

## **Pilsen Athletic League Playing Rules and Regulations**



The following listed playing rules and regulations will have priority in the conduct of the Pilsen Athletic League.

### **Attention Coaches:**

Official Baseball Rules apply to the baseball that is played in the Pilsen Athletic League. Any of the rules contained in this document, which are in conflict with our local rules, promulgated as follows do not apply from other leagues. The remainder of the rules is applicable to the Pilsen Athletic League except for those given to the managers before the season begins. The National Association Official Rule Interpretations are officially played in the Pilsen Athletic League and by reference are incorporated into this year's Official Baseball Rules. Also Note there are Rules just for your specific Division.

### **I. Manager and Coach Responsibilities (Also see P.A.L. CODE OF ETHICS)**

**a)** All coaches' paperwork must be handed in prior to opening day; coaches can't coach without paperwork coaches must be wearing coaches shirts no exceptions. In the absence of a manager or Head Coach, an assigned assistant coach or assigned parent shall become the acting manager. (Coaches and parents must be made known to the Pilsen Athletic League before the start of the team's first scheduled game. No other team representatives will be allowed.)

**b)** The Manager or Head Coach must arrange to have a representative of their designated division to be present for all coaches' meetings that are called. The Pilsen Athletic League Board of Commissioners will contact each coach on the call of each meeting.

If the presence of a Team representative is not accounted for, the board may:

- On first offense a warning may be given to the manager.
- On any offense thereafter, the team may be asked to drop from the PAL. -Board members may vote, and the decision will be final.

**c)** The official Pilsen Athletic League rule book must be carried at all times by the manager. Any rule discrepancies with for a protested call. However, if an official is in possession of a rulebook, it is upon the official to present it to the protesting coach and

the umpire. The electronic version is also acceptable, which all coaches should have on their smartphones. Welcome to the future.

**d)** The offensive team shall station two base coaches on the field during its turn at bat, one near first base and one near third base. Base coach may consist of a coach, parent, any person that has completed the necessary PAL and CPD volunteer paperwork/background applications (any player under 18 years old **MUST** be wearing a batting helmet while coaching). No other coach, parent, or player than those designated shall be permitted to stand outside the dugout. For safety reasons, everyone (except on-deck batter) must remain within dugout premises. Coaches are not permitted to touch, push, shove runners on base to advance, the runners will be called out. Bats thrown on swing will get one warning per team then after all batters will be called out, no warnings in playoffs.

**e)** The Coaches must also keep a recording score sheet of the opposing team's line-up. Any substitutions shall be written down with attention being made to the umpire and opposing coach. All official Pilsen Athletic League score sheets shall be completed by each team each game, complete roster of players in their batting order and jersey #. This sheet may also be submitted as terms of protest for a team violation of batting out of order or any such perceived violation. Coaches must keep accurate records in between innings of runs scored and then sign off by the end of the game and submitted to the Umpire who in turn will submit documentation to the appropriate Pilsen Athletic League representative(s).

**f)** Only the head coach or acting manager has the right to discuss an umpire's ruling. Managers may discuss rule interpretations with an umpire, but only after first receiving permission to leave the dugout or coaches' area. Players leaving their positions on the field or on base, managers or coaches leaving the bench excessively or coaches' box to argue balls and strikes, whether a batted ball is fair or foul, whether a runner is safe or out, or any other judgment call, will **NOT** be permitted.

**g)** No manager, player, substitute, coach, trainer, spectator, or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere....

**I.** Incite, or try to incite, by word or sign a demonstration by spectators.

**II.** Use languages, which will in any manner, refer to or reflect upon opposing players, an umpire, or any spectator.

**III.** Call "Time" or employ any other word or phrase to commit any act while the ball is alive and in play for the purpose of trying to distract the opposing player.

**IV.** Make intentional contact with the umpire in any manner.

**h) If a team will not be able to play a game for any reason, a 5 day notice must be given to a P.A.L. Board Member to be reviewed by the board.**

## II. P.A.L. CODE OF ETHICS

1. Under no conditions should anyone “bawl out” a player or coach on or off the field.
2. Under no conditions swear, commit, or imply a vulgar act or motion.
3. Do not bait or ride umpires or opposing managers and coaches.
4. Do not “ride”, clap when an opposing player strikes out.
5. Please refrain from smoking at all practices and during games.
6. Do not use language to a player or team that is disrespectful, malicious or defamatory i.e., “go in with high spikes”, “take them out”, “throw at his head”.
7. Do not drink any alcoholic beverages or be under the influence of drugs or alcohol at any time in the presence of players.
8. Never use a player who has been injured until you are certain that the player has fully recovered.
9. Teams should play every player in as much of every game as possible.
10. Make sure that managers, coaches, and your team shake hands or fist bump with the opposing team after each game. Coaches should assist in picking up the bases after the game or at least walk them over to the corresponding equipment box.
11. Never make a statement that constitutes a racial slur or that is demeaning to any person.
12. Never let your personal desires to win take precedence.

