AS BEING “UNSPORTSMANLIKE” MAY RESULT IN SUSPENSION OR EXPULSION FROM THE LEAGUE.

## **RULE 10 – STANDINGS**

OFFICIAL LEAGUE STANDINGS ARE MAINTAINED BY THE DIRECTOR OF UMPIRES AND POSTED REGULARLY ON THE LEAGUE WEBSITE AND AT BOTH FIELD FACILITIES. *STANDINGS ARE NOT KEPT IN THE INSTRUCTIONAL LEAGUE.*

# COACHING

## **RULE 1 – NUMBER OF COACHES**

PRE DRAFT, ONLY TWO COACHES PER TEAM CAN BE PRE-ESTABLISHED. IN SEASON, NO MORE THAN THREE COACHES (INCLUDING SCORE KEEPER) ARE ALLOWED TO BE WITH THE TEAM ON THE FIELD (INCLUDING THE DUGOUT) DURING GAMES. COACHES (IN ALL LEAGUES EXCEPT INSTRUCTIONAL) ARE REQUIRED TO STAY ON THE BENCH OR IN THE DUGOUT WHILE THE GAME IS IN PROGRESS UNLESS THEY ARE COACHING A BASE OR PITCHING IN THE INSTRUCTIONAL AND YOUTH LEAGUES.

## **RULE 2 – BASE COACHES**

BASE COACHES MUST REMAIN IN THE AREA OF THE COACHES’ BOX DURING THE GAME. ATTEMPTS TO MOVE MORE THAN SEVEN FEET UP THE LINE ARE A CLEAR DISTRACTION TO THE CATCHER, PITCHER, FIELDERS AND UMPIRES. THE FIRST OFFENSE IN A GAME WILL RESULT IN A WARNING, THE SECOND OFFENSE WILL RESULT IN A STRIKE TO THE BATTER, AND THE THIRD OFFENSE WILL RESULT IN THE BATTER BEING CALLED OUT.

# BATTING

## **RULE 1 – BATTING ORDER**

ALL PLAYERS ON THE TEAM ROSTER ARE TO BE INCLUDED IN THE BATTING ORDER AND THE SEQUENCE MAY NOT BE ALTERED DURING THE GAME. A PLAYER MAY BE REMOVED FROM THE BATTING ORDER DUE TO ILLNESS OR INJURY. AN INJURED PLAYER REMOVED FROM A GAME MAY RETURN TO THE GAME ONLY IN THE SAME SPOT OF THAT PLAYER’S ORIGINAL POSITION IN THE BATTING ORDER. IF AN INJURED BATTER IS REMOVED DURING AN UNCOMPLETED AT-BAT, THE NEXT SCHEDULED BATTER SHALL ASSUME THE INJURED BATTER’S COUNT.

RULE 2 – BATTING OUT-OF-ORDER IF A BATTER BATS OUT OF ORDER, THE PROPER BATTER IS CALLED OUT. ANY HIT OR ADVANCE MADE BY THE BATTER OR RUNNERS DUE TO THE HIT, WALK, ERROR OR OTHER REASON IS NULLIFIED. THE NEXT BATTER IS THE ONE WHO FOLLOWS THE PROPER BATTER WHO WAS CALLED OUT. ANY APPEAL REGARDING AN OUT-OF-ORDER BATTER MUST BE MADE PRIOR TO A PITCH BEING DELIVERED TO THE NEXT PROPER BATTER.

### **RULE 3 – LATE ARRIVALS**

ANY PLAYER ARRIVING AFTER THE SCHEDULED GAME TIME AND NOT ALREADY ON THE LINE-UP CARD IS INSERTED AT THE END OF THE BATTING ORDER.

### **RULE 4 – THROWING A BAT**

ANY BATTER THROWING A BAT WILL RESULT IN THE UMPIRE FIRST ISSUING A WARNING TO BOTH TEAMS. ANY SUBSEQUENT VIOLATIONS BY EITHER TEAM WILL RESULT IN THE OFFENDER IMMEDIATELY BEING CALLED OUT.

### **RULE 5 – BUNTING**

BUNTING IS ALLOWED IN ALL LEAGUES EXCEPT INSTRUCTIONAL.

### **RULE 6 – INTENTIONAL WALKS**

AN INTENTIONAL WALK DOES NOT REQUIRE FOUR BALLS TO BE PITCHED. A PITCHER OR COACH MAY SIMPLY DECLARE AN INTENTIONAL WALK AND THE BATTER SHALL BE AWARDED FIRST BASE. THERE ARE NO INTENTIONAL WALKS IN THE INSTRUCTIONAL OUR YOUTH LEAGUES.

## **BASE RUNNING**

### **RULE 1 – RUNNING OUTSIDE BASE PATH**

A BASE RUNNER IS OUT WHEN RUNNING MORE THAN THREE FEET OUTSIDE A STRAIGHT LINE BETWEEN BASES TO AVOID BEING TAGGED.

### **RULE 2 – DELIBERATE CONTACT**

A BASE RUNNER SHALL BE CALLED OUT AND MAY BE REMOVED FROM THE GAME WHEN, IN THE UMPIRE'S JUDGMENT, THE PLAYER DELIBERATELY RUNS INTO THE DEFENSIVE PLAYER ATTEMPTING TO MAKE THE TAG FOR THE PUTOUT.

### **RULE 3 – SLIDING**

HEAD FIRST SLIDES ARE NOT ALLOWED EXCEPT IN THE SENIOR LEAGUE. IN ALL LEAGUES, A PLAYER MAY DIVE HEAD FIRST BACK TO A BAG AFTER OVER RUNNING IT OR TO AVOID BEING PICKED OFF (IN LEAGUES WHERE LEAD- OFFS ARE ALLOWED.)

IF THE BALL IS BEING THROWN TO A BASE THAT A RUNNER IS APPROACHING AND IF THERE IS A CHANCE FOR A PLAY, THE RUNNER MUST ATTEMPT TO AVOID COLLISION BY SLIDING, SLOWING DOWN, OR RUNNING AROUND THE PLAYER CATCHING THE BALL (TO AVOID INJURY). FAILURE TO ATTEMPT AVOIDING CONTACT DURING A PLAY WILL RESULT IN THE RUNNER BEING CALLED OUT.

### **RULE 3A – CLOSE PLAY**

A CLOSE PLAY IS A JUDGMENT CALL ON THE PART OF THE UMPIRE. ALL BASE RUNNERS WANTING TO AVOID BEING CALLED OUT ON ANY GIVEN PLAY SHOULD SLIDE.

### **RULE 3B – RETURNING TO A BASE**

SLIDING BACK INTO A BASE ALREADY LEGALLY REACHED, SUCH AS ON A PICK-OFF PLAY, IS NOT REQUIRED. HOWEVER, THE RUNNER MAY STILL BE CALLED OUT IF MORE THAN INCIDENTAL CONTACT IS MADE WITH THE FIELDER.

### **RULE 4 – BASE RUNNING AFTER A BALL GOES OUT OF PLAY**

IN ALL LEAGUES EXCEPT INSTRUCTIONAL AND YOUTH, BASE RUNNERS MAY SAFELY ADVANCE TO THE NEXT BASE BEYOND THAT WHICH THEY ARE CLOSEST AFTER A BALL GOES OUT OF PLAY.

### **RULE 4A – OUT OF PLAY – EXAMPLES**

A BALL IS OUT OF PLAY WHEN IT GOES OUT OF BOUNDS, INTO A DUGOUT, OVER A FENCE, BEHIND THE BACKSTOP, OR IS LODGED IN A FENCE OR BACKSTOP.

### **RULE 5 – BASE COACH INTERFERENCE**

A RUNNER MAY BE CALLED OUT IF HE IS TOUCHED BY A BASE COACH AND THE UMPIRE DEEMS THERE WAS INTERFERENCE WITH A PLAY.

### **RULE 6 – BASE RUNNER SUBSTITUTIONS**

SUBSTITUTING FOR A BASE RUNNER IS ALLOWED ONLY IN THE EVENT OF AN INJURY. THE INJURED PLAYER MUST THEN SIT OUT FOR THE REMAINDER OF THE GAME.

### **RULE 7 – FALSE TAG**

A DEFENSIVE PLAYER IS NOT ALLOWED TO MAKE A TAG WITHOUT THE BALL TO DECOY THE RUNNER (FALSE TAG). IF A FALSE TAG OCCURS, ONE ADDITIONAL BASE WILL BE AWARDED TO THE RUNNER AFTER THE PLAY IS COMPLETED.

## **PITCHING**

### **RULE 1 – WARM UPS**

A PITCHER SHALL BE ALLOWED 5 WARM-UP PITCHES UNLESS THE PITCHER IS COMING INTO THE GAME COLD. A PITCHER COMING INTO THE GAME COLD SHALL BE ALLOWED 8 WARM-UP PITCHES. A PITCHER WHO HAS WARMED-UP IN THE BULLPEN SHALL NOT BE CONSIDERED TO BE COMING INTO THE GAME COLD. A PITCHER WHO IS COMING IN FROM ANOTHER POSITION IN THE FIELD SHALL BE CONSIDERED COMING INTO THE GAME COLD.

# UMPIRING

## **RULE 1 – UMPIRE ATTENDANCE CONFIRMATION BY COACHES**

UMPIRES ARE EXPECTED TO ARRIVE AT THE FIELD THIRTY MINUTES PRIOR TO THEIR GAME. IF NO UMPIRES ARE IN ATTENDANCE WITHIN 15 MINUTES OF GAME TIME, COACHES SHOULD IMMEDIATELY NOTIFY THE HEAD OF UMPIRES OR A TVBL BOARD MEMBER.

## **RULE 2 – AUTHORITY**

UMPIRES ARE FURNISHED BY TVBL FOR ALL GAMES (EXCEPT INSTRUCTIONAL LEAGUE, WHERE THE HOME TEAM COACH SELECTS AN ADULT UMPIRE. UMPIRES HAVE AUTHORITY OVER THE GAME. IT IS THE INTENT OF TVBL THAT THE RULES BE INTERPRETED IN THE SPIRIT OF GOOD SPORTSMANSHIP AND FAIR PLAY SO THAT A GOOD EXAMPLE IS DEMONSTRATED TO ALL OF OUR YOUNG BALL PLAYERS. THE HEAD OF UMPIRES AND TVBL DIRECTOR OF DAY WILL BE AVAILABLE AS MUCH AS POSSIBLE TO ASSIST THE UMPIRES AS NEEDED.

