

FRANKLIN BASEBALL LEAGUE MISSION STATEMENT

The Franklin Baseball League seeks to build respect and appreciation for the game of baseball among children and youth of the surrounding community. Each year, the League does so by:

- providing a schedule of T-Ball, baseball, and softball games for boys and girls in grades Kindergarten through 8;
- training and employing interested youth as umpires; and
- engaging volunteer directors, managers, and coaches who lead by example in teaching the game, following League rules, and implanting the ideals of good sportsmanship through their dealings with players, umpires, parents, and fellow volunteers.

While Franklin Baseball is a League that recognizes outstanding performance on the field, it also believes in providing a rewarding experience for all participants and values the number of new and returning players and umpires each year as a benchmark of its success.

ABOUT THIS BOOK

Each Division will have a specific set of rules that will add to or delete from the official rules of baseball, softball, or the Franklin Baseball League General Rules, and all Managers and Assistants are to be aware of these rules and abide by them in their conduct. The Board of Directors Rules Committee will make a determination in any situation not specifically covered in the official rules.

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RESPONSIBILITIES OF MANAGERS AND ASSISTANTS

It shall be the responsibility of each manager and assistant to:

- 1. Conduct a “kick-off” meeting with all his/her players, parents being invited to attend, where he/she will review the FBL’s philosophies, Code of Conduct and plans for the season and continue to meet with players and parents on a regular basis to reinforce the above. If a parent or other participant contributes to the game in a manner that is inconsistent with the FBL Code of Conduct, the Manager should dismiss the participant from the game, and bring the situation to the Division’s Director.**
- 2. Conduct them-selves in a proper manner, adhere to the rules of play as outlined in the latest FBL Rule Book and demonstrate good sportsmanship.**
- 3. Managers and Coaches who participate in pre-season drafts of their teams, will not share with anyone, any information whatsoever about the selection of players during that draft.**
- 4. Encourage and require proper conduct among players.**
- 5. Promote individual and team skill toward enjoyable competition.**
- 6. Insist on complete player attendance at all practice sessions and games.**
- 7. Provide supervision at all times during practice sessions and scheduled games.**
- 8. Require strict adherence to safety rules at all times, including those requiring the wearing of batting helmets, forbidding bat throwing, observance of on-deck safety rules, and others, and keep on hand the “Coaches Concussion Clipboard Fact Sheet”. It is particularly important to adhere to the concussion rules as described in Section “O” (Safety) below.**
- 9. A manager may bench a player for one game for discipline reasons, but must notify the opposing manager and the Division Director.**
- 10. Any recommendation for the suspension of a player because of conduct considered detrimental to the best interests of the League shall be referred to the Board of Directors for final action.**

11. **Managers and coaches shall enforce the NO HARASSMENT RULE. Managers and coaches are required to discourage harassment of players or umpires by players and spectators NOTE: Harassment includes consciously or unconsciously influencing the calls by Umpires by saying “safe”, “out”, “ball”, “strike”, “fair”, “foul”, etc... It is obvious that the managers and coaches are required to refrain from harassment as well.**
12. **Managers must ensure that all players remain in the dugout during the game, unless they are defensive players, at bat, on deck, first or third base coaches, or players warming up to enter the game. The manager will only be allowed on the field of play after he/she has requested a time out, and has been given that time out by the umpire, except as allowed in the Prep Division. Otherwise players, coaches, and managers must sit or stand within the dugout and clear of the dugout gate.**
13. **The only adults permitted in the dugout are the Manager and two Assistants.**
14. **Prior to the first game of the season, Managers and Assistants are required to pass the rules test, agree to a background check and sign the Manager’s “Code of Conduct”.**
15. **Managers are encouraged to secure a second Assistant after the draft and an extra team shirt will be provided. The added assistant is required to pass the rules test, agree to a background check and sign the Manager’s “Code of Conduct” prior to assuming that role.**
16. **Managers and Assistant Managers are to submit game results, all-star selections, umpire and player evaluations and other team information as may be requested by the league.**
17. **Managers and Assistant Managers are to ensure that the fields are left free and clear of litter and other debris. Managers and Assistant Managers must be accountable to ensure that Franklin coaches, players, parents and fans are advised that we are guests on all of the fields we use and are prohibited from utilizing the surrounding areas as a restroom, or entering any of the neighboring buildings to use the restroom or under any other circumstances (exceptions: the Public Restroom (formerly known as the Kreger House) located just east of Kaline Field, and the porta-johns installed at various fields).**

GENERAL RULES OF FRANKLIN BASEBALL LEAGUE**A. Schedules**

All scheduling will be coordinated by the Scheduling Director in conjunction with Division Directors. All Prep, Continental, Little League, Pony, Junior Softball, Intermediate Softball, and Senior Softball games (Monday through Friday) will start at 6:30 p.m.

Duration of all games, except in Prep 1, shall be 6 innings, or in the case of a tie after 6 innings shall continue until a winner is established. However, no inning may start after sundown on game day ("Sunset Rule"; times are published on FBL web site) or 2 hours post scheduled start time, whichever comes first. If in the judgment of the Umpire, at any point, it is too dark to safely play, in which case the Umpire may call the game, and continuation at a later date will follow other applicable rules. However, any inning started must be completed. The result or a need for replay of a game suspended due to these time limits will be according to the guidance in section H. "Official Games" or specific Division rules.

NOTE: THE 2-HOUR RULE DOES NOT APPLY DURING PLAY-OFFS. Also note that the "sundown" restriction does not apply to games played on lighted facilities. However, no game can continue past 10:00 PM at Drake Park.

Any team that fails to have a representative in attendance in a mandatory Manager training session will not be allowed access to practice fields until they have scheduled a supervised practice through the scheduling director.

However, the Vice President of Operations may grant individual team waivers if requested by that teams Division Director and approved by the Director of Training.

B. Equipment

The uniform shirts, hats, pants and stockings are provided for the players. Shirts must be tucked in. Jackets, sweatshirts, etc. al. are requested to be worn under the team shirt; however, if they are not all zippered items must be zipped.

Team equipment, (bats, balls, helmets, catcher's gear, and first aid kit), are provided to each team Manager by the League. **NOTE:** Proper sizing and fit of helmets adds to player safety and participants are encouraged to provide a properly fitted helmet for their

own son or daughters personal use. Helmets will not be provided from 2015 onwards. State standard.

Each Manager will be required to sign for his/her team's equipment as delivered (an inventory list will be included), and is required to return the equipment to the Equipment Director within one week after the season ends. Each Manager will be required to return the equipment with an updated inventory list.

Managers are responsible to see that players do not mistreat any equipment by throwing batting helmets, bats, etc.

C. Eligibility

All players must be registered and have paid the required registration fee before they are issued a uniform and are permitted to participate in practices or scheduled games. For specific information on age eligibility for each league, please refer to the annual registration form.

D. Non-League Games

All non-League games must be approved in advance by the Board of Directors.

E. Playing Roster

Each Manager shall attempt to maintain a full roster of players as determined by the respective Division Directors. Borrowing from the other team and calling players up: see respective division rules.

F. Score Keeping

All Managers must maintain a score book for each game that contains the following:

- 1) Batting order for his/her team by name and number, or position.
- 2) Substitutions for his/her team by name and number, or position.
- 3) Innings pitched by each pitcher on his/her team.
- 4) Innings played by each member of his/her team.
- 5) Batting order for opposing team.
- 6) Runs scored by each team.
- 7) Outs for both teams.

Both team Managers are responsible for recording the first and last names of the umpires in their scorebook, prior to the start of the

game. Immediately following each game, the Manager of the winning team is to report the score, umpire evaluations, notable incidents, etc., into the FBL web site and to the respective Division Director if appropriate. Umpire Evaluations from the losing team Manager are also encouraged.