## III. Player Movement Guidelines

### A. Returning Players:

In the interest of maintaining well-balanced teams in the league, players are encouraged to stay with the same franchise as they continue with the P.A.L. League except as follows:

1. Players may opt to enter the draft at the beginning of each new season
2. Any player coming from a team that is not represented in a division, a team that is disbanded, or otherwise non-returning team shall enter the draft.
3. Players shall only be allowed to leave a franchise to join another team which is managed by his or her own parent or immediate relative.

### B. New Players:

1. Returning players have priority and recruits will be added if spots are available. Said recruits shall enter the draft if no roster slots are open. (Final roster determinations shall be made at the close of the last day of registration.)
2. Any new player who registers and does not indicate recruitment by a direct familia relationship to a particular coach, shall enter the draft.

#### **IV. Participant's Conduct**

- a. The actions of players, managers, coaches, umpires, and league officials, must be above reproach.
- b. Coaches are responsible for the orderly conduct of their parents and players.
- c. Cases of severe profanity, displays of temper, abuse of umpires, or game ejections shall be referred to a Disciplinary Committee. The committee will determine what, if any, disciplinary action will be taken against the players, managers, coaches, or umpires involved.
- d. **Suspension Rule**  
Due to the instance that a player or coach is ejected from a game, the member that is in violation will serve at least a one-game suspension for the next scheduled played game (this includes a forfeited game and NOT a rain-out). Based on the severity of the incident, a member in violation may receive further disciplinary actions from the Board.
- e. Any individual player, manager, coach, or umpire will be disciplined only once during the course of the season. A second incident involving action by the Disciplinary Committee (P.A.L. Board) will result in the individual's expulsion for the remainder of his season.

#### **f. Coaches Disorderly Conduct Protocol**

**First game ejection- \$50 fine and a one game suspension**

**Second game ejection- \$100 fine. Coach will then have to meet with the disciplinary committee to determine further action/ expulsion of the league.**

- g. A manager may take disciplinary action against a player when necessary, with the approval of a league official. A player/coach/spectator that is ejected from their current game must exit the premises of the playing field 300 feet in all directions from the edge of the baseball field dirt. Failure to do so will result in a forfeiture of that game and playoff ramifications.

**A player/coach/spectator that is serving a suspension may not be in attendance for their next scheduled played game. Games will be forfeited by offending team(s) at League discretion.**

#### **V. Uniforms & Protection**

- a. All players must be in full uniform, consisting of a cap, P.A.L jersey, and pants, for each scheduled game. (This rule does not apply if a team does not have a full uniform). If a player does or does not have a uniform, the player must wear a team color shirt and hat and it must be documented as to why and documented before the start of that game.
- b. **ALL COACHES MUST WEAR LEAGUE SHIRTS DURING ALL GAMES.**

(Uniforms must be worn, not thrown over your shoulder)

**c.** All offensive players must wear a protective helmet while batting, running bases, or on-deck. All players shall wear a double flap helmet allowed by the league.

**d.** No metal spikes will be allowed. Plastic spikes, Rubber spikes, or Gym shoes are allowed in all leagues.

**e.** In the interest of safety and protection, all boys are asked to wear a protective cup and supporter during all practices & games. We strongly recommend that all catchers wear a cup & supporter. Wearing a chest protector is recommended for all girls.

**f.** Pitchers may not use a first baseman's glove. Pitchers cannot wear any jewelry or flashy items.

**g.** Players engaged as catchers must wear protective helmets, masks, throat, protectors, chest protector, shin guards, and a cup. Any player warming up or practicing with a pitcher should wear a mask and protective gear.

## **VI. Player Guarantee Rule**

**All active players on the team are guaranteed to have at least one at bat or play the field for one inning per game in all divisions!**

*If one violation occurs there will be a ground for protest and an automatic forfeit of that game. On the second offense, the coach is subject to disciplinary actions including monetary fines.*

**T-Ball, Minors, & Majors: The Continuous Batting Rule will be in effect.**

**a.** Each player on the team's roster who is present shall bat in a continuous batting order, and shall retain this position in the batting order, and should play 2 defensive innings.