## **RULE 3 – DISCUSSIONS WITH UMPIRES**

HEAD COACHES ARE THE ONLY ADULTS ALLOWED TO DISCUSS CALLS WITH UMPIRES. ANY DISCUSSIONS THAT MIGHT RESULT IN A CHANGED CALL SHOULD TAKE PLACE WITH BOTH HEAD COACHES PRESENT.

## **RULE 4 – MISCONDUCT TOWARD UMPIRES**

THERE IS NO PLACE FOR UMPIRE HARASSMENT IN AMATEUR BASEBALL. ANY PLAYER, COACH OR BENCH PERSONNEL WHO CHARGES AN UMPIRE SHALL BE EJECTED FROM THE GAME AND SHALL BE IMMEDIATELY SUSPENDED FROM ANY AND ALL TVBL ACTIVITIES UNTIL SUCH PERSON HAS MET WITH THE TVBL BOARD OF DIRECTORS.

## **RULE 5 – PROTESTS**

PROTESTS ARE NOT A PART OF THE INSTRUCTIONAL OR YOUTH LEAGUES. IN THOSE LEAGUES, PLAYERS, COACHES, PARENTS, AND FANS SHALL ABIDE BY THE UMPIRES' DECISIONS IN EVERY CASE. IN THE ROOKIE, MINOR, MAJOR, AND SENIOR LEAGUES THE FOLLOWING INFORMATION COVERS PROTESTS:

A) NO PROTEST SHALL BE CONSIDERED ON A DECISION INVOLVING AN UMPIRE'S JUDGMENT. A PROTEST SHALL BE CONSIDERED ONLY WHEN BASED ON A VIOLATION OR INTERPRETATION OF A PLAYING RULE OR THE USE OF AN INELIGIBLE PLAYER.

B) A PROTEST MUST BE SUBMITTED BY THE HEAD COACH TO THE UMPIRES BEFORE ANY SUCCEEDING PLAY BEGINS. THE COACH MUST REFER TO THE RULEBOOK AND BE PREPARED TO SHOW THE UMPIRES THE WRITTEN RULE. AFTER SUCH NOTICE, IF THE UMPIRES AGREE THAT THE RULE UNDER PROTEST WAS APPLIED INCORRECTLY, THEY MAY REVERSE THE CALL. IF THEY DO NOT AGREE, THEY MUST NOTE THE SCORE, INNINGS, OUTS, AND BASE RUNNER POSITIONS, BEFORE CONTINUING THE GAME.

C) IF A GAME IS PLAYED UNDER PROTEST, THE PROTESTING COACH MUST NOTIFY ONE OF THE LEAGUE COMMISSIONERS WITHIN 24 HOURS IN WRITING. THE LEAGUE COMMISSIONERS WILL RESOLVE THE PROTEST WITHIN 48 HOURS. THE LEAGUE PRESIDENT OR TVBL DIRECTOR APPOINTED BY THE LEAGUE PRESIDENT HAS THE FINAL WORD ON ALL PROTESTS.

D) ALL COACHES AND OFFICIALS ARE URGED TO TAKE PRECAUTIONS TO AVOID PROTESTS. IF A PROTEST SITUATION IS IMMINENT, TIME SHOULD BE TAKEN WHENEVER POSSIBLE TO RESOLVE THE SITUATION BEFORE RESORTING TO A PROTEST.

## **RULE 6 – EJECTIONS/VIOLATIONS AND SUCH**

THE UMPIRE SHALL REPORT TO THE HEAD OF UMPIRES OR A LEAGUE DIRECTOR IMMEDIATELY FOLLOWING THE GAME, ALL VIOLATIONS OF RULES OR OTHER INCIDENTS WORTHY OF COMMENT, INCLUDING THE EJECTION OF A PLAYER OR COACH, AND THE REASONS THEREFORE. THE LEAGUE SHALL REQUIRE ANY EJECTED PLAYER OR COACH TO APPEAR BEFORE AT LEAST THREE TVBL BOARD MEMBERS TO EXPLAIN THEIR CONDUCT BEFORE ALLOWING THEM TO PARTICIPATE IN ANY FUTURE TVBL ACTIVITIES. IN CASE OF A PLAYER, HIS COACH MAY ALSO APPEAR WITH HIM AS AN ADVISOR. THE MEMBERS OF THE TVBL BOARD PRESENT AT SUCH MEETING SHALL IMPOSE SUCH PENALTY AS THEY FEEL IS WARRANTED.

## **RULE 7 – EMERGENCY TIME-OUT**

UMPIRES CAN CALL 'TIME OUT' WHILE THE BALL IS IN PLAY IF THEY THINK A PLAYER IS INJURED AND THAT THE INJURY REQUIRES IMMEDIATE ATTENTION.

## **RULE 8 – UMPIRE SCORE VERIFICATION**

UMPIRES MUST KEEP A RECORD OF THE RUNS SCORED. BOTH TEAM SCORE KEEPERS SHOULD CONSULT WITH THE UMPIRE EACH HALF INNING TO CONFIRM THE SCORE. THE UMPIRE SCORE CARD IS TO BE VERIFIED AND SIGNED BY BOTH COACHES FOLLOWING EVERY GAME AND PUT INTO THE COACHES BOX.

## **RULE 9 – UMPIRE SUBSTITUTIONS**

THE HOME PLATE UMPIRE, WITH THE AGREEMENT OF BOTH HEAD COACHES, SHALL SELECT A BASE UMPIRE WHEN ONE IS NOT PROVIDED BY TVBL

# **ALL-STAR GAME & VOTING**

ALL-STAR GAMES ARE PLAYED IN YOUTH LEAGUE AND ABOVE AFTER THE END OF THE REGULAR SEASON. THEY ARE USUALLY PLAYED AROUND EARLY JULY TO COINCIDE WITH THE CASCADE TOWNSHIP 4<sup>TH</sup> OF JULY FESTIVITIES (SEE LEAGUE SCHEDULE). THE FIRST GAMES GENERALLY BEGIN AT OR AROUND NOON, WITH A SECOND GAME IN THE YOUTH LEAGUE TO START 2 HOURS LATER.

THE GAMES WILL CONSIST OF SIX INNINGS (SEVEN INNINGS FOR THE SENIOR LEAGUE) WITH EACH PLAYER PLAYING AT LEAST FOUR INNINGS.

THE HEAD COACHES OF THE TEAMS WINNING THEIR LEAGUE CHAMPIONSHIPS AND THE RUNNERS-UP WILL SERVE AS ALL-STAR COACHES. THE HEAD COACHES OF OTHER TEAMS MAY SERVE AS ASSISTANTS.

THE LEAGUE DIRECTOR WILL DETERMINE THE DIVISION OF TEAMS FOR THESE GAMES BASED ON LEAGUE SIZE AND FINAL SEASON STANDINGS.

COACHES WILL CONDUCT THE ALL-STAR BALLOTING NEAR THE END OF THE REGULAR SEASON. EACH PLAYER, HEAD COACH, AND ONE REGISTERED ASSISTANT COACH WHO IS PRESENT WHEN THE VOTE IS TAKEN MAY VOTE FOR THREE ALL-STARs. THE COACHES' VOTES WILL EACH COUNT DOUBLE. A TEAM WINNING OR TYING FOR THE CHAMPIONSHIP OF THEIR DIVISION DURING THE REGULAR SEASON WILL HAVE AT LEAST ONE ADDITIONAL PLAYER IN THE ALL-STAR GAME.



EACH TEAM WILL HAVE AN ALTERNATE ALL-STAR. THE ALTERNATE IS THE PLAYER WHO RECEIVED THE MOST VOTES OF ALL THOSE NOT MAKING THE ALL-STAR TEAM. IN CASE OF A TIE, THE HEAD COACH IS GIVEN A TIE-BREAKING VOTE. THE ALTERNATE WILL RECEIVE A CERTIFICATE THAT INDICATES HE IS AN ALTERNATE ALL-STAR. IF A REGULAR ALL-STAR IS UNABLE TO ATTEND THE ALL-STAR GAME OR PLAY FOR ANY REASON, THE ALTERNATE FROM HIS TEAM, IF AVAILABLE, WILL TAKE HIS PLACE. OTHERWISE THE ALTERNATES DO NOT PLAY.

## FINAL REGULAR SEASON STANDINGS/DIVISION CHAMPIONSHIPS

INDIVIDUAL TROPHIES SHALL BE GIVEN TO ALL PLAYERS WHOSE TEAMS WIN THEIR DIVISION DURING THE REGULAR SEASON.

### POST SEASON TOURNAMENT/PLAYOFFS

ALL LEAGUES (EXCEPT INSTRUCTIONAL) PLAY A TOURNAMENT IMMEDIATELY FOLLOWING THE REGULAR SEASON.

IN THE PLAYOFFS, TEAMS ARE SEEDED INTO BRACKETS BASED UPON THE NUMBER OF TEAMS IN THE LEAGUE AND THE REGULAR SEASON ORDER OF FINISH. SEEDING IS BASED ON WON/LOST RECORDS. TIES FOR SEEDING ARE BROKEN USING THE FOLLOWING CRITERIA:

1. THE TEAM WITH THE BEST RECORD IN HEAD-TO-HEAD COMPETITION IS GIVEN THE HIGHER SEED,
2. THE TEAM WITH THE GREATER RUN DIFFERENTIAL IN HEAD-TO-HEAD MEETINGS IS GIVEN THE HIGHER SEED IF THERE IS A DIFFERENCE,
3. THE TEAM WITH THE BEST RECORD WITHIN ITS DIVISION IS GIVEN THE HIGHER SEED.
4. IF THERE IS STILL A TIE, A COIN TOSS WILL DECIDE THE SEED. IN THE EVENT OF A COIN FLIP FOR THE 1<sup>ST</sup> PLACE SEED, BOTH TEAMS WILL GET 1<sup>ST</sup> PLACE TROPHIES.

FOR ALL PLAYOFF GAMES, THE HOME TEAM WILL BE THE TEAM THAT FINISHED HIGHEST IN THE REGULAR SEASON FINAL STANDINGS.