G. Game Preparation

- 1) The home team Manager is responsible for setting out the bases, removing foreign articles from the field before the game, and, with the help of the visiting team, policing the area following the game. In addition, the home team will occupy the 3rd base dugout and will provide all umpire protective outer equipment (mask, chest protector, shin guards) as required for the division.

Remember: we are guests on all of the fields, and must keep them free and clear of litter and other debris.

The director of fields and maintenance will report incidents of abusive use of the fields (e.g. not picking up trash after the game) to the board of directors which will take appropriate action.

- 2) Both teams will have a one hour practice before each game. The home team will have the infield for first half hour while the away team practices in the outfield – teams will swap for second half hour. If the home team is late in starting their practice, they must still yield the field to the visiting team one-half hour prior to game time. The umpire meeting with the Managers shall take place 5 minutes before the scheduled game time.
- 3) Before the game commences players and coaches will stand two feet away from the 1st or 3rd base line (closest to the team's respective dugout) and recite the following pledge, "I pledge to play the game with integrity and effort. I will show good sportsmanship to the other team, the umpires and my fellow players. Play ball!"

H. Official Games

In Continental, Little League, Pony and Girls Softball, games called due to the "Sunset Rule" or time limit (as described in A. Schedules, above), or games called due to weather or darkness at the end of an inning, will be considered an official, complete game if four full innings have been played or if the home team is leading after 3 1/2 innings have been completed. If the game is official but tied at the point of suspension, then the game will be "continued" according to SECTION "J" CONTINUATIONS.

If games in these divisions called for weather or time limit do not satisfy the requirement for an official, complete game above, the game must be replayed in its entirety.

Games in these divisions interrupted due to darkness in the middle of an inning shall be continued per the guidance below.

GAMES INTERRUPTED DUE TO DARKNESS will be continued (when the teams next meet) from the exact point of the suspension until the completion of that inning. If the completion of that inning would not satisfy the requirement for an official, complete game highlighted above, the game must be replayed in its entirety. In the case of a tie after that inning has been completed, the game shall continue **ACCORDING TO SECTIONS "J.2" & "J.3" CONTINUATIONS**, until a winner is established. All of the previous pitching rules shall apply to continued games. The team losing a game interrupted by darkness will have the option to concede the game.

IN THE CASE OF A GAME BEING POSTPONED, THE FOLLOWING RESCHEDULING PROCEDURE WILL BE FOLLOWED:

- 1) Managers notify Division Director and Scheduling Director within 24 hours of postponement - identifying any preferred timing for the rescheduled game.
- 2) Scheduling Director will provide a date and times compliant with standard scheduling guidelines for the rescheduled game to the Managers and Division Director. Managers have up to 48 hours to discuss any potential conflicts with the date and time provided before the date and time of the rescheduled game becomes official.
- 3) If only one team attends the rescheduled game, with the required minimum number of players by the required time, that team will be awarded the game by forfeit, with the score being recorded as 6-0.
- 4) If neither team attends the rescheduled game, with the required minimum number of players by the required time, the game will be treated as a loss for both teams.

I. Tornado Warnings, Lightning/Thunder & Rainouts

TORNADO WARNINGS AND LIGHTING OR THUNDER - All play is to be suspended immediately and players are to clear the field in the event of a local tornado warning or if lightning and/or thunder is observed. The game is not to resume unless the tornado warning is canceled or the lightning or thunder has not been observed for a minimum of 30 minutes.

RAINOUT GAMES

A game shall be considered a rainout if dangerous or hazardous weather or field conditions prevent the start of play or cause the stoppage of play prior to the game becoming official. In Tee-Ball, Prep and Junior Softball games will be cancelled if the temperature at 5pm is 45 F or colder.

Field status will be assessed centrally and posted on website by 5pm on game day.

If severe weather causes conditions to change at an open field, then immediately prior to the beginning of the game, the decision to play the game is the responsibility of the team Managers.

Managers will wait a minimum of fifteen minutes after the game's scheduled starting time to see if the weather conditions clear, allowing the game to be played.

Once the game has started, the decision to continue play is the responsibility of the umpire. However, Manager Intervention based upon the safety of the players should be taken when conditions are obvious.

Once the game has been stopped due to rain (lightning is cause for immediate stoppage), a fifteen minute minimum waiting period will take place to determine if weather conditions will change and allow the game to continue. If, after fifteen minutes the rain continues, the game will be called.

Replaying of games called for rain is governed by Division Rules.

J. Continuations

- 1) For all divisions except Prep, if a game is tied, or an inning has commenced in a game that was tied but has not been completed, regardless of the score, and conditions cause the game to be halted (rain, darkness, etc.), then the tie game will be completed on the date the two teams meet again. The game will be continued from the point it was suspended. For clarification, tie games that have started an inning, but have not completed that inning, will continue from the point of suspension and not revert to the end of the last completed inning. The tie game must be completed prior to the start of the regularly scheduled game.**
- 2) All of the previous pitching rules shall apply to continued games.**

- 3) All tie games will be considered suspended games. If the suspended game is the last regularly scheduled game between the two teams, the game will be completed only if the outcome has a direct bearing on the final team standings for the regular season championship.
- 4) Prep games will be final at the end of play for that day regardless of the score.

K. Umpires

Arrangements have been made to have umpires available for all scheduled games and special events. Single umpires shall be in attendance for Prep and Jr. Softball games. Two umpires shall be in attendance at all Continental, Little League and Girls Softball, and Pony League games. Both team Managers are responsible for recording the first and last names of the umpires in their scorebook, prior to the start of the game. Immediately following each game, the Manager of the winning team is to report the score, umpire evaluations, notable incidents, etc., into the FBL web site and to the respective Division Director if appropriate. Losing team Managers are encouraged to submit umpire evaluations as well.

Once the game has begun, the umpire is in full charge. The umpire has the full authority to remove any player, Assistant or Manager from the game should such disciplinary action be necessary. Prior to the start of each game, the two Managers and umpire are required to go over specific ground rules for the field on which they are playing. **NO VERBAL ABUSE WILL BE TOLERATED. ANY PHYSICAL ABUSE OF AN UMPIRE WILL RESULT IN IMMEDIATE EJECTION FROM THE GAME AND DISMISSAL FROM THE LEAGUE.**

L. Ejections

- 1) Managers are required to set an example of good sportsmanship for their teams and fans. Managers will be given two warnings prior to ejection from the game. Prior to the start of each game the Managers will be reminded that they are not allowed to protest a judgment call such as balls and strikes or safe or out calls on the bases. This will be the first warning. If the Manager protests a judgment call during the game, he/she will be given a second warning and/or given a yellow card in C1 and C2 Divisions. If a Manager protests a second time during the game regarding a judgment call, he/she will be ejected. A Manager may briefly question an umpire's call when a rule (NOT A

JUDGMENT CALL) is in question, but is expected to do so in a gentlemanly or ladylike manner. Only a Manager or acting Manager can approach the umpire for the rule discussion. **NOTE:** In C1 and C2, in addition to their usual procedures, Umpires may use Yellow Card warnings. Umpires will be trained in Yellow Card Warning Procedures during their regular training, and may or may not be used by Umpires, at their sole discretion, to deal with particular situations.

- 2) Managers or assistants who are ejected from a game by the umpire will automatically be suspended and not allowed to attend the next game.
- 3) A review of the incident will be conducted by the League President, the Division Director and the Director of Umpires to consider whether the ejection should result in further disciplinary actions or expulsion from the league.
- 4) Spectators are also expected to set an example of good sportsmanship. If a spectator becomes disruptive, the umpire will ask the Manager of the appropriate team to instruct the spectator to comply with the no harassment rules. This will serve as an initial warning to that spectator. If the spectator continues to disrupt the game or harass players or umpires, the umpire shall have the right to eject the spectator from the playing area. Removal of any spectator will be the responsibility of the appropriate Manager. Spectators who are ejected from a game by the umpire will not be allowed to attend the next game.
- 5) Players who are ejected from a game by the umpire will automatically be suspended and not allowed to attend the next game. A review of the incident will be conducted by the League President, the Division Director and the Director of Umpires to consider whether the ejection should result in further disciplinary actions or expulsion from the league.
- 6) Once ejected, the Manager or spectator is required to leave the field immediately and locate himself/herself in an area so as not to distract the game participants. Players are required to remain in the dugout/bench, and the Manager must keep the player from creating any further disturbance during the game or risk additional penalties by the league. A player may only leave the bench area if accompanied by a parent/ legal guardian. If the manager, spectator or player does not comply immediately, the umpire shall have the right to call the game a forfeit against the offending team.