**b.** All present batters must be written in batting order on the score sheet (with jersey numbers) before the first live act occurs.

**c.** Any late players may be placed on the score sheet at the bottom of the batting order after attention is made to the umpire and the opposing coach.

**d.** Any player that is not present when his plate appearance is called upon shall be declared out. The only exceptions will be in an emergency, injury or illness. Anything else is the umpires' discretion.

**e.** Throws from pitchers, infield should be overhand unless the players are within a reasonable distance 3ft or less from each other, then an underhand toss is acceptable.

**Late Arrival of Player**

In the case of a player running late to a game, the coach may place them on the line-up sheet but the player must arrive before the start of the 3<sup>rd</sup> inning and only allowed to play if their team hasn't batted thru their line-up. If the lead off player has batted for 2x that means the team has batted through their line-up meaning that player can not come into the game.

### **50/50 Rule**

Rule is intended so that ALL PLAYERS must be present at 50% of regular season games to be allowed to play playoff games. **This will be enforced in all divisions.**

## **VII. Courtesy Runners**

- a. A courtesy runner for the pitcher is optional, mandatory for the catcher with two outs. In case of 9 player maximum, courtesy runner must be the last batted out, that is not the current pitcher or catcher.
- b. In case of an injured player and by discretion of the coach. The last batted out must serve as the courtesy runner.
- c. All decisions shall be made known to both the umpire and the opposing manager before acceptance onto the playing field.

## **VIII. Collision Rule**

- a. A base runner colliding with a fielder in the initial act of fielding a batted ball shall be called out. The ball is considered dead. No base runner shall intentionally collide with, or intentionally run over a fielder who is holding the ball. If in the judgment of the umpire, such an intentional collision does occur, the ball will be considered dead and the player who initiates the contact is out, and no other base runner shall be allowed to advance.

In addition, the umpire will issue a warning to the player committing the collision, and to his manager. **The umpire also has the right to eject the player from the game, depending only on the grounds if the collision was intended to injure the defensive player and on the severity of the incident.**

- b. At the discretion of the umpire, if he feels that a tag being made has intent to harm a runner, the player and team manager will be warned. At any time during the game this action may occur, the player will be ejected.
- c. In the case of a play at home plate, the catcher may station himself on the 3rd base foul line and 3 feet in front of the plate to properly block the plate when the ball has arrived before or during the slide by the runner. In this case, a first base coach may station himself in foul ground on the right side of the field to notify the runner to slide.
- d. A Running offensive Player must try and avoid contact with a defensive player. A Slide

is required only if the ball reaches the possession of the defensive player first and immediate contact is forthcoming. The rule will be strictly enforced on all levels of play. Players may be suspended (Umpire Discretion).

### **IX. Game Time and Duration**

**a.** See League Schedules for starting times. There is 10-minute forfeit time, from when game time is scheduled to start. **Both teams must have 9 players to start, if neither team has 9 players, it will be a double forfeit!** Game may start with 8 players if both Coaches agree. It is encouraged to allow teams if this occurs to play the game. 9<sup>th</sup> batter will be automatic out if the game is played with only 8 players. This rule excludes the T-Ball division.

**b.** T-Ball games will play (5) innings and have a 90-minute time limit.

**c.** Peewee/Minor league games will play (6) innings and have a 2-hour time limit.

**d.** Major league games will be six (6) innings and have a 2-hour time limit. **e.** Pony league games will be seven (7) innings and also have a 2-hour time limit.

**f.** In all divisions, any game stopped because of darkness, rain, or time restriction at any point shall be a suspended game and shall be picked up at a later date from the point of suspension.

**I.** All games that have been called because of rain, darkness, or time restriction before four (4) completed innings shall be played in their entirety.

**II.** A game that is tied after four (4) or more completed innings and halted by the umpire shall be considered a suspended game and resumed from the point of curtailment and played to completion. When the game resumes, the batting order from the halted game needs to be used if players are present. Player defensive positions may be changed, except for pitchers that have actively completed their innings pitched in the suspended game.

**III.** In the case of forecasted rainstorms and field flooding, the league official or his designate has the authority to call off any game up to one hour before game time. The umpire shall have the authority at any time to halt play for rain, darkness, and call the game if necessary. It is imminent for an official to call a game once lightning bolts are visible from the area of play.