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TROPHIES SHALL BE AWARDED TO THE PLAYERS ON THE FIRST PLACE AND RUNNER-UP TEAMS WINNING THE POST-SEASON TOURNAMENT AT EACH LEAGUE LEVEL.

**WEATHER RELATED RULES FOR PLAYOFFS:** SEMI-FINALS AND FINALS OF PLAYOFFS ONLY – GAMES MUST GO A COMPLETE 6 INNINGS (5½ IF HOME TEAM IS AHEAD) REGARDLESS OF TIME LIMITS, WEATHER, OR DARKNESS (7 INNINGS IN SENIOR, 6½ IF HOME TEAM IS AHEAD). IF THE 1<sup>ST</sup> INNING OF THE PLAYOFF GAME IS COMPLETE, WE WILL RESUME THE PLAYOFF FROM WHERE THE WEATHER INTERRUPTED THE GAME. IF LESS THAN THE 1<sup>ST</sup> INNING IS COMPLETE, WE WILL START THE GAME OVER FROM THE BEGINNING. THIS RULE **WILL NOT** APPLY TO THE EARLIER ROUNDS OF THE PLAYOFFS. THE EARLIER ROUNDS (EXCLUDING THE SEMI-FINALS AND FINALS) WILL FOLLOW THE REGULAR SEASON RULES REGARDING WEATHER

## **INSTRUCTIONAL LEAGUE (AGES 7 & UNDER – COACH PITCH)**

**ELIGIBILITY RULE 1 – PLAYERS CANNOT TURN 8 PRIOR TO AUGUST 1<sup>ST</sup> OF THE NEW PLAYING**

**SEASON.**

### **PLAYER SELECTION**

**RULE 1 – PLAYERS ARE PLACED ON TEAMS BY SCHOOL AND/OR WITH FRIENDS.**

### **EQUIPMENT & FIELD**

#### **RULE 1 – BAT SIZE LIMIT**

BATS CAN BE NO LONGER THAN 33 INCHES IN LENGTH AND NO MORE THAN 2 1/4 INCHES IN DIAMETER WITH THE EXCEPTION OF THE 2 5/8 USA STAMPED BAT

**RULE 2 – DISTANCE BETWEEN BASES** THE BASES ARE TO BE 60 FEET APART.

#### **RULE 3 – PITCHER'S MOUND TO PLATE DISTANCE**

THE DISTANCE BETWEEN THE REAR POINT OF HOME PLATE AND THE FRONT SIDE OF THE PITCHING RUBBER SHALL BE 46 FEET. HOWEVER, THE PITCHER, AN ADULT IN THIS LEAGUE, MAY MOVE CLOSER SO THAT THE BATTERS ARE MOST COMFORTABLE.

### **ROSTER & POSITIONS**

#### **RULE 1 – NUMBER OF PLAYERS**

TEN PLAYERS ARE TO BE POSITIONED ON THE FIELD DEFENSIVELY. THE TENTH PLAYER IS A FOURTH OUTFIELDER.

#### **RULE 2 – OUTFIELD POSITIONS**

OUTFIELDERS ARE TO PLAY AT APPROXIMATELY THE SAME DEPTH AND EQUALLY SPACED FROM EACH OTHER.

#### **RULE 3 – INNINGS REQUIRED**

ALL PLAYERS MUST PLAY A MINIMUM OF FOUR INNINGS, WITH AT LEAST TWO INNINGS IN THE INFIELD AND AT LEAST ONE INNING IN THE OUTFIELD.

**RULE 4 –  
SUBSTITUTIONS**

NO PLAYER MAY SIT OUT TWO INNINGS UNTIL EACH PLAYER HAS SAT OUT AT LEAST ONE INNING.

**RULE 5 – INNINGS AT A  
POSITION**

NO PLAYER CAN PLAY ONE POSITION MORE THAN THREE INNINGS.

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**SCORING & GAME RULES**

**RULE 1 – RUN LIMIT**

A TEAM MAY SCORE A MAXIMUM OF SIX RUNS PER HALF INNING.

**RULE 2 – TIME  
LIMIT**

EXCEPT FOR INJURY-RELATED OR WEATHER-RELATED DELAYS, NO NEW INNINGS MAY BEGIN AFTER ONE HOUR (FROM THE START OF THE GAME).

**RULE 3 – GAME  
LENGTH**

A GAME CONSISTS OF SIX FULL INNINGS, EVEN THOUGH THE TEAM THAT IS BEHIND MAY NOT BE MATHEMATICALLY ABLE TO CATCH UP BECAUSE OF THE RUN LIMIT RULE.

**RULE 3A – TIE  
GAME**

A TIE GAME AFTER SIX COMPLETE INNINGS OR UPON REACHING THE TIME LIMIT, REMAINS A TIE.

**RULE 4 – INFIELD FLY  
RULE**

THE INFIELD FLY RULE IS NOT IN EFFECT IN THIS LEAGUE. THUS, A FLY BALL IN THE INFIELD IS TO BE TREATED LIKE ANY OTHER FLY BALL.

## COACHING

### **RULE 1 – BASE COACHES**

THE BASE COACHES ARE TO BE ADULTS, NOT PLAYERS. ALL ADULTS ARE REMINDED THAT PLAYERS AT THIS YOUNG AGE NEED REMINDING ABOUT SAFETY AND PAYING ATTENTION.

### **RULE 2 – OUTFIELD COACHES**

UP TO TWO COACHES MAY BE ON THE OUTFIELD GRASS ON DEFENSE TO INSTRUCT AND ENCOURAGE THEIR PLAYERS.

## PITCHING

### **RULE 1 – PITCHER**

THE ACTUAL PITCHER IS AN ADULT. EACH TEAM IS TO PROVIDE THEIR OWN PITCHER TO PITCH TO THEIR OWN BATTERS. OVERHAND THROWING IS RECOMMENDED, ALTHOUGH NOT REQUIRED. THOUGH THREE STRIKES IS RECOMMENDED FOR ALL BATTERS, COACHES MAY AGREE TO BE LENIENT TO ALLOW PLAYERS TO DEVELOP AND LEARN THE SKILLS OF HITTING THE ADULT PITCHER IS TO STAY OUT OF THE WAY OF, AND NOT INTERFERE WITH, THE BATTED BALL OR THE DEFENSIVE PLAYERS. ANY NUMBER OF ADULT PITCHERS MAY BE USED.

### **RULE 2 – PITCHER INTERFERENCE**

THE ADULT PITCHER MUST MAKE EVERY EFFORT TO AVOID INTERFERING WITH A BATTED BALL OR A DEFENSIVE PLAY.

IF A BATTED BALL OR A BALL THROWN TO FIRST IN AN ATTEMPT TO GET THE BATTER OUT TOUCHES THE ADULT PITCHER IN ANY WAY, THE PLAY WILL BE RULED DEAD AND TREATED AS A FOUL BALL. IF ANY OTHER THROWN BALL TOUCHES THE ADULT PITCHER, THE PLAY WILL BE RULED DEAD AND THE BASE RUNNERS SHALL BE PLACED WHERE THEY WOULD BE IF THERE WAS NO INTERFERENCE.

### **RULE 3 – PITCHER DEFENSIVE POSITION**

ONE PLAYER IS STATIONED NEXT TO THE PITCHER'S MOUND TO DEFENSIVELY PLAY THE PITCHER'S POSITION. HE MUST BE WITHIN FIVE FEET OF THE PITCHING RUBBER WHEN THE BALL IS PITCHED, BUT NO CLOSER TO HOME PLATE THAN THE PITCHING RUBBER.

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## BATTING

### **RULE 1 – AT BAT**

THE FIRST TIME THROUGH THE BATTING ORDER, EVERY PLAYER MUST HIT FROM A BATTING TEE. FROM THE SECOND TIME THROUGH THE BATTING ORDER ON, THE PITCHER IS ALLOWED FIVE PITCHES TO THE BATTER TO ALLOW THE BATTER TO HIT THE BALL. AFTER FIVE PITCHES, IF THE BATTER HAS NOT HIT THE BALL, THE BATTER SHOULD HIT THE BALL OFF OF A BATTING TEE.. THERE ARE NO WALKS OR CALLED THIRD STRIKES. HOWEVER, COACHES MAY CALL BALLS AND

STRIKES TO TEACH BATTERS THE STRIKE ZONE.

**RULE 2 – DROPPED THIRD STRIKE**

THE DROPPED THIRD STRIKE RULE IS NOT IN EFFECT.

**RULE 3 – BUNTING**

BUNTING IS NOT ALLOWED AND EACH BATTER MUST TAKE A FULL SWING. A BUNT OR SWINGING BUNT SHALL BE CALLED A FOUL BALL.

**BASE RUNNING**

**RULE 1 – LEAD-OFFS**

LEADING OFF IS NOT ALLOWED. RUNNERS MAY NOT LEAVE THE BASE UNTIL THE PITCHED BALL HAS CROSSED HOME PLATE.

**RULE 2 – STEALING**

STEALING IS NOT PERMITTED, EVEN ON PASSED BALLS AND WILD PITCHES.

**RULE 3 – BASE RUNNING AFTER OVERTHROWS**

NO ADVANCE BY ANY BASE RUNNERS IS ALLOWED ON AN OVERTHROW TO ANY BASE.

**RULE 4 – THROWS FROM THE OUTFIELD**

ONCE A BALL THROWN FROM THE OUTFIELD CROSSES THE GRASS LINE (THE PLANE OF THE INFIELD WHERE THE GRASS MEETS THE DIRT), RUNNERS ARE ALLOWED TO PURSUE ONLY THAT BASE TO WHICH THEY WERE HEADING AS THE BALL CROSSED THE GRASS LINE.

**ALL-STAR GAME & VOTING**

THERE IS NO ALL-STAR GAME OR ALL-STAR VOTING IN THIS LEAGUE.