- 7) Whenever an ejection occurs, the umpire will, within 24 hours call the Director of Umpires explain the circumstances completely. The Director of Umpires will report on the situation to the Division Director for their review of the matter.
- 8) Any pitcher who hits three batters in one game (only when those batters are awarded first base), shall be removed as the pitcher for the remainder of the game.
- 9) If a Manager, Assistant, or Spectator wishes to appeal an additional disciplinary suspension beyond the mandatory 1 game suspension associated with an ejection, he/she should request a hearing with the league Disciplinary Committee which consists of league President, Director of Umpires, Vice President of Administration, Vice President of Operations and the respective Division Director. The request for a hearing should be submitted to the respective Division Director within 24 hours of the Suspension ruling being communicated to the suspended Manager, Assistant or Spectator. The hearing must take place within 6 days of the request and the ruling of the Disciplinary committee will be made within 1 day of the hearing. The Manager, Assistant, or Spectator shall remain suspended until the Disciplinary Committee rules. The ruling of the Disciplinary Committee is final.

M. Backstop Distraction

It will be the responsibility of the umpire with the assistance of each Manager and Assistant to ensure that no spectators or players remain behind the backstop so as to distract players or the umpires on the field.

N. Parent Pickup after Games

Although the parents of the players and minor umpires are requested to be prompt for picking up their children at the completion of a practice or a game, no child should be left waiting alone for a ride. Team Managers or Assistants must remain with a child or supply a ride for the child for his or her own safety.

O. Safety

- 1) All batters (both at the plate and on deck), all base runners, and any players coaching first or third base, shall be required to wear a batting helmet. Following a play, players are required to keep their helmet on until they enter the dugout, or bench area in the case of fields without dugouts. When a player is on deck, the on deck circle will be located in foul territory on the third

base side of the field with a right-hander batting and on the first base side in foul territory when the batter is batting left-handed. Following an initial warning from the umpire after a first occurrence of a player removing their helmet before returning to the dugout or bench area, an out shall be declared for each subsequent infraction for that team.

- 2) Metal spikes are not allowed in any division.
- 3) The wearing of jewelry is prohibited with the exception of medical information bracelets or tags.
- 4) Following any play involving an injury, the Manager will request time, and once granted by the umpire, will check on the condition of the injured player.
- 5) Following an injury involving a blow to the head the player shall be immediately removed from play for the remainder of the contest. If the player exhibits signs, symptoms, or behaviors consistent with a concussion (as listed on the concussion fact sheet; can include some or all of loss of consciousness, headache, dizziness, confusion, or balance problems), or if you suspect that the player has a concussion, you should take the following steps: 1. Remove the player from play; 2. Ensure the player is evaluated by an appropriate health care professional - do not try to judge the seriousness of the injury yourself; 3. Inform the player's parents or guardians about the known or possible concussion and give them the fact sheet on concussion; and 4. Allow the player to return to play only with permission from an appropriate health care professional.
- 6) All catchers and plate umpires must wear protective head gear equipped with full throat guards.
- 7) Players wearing a hard cast may only participate if the cast is covered with at least 1" of foam padding and there is a permission note from both doctor and parent in the possession of the player's team manager at game time.

P. Smoking

Smoking is not permitted in the dugouts or on the field at any time.

Q. Catcher Readiness to Play

- 1) In a situation where there are two outs and the next half inning's catcher is on base, there will be an optional replacement of that catcher with a pinch runner to minimize delays. The pinch runner will be the player making the second out, and this will have

no effect on the batting order or the catcher's or pinch runner's rights to continue in the game.

- 2) A runner removed for catcher readiness must start and play catcher for the entire next inning, unless he/she is injured or ejected, or moved to another position as a result of a pitching change.

R. No Harassment / Unsportsmanlike Conduct

Players, Managers, Assistants and spectators shall not use language which, in any manner, refers to or reflects upon an opposing player, Manager, Assistant, umpire or spectator (no razzing of the opposing team or fans), nor exhibit any unsafe or unsportsmanlike behavior which may include, but is not limited to, the throwing of a bat, helmet or batting gloves, etc. Those violating this rule will be ejected from the game and/or premises. Managers and Assistants are requested to keep their players and players' parents under control.

No verbal abuse, unsafe and/or unsportsmanlike behavior will be tolerated. Any physical abuse of an umpire, player, manager, assistant or spectator will result in immediate ejection from the game and dismissal from the league.

S. Rule Discussion/Protest

Managers and Assistants shall not argue with the umpire regarding any judgment call. Any argument regarding judgment calls shall be subject to the ejection procedure. If a rule is in question, the Manager (not the Assistant) shall request time out and discuss the rule in question with the umpire. The Manager shall have five minutes to present the rule in question to the umpire in the appropriate rulebook. After reviewing the rule, the umpire will make a final ruling and the game shall continue.

If the Manager is not in agreement with the final ruling, he/she may protest the game.

The umpire will note the inning and status of the game, position of players on the bases, count on the batter, etc., on both team's scorebooks. The umpire shall provide the Division Director with the information on the card.

The protesting Manager will have 48 hours to file the protest with the Division Director along with a \$50.00 filing fee. The Division Director will review the protest with the Rules Committee for final resolution within 48 hours of the filing of the protest. If the protest

is upheld, the fee will be returned and the game will be replayed from the exact point of the protest the next time the two teams meet. If the protest is denied, the \$50.00 will be forfeited to the League and the original outcome of the game will stand. If the Manager has not presented the rule within the five-minute period, the game will continue and no protest can be filed.

The umpire's call is final. No audio/visual devices can be used to bring into question or ask for a replay of an umpire's call.

T. Lack of an Umpire

If an umpire is not present at the start of a game, opposing Managers and Assistants will begin the game with the Manager or Assistant calling balls and strikes when his/her team is at bat, and the opposing Manager or Assistant calling plays at the bases. When a game is played without an umpire and the opposing Managers cannot agree on completing an inning due to darkness or weather conditions, the game will be suspended and the Managers will inform the League Director within 24 hours, and he/she will decide the status of the game.

U. Collision Rule

No base runner or fielder shall intentionally collide with any fielder or runner, respectively, for any reason. If a runner causes the collision, the base runner shall be called out and ejected from the game, and all other base runners shall return to the base last touched. If the fielder causes the collision, the runner will be awarded the base he would have achieved in the umpire's judgment, all other runners will advance accordingly, and the fielder will be ejected from the game.

V. Player Participation

- 1) No player shall sit out (not play in the field on defense) more than 2 innings in a game. The League requires all Managers to make their best effort to have all players attend all the scheduled games. During the playoffs, the Division Director will monitor player attendance to ensure that all players on a team's roster are included in a team's lineup. The Division Director may enforce this rule by inserting any missing players in line-up as "automatic out" or declaring a game forfeit.
- 2) Except in the case of injury or ejection, and excluding the pitching position in divisions where the pitcher pitches to the batter, all players who start the defensive half of an inning must

remain in their original positions for the entire inning, except where such change occurs during the replacement of the pitcher.