### **X. Field Dimensions and Equipment**

**a.** Only the batter is allowed in the “on deck” circle. All equipment shall remain in the dugout. This is to be enforced by the umpires and managers. All equipment (bats, helmets, etc.) shall be kept at the beginning of the dugout (home plate side).

**b.** An imaginary fence line exists for all leagues. The supervisor of the umpires will establish ground rules for all fields and notify each manager of these before the season begins.

**c.** The distances between bases shall be as follows:

**T-Ball: 45 Feet**  
**Pee-Wee/Minors: 60 feet**  
**Majors: 70 feet**  
**Pony: 90 feet.**

**d.** The distance between the pitcher's plate and home base shall be:  
(MEASURED FROM THE BACK OF HOME PLATE)

**T-Ball: 40 feet**  
**Pee-Wee/Minors: 43 feet**  
**Majors: 50 feet**  
**Pony: 60 feet 6 inches**

**e.** Aluminum, magnesium, graphite-composite, and wooden bats with a knob are allowed in T-Ball, Minors, Majors, and Pony play. There shall be no devices, attachments, or wrappings, which cause the handle of these bats to become flush with the knob. It is mandatory that the knobs on these bats be securely fastened. Aluminum or magnesium bats must have a deadening material inside, which shall not be performance enhancing. The grip on these bats must extend a minimum of 10 inches, but not more than 18 inches, from the handle of the bat. All bats in the T-Ball, Minors and Majors must have "Approved Little League," "Little League" or "T-ball" stamped on them. Barrel size must be 2 ¼ inches. In case that this label has been worn off, the umpire shall use his discretion.

**f.** In all divisions, if a player inadvertently throws his bat, or helmet, the team shall be given a bench warning. The next such incident by that team in the same game shall result in the player from that being called out. (No warnings during playoff games)

## **XI. Protests**

**a.** Any Manager wishing to file a protest must file the protest in writing with the proper paperwork submitted to the league office within 24 hours after the game in question.

**b.** All protests must be logged immediately at the time of the alleged infraction. This is done first by notifying the home plate umpire, who in turn shall notify the opposing manager. Once a succeeding pitch or play occurs, the right to protest is lost.

**c. At least 2 Board Members and 2 division coaches will hear all protests. (A ruling should be made within 7 days.)**

**d.** All protests must be accompanied by a \$25 fee which will be returned if the protest is affirmed. If the protest is denied, the fee will be added to the Pilsen Athletic League account.

## **XII. Temperament**

**a.** Displays of temperament including profanity of throwing of helmet(s) or bat(s) ON or OFF the field will not be tolerated.



**I.** In case of profanity, immediate dismissal will be made.

**II.** In case of throwing helmets or bats, or any other display of temper, the umpire will first issue a warning to the acting manager and the coach or player involved. This warning will be considered a team warning for the game, rather than an individual warning. A second infraction of this rule by any coach or player of the same team will cause ejection of the guilty party from the field premises. May be subject to game forfeiture by the offending team.

### **XIII. Umpires**

**a.** Each umpire is an accredited representative of the Pilsen Athletic League shall conduct the game. The umpire is entitled to require the full and complete cooperation of all persons directly or indirectly responsible for the preparation & playing the game. This will also include the spectators. It is the responsibility of both managers to aid the umpire in always maintaining proper field decorum.

**b.** The umpire in charge of that game shall govern the conduct of managers, coaches, and players during the game. It is solely up to the head umpire to decide if any game shall be canceled

**c.** Umpires will be assigned to each game by the head umpire. Umpires will be IHSA, Little League, Babe Ruth, or P.A.L certified.

### **XIV. Miscellaneous**

#### **1. Batting Out of Order**

**I.** An appeal must be made and brought to the attention of the umpire. If the appeal is made before the end of the at bat, the proper batter must take his at bat and assume the count, if any.

**II.** If the appeal is made after the batter finishes his turn at bat, the improper batter is called out. (After the batter is called out, the original batter bats in the place of the batter who batted out of order. Next at bat everyone bats in their original order) **III.** If the ball is put in play by the batter who is out of order; all runners return to their bases and the batter is automatically called out.

#### **2. Pitching Rules**

**a.** Hit by Pitch – Any pitcher that hits two (2) batters in one inning or three (3) batters for his entire pitching requirements shall be removed. (All Divisions) **b.** Pitcher must set up his feet on the pitching mound or line with the start of his pitching motion.

**c.** Mound Visits – There is 1 mound visit per inning. If the coach takes a 2nd trip to the mound in the same inning, the pitcher