## **YOUTH LEAGUE (AGES 8 & 9 – MACHINE PITCH)**

**ELIGIBILITY RULE 1 – PLAYERS CANNOT TURN 10 PRIOR TO AUGUST 1<sup>ST</sup> OF THE NEW PLAYING**

**SEASON.**

**PLAYER SELECTION RULE 1 – RANDOM DRAW – SPECIAL TEAM PLACEMENT REQUESTS NOT HONORED.**

### **EQUIPMENT & FIELD**

#### **RULE 1 – BAT SIZE LIMIT**

BATS CAN BE NO LONGER THAN 33 INCHES IN LENGTH AND NO MORE THAN 2 1/4 INCHES IN DIAMETER WITH EXCEPTION OF THE 2 5/8 USA STAMPED BAT

#### **RULE 2 – DISTANCE BETWEEN BASES**

THE BASES ARE 60 FEET APART.

#### **RULE 3 – PITCHER’S MOUND TO PLATE DISTANCE**

THE DISTANCE BETWEEN THE REAR POINT OF HOME PLATE AND THE FRONT SIDE OF THE PITCHING RUBBER SHALL BE 46 FEET. THE PITCHING MACHINE SHALL BE PLACED AS CLOSE TO THE PITCHING RUBBER AS POSSIBLE.

### **ROSTERS & POSITIONS**

#### **RULE 1 – NUMBER OF PLAYERS**

TEN PLAYERS ARE TO BE POSITIONED ON THE FIELD DEFENSIVELY. THE TENTH PLAYER IS A FOURTH OUTFIELDER.

#### **RULE 2 – OUTFIELD POSITIONS**

OUTFIELDERS ARE TO PLAY AT APPROXIMATELY THE SAME DEPTH AND EQUALLY SPACED FROM EACH OTHER.

#### **RULE 3 – INNINGS REQUIRED**

ALL PLAYERS MUST PLAY A MINIMUM OF FOUR INNINGS, WITH AT LEAST TWO INNINGS IN THE INFIELD AND AT LEAST ONE INNING IN THE OUTFIELD. FOR THE YOUTH LEAGUE ONLY, CATCHER IS **NOT** CONSIDERED AN INFIELD POSITION.

#### **RULE 4 – SUBSTITUTIONS**

NO PLAYER MAY SIT OUT TWO INNINGS UNTIL EACH PLAYER HAS SAT OUT AT LEAST ONE INNING.

**RULE 5 – INNINGS AT A POSITION**

NO PLAYER CAN PLAY ONE POSITION MORE THAN THREE INNINGS, UNLESS EXTRA INNINGS ARE NECESSARY, IN WHICH CASE THIS RULE IS WAIVED.

**SCORING & GAME RULES**

**RULE 1 – RUN LIMIT**

A TEAM MAY SCORE A MAXIMUM OF SIX RUNS PER HALF INNING.

**RULE 2 – TIME LIMIT**

EXCEPT FOR INJURY-RELATED OR WEATHER-RELATED DELAYS, NO NEW INNINGS MAY BEGIN AFTER 1 1/2 HOURS (FROM THE START OF THE GAME.)

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**RULE 3 – GAME LENGTH**

A GAME SHALL CONSIST OF SIX INNINGS IN DURATION, UNLESS A TEAM IS UNABLE TO CATCH UP DUE TO THE SIX RUN LIMIT. IN THAT EVENT, THE GAME IS OVER.

**RULE 3A – TIE GAME**

IF THE GAME IS TIED AFTER SIX COMPLETE INNINGS OR UPON REACHING THE TIME LIMIT, UP TO TWO EXTRA INNINGS CAN BE PLAYED. IF THE GAME REMAINS A TIE AFTER THAT, IT STANDS AS A TIE.

**RULE 3B – CALLED GAME**

IN A GAME THAT IS CALLED BY THE UMPIRE, COACHES, OR LEAGUE DIRECTOR DUE TO ADVERSE CONDITIONS, 3 COMPLETE INNINGS OR 2 1/2 INNINGS IF THE HOME TEAM IS AHEAD, CONSTITUTES A COMPLETE GAME. SEE “GENERAL RULES” 2A FOR RESUMPTION OF SUSPENDED GAMES.

**RULE 4 – INFIELD FLY RULE**

THE INFIELD FLY RULE IS NOT IN EFFECT. THUS, A FLY BALL IN THE INFIELD IS TO BE TREATED LIKE ANY OTHER FLY BALL.

**COACHING**

**RULE 1 – COACHES**

BASE COACHES ARE TO BE ADULTS, NOT PLAYERS.

## PITCHING

### **RULE 1 – PITCHER**

A COACH OR AN ADULT FROM THE BATTING TEAM SHALL RUN THE PITCHING MACHINE. THIS PERSON WILL BE CALLED THE “FEEDER.” THE FEEDER CANNOT COACH THE PLAYERS OR OTHER COACHES. A WARNING WILL BE GIVEN AND THE NEXT OCCURRENCE FROM THE SAME TEAM WILL RESULT IN THE PLAYER BEING COACHED BY THE FEEDER BEING CALLED OUT.

### **RULE 1A – SETTING**

THE PITCHING MACHINE SHALL BE SET AT 40 MPH OR AT A SETTING DETERMINED BY THE TVBL BOARD OF DIRECTORS.

### **RULE 1B – PITCHING MACHINE LOADING**

PRIOR TO PLACING THE BALL INTO THE PITCHING MACHINE, THE FEEDER SHALL HOLD THE BALL UP AND SHOW IT TO THE BATTER.

### **RULE 1C – PITCHING MACHINE MALFUNCTION**

IF THE PITCHING MACHINE FAILS, EITHER ONE OF THE COACHES OF THE HITTING TEAM OR A PARENT DESIGNATED BY THAT COACH WILL PITCH.

### **RULE 1D – FEEDER POSITIONING**

THE FEEDER SHALL STAND SO THE MACHINE IS DIRECTLY BETWEEN THE FEEDER AND HOME PLATE.

### **RULE 2 – MACHINE/FEEDER INTERFERENCE**

A BATTED BALL THAT STRIKES ANY PART OF THE PITCHING MACHINE OR THE FEEDER IS DEEMED A SINGLE AND THE BALL SHALL BE RULED DEAD. ANY OTHER BASE RUNNERS SHALL ADVANCE ONE BASE. THE POWER CORD IS DEEMED PART OF THE PITCHING MACHINE.

### **RULE 3 – PITCHER DEFENSIVE POSITION**

ONE PLAYER IS STATIONED NEXT TO THE PITCHER’S MOUND TO DEFENSIVELY PLAY THE PITCHER’S POSITION. HE MUST BE WITHIN FIVE FEET OF THE PITCHING MACHINE WHEN THE BALL IS PITCHED, BUT NO CLOSER TO HOME PLATE THAN THE PITCHING MACHINE. HE CAN MOVE FROM ONE SIDE OF THE RUBBER TO THE OTHER.

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## BATTING

### **RULE 1 – AT BAT**

THE BATTER MUST HIT THE BALL OR STRIKE OUT. NO WALKS ARE GIVEN DUE TO A BASE ON BALLS OR GETTING HIT BY A PITCH. HOWEVER, THE PLATE UMPIRE SHALL STILL CALL BALLS



AND STRIKES ON ALL PITCHES, WITH A CALL OF "BALL" BEING CONSIDERED A "NO PITCH."

### **RULE 2 – DROPPED THIRD STRIKE**

THE DROPPED THIRD STRIKE RULE IS NOT IN EFFECT. THEREFORE, THE BATTER IS OUT ON THE THIRD STRIKE REGARDLESS OF WHETHER OR NOT THE PITCH IS LEGALLY CAUGHT BY THE CATCHER.

### **RULE 3 – BUNTING**

BUNTING IS ALLOWED.

### **RULE 4 – PITCH HITS GROUND IN FRONT OF PLATE**

A PITCH THROWN BY THE MACHINE (OR COACH) THAT HITS THE GROUND IN FRONT OF THE PLATE IS A DEAD BALL AND CONSIDERED A "NO PITCH" REGARDLESS OF WHETHER OR NOT THE BATTER SWINGS AND MISSES, HITS THE BALL OR IS HIT BY THE PITCH.

## **BASE RUNNING**

### **RULE 1 – LEAD-OFFS**

LEADING OFF IS NOT ALLOWED. RUNNERS MAY NOT LEAVE THE BASE UNTIL THE PITCHED BALL HAS CROSSED HOME PLATE.

### **RULE 1A – PENALTY FOR LEAVING BASE EARLY**

A RUNNER LEAVING EARLY WILL BE SENT BACK AND GIVEN A TEAM WARNING THE FIRST TIME. SUBSEQUENT VIOLATIONS BY THE SAME TEAM SHALL RESULT IN THE RUNNER LEAVING EARLY BEING CALLED OUT. IF THE PITCH HAS BEEN DELIVERED, IT SHALL BE RULED A "NO PITCH" WITH NO ADVANCE OF BASE RUNNERS. A VIOLATION BY ONE BASE RUNNER SHALL NOT AFFECT OTHER BASE RUNNERS.

### **RULE 2 – STEALING**

STEALING IS NOT PERMITTED, EVEN ON PASSED BALLS AND WILD PITCHES.

### **RULE 3 – BASE RUNNING AFTER OVERTHROWS**

BASE RUNNERS MAY NOT ADVANCE ON AN OVERTHROW AFTER THE BALL IS SECURED IN THE INFIELD. "SECURED" IS DEFINED AS ANY PLAYER HAVING THE BALL IN HAND OR GLOVE. AN OVERTHROW TO ANY BASE AFTER THE BALL WAS SECURED IN THE INFIELD SHALL RESULT A DEAD BALL.

### **RULE 4 – THROWS FROM THE OUTFIELD**

ONCE A BALL THROWN FROM THE OUTFIELD IS SECURED IN THE INFIELD, RUNNERS ARE ALLOWED TO PURSUE ONLY THAT BASE TO WHICH THEY WERE HEADING. "SECURED" IS

DEFINED AS ANY PLAYER HAVING THE BALL IN HAND OR GLOVE.

**RULE 5 – SPECIAL BASE RUNNING RULE FOR POOL FIELD**

A BALL HIT INTO THE WOODS AT THE POOL FIELD WILL BE A LIVE BALL UNLESS IT CANNOT IMMEDIATELY BE FOUND. IN THAT EVENT, THE BALL SHALL BE RULED DEAD AND WILL RESULT IN A GROUND RULE DOUBLE.