- 3) If a player leaves the game early, for whatever reason, and is no longer available to play the field and bat, when that player's turn at bat comes up in the batting order, no at bat is recorded, and no out is recorded.
- 4) If a player is injured, can no longer play the field at the end of his/her team's inning in the field, and remains at the field to support his/her team, when that player's turn at bat comes up in the batting order, no at bat is recorded, and no out is recorded. After such a player returns to a defensive position, he/she may take his/her turn at bat.
- 5) If a player is injured, can play the field at the end of his/her team's inning in the field and remains at the field, this player must start or complete an at bat when his/her turn at bat comes up, or an out is recorded. When these situations occur, the Manager of the player leaving early or injured will inform the opposing Manager of that situation. All Managers are encouraged to inform the Division Director after any game that he/she believes this rule is being abused.
- 6) No player shall sit for a second inning until all players have sat for one inning.
- 7) In all Divisions every player will play two innings in the infield (C, P, 1B, 2B, 3B and SS).

For a player with special needs special accommodations can be made for that player with permission from the division director.

W. Tie Breakers

Ties between teams will be broken according to the following order in order to establish playoff seeding:

- 1) Participation in League Mandated Training Session
- 2) W-L-T record
- 3) # wins
- 4) Head to Head W-L-T record
- 5) Head to Head run differential (two way ties only)
- 6) Total runs allowed
- 7) Coin toss

In standing terms incomplete or un-played games will not be included in standing calculations - they will not be treated as ties.

X. Time Outs

A Player, Coach, Assistant Manager, or Manager may request a Time Out, but time is not a Time Out until the Umpire decides it is appropriate, and calls Time Out.

Y. Mound Visits/Pitcher Removal

The pitcher must be removed from the pitching position when a Manager, Assistant Manager, or Assistant visits the mound for the second time in an inning.

Z. Bat Throwing

At the beginning of a game, the umpire will warn each team that a thrown bat shall be cause for calling the batter out. THERE WILL BE NO OTHER WARNING. If the batter is called out for throwing the bat, the base runner(s) shall return to the base last touched before the start of the play.

For clarification, bat throwing is the intentional or accidental throwing of a bat by the batter which, in the judgment of the umpire, constitutes a dangerous situation, or in the judgment of the Umpire the bat hits a player, Umpire or fence

AA. Runner Assistance/Interference

Assistants are not allowed to assist a base runner by physically touching them. If a Manager or Assistant assists a player in this manner, the player shall be called out and all other runners shall return to the last base touched.

BB. Baseball Bat Restrictions

- 1) All baseball bats must display a legible USSSA BPF 1.15 certification stamp except as noted below.
 - a) Wooden bats are allowed in all divisions.
 - b) BBCOR certified bats are allowed in all divisions.
 - c) Small barrel bats (2¼" max.) with non-composite barrels are allowed in T-ball and Prep divisions.
- 2) Big Barrel (2 5/8" or 2 3/4") baseball bats must display the USSSA 1.15 BPF certification logo.
- 3) Small Barrel (2¼") bats must display the USSSA 1.15 BPF certification logo OR display the words USSSA BPF 1.15.

Visit this link to the USSSA rules for more information on Baseball Bat eligibility and BPF <http://www.ussa.com/baseballbatmarks.pdf>

CC. Softball Bat Restrictions

- 1) **All Softball bats shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat, and not more than 2 1/4 inches in diameter in its largest part and its weight shall not exceed 31 1/2 ounces, including tape or grip addition to the bat.**
- 2) **All bats must display a legible USSSA BPF 1.20 certification logo except as noted below.**
 - a) **Wooden bats meeting the specifications in Section CC are allowed in all divisions.**
 - b) **Bats manufactured before January 1, 2004 must display the words “1.20 BPF” or “BPF 1.20”**
 - c) **Small barrel bats (2¼” max.) with non-composite barrels are allowed in the Junior Softball division only.**

Visit this link to the USSSA rules for more information on 2016 Softball Bat eligibility and BPF <http://www.ussa.com/softballbatmarks.pdf>

DD. General

Any unanswered questions are to be directed to the respective Division Director.

GROUND RULES

A. General Ground Rules

All divisions will use the following ground rules on all fields. Each division director is authorized to add to these general ground rules for his or her specific division. Overthrow provisions in individual division rules override these rules.

Field boundaries are defined as the backstop, and an imaginary line extending from the wings of the backstop, and extending parallel with each foul line. This is referred to as a "closed field".

- 1) All balls thrown over first, third, or home that do not pass this imaginary line are in play, and runners advance at their own risk.
- 2) All balls thrown over first, third, or home that do pass this imaginary line are dead, and the runners will be allowed to advance to the base they are going to when the throw is made plus one additional base.
- 3) On those fields where there is a fence protecting the bench area, and an over-throw hits any of these fences and remains in the field of play, the ball is in play, and the runners may advance at their own risk
- 4) At West Maple, Field #1 a live ball will remain in play when inside of the fence line past the 3rd base dugout.

B. Special Ground Rules by Field

The umpire shall meet with both Managers prior to the start of the game to establish special ground rules necessitated by the particular field being used. Consideration should be given to hazardous conditions, casual water, playground equipment, etc.

PREP DIVISION RULES

The rules of play for the Prep Division shall be governed by the most current Major League Baseball Rules, with the additions and/or clarifications stated below:

A. Use of Players

- 1) A player may play for only one team in the Prep Division. A player may be called up to play for the Continental Division with arrangements made through the team Managers.
- 2) Under no circumstance may a player play more than two innings during a game at the same defensive position. All players must rotate to a new position every inning and play a minimum of two innings in the infield, with the infield consisting of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) All players on the team roster will bat in rotation. Recommend rotating batting positions from game to game. Minimum requirement is that every players hits 1-4 and last during the season.
- 4) All players must wear a complete team uniform consisting of team cap, shirt, and pants while the game is in progress.
- 5) Players not at bat, on deck, or in the field must remain in the dug-out.
- 6) Players are encouraged to wear rubber-cleated shoes.
- 7) There will be a maximum of 11 defensive players in the field at one time. They will comprise a regular infield and five outfielders. The outfielders must remain beyond the skin of the infield when playing their positions.

B. Rescheduling

The Division Director must approve any rescheduling of games. Without the Director's approval, the game must be played as scheduled. All requests for rescheduling must be made a minimum of forty-eight hours before the originally scheduled game.

C. General

- 1) **FIVE RUN RULE** - The FIVE Run Rule is in effect. The rule is defined as a team coming from behind in an inning and taking a five run lead, or the scoring of five runs in one inning which starts with that team tied or in the lead. ALL runs scored during the play when the fifth run is scored will count. In either five-run circumstance, the team in the field will come to bat regardless of the number of outs.
- 2) **LIVE BALL** - The ball shall remain live after it is hit into fair territory until it is controlled by an infielder (catcher, pitcher, first baseman, second baseman, shortstop, or third baseman) within the dirt or grass of the infield. Control is defined as the infielder holding the ball above his/her head in an attempt to stop play. Once the infielder stops play in the judgment of the Umpire by holding the ball over his or her head, play is dead and runners cannot advance or be put out. If a base runner is on the way to the next base, it will be the umpire's discretion as to whether or not the runner will be entitled to that base. (The guideline is that the base runner must be at least half way to the next base to be entitled to that base.) However, there will be no advances by any runner on an overthrow to first base.
- 3) **MINIMUM PLAYERS REQUIRED TO PLAY** - Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game.

BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS. In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., team that is short takes the field in the top of the third, loaned player is individual making last out in the top of the second).

- 4) **TWO HOUR RULE** - The umpire will note the starting time of the game and announce it for each Manager to write it in their scorebook. No inning will begin after two hours from that starting time. Any inning started must be completed. If, weather conditions or darkness prevent an inning from being completed, the game shall revert to the previous complete inning for the final score.

- 5) **BASE DISTANCE** - Bases are fifty feet apart.
- 6) The home team will furnish the game ball, bases, and batting tee.
- 7) Managers must exchange defensive lineups prior to each game.
- 8) The player assigned the pitching position shall be thirty to thirty-five feet from home plate.
- 9) The umpire will say "play ball" and the batter will then attempt to hit the ball from the tee, or attempt to hit the pitched ball.
- 10) There will be no strikeouts off the tee. The batter will continue to swing until contact is made and the ball travels the required distance to be in play (fair territory). A batted ball must travel 10 feet before it is considered fair. There will be a ten foot arc directly in front of the plate going from the 1st base line to the 3rd base line to help determine the distance necessary for a hit ball to be in play.
- 11) **BASE STEALING** - A base runner cannot steal bases and will not leave the base until the ball is hit. If a base runner leaves before the ball is hit, the play is dead, the runners must return to the base last touched, and the pitch will be counted as a strike on the batter.
- 12) When Managers start pitching to players, four strikes will constitute an out. The fourth strike will have to be a complete miss of the ball. There will be no walks. If the batter has not hit a fair ball after eight pitches, the batter is automatically out.
- 13) **ALL** players will have the option to hit off the tee or be pitched to underhand/overhand for the first four games. In each game, once the player chooses to have his/her Manager pitch to them, it will be noted in the score book and that player must continue to receive pitching for the remainder of the game. (A player can start the game hitting off the tee, but once pitched to can't go back to the tee for that game.) After four games, all players will be pitched to underhand or overhand.
- 14) When pitching, it is recommended that the Manager or Assistant be a minimum of twenty-five (25) feet from the batter.
- 15) Prep 1 games shall be five innings in duration. A game that is tied after five innings or after six innings in Prep 2 shall be considered a tie and not be extended or replayed.
- 16) Base runners are allowed to slide into all bases except first. All head first slides are prohibited. A base runner sliding headfirst shall be called out.

- 17) Catchers in Prep may use any type of baseball mitt.
- 18) If a thrown or batted ball accidentally touches an Assistant in the field of play, the ball is live and still in play. If in the judgment of the umpire the pitching Assistant intentionally interfered with a thrown or batted ball, the batter or runner will be called out, and all other runners shall return to their original bases. If a defensive Assistant intentionally interfered with a batted ball the play will be ruled a ground rule double.
- 19) If the Coach pitcher chooses to use a bucket or a similar item to sit on, or a base or similar item to kneel on, it is permitted; however, if a batted ball strikes such item, the ball will be considered "foul", the batter will remain at bat, and the count will continue with the pitch ruled as a foul ball.
- 20) The team in the field may use no more than two defensive Assistants to instruct their fielders. One will be positioned in the outfield (beyond the skin of the infield), and the other which is mandatory will stand behind the catcher. Neither will be allowed to make a play, but the one behind the catcher will:
 - a) Instruct the catcher and other players in proper fielding techniques.
 - b) Make sure the catcher is prepared to start the inning quickly with his/her equipment on properly.
 - c) Back-up the catcher on pitched balls and return them to the catcher for the return throw to the Manager/ Pitcher.
 - d) Keep the catcher's equipment properly adjusted to reduce injuries and delays during the inning.
- 21) A double base will be used at first base. The white base is placed in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, he or she must return to the white base.
- 22) Every team Manager or Assistant should umpire one Prep Division game, unless they did it previously, as part of our training program.
- 23) There are no protests for games played.

CONTINENTAL DIVISION RULES

The rules of play for the Continental Division shall be governed by the most current Major League Baseball Rules with the additions or clarifications stated below:

A. Use of Players

- 1) All players will bat in rotation.
- 2) All players must wear a complete team uniform consisting of team cap, shirt and pants while the game is in progress.
- 3) Players not at bat, on deck or in the field must remain in the dugout (with the exception of a pitcher warming up with catcher).
- 4) There will be a maximum of ten defensive players in the field at one time. They will comprise a regular infield & four outfielders

B. Pitching Rules

- 1) No pitcher may pitch more than six outs per game during the first six games of the season and no more than nine outs per game during the balance of the season.
- 2) Once the pitcher has been removed from the game as a pitcher, he/she cannot return as a pitcher to that game.
- 3) A player cannot pitch on two successive days (excluding all-star games, tournament games, play-off games, and, with the approval of the Division Director, make-up games). Under no circumstances will a player be permitted to pitch on three consecutive days.
- 4) A player shall be allowed to pitch a maximum of 30 outs (36 outs during playoff weeks) in any one-calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.

C. Rainout Games

If any game is called prior to the completion period for an official game, then it will be replayed in its entirety.

D. Playoff Games

All 6 innings of a playoff game must be completed. If weather or darkness presents a safety concern, the game will be stopped and resumed at the same point at a later date.

E. Rescheduling

The Division Director must approve any rescheduling of games. Without the Director's approval, the game must be played as scheduled. All requests for rescheduling must be made a minimum of forty-eight hours before the originally scheduled game.

F. General

- 1) **FIVE RUN RULE** - The FIVE Run Rule is in effect. The rule is defined as a team coming from behind in an inning and taking a five run lead, or the scoring of five runs in one inning which starts with that team tied or in the lead. ALL runs scored during the play when the fifth run is scored will count. In either five-run circumstance, the team in the field will come to bat regardless of the number of outs.
- 2) **STRIKE ZONE** - The strike zone shall be from the top of the shoulders to the bottom of the knees when the batter is in a natural stance. In addition, a special plate, three inches wider on each side, will be used.
- 3) **MINIMUM PLAYERS REQUIRED TO PLAY** - Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game.

BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS. In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., the team that is short takes the field in the top of the third, the loaned player is the individual making the last out in the top of the second).

- 4) If a team is aware that it will not be able to field 10 players for a game, the Manager of that team may "call up" a maximum of 3 players from the division immediately younger to the teams involved (with the consent of each player's Manager) in order to achieve a maximum number of 10 players to play the subject game. Note that only Prep 2nd graders can be called up to play in Continental. Said players may only play the outfield and must bat at the end of the batting order. Once a "called-up player" starts a game, he will be considered a member of that team for the remainder of the game and must play as provided in

- Use of Players section above, even if a player on the team's roster arrives after the game has started.
- 5) All call up players must be identified to the umpire and opposing team Manager prior to the start of the game.
 - 6) **USE OF NEW BASEBALLS-** Each Manager shall provide ONE new baseball to the umpire at the start of each game.
 - 7) **ALLOWABLE PITCHES-** Although not condoned by the League, breaking pitches such as curve balls are allowed.
 - 8) **STEALING -** A base runner may only steal third base from second base. There is no stealing of home. A base runner may advance only one (1) base on a play involving a steal
 - 9) **LEADING OFF BASE -** Following the completion of a play and the pitcher is ready to deliver the next pitch, base runners are not allowed to leave the base until the pitch has been hit by the batter or has crossed the plate. If a base runner leaves the base early, in the judgment of the Umpire, the first such infraction in a game by a team shall result in a warning for that team. If a base runner leaves the base early, in the judgment of the Umpire, after that warning has already been given to that team, a base runner shall be called out.
 - 10) **FRANKLIN CHURCH GROUND RULE -** If a batter hits a fair ball on the fly into the weeds or the playground at the Franklin Church Field, it is an automatic HOME RUN. If a batter hits a fair ball that rolls into the weeds or the playground at this field, it will be ruled a GROUND RULE DOUBLE. The playground shall be based on the wood chips and plantings surrounding the playground equipment and swing set.
 - 11) **FIELD DISTANCES**
 - a. Bases are sixty (60) feet apart.
 - b. Pitching distance is forty-four (44) feet.
 - 12) **CONTACT WITH THE PITCHING RUBBER -** The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed. However, there are no balks. **UMPIRES SHOULD REVIEW THIS RULE AT THE BEGINNING OF THE GAME WITH THE MANAGERS.**
 - 13) Intentional walks are prohibited.