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**DOUBLEHEADERS**

WHEN NECESSARY, THE EARLY GAME OF AN EVENING DOUBLEHEADER SHALL START AT 5:30 P.M. UNLESS OTHERWISE NOTED ON THE SCHEDULE. IN SUCH GAMES, NO NEW INNING SHALL START AFTER 7:00 P.M. A GAME THAT IS CALLED DUE TO TIME WHEN TIED SHALL STAND AS AN OFFICIAL TIE.

DUE TO THE TIME OF DAY, THE TEAMS PLAYING THE SECOND GAME OF A DOUBLEHEADER SHOULD WARM UP OFF THE FIELD. THE SECOND GAME STARTS AT 7:00 P.M. OR IMMEDIATELY FOLLOWING THE EARLY GAME, SO THERE MAY NOT BE TIME FOR INFIELD PRACTICE.

**ROOKIE LEAGUE (AGE 10– KID PITCH)**

**ELIGIBILITY RULE 1 – PLAYERS CANNOT TURN 11 PRIOR TO AUGUST 1<sup>ST</sup> OF THE NEW PLAYING**

**SEASO  
N.**

**PLAYER  
SELECTION**

**RULE 1 – PLAYERS ARE DRAFTED BY COACHES AFTER EVALUATION. A RANDOM DRAWING WILL BE CONDUCTED FOR PLAYERS WHO DO NOT ATTEND THE SCHEDULED PLAYER EVALUATION OR AT THE DISCRETION OF THE BOARD BE DISCUSSED WITH ALL COACHES BEFORE THE DRAFT AND BE INCLUDED IN THE DRAFT PROCESS.**

**EQUIPMENT & FIELD**

**RULE 1 – BAT SIZE LIMIT**

BATS CAN BE NO LONGER THAN 33 INCHES IN LENGTH AND NO MORE THAN 2 1/4 INCHES IN DIAMETER WITH EXCEPTION OF THE 2 5/8 USA STAMPED BAT

**RULE 2 – DISTANCE BETWEEN BASES**

THE BASES ARE 60 FEET APART.

**RULE 3 – PITCHER’S MOUND TO PLATE DISTANCE**

THE DISTANCE BETWEEN THE REAR POINT OF HOME PLATE AND THE FRONT SIDE OF THE PITCHING RUBBER SHALL BE 46 FEET.

**ROSTERS & POSITIONS**

**RULE 1 – NUMBER OF PLAYERS**

TEN PLAYERS ARE TO BE POSITIONED ON THE FIELD DEFENSIVELY. THE TENTH PLAYER IS A FOURTH OUTFIELDER.

**RULE 2 – OUTFIELD POSITIONS**

OUTFIELDERS ARE TO PLAY AT APPROXIMATELY THE SAME DEPTH AND EQUALLY SPACED FROM EACH OTHER.

**RULE 3 – INNINGS REQUIRED**

ALL PLAYERS MUST PLAY A MINIMUM OF FOUR INNINGS, WITH AT LEAST TWO INNINGS IN THE INFIELD AND AT LEAST ONE INNING IN THE OUTFIELD.

**RULE 4 –  
SUBSTITUTIONS**

NO PLAYER MAY SIT OUT TWO INNINGS UNTIL EACH PLAYER HAS SAT OUT AT LEAST ONE INNING.

**RULE 5 – INNINGS AT A  
POSITION**

NO PLAYER CAN PLAY ONE POSITION MORE THAN THREE INNINGS, UNLESS EXTRA INNINGS ARE NECESSARY, IN WHICH CASE THIS RULE IS WAIVED.

**RULE 6 –  
CATCHING**

A CATCHER MAY CATCH A MAXIMUM OF FOUR INNINGS IN A REGULATION GAME, BUT NOT MORE THAN THREE CONSECUTIVE INNINGS. ONE FULL INNING'S REST IS REQUIRED AFTER THREE CONSECUTIVE INNINGS OF CATCHING. IF EXTRA INNINGS ARE REQUIRED, THE FOUR INNINGS MAXIMUM IS WAIVED.

**SCORING & GAME  
RULES**

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**RULE 1 – RUN  
LIMIT**

A TEAM MAY SCORE A MAXIMUM OF SIX RUNS PER HALF INNING.

**RULE 2 – TIME  
LIMIT**

EXCEPT FOR INJURY-RELATED OR WEATHER-RELATED DELAYS, NO NEW INNINGS MAY BEGIN AFTER 2 HOURS (FROM THE START OF THE GAME.)

**RULE 3 – GAME  
LENGTH**

A GAME SHALL CONSIST OF SIX INNINGS IN DURATION, UNLESS A TEAM IS UNABLE TO CATCH UP DUE TO THE SIX RUN LIMIT. IN THAT EVENT, THE GAME IS OVER.

**RULE 3A – TIE  
GAME**

IF THE GAME IS TIED AFTER SIX COMPLETE INNINGS OR UPON REACHING THE TIME LIMIT, UP TO TWO EXTRA INNINGS CAN BE PLAYED. IF THE GAME REMAINS A TIE AFTER THAT, IT STANDS AS A TIE.

**RULE 3B – CALLED**

## **GAME**

IN A GAME THAT IS CALLED BY THE UMPIRE, COACHES, OR LEAGUE DIRECTOR DUE TO ADVERSE CONDITIONS, 3 COMPLETE INNINGS OR 2 1/2 INNINGS IF THE HOME TEAM IS AHEAD, CONSTITUTES A COMPLETE GAME. SEE "GENERAL RULES" 2A FOR RESUMPTION OF SUSPENDED GAMES.

## **RULE 4 – INFIELD FLY**

### **RULE**

THE INFIELD FLY RULE IS IN EFFECT.

## **RULE 4A – INFIELD FLY RULE**

### **EXPLAINED**

THE INFIELD FLY RULE APPLIES WHEN A FLY BALL IS HIT IN OR NEAR THE INFIELD AND THERE ARE RUNNERS ON FIRST AND SECOND, OR FIRST, SECOND, AND THIRD AND THERE ARE LESS THAN TWO OUTS. THE UMPIRE IN HIS JUDGMENT SHALL CALL THE INFIELD FLY RULE. ONCE CALLED, THE BATTER IS OUT WHETHER OR NOT THE FIELDER CATCHES THE BALL. IN THE EVENT THE FIELDER DROPS THE BALL, RUNNERS MAY ADVANCE AT THEIR OWN RISK.

## **COACHING**

### **RULE 1 – COACHES**

BASE COACHES ARE TO BE ADULTS, NOT PLAYERS.

## **PITCHING**

### **RULE 1 – PITCHER DURATION**

NO PITCHER MAY PITCH MORE THAN SIX CONSECUTIVE OUTS IN ONE GAME. HE MAY NOT PITCH IN MORE THAN 3 INNINGS IN ONE GAME, OR MORE THAN SIX INNINGS IN A WEEK IN ONE CALENDAR WEEK.(STARTING ON SUNDAY)

EXAMPLE: IF A PITCHER ENTERS THE GAME BUT DOES NOT RECORD AN OUT BEFORE THE RUN LIMIT IS REACHED, THE PLAYER MAY PITCH THE NEXT TWO INNINGS.

### **RULE 2 – PITCHING AND INFIELD**

#### **INNINGS**

FOR PURPOSES OF OUTFIELD/INFIELD INNINGS, ONE PITCH TO A BATTER DOES EQUAL AN INNING IN THE INFIELD.

### **RULE 3 – PITCHER INS AND**

#### **OUTS**

A PITCHER, ONCE REMOVED AS A PITCHER, MAY NOT PITCH AGAIN IN THE SAME GAME.

### **RULE 4 – BEAN**

#### **BALLS**

A PITCHER THAT HITS THREE BATTERS IN A GAME SHALL BE REMOVED FROM FURTHER PITCHING IN THAT GAME.

### **RULE 5 – PITCHER**

## **VISITS**

A COACH MAY VISIT A PITCHER TWICE PER GAME. UPON THE THIRD VISIT, THE PITCHER MUST BE REMOVED. A VISIT DUE TO AN INJURY DOES NOT COUNT AS AN OFFICIAL VISIT.

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## **RULE 6 –**

### **BALKS**

NO BALKS ARE CALLED. HOWEVER, THE UMPIRE MAY CALL AN NO PITCH RESULTING IN A DEAD BALL.

## **BATTING**

### **RULE 1 – DROPPED THIRD STRIKE**

THE DROPPED THIRD STRIKE RULE IS NOT IN EFFECT. THEREFORE, THE BATTER IS OUT ON THE THIRD STRIKE REGARDLESS OF WHETHER OR NOT THE PITCH IS LEGALLY CAUGHT BY THE CATCHER.

### **RULE 3 –**

### **BUNTING**

BUNTING IS ALLOWED.

### **RULE 4 – PITCH HITS GROUND IN FRONT OF PLATE AND HITS THE BATTER**

A PITCH THROWN BY THE PITCHER THAT HITS THE GROUND BEFORE THE PLATE AND HITS THE BATTER IS A HIT BY PITCH AND BECOMES A DEAD BALL. FIRST BASE IS AWARDED AND THE RUNNERS ADVANCE ACCORDINGLY. THIS RULE RELATES ONLY TO A HIT BATTER. IF THE BATTER SWINGS AND MISSES OR HITS THE BALL IT IS A STRIKE, HIT OR FOUL AS APPROPRIATE.

## **BASE RUNNING**

### **RULE 1 – LEAD-OFFS**

LEADING OFF IS NOT ALLOWED. RUNNERS MAY NOT LEAVE THE BASE UNTIL THE PITCHED BALL HAS CROSSED HOME PLATE.

### **RULE 1A – PENALTY FOR LEAVING BASE EARLY**

A RUNNER LEAVING EARLY WILL BE SENT BACK AND GIVEN A TEAM WARNING THE FIRST TIME. SUBSEQUENT VIOLATIONS BY THE SAME TEAM SHALL RESULT IN THE RUNNER LEAVING EARLY BEING CALLED OUT. IF THE PITCH HAS BEEN DELIVERED, IT SHALL BE RULED A “NO PITCH” WITH NO ADVANCE OF BASE RUNNERS. A VIOLATION BY ONE BASE RUNNER SHALL NOT AFFECT OTHER BASE RUNNERS.