- 14) If the catcher drops the third strike, the batter is still out and the base runners can advance at their own risk (consistent with Section 8 Stealing, above).
- 15) The infield fly rule is not in effect in this division.
- 16) Players sliding headfirst into any base shall be called out.
- 17) Pitchers will be entitled to warm-up pitches, and the time allowed shall be the lesser of eight pitches or two minutes.
- 18) Catchers can use any type of baseball glove.
- 19) **PLAYER PARTICIPATION**: All players must play a minimum of two innings at infield with the infield consisting of the following positions: P, C, 1B, 2B, 3B, SS.

LITTLE LEAGUE DIVISION RULES

The rules for the Little League division shall be governed by the most current Major League Baseball Rules, with the additions and/or clarifications stated below:

A. Use of Players

- 1) All players will bat in rotation.
- 2) All players must wear a complete team uniform consisting of team cap, shirt and pants while the game is in progress.
- 3) Players not at bat, on deck or in the field must remain in the dugout (with the exception of a pitcher warming up with a catcher).

B. Pitching Rules

- 1) No pitcher may pitch more than sixty-five pitches during any game. No pitcher may pitch more than 6 outs during the first half of the season and no more than 9 outs per game during the balance of the season. Teams must agree to pitch counts and outs pitched between innings. Pitch counts must be posted by both teams within 24 hours after the game. Pitch count violations could result in forfeiture of game. Protests are to be handled in accordance with General Rule "S".
- 2) Once the pitcher has been removed from the game as a pitcher, he/she cannot return as a pitcher to that game.
- 3) Three calendar days of rest must be observed when a pitcher throws between 51 to 65 pitches in a day; two days' rest for 35 to 50 pitches; one day of rest for 21 to 35 pitches; zero days when 20 or less pitches are thrown in a single day.
- 4) A pitcher who reaches their pitch-count limit may not play the Catcher position for the remainder of that game.
- 5) If a pitcher reaches the pitch-count limit for their day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she

reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

In a game suspended by darkness, weather or other causes and resumed at a later date, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility at the time of the make-up but not to exceed the number of outs restrictions in effect during the original game and the number of outs recorded will transfer to the continuation game. "Pitching eligibility, as it pertains to pitch count limits, will be determined entirely by the player's eligibility on the date of the resumption. As long a pitcher did not reach the maximum out limit during the original game and is eligible to pitch under the applicable pitch count rules on the date the game is continued, he is allowed to pitch until he reaches the maximum number of outs remaining for that pitcher at the time the original game was suspended.

C. Rainout Games

If any game is called prior to the completion period for an official game, then it will be replayed in its entirety.

D. Playoff Games

All 6 innings in a playoff game must be completed. If weather or darkness presents a safety concern, the game will be stopped and resumed at the same point at a later date.

E. Rescheduling

The Division Director must approve any rescheduling of games. Without the Director's approval, the game must be played as scheduled. All requests for rescheduling must be made a minimum of forty-eight hours before the originally scheduled game.

F. General

- 1) **CATCHER EQUIPMENT** - Catchers are required to play with a catcher's styled glove and wear a mask, protective headgear, chest protector, shin guards, and a cup-styled athletic supporter.
- 2) **15/10 -RUN RULE** - If after 4 innings (three and one-half innings if the home team is ahead) one team has a lead of fifteen (15) or more runs, or if one team has a ten (10) run lead after 5 innings (Four and one-half if the home team is ahead) the Manager of the team with the least runs will concede a victory to the opposing team. This rule does not apply during the Playoffs.

- 3) **STRIKE ZONE** - The strike zone shall be from the top of the shoulders to the bottom of the knees when the batter is in a natural stance.
- 4) **LIVE BALL** – A throw back to the pitcher shall be considered as in play and the base runners can advance at their own risk.
- 5) **MINIMUM PLAYERS REQUIRED TO PLAY** - Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game.

BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS. In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., team that is short takes the field in the top of the third, the loaned player is the individual making the last out in the top of the second).

If a team is aware that it will not be able to field 9 players for a game, the Manager of that team may "call up" a maximum of 3 players from the league immediately younger to the teams involved (with the consent of each player's Manager) in order to achieve a maximum number of 9 players to play the subject game. Said players may only play the outfield and must bat at the end of the batting order. Once a "called-up player" starts a game, he will be considered a member of that team for the remainder of the game and must play as provided in Use of Players section above, even if a player on the team's roster arrives after the game has started.

- 6) All call up players must be identified to the umpire and opposing team Manager prior to the start of the game.
- 7) **USE OF NEW BASEBALLS** - Each Manager shall provide ONE new baseball to the umpire at the start of each game.
- 8) **ALLOWABLE PITCHES** - Although not condoned by the League, breaking pitches such as curve balls are allowed.
- 9) **LEADING OFF BASE** - Following the completion of a play and the pitcher is ready to deliver the next pitch, base runners are not allowed to leave the base until the pitch has been hit by the batter or

has crossed the plate. If a base runner leaves the base early, in the judgment of the Umpire, the first such infraction in a game by a team shall result in a warning for that team.

- 10) If a base runner leaves the base early, in the judgment of the Umpire, after that warning has already been given to that team, a base runner shall be called out.
- 11) **KALINE GROUND RULE** - If a batter hits a fair ball on the fly past the warning track at Kaline Field; it is an automatic HOME RUN. If the fielder catches a hit ball and lands with both feet on or inside the warning track, the batter is out. If the fielder lands or makes contact past the warning track, it is a home run. If the batter hits a fair ball that rolls beyond the warning track, it will be ruled a GROUND RULE DOUBLE.
- 12) **FIELD DISTANCES**
 - a. Bases are seventy (70) feet apart.
 - b. Pitching distance is forty-eight (48) feet.
- 13) **CONTACT WITH THE PITCHING RUBBER** – The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed.
- 14) **BALKS** are judgment calls, and will be called when:
 - a. The pitcher is pitching from the windup and stops his/her motion before delivering the pitch, or he/she attempts to throw to any base other than home.
 - b. The pitcher is in contact with the rubber while not in possession of the ball.
- 15) Intentional walks are prohibited.
- 16) Players sliding headfirst into any base shall be called out. (A dive back to a base will not be considered sliding "head first".)
- 17) Pitchers will be entitled to warm-up pitches, and the time allowed shall be the lesser of eight pitches or two minutes.
- 18) The batter may NOT advance to first base on a dropped third strike.

PONY DIVISION RULES

The Pony Division will follow Major League Baseball official rules with the additions and/or clarifications stated below:

A. Use of Players

- 1) Free substitution of all defensive players is allowed, with the exception of the pitcher. Once the pitcher is removed, he may not re-enter the game as a pitcher. However, except in the case of injury or ejection, and excluding the pitching position, all players who start the defensive half of an inning must remain in their original positions for the entire inning, except where such change occurs during the replacement of the pitcher.
- 2) All players will bat in rotation.
- 3) A minimum of 8 players is required to start a game. There are no automatic outs in the batting order.

B. Pitching Rules

- 1) No pitcher may pitch more than seventy-five pitches during any game. No pitcher may pitch more than 6 outs during the first half of the season and no more than 9 outs per game during the balance of the season. Teams must agree to pitch counts and outs pitched between innings. Pitch counts must be posted by both teams within 24 hours after the game. Pitch count violations could result in forfeiture of game. Protests are to be handled in accordance with General Rule "S".
- 2) Four calendar days rest must be observed when a pitcher throws 76 or more in a day. Three calendar days of rest when a pitcher throws between 61 to 75 pitches in a day; two days rest for 46 to 60 pitches; one day of rest for 31 to 45 pitches; zero days when 30 or less pitches are thrown in a single day.
- 3) A pitcher who reaches their pitch-count limit may not play the Catcher position for the remainder of that game.
- 4) In a game suspended by darkness, weather or other causes and resumed at a later date, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility at the time of the make-up but not to exceed the number of outs restrictions in effect during the original game and the number of outs recorded will transfer to the continuation game. "Pitching eligibility, as it pertains to pitch count limits, will be determined entirely by the

player's eligibility on the date of the resumption. As long a pitcher did not reach the maximum out limit during the original game and is eligible to pitch under the applicable pitch count rules on the date the game is continued, he is allowed to pitch until he reaches the maximum number of outs remaining for that pitcher at the time the original game was suspended.