### **RULE 2 – STEALING**

PRIOR TO MID SEASON NO STEALING IS PERMITTED. AT MID SEASON (AS DESIGNATED BY TVBL) STEALING OF ALL BASES IS ALLOWED WITHIN THE PARAMETERS OF THE “NO LEAD-OFF” RULE. THE LONE EXCEPTION IS NO STEALING OF HOME (INCLUDING AN OVER THROW TO 3<sup>RD</sup> FOR A PLAYER STEALING THIS BASE).

### **RULE 3 – BASE RUNNING AFTER OVERTHROWS**

GENERAL RULES APPLY FOR BALLS OUT OF PLAY.

## **DOUBLEHEADERS**

WHEN NECESSARY, THE EARLY GAME OF AN EVENING DOUBLEHEADER SHALL START AT 5:30 P.M. UNLESS OTHERWISE NOTED ON THE SCHEDULE. IN SUCH GAMES, NO NEW INNING SHALL START AFTER 7:00 P.M. A GAME THAT IS CALLED DUE TO TIME WHEN TIED SHALL STAND AS AN OFFICIAL TIE.

DUE TO THE TIME OF DAY, THE TEAMS PLAYING THE SECOND GAME OF A DOUBLEHEADER SHOULD WARM UP OFF THE FIELD. THE SECOND GAME STARTS AT 7:00 P.M. OR IMMEDIATELY FOLLOWING THE EARLY GAME,, SO THERE MAY NOT BE TIME FOR INFIELD PRACTICE.

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### **MINOR LEAGUE (AGE 11 – KID PITCH)**

#### **ELIGIBILITY RULE 1 – PLAYERS CANNOT TURN 12 PRIOR TO AUGUST 1<sup>ST</sup> OF THE NEW PLAYING**

SEASON.

**PLAYER SELECTION RULE 1 – PLAYERS ARE DRAFTED BY COACHES AFTER EVALUATION. A *RANDOM DRAWING WILL BE CONDUCTED FOR PLAYERS WHO DO NOT ATTEND THE SCHEDULED PLAYER EVALUATION* OR AT THE DISCRETION OF THE BOARD BE DISCUSSED WITH ALL COACHES BEFORE THE DRAFT AND BE INCLUDED IN THE DRAFT PROCESS.**

## **EQUIPMENT & FIELD**

### **RULE 1 – BAT SIZE LIMIT**

BATS CAN BE NO LONGER THAN 33 INCHES IN LENGTH AND NO MORE THAN 2 1/4 INCHES IN DIAMETER WITH EXCEPTION OF THE 2 5/8 USA STAMPED BAT.

### **RULE 2 – DISTANCE BETWEEN BASES**

THE BASES ARE 60 FEET APART.

### **RULE 3 – PITCHER'S MOUND TO PLATE DISTANCE**

THE DISTANCE BETWEEN THE REAR POINT OF HOME PLATE AND THE FRONT SIDE OF THE

PITCHING RUBBER SHALL BE 46 FEET.

## ROSTERS & POSITIONS

### **RULE 1 – NUMBER OF PLAYERS**

TEN PLAYERS ARE TO BE POSITIONED ON THE FIELD DEFENSIVELY. THE TENTH PLAYER IS A FOURTH OUTFIELDER.

### **RULE 2 – OUTFIELD POSITIONS**

OUTFIELDERS ARE TO PLAY AT APPROXIMATELY THE SAME DEPTH AND EQUALLY SPACED FROM EACH OTHER.

### **RULE 3 – INNINGS REQUIRED**

ALL PLAYERS MUST PLAY A MINIMUM OF FOUR INNINGS, WITH AT LEAST TWO INNINGS IN THE INFIELD AND AT LEAST ONE INNING IN THE OUTFIELD.

### **RULE 4 – SUBSTITUTIONS**

NO PLAYER MAY SIT OUT TWO INNINGS UNTIL EACH PLAYER HAS SAT OUT AT LEAST ONE INNING.

### **RULE 5 – INNINGS AT A POSITION**

NO PLAYER OTHER THAN THE CATCHER CAN PLAY ONE POSITION MORE THAN THREE INNINGS, UNLESS EXTRA INNINGS ARE NECESSARY, IN WHICH CASE THIS RULE IS WAIVED.

### **RULE 6 – CATCHING**

A CATCHER MAY CATCH A MAXIMUM OF FOUR INNINGS IN A REGULATION GAME, BUT NOT MORE THAN THREE CONSECUTIVE INNINGS. ONE FULL INNING'S REST IS REQUIRED AFTER THREE CONSECUTIVE INNINGS OF CATCHING. IF EXTRA INNINGS ARE REQUIRED, THE FOUR INNINGS MAXIMUM IS WAIVED.

## SCORING & GAME RULES

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### **RULE 1 – RUN LIMIT/MERCY RULE**

EIGHT RUN LIMIT PER INNING. FIVE COMPLETE INNINGS (4 1/2 INNINGS IF THE HOME TEAM IS AHEAD) CONSTITUTES A COMPLETE GAME IF EITHER TEAM IS AHEAD BY NINE OR MORE RUNS. THE HOME TEAM IS ENTITLED TO LAST AT BAT.



**RULE 2 – TIME  
LIMIT**

EXCEPT FOR INJURY-RELATED OR WEATHER-RELATED DELAYS, NO NEW INNINGS MAY BEGIN AFTER 2 HOURS (FROM THE START OF THE GAME.)

**RULE 3 – GAME  
LENGTH**

A GAME SHALL CONSIST OF SIX FULL INNINGS.

**RULE 3A – TIE  
GAME**

IF THE GAME IS TIED AFTER SIX COMPLETE INNINGS OR UPON REACHING THE TIME LIMIT, UP TO TWO EXTRA INNINGS CAN BE PLAYED. IF THE GAME REMAINS A TIE AFTER THAT, IT STANDS AS A TIE.

**RULE 3B – CALLED  
GAME**

IN A GAME THAT IS CALLED BY THE UMPIRE, COACHES, OR LEAGUE DIRECTOR DUE TO ADVERSE CONDITIONS, 3 COMPLETE INNINGS OR 2 1/2 INNINGS IF THE HOME TEAM IS AHEAD, CONSTITUTES A COMPLETE GAME. SEE "GENERAL RULES" 2A FOR RESUMPTION OF SUSPENDED GAMES.

**RULE 4 – INFIELD FLY  
RULE**

THE INFIELD FLY RULE IS IN EFFECT.

**RULE 4A – INFIELD FLY RULE  
EXPLAINED**

THE INFIELD FLY RULE APPLIES WHEN A FLY BALL IS HIT IN OR NEAR THE INFIELD AND THERE ARE RUNNERS ON FIRST AND SECOND, OR FIRST, SECOND, AND THIRD AND THERE ARE LESS THAN TWO OUTS. THE UMPIRE IN HIS JUDGMENT SHALL CALL THE INFIELD FLY RULE. ONCE CALLED, THE BATTER IS OUT WHETHER OR NOT THE FIELDER CATCHES THE BALL. IN THE EVENT THE FIELDER DROPS THE BALL, RUNNERS MAY ADVANCE AT THEIR OWN RISK.

**COACHING**

**RULE 1 – COACHES**

BASE COACHES CAN BE ADULTS OR PLAYERS. REMINDER - PLAYER BASE COACHES MUST WEAR A HELMET.

**PITCHING**

**RULE 1 – PITCHER DURATION**

NO PITCHER MAY PITCH MORE THAN TWO INNINGS IN ONE GAME OR MORE THAN SIX INNINGS IN ONE CALENDAR WEEK.

**RULE 2 – INNING DEFINED FOR  
PITCHING**

ONE PITCH TO A BATTER EQUALS AN INNING PITCHED.

### **RULE 3 – PITCHER INS AND OUTS**

A PITCHER, ONCE REMOVED AS A PITCHER, MAY NOT PITCH AGAIN IN THE SAME GAME.

### **RULE 4 – BEAN BALLS**

A PITCHER THAT HITS THREE BATTERS IN A GAME SHALL BE REMOVED FROM FURTHER PITCHING IN THAT GAME.

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### **RULE 5 – PITCHER VISITS**

A COACH MAY VISIT A PITCHER TWICE PER GAME. UPON THE THIRD VISIT, THE PITCHER MUST BE REMOVED. A VISIT DUE TO AN INJURY DOES NOT COUNT AS AN OFFICIAL VISIT.

### **RULE 6 – BALKS**

NO BALKS ARE CALLED. HOWEVER, THE UMPIRE MAY CALL AN ILLEGAL PITCH RESULTING IN A DEAD BALL.

## **BATTING**

### **RULE 1 – DROPPED THIRD STRIKE**

THE DROPPED THIRD STRIKE RULE IS NOT IN EFFECT. THEREFORE, THE BATTER IS OUT ON THE THIRD STRIKE REGARDLESS OF WHETHER OR NOT THE PITCH IS LEGALLY CAUGHT BY THE CATCHER.

## **BASE RUNNING**

### **RULE 1 – LEAD-OFFS**

LEADING OFF IS NOT ALLOWED. BASE RUNNERS MAY NOT LEAVE THE BASE UNTIL THE PITCHED BALL HAS CROSSED HOME PLATE.

### **RULE 1A – PENALTY FOR LEAVING BASE EARLY**

A RUNNER LEAVING EARLY WILL BE SENT BACK AND GIVEN A TEAM WARNING THE FIRST TIME. SUBSEQUENT VIOLATIONS BY THE SAME TEAM SHALL RESULT IN THE RUNNER LEAVING EARLY BEING CALLED OUT. IF THE PITCH HAS BEEN DELIVERED, IT SHALL BE RULED A “NO PITCH” WITH NO ADVANCE OF BASE RUNNERS. A VIOLATION BY ONE BASE RUNNER SHALL NOT AFFECT OTHER BASE RUNNERS.

### **RULE 1B – RETURNING TO BASE**

WHEN THE PITCHER IS IN CONTACT WITH THE PITCHER’S RUBBER WITH POSSESSION OF THE

BALL AND THE CATCHER IS IN THE CATCHER'S BOX READY TO RECEIVE DELIVERY OF THE PITCH, THE BASE RUNNERS MUST RETURN TO THEIR LAST OCCUPIED BASE.