C. Playoff Games

All six (6) innings in a playoff game must be completed. If weather or darkness presents a safety concern, the game will be stopped and resumed at the same point at a later date.

D. Rescheduling

The Division Director must approve any rescheduling of games. Without the Director's approval, the game must be played as scheduled. All requests for rescheduling must be made a minimum of forty-eight hours before the originally scheduled game.

E. General

- 1) **CATCHER EQUIPMENT** - Catchers are required to play with a catcher's styled glove and wear a mask, protective headgear, chest protector, shin guards, and a cup-styled athletic supporter.
- 2) **15/10 -RUN RULE** - If after four (4) innings (three (3) and one-half (1/2) innings if the home team is ahead) one team has a lead of fifteen (15) or more runs or if one team has a ten (10) run lead after 5 innings (Four and one-half if the home team is ahead) the Manager of the team with the least runs will concede a victory to the opposing team. This rule does not apply during the Playoffs.
- 3) **MINIMUM PLAYERS REQUIRED TO PLAY** - Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game.
- 4) **BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS.** In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., team that is short takes the field in the top of the third, the loaned player is the individual making the last out in the top of the second).

- 5) If a team is aware that it will not be able to field 9 players for a game, the Manager of that team may "call up" a maximum of 3 players from the division immediately younger to the teams involved (with the consent of each player's Manager) in order to achieve a maximum number of 9 players to play the subject game. The 'called-up player' must be one grade below the division he is being called up to (6th grade). Said players may only play the outfield and must bat at the end of the batting order. Once a "called-up player" starts a game, he will be considered a member of that team for the remainder of the game and must play as provided in Use of Players section above, even if a player on the team's roster arrives after the game has started.
- 6) All call up players must be identified to the umpire and opposing team Manager prior to the start of the game.
- 7) **USE OF NEW BASEBALLS** - Each Manager shall provide TWO new baseballs to the umpire at the start of each game.
- 8) **ALLOWABLE PITCHES** - Although not condoned by the League, breaking pitches such as curve balls are allowed.
- 9) **FIELD DISTANCES**
 - a. Bases are eighty (80) feet apart.
 - b. Pitching distance is fifty-four (54) feet.
- 10) **CONTACT WITH THE PITCHING RUBBER** - The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed.
- 11) Intentional walks are prohibited.
- 12) Pitchers will be entitled to warm-up pitches, and the time allowed shall be the lesser of eight pitches or two minutes.
- 13) In the event of a forfeit, the recorded score will be 6-0.
- 14) Head first slides are not permitted. A dive back to a base shall not be considered a head first slide.

NOVICE GIRLS SOFTBALL DIVISION RULES

The rules of the Novice Girls Softball Division shall be governed by the Franklin Baseball Junior Girls Softball League rules with the exception of additions and/or clarifications stated below:

A. Use of Players

- 1) A player may play for only one team in the Novice Division. A player may play up for a team in the Junior Division with arrangements made through the team Managers.
- 2) Under no circumstances may a player play more than two innings during a game at the same defensive position. All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) All players on the team roster will bat in rotation.
- 4) All players must wear a complete team uniform consisting of team jersey and pants. League provided visors are optional.
- 5) There will be 10 defensive players in the field at one time. They will comprise a regular infield and four outfielders. The outfielders must remain beyond the skin of the infield when playing their position.
- 6) Catchers are required to wear a mask, protective headgear, chest protection, and shin guards. Protective batting helmets must be worn and should include a full face guard.
- 7) Rainout Games
- 8) If a game is called prior to the completion period for an official game, it will not be replayed, unless approved by the Division Director.

B. Rescheduling

The Division Director must approve any rescheduling of games. Without the Director's approval, the game must be played as scheduled. All requests for rescheduling must be made a minimum of forty-eight hours before the originally scheduled game.

C. General

- 1) **FIVE RUN RULE** – The Five Run Rule is in effect. The rule is defined as a team coming from behind in an inning and taking a five run lead, or the scoring of five runs in one inning which starts with that team tied or in the lead. **ALL** runs scored during the play when

the fifth run is scored will count. In either five- run circumstance, the team in the field will come to bat regardless of the number of outs.

- 2) **LIVE BALL** – The ball shall remain live after it is hit into fair territory until it is controlled by an infielder (catcher, pitcher, first baseman, second baseman, shortstop, or third baseman) within the dirt or grass of the infield. Control is defined as the infielder holding the ball above his/her head in an attempt to stop play. Once an infield stops play by holding the ball above her head, play is dead and runners cannot advance or be put out. If a base runner is on the way to the next base, it will be the umpire’s discretion as to whether or not the runner will be entitled to that base. (The guideline is that the base runner must be at least half way to the next base to be entitled to that base). However, there will be no advances by any runner on an overthrow to first base.

MINIMUM PLAYERS REQUIRED TO PLAY – Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game. **BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS.** In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., team that is short takes the field in the top of the third, loaned player is individual making last out in the top of the second).

- 3) **PROTEST** – The league will provide an umpire for all games and the umpire will have **COMPLETE CHARGE** of all activities on the diamond and in the immediate vicinity. There will be no protested games. The umpire’s decision at the time of the call is final.
- 4) **TWO HOUR RULE** - The umpire will note the starting time of the game and announce it for each Manager to write it in their scorebook. No inning will begin after two hours from that starting time. Any inning started must be completed. If weather conditions or darkness prevent the inning from being completed, refer to General Rules, section “H”, for specific procedures.
- 5) **BASE DISTANCE** – Bases are **FIFTY** feet apart.
- 6) Novice Girls Softball shall be played with an 11” softball.
- 7) Each Manager shall provide one new Softball to the umpire at the start of each game. The home team will furnish the bases.

- 8) **Bunting is not permitted.**
- 9) **A batted ball must travel 8 feet before it is considered fair. There will be an eight foot arc directly in front of the plate going from the 1st base line to the 3rd base line to help determine the distance necessary for a hit ball to be in play.**
- 10) **BASE STEALING – A base runner cannot steal bases and will not leave the base until the ball is hit. If a base runner leaves before the ball is hit, the play is dead, the runners must return to the base last touched, and the pitch will be counted as a strike on the batter.**
- 11) **A Manager or a player from the team at bat will pitch to the hitter. Four strikes will constitute an out. The fourth strike will have to be a complete miss of the ball. There will be no walks. If the batter has not hit a fair ball after eight pitches, the batter is automatically out.**
- 12) **The infield fly rule is not in effect.**
- 13) **When pitching, the Manager, Assistant or player shall be thirty-two (32) feet from the batter.**
- 14) **Games shall be six innings in duration. A game that is tied after six innings shall be considered a tie and not be extended or replayed.**
- 15) **Base runners are allowed to slide into all bases except first. All head first slides are prohibited. A base runner sliding headfirst shall be called out.**
- 16) **Catchers may use any type of baseball mitt.**
- 17) **If a thrown or batted ball accidentally touches an Assistant/pitcher in the field of play, the ball is live and still in play. If in the judgment of the umpire the pitching Assistant intentionally interfered with a thrown or batted ball, the batter or runner will be called out, and all other runners shall return to their original bases. If a defensive Assistant intentionally interfered with a batted ball, the play will be ruled a ground rule double.**
- 18) **The team in the field may use no more than two defensive Assistants to instruct their fielders. One will be positioned in the outfield (beyond the skin of the infield), and the other which is mandatory will stand behind the catcher. Neither will be allowed to make a play, but the one behind the catcher will:**
 - a. **Instruct the catcher and other players in proper fielding techniques.**
 - b. **Make sure the catcher is prepared to start the inning quickly with his/her equipment on properly.**