**RULE 2 –  
STEALING**

STEALING OF ALL BASES IS ALLOWED WITHIN THE PARAMETERS OF THE "NO LEAD-OFF" RULE

**DOUBLEHEADERS**

WHEN NECESSARY, THE EARLY GAME OF AN EVENING DOUBLEHEADER ON A LIGHTED FIELD SHALL START AT 5:30 PM UNLESS OTHERWISE NOTED ON THE SCHEDULE. IN SUCH GAMES, NO NEW INNING SHALL START AFTER 7:30 PM. SUCH A GAME THAT IS CALLED DUE TO TIME WHEN TIED SHALL STAND AS AN OFFICIAL TIE.

DUE TO THE TIME OF DAY, THE TEAMS PLAYING THE SECOND GAME OF A DOUBLEHEADER SHOULD WARM UP OFF THE FIELD. THE SECOND GAME STARTS AT 7:30 PM OR IMMEDIATELY FOLLOWING THE EARLY GAME, SO THERE MAY NOT BE TIME FOR INFIELD PRACTICE.

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**MAJOR LEAGUE (AGE 12 – KID  
PITCH)**

**ELIGIBILITY RULE 1 – PLAYERS CANNOT  
TURN 13 PRIOR TO AUGUST 1<sup>ST</sup> OF THE NEW PLAYING SEASON.**

**PLAYER SELECTION RULE 1 – PLAYERS ARE  
DRAFTED BY COACHES AFTER EVALUATION. A RANDOM DRAW WILL BE CONDUCTED FOR PLAYERS  
NOT ATTENDING THE SCHEDULED PLAYER EVALUATION OR AT THE DISCRETION OF THE BOARD BE  
DISCUSSED WITH ALL COACHES BEFORE THE DRAFT AND BE INCLUDED IN THE DRAFT PROCESS.**

**EQUIPMENT & FIELD RULE 1 – BAT SIZE LIMIT**

BATS CAN BE NO LONGER THAN 33 INCHES IN LENGTH AND NO MORE THAN 2 5/8 INCHES IN  
DIAMETER

**RULE 2 – DISTANCE BETWEEN**

## **BASES**

THE BASES ARE 70 FEET APART

## **RULE 3 – PITCHER’S MOUND TO PLATE DISTANCE**

THE DISTANCE BETWEEN THE REAR POINT OF HOME PLATE AND THE FRONT SIDE OF THE PITCHING RUBBER SHALL BE 50 FEET.

## **ROSTERS & POSITIONS**

### **RULE 1 – NUMBER OF PLAYERS**

NINE PLAYERS ARE TO BE POSITIONED ON THE FIELD DEFENSIVELY.

### **RULE 2 – OUTFIELD POSITIONS**

N/A

### **RULE 3 – INNINGS REQUIRED**

ALL PLAYERS MUST PLAY A MINIMUM OF FOUR INNINGS, WITH AT LEAST TWO INNINGS IN THE INFIELD AND AT LEAST ONE INNING IN THE OUTFIELD.

### **RULE 4 – SUBSTITUTIONS**

NO PLAYER MAY SIT OUT TWO INNINGS UNTIL EACH PLAYER HAS SAT OUT AT LEAST ONE INNING.

### **RULE 5 – INNINGS AT A POSITION**

NO PLAYER OTHER THAN THE CATCHER CAN PLAY ONE POSITION MORE THAN THREE INNINGS, UNLESS EXTRA INNINGS ARE NECESSARY, IN WHICH CASE THIS RULE IS WAIVED.

### **RULE 6 – CATCHING**

A CATCHER MAY CATCH A MAXIMUM OF FOUR INNINGS IN A REGULATION GAME, BUT NOT MORE THAN THREE CONSECUTIVE INNINGS. ONE FULL INNING’S REST IS REQUIRED AFTER THREE CONSECUTIVE INNINGS OF CATCHING. IF EXTRA INNINGS ARE REQUIRED, THE FOUR INNINGS MAXIMUM IS WAIVED.

# RULES

## **RULE 1 – RUN LIMIT/MERCY**

### **RULE**

**EIGHT RUN LIMIT PER INNING.** FIVE COMPLETE INNINGS (4 1/2 INNINGS IF THE HOME TEAM IS AHEAD) CONSTITUTES A COMPLETE GAME IF EITHER TEAM IS AHEAD BY NINE OR MORE RUNS. THE HOME TEAM IS ENTITLED TO LAST AT BAT.

## **RULE 2 – TIME**

### **LIMIT**

EXCEPT FOR INJURY-RELATED OR WEATHER-RELATED DELAYS, NO NEW INNINGS MAY BEGIN AFTER 2 HOURS (FROM THE START OF THE GAME.)

## **RULE 3 – GAME**

### **LENGTH**

A GAME SHALL CONSIST OF SIX FULL INNINGS.

## **RULE 3A – TIE**

### **GAME**

IF THE GAME IS TIED AFTER SIX COMPLETE INNINGS OR UPON REACHING THE TIME LIMIT, UP TO TWO EXTRA INNINGS CAN BE PLAYED. IF THE GAME REMAINS A TIE AFTER THAT, IT STANDS AS A TIE.

## **RULE 3B – CALLED**

### **GAME**

IN A GAME THAT IS CALLED BY THE UMPIRE, COACHES, OR LEAGUE DIRECTOR DUE TO ADVERSE CONDITIONS, 3 COMPLETE INNINGS OR 2 1/2 INNINGS IF THE HOME TEAM IS AHEAD, CONSTITUTES A COMPLETE GAME. SEE "GENERAL RULES" 2A FOR RESUMPTION OF SUSPENDED GAMES.

## **RULE 4 – INFIELD FLY**

### **RULE**

THE INFIELD FLY RULE IS IN EFFECT.

## **RULE 4A – INFIELD FLY RULE**

### **EXPLAINED**

THE INFIELD FLY RULE APPLIES WHEN A FLY BALL IS HIT IN OR NEAR THE INFIELD AND THERE ARE RUNNERS ON FIRST AND SECOND, OR FIRST, SECOND, AND THIRD AND THERE ARE LESS THAN TWO OUTS. THE UMPIRE IN HIS JUDGMENT SHALL CALL THE INFIELD FLY RULE. ONCE CALLED, THE BATTER IS OUT WHETHER OR NOT THE FIELDER CATCHES THE BALL. IN THE EVENT THE FIELDER DROPS THE BALL, RUNNERS MAY ADVANCE AT THEIR OWN RISK.

# COACHING

## **RULE 1 – COACHES**

BASE COACHES CAN BE ADULTS OR PLAYERS. REMINDER - PLAYER BASE COACHES MUST WEAR A HELMET.

## PITCHING

### **RULE 1 – PITCHER DURATION**

NO PITCHER MAY PITCH MORE THAN TWO INNINGS IN ONE GAME OR MORE THAN SIX INNINGS IN ONE CALENDAR WEEK.

### **RULE 2 – INNING DEFINED FOR PITCHING**

ONE PITCH TO A BATTER EQUALS AN INNING PITCHED.

### **RULE 3 – PITCHER INS AND OUTS**

A PITCHER, ONCE REMOVED AS A PITCHER, MAY NOT PITCH AGAIN IN THE SAME GAME.

### **RULE 4 – BEAN BALLS**

A PITCHER THAT HITS THREE BATTERS IN A GAME SHALL BE REMOVED FROM FURTHER PITCHING IN THAT GAME.

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### **RULE 5 – PITCHER VISITS**

A COACH MAY VISIT A PITCHER TWICE PER GAME. UPON THE THIRD VISIT, THE PITCHER MUST BE REMOVED. A VISIT DUE TO AN INJURY DOES NOT COUNT AS AN OFFICIAL VISIT.

### **RULE 6 – BALKS**

NO BALKS ARE CALLED. HOWEVER, THE UMPIRE MAY CALL AN ILLEGAL PITCH RESULTING IN A DEAD BALL.

## BATTING

### **RULE 1 – DROPPED THIRD STRIKE**

THE DROPPED THIRD STRIKE RULE IS NOT IN EFFECT. THEREFORE, THE BATTER IS OUT ON THE THIRD STRIKE REGARDLESS OF WHETHER OR NOT THE PITCH IS LEGALLY CAUGHT BY THE CATCHER.

## BASE RUNNING

### **RULE 1 – LEAD-OFFS**

LEADING OFF IS NOT ALLOWED. BASE RUNNERS MAY NOT LEAVE THE BASE UNTIL THE PITCHED BALL HAS LEFT THE PITCHER'S HAND.

### **RULE 1A – PENALTY FOR LEAVING BASE EARLY**

A RUNNER ADVANCING EARLY (PRIOR TO PITCHED BALL LEAVING PITCHER'S HAND) WILL BE SENT BACK AND GIVEN A TEAM WARNING THE FIRST TIME. SUBSEQUENT VIOLATIONS BY THE

SAME TEAM SHALL RESULT IN THE RUNNER ADVANCING EARLY BEING CALLED OUT. A VIOLATION BY ONE BASE RUNNER SHALL NOT AFFECT THE OTHER BASE RUNNERS.

**RULE 1B – RETURNING TO  
BASE**

WHEN THE PITCHER IS IN CONTACT WITH THE PITCHER'S RUBBER WITH POSSESSION OF THE BALL AND THE CATCHER IS IN THE CATCHER'S BOX READY TO RECEIVE DELIVERY OF THE PITCH, THE BASE RUNNERS MUST RETURN TO THEIR LAST OCCUPIED BASE.

**RULE 2 –  
STEALING**

STEALING OF ALL BASES IS ALLOWED WITHIN THE PARAMETERS OF THE "NO LEAD-OFF" RULE.

**RULE 3 – ADVANCING ON PASSED BALLS AND  
OVERTHROWS**

**A PLAYER MAY ADVANCE AS MANY BASES AS THEY DESIRE AT THEIR OWN  
RISK,**

**BASE RUNNERS MAY SAFELY ADVANCE TO THE NEXT BASE BEYOND THAT  
WHICH THEY ARE CLOSEST AFTER A BALL GOES OUT OF PLAY.**

A BALL IS OUT OF PLAY WHEN IT GOES OUT OF BOUNDS, INTO A DUGOUT, OVER A FENCE, BEHIND THE BACKSTOP, OR IS LODGED IN A FENCE OR BACKSTOP.