- c. **Back-up the catcher on pitched balls and return them to the catcher for the return throw to the manager pitcher.**
 - d. **Keep the catcher's equipment properly adjusted to reduce injuries and delays during the inning.**
- 19) **A double base will be used a first base. The white base is place in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, she must return to the white base.**

INTERMEDIATE GIRLS SOFTBALL DIVISION RULES

The rules of the Intermediate Girls Softball Division shall be governed by the Franklin Baseball Senior Girls Softball League rules with the exception of additions and/or clarifications stated below:

A. General

- 1) The pitching distance shall be THIRTY FIVE (35) feet from the batter.
- 2) Strike Zone – The strike zone shall be from the top of the shoulders to the bottom of the knees when the batter is in a natural stance.
- 3) All players on the team roster will bat in rotation.
- 4) There will be 10 defensive players in the field at one time. They will comprise a regular infield and four outfielders. The outfielders must remain beyond the skin of the infield when playing their position.
- 5) **MINIMUM PLAYERS REQUIRED TO PLAY** – Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game.

BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS. In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., team that is short takes the field in the top of the third, loaned player is individual making last out in the top of the second).

- 6) A player/pitcher shall be replaced after yielding four balls to any batter. The pitcher shall be replaced by the batting team's Manager or Assistant, who shall be allowed to pitch a minimum of two (2) and maximum of three (3) pitches (in the case of a 4-0 count) with the strike count continuing. The batter shall remain at bat, with the Manager or Assistant pitching, until the batter
 - a. Puts the ball in play
 - b. is called out for a swinging third strike
 - c. Doesn't put the ball into play after receiving the allowed number of pitches.

- 7) **The batter shall remain at bat if she fouls off the final pitch. There will be no walks. There will be no bunting while the Manager or Assistant is pitching. The player/pitcher shall remain in the game and will pitch again to the next batter.**
- 8) **Once a pitcher is replaced by a new player/pitcher she cannot return to the player/pitcher position. The Manager or Assistant must pitch from the pitching rubber and if the Manager or Assistant intentionally touches a hit ball or intentionally interferes with the defensive player (in the judgment of the umpire), the batter is out. If the Manager or Assistant intentionally touches a thrown ball (in the judgment of the umpire), the runner nearest to the base the ball was being thrown to shall be called out by the umpire.**
- 9) **When the pitcher gets control of the ball within eight feet of the pitching rubber the ball is dead, and any base runner less than halfway to the next base shall return to the previous base.**
- 10) **LEADING OFF BASE - Base runners are not allowed to leave the base until the ball leaves the pitchers hand. Baserunners are allowed to advance on throwbacks from the Catcher.**
- 11) **A base runner may only steal third base from second base. After a successful steal of third base, the play will be dead. No other base stealing will be allowed.**
- 12) **Advancing on throwbacks from the catcher and stealing of any base is not allowed when a Manager/Assistant has replaced the pitcher under the Section 3 above.**

SENIOR GIRLS SOFTBALL DIVISION RULES

The rules for the Senior Girls Softball Division shall be governed by the Official High School Softball rules published by the National Federation of State High School Associations, with the additions and/or clarifications stated below:

A. Use of Players

- 1) All players will bat in rotation.
- 2) There will be 9 defensive players in the field at one time. They will comprise a regular infield and three outfielders. The outfielders must remain beyond the skin of the infield when playing their position.
- 3) All players must wear a complete team uniform consisting of team jersey and pants. League-provided visors are optional.
- 4) Players not at bat, on deck or in the field must remain in the dug-out (with exception of a pitcher warming up with a catcher).
- 5) Managers are encouraged to rotate players to various positions.

B. Pitching Rules

- 1) No pitcher may pitch more than nine outs per game. Once the pitcher has been removed from the game as a pitcher, he/she cannot return as a pitcher to that game.
- 2) A player may pitch on two successive days.
- 3) A player shall be allowed to pitch a maximum of 30 outs (36 outs during playoff weeks) in any one-calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.

C. Playoff Games

All 6 innings in a playoff game must be completed. If weather or darkness presents a safety concern, the game will be stopped and resumed at the same point at a later date.

D. Rescheduling

The Division Director must approve any rescheduling of games. Without the Director's approval, the game must be played as scheduled. All requests for rescheduling must be made a minimum of forty-eight hours before the originally scheduled game.

E. General

- 1) **CATCHER EQUIPMENT** - Catchers are required to wear a mask, protective headgear, chest protector, and shin guards.
- 2) **15/10-RUN RULE** - If after 4 innings (Three and one-half innings if the home team is ahead) one team has a lead of fifteen (15) or more runs, or if one team has a ten (10) run lead after 5 innings (Four and one-half if the home team is ahead) the Manager of the team with the least runs will concede a victory to the opposing team. This rule does not apply during the Playoffs.
- 3) **STRIKE ZONE** - The strike zone shall be from the top of the armpits to the bottom of the knees when the batter is in a natural stance.
- 4) **MINIMUM PLAYERS REQUIRED TO PLAY** - Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game.
BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS. In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., team that is short takes the field in the top of the third, loaned player is individual making last out in the top of the second).

If a team is aware that it will not be able to field 10 players for a game, the Manager of that team may "call up" a maximum of 3 players from the league immediately younger to the teams involved (with the consent of each player's Manager) in order to achieve a maximum number of 10 players to play the subject game. Said players may only play the outfield and must bat at the end of the batting order. Once a "called-up player" starts a game, he will be considered a member of that team for the remainder of the game and must play as provided in Use of Players section above, even if a player on the team's roster arrives after the game has started. All call up players must be identified to the umpire and opposing team Manager prior to the start of the game.
- 5) **USE OF NEW SOFTBALLS** - Each Manager shall provide ONE new softball to the umpire at the start of each game.
- 6) **STEALING** - A runner may attempt to steal all bases. After safely reaching second base on a steal, the runner shall not be allowed to

advance past second base including on an overthrow. All other base runners can attempt to advance at their own risk.

- 7) **LEADING OFF BASE** - Base runners are not allowed to leave the base until the ball leaves the pitchers hand. Baserunners are allowed to advance on throwbacks from the catcher.
- 8) **KALINE GROUND RULE** - If a batter hits a fair ball on the fly past the warning track at Kaline Field; it is an automatic HOME RUN. If the fielder catches a hit ball and lands with both feet on or inside the warning track, the batter is out. If the fielder lands or makes contact past the warning track, it is a home run. If the batter hits a fair ball that rolls beyond the warning track, he/she will be awarded second base (GROUND RULE DOUBLE).
- 9) **FIELD DISTANCES**
 - a. Bases are sixty (60) feet apart.
 - b. Pitching distance shall be forty (40) feet.
 - c. Pitchers Circle shall be sixteen feet in diameter.
- 10) **Contact with the Pitching Rubber** – The pitcher must adhere to all of the pitching rules defined in the National Federation of State High School Associations. Field conditions, such as a deep hole in front of the pitching rubber shall be taken into consideration. The umpire can rule “no pitch” if these conditions aren’t followed. There are no balks. Umpires should review this rule with the Managers at the start of each game.
- 11) Intentional walks are prohibited.
- 12) The infield fly rule is not in effect in this league.
- 13) Players sliding headfirst into any base shall be called out.
- 14) Outfielders must play a minimum of 10 feet behind the baselines.
- 15) The batter may not attempt to advance to 1st base on a dropped 3rd strike.
- 16) A double base will be used at first base. The white base is place in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, she must return to the white base.
- 17) The batter must wear a protective helmet with full face guard which meets NFHS standards.