**DOUBLEHEADERS**

WHEN NECESSARY, THE EARLY GAME OF AN EVENING DOUBLEHEADER ON A LIGHTED FIELD SHALL START AT 5:30 PM UNLESS OTHERWISE NOTED ON THE SCHEDULE. IN SUCH GAMES, NO NEW INNING SHALL START AFTER 7:30 PM. SUCH A GAME THAT IS CALLED DUE TO TIME WHEN TIED SHALL STAND AS AN OFFICIAL TIE.

DUE TO THE TIME OF DAY, THE TEAMS PLAYING THE SECOND GAME OF A DOUBLEHEADER SHOULD WARM UP OFF THE FIELD. THE SECOND GAME STARTS AT 7:30 PM OR IMMEDIATELY FOLLOWING THE EARLY GAME, SO THERE MAY NOT BE TIME FOR INFIELD PRACTICE.

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**SENIOR LEAGUE (AGES 13, 14, & 15 – KID  
PITCH)**

**ELIGIBILITY RULE 1 – PLAYERS CANNOT TURN 16 PRIOR TO AUGUST 1<sup>ST</sup> OF  
THE NEW PLAYING**

SEASON.

**PLAYER SELECTION RULE 1 – PLAYERS ARE DRAFTED BY COACHES AFTER EVALUATION. A RANDOM DRAW WILL BE CONDUCTED FOR PLAYERS NOT ATTENDING THE SCHEDULED PLAYER EVALUATION OR AT THE DISCRETION OF THE BOARD BE DISCUSSED WITH ALL COACHES BEFORE THE DRAFT AND BE INCLUDED IN THE DRAFT PROCESS.**

## **EQUIPMENT & FIELD**

### **RULE 1 – BAT SIZE LIMIT**

N/A

### **RULE 2 – DISTANCE BETWEEN BASES**

THE BASES ARE 80 FEET APART

### **RULE 3 – PITCHER’S MOUND TO PLATE DISTANCE**

THE DISTANCE BETWEEN THE REAR POINT OF HOME PLATE AND THE FRONT SIDE OF THE PITCHING RUBBER SHALL BE 56 FEET.

## **ROSTERS & POSITIONS**

### **RULE 1 – NUMBER OF PLAYERS**

NINE PLAYERS ARE TO BE POSITIONED ON THE FIELD DEFENSIVELY.

### **RULE 2 – OUTFIELD POSITIONS**

N/A

### **RULE 3 – INNINGS REQUIRED**

THERE ARE NO INFIELD/OUTFIELD INNING REQUIREMENTS FOR PLAYERS. HOWEVER, ALL PLAYERS MUST PLAY A MINIMUM OF FOUR INNINGS.

### **RULE 4 – SUBSTITUTIONS**

NO PLAYER MAY SIT OUT TWO INNINGS UNTIL EACH PLAYER HAS SAT OUT AT LEAST ONE INNING.

### **RULE 5 – INNINGS AT A POSITION**

THERE ARE NO RESTRICTIONS ON THE NUMBER OF INNINGS AT A POSITION WITH THE EXCEPTION OF THE PITCHER AND THE CATCHER.



**RULE 6 –  
CATCHING**

A CATCHER MAY CATCH A MAXIMUM OF SIX INNINGS IN A REGULATION GAME, BUT NOT MORE THAN FOUR CONSECUTIVE INNINGS. ONE FULL INNING'S REST IS REQUIRED AFTER FOUR CONSECUTIVE INNINGS OF CATCHING. IF EXTRA INNINGS ARE REQUIRED, THE SIX INNINGS MAXIMUM IS WAIVED.

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**SCORING & GAME  
RULES**

**RULE 1 – RUN LIMIT/MERCY  
RULE**

**EIGHT RUN LIMIT PER INNING.** FIVE COMPLETE INNINGS (4 1/2 INNINGS IF THE HOME TEAM IS AHEAD) CONSTITUTES A COMPLETE GAME IF EITHER TEAM IS AHEAD BY TEN OR MORE RUNS. THE HOME TEAM IS ENTITLED TO LAST AT BAT.

**RULE 2 – TIME  
LIMIT**

EXCEPT FOR INJURY-RELATED OR WEATHER-RELATED DELAYS, NO NEW INNINGS MAY BEGIN AFTER 2 HOURS (FROM THE START OF THE GAME.)

**RULE 3 – GAME  
LENGTH**

A GAME SHALL CONSIST OF SEVEN FULL INNINGS.

**RULE 3A – TIE  
GAME**

IF THE GAME IS TIED AFTER SEVEN COMPLETE INNINGS OR UPON REACHING THE TIME LIMIT, UP TO TWO EXTRA INNINGS CAN BE PLAYED. IF THE GAME REMAINS A TIE AFTER THAT, IT STANDS AS A TIE.

**RULE 3B – CALLED  
GAME**

IN A GAME THAT IS CALLED BY THE UMPIRE, COACHES, OR LEAGUE DIRECTOR DUE TO ADVERSE CONDITIONS, 4 COMPLETE INNINGS OR 3 1/2 INNINGS IF THE HOME TEAM IS AHEAD, CONSTITUTES A COMPLETE GAME. SEE "GENERAL RULES" 2A FOR RESUMPTION OF SUSPENDED GAMES.

**RULE 4 – INFIELD FLY  
RULE**

THE INFIELD FLY RULE IS IN EFFECT.

#### **RULE 4A – INFIELD FLY RULE EXPLAINED**

THE INFIELD FLY RULE APPLIES WHEN A FLY BALL IS HIT IN OR NEAR THE INFIELD AND THERE ARE RUNNERS ON FIRST AND SECOND, OR FIRST, SECOND, AND THIRD AND THERE ARE LESS THAN TWO OUTS. THE UMPIRE IN HIS JUDGMENT SHALL CALL THE INFIELD FLY RULE. ONCE CALLED, THE BATTER IS OUT WHETHER OR NOT THE FIELDER CATCHES THE BALL. IN THE EVENT THE FIELDER DROPS THE BALL, RUNNERS MAY ADVANCE AT THEIR OWN RISK.

### **COACHING**

#### **RULE 1 – COACHES**

BASE COACHES CAN BE ADULTS OR PLAYERS. REMINDER - PLAYER BASE COACHES MUST WEAR A HELMET.

### **PITCHING**

#### **RULE 1 – PITCHER DURATION**

NO PITCHER MAY PITCH MORE THAN THREE INNINGS IN ONE GAME OR MORE THAN SIX INNINGS IN ONE CALENDAR WEEK.

#### **RULE 2 – INNING DEFINED FOR PITCHING**

ONE PITCH TO A BATTER EQUALS AN INNING PITCHED.

#### **RULE 3 – PITCHER INS AND OUTS**

A PITCHER, ONCE REMOVED AS A PITCHER, MAY NOT PITCH AGAIN IN THE SAME GAME.

#### **RULE 4 – BEAN BALLS**

A PITCHER THAT HITS THREE BATTERS IN A GAME SHALL BE REMOVED FROM FURTHER PITCHING IN THAT GAME.

#### **RULE 5 – PITCHER VISITS**

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A COACH MAY VISIT A PITCHER TWICE PER GAME. UPON THE THIRD VISIT, THE PITCHER MUST BE REMOVED. A VISIT DUE TO AN INJURY DOES NOT COUNT AS AN OFFICIAL VISIT.

#### **RULE 6 – BALKS**

BALKS WILL BE CALLED AND ENFORCED AFTER THE SECOND WEEK OF THE SEASON. UNTIL THEN, UMPIRES MAY CALL BALKS RESULTING IN A DEAD BALL SITUATION.

### **BATTING**

## **RULE 1 – DROPPED THIRD STRIKE**

THE DROPPED THIRD STRIKE RULE IS IN EFFECT.

### **RULE 1A – DROPPED THIRD STRIKE**

#### **CLARIFICATION:**

THE “DROPPED THIRD STRIKE” IS A RULE TO DETERMINE WHEN A BATTER IS CONSIDERED OUT FOR SCORING PURPOSES. THE FOLLOWING RELATES TO GAME SITUATIONS FOR THIS RULE WHEN THE CATCHER DOES NOT CATCH THE BALL CLEANLY ON THE THIRD STRIKE:

1. WHENEVER FIRST BASE IS UNOCCUPIED, IT DOES NOT MATTER HOW MANY OUTS THERE ARE, THE BATTER IS NOT CONSIDERED OUT UNTIL THE CATCHER EITHER TAGS THE BATTER OR THROWS THE BALL TO FIRST BASE FOR THE FORCE OUT. IF THERE IS A RUNNER ON EITHER SECOND OR THIRD BASE, THEY MAY ADVANCE AT THEIR OWN RISK.
2. WHEN FIRST BASE IS OCCUPIED AND THERE ARE LESS THAN TWO OUTS, THERE IS NO NEED TO TAG THE BATTER OR FORCE HIM OUT AT FIRST BASE. HE IS CONSIDERED OUT WHETHER OR NOT THE CATCHER CATCHES THE BALL.
3. WHEN FIRST BASE IS OCCUPIED AND THERE ARE TWO OUTS, THE BATTER IS REQUIRED TO EITHER BE TAGGED BY THE CATCHER OR FORCED OUT. ADDITIONALLY, IF THERE IS MORE THAN ONE RUNNER ON THE BASES (E.G. BASES LOADED), A FORCE OUT CAN BE EXECUTED AT ANY ONE OF THE AVAILABLE BASES. AS AN EXAMPLE, WHERE THE BASES ARE LOADED AND THE CATCHER DROPS THE THIRD STRIKE, THE CATCHER CAN OBTAIN AN OUT BY SIMPLY STEPPING ON HOME PLATE PRIOR TO THE RUNNER FROM THIRD REACHING HOME PLATE.

## **BASE RUNNING**

### **RULE 1 – LEAD-OFFS**

THERE ARE NO RESTRICTIONS TO LEADING OFF AND BASE RUNNERS MAY ADVANCE AT ANY TIME.

### **RULE 2 – STEALING**

STEALING OF ALL BASES IS ALLOWED.

### **RULE 3 – SLIDING**

HEAD FIRST SLIDES ARE ALLOWED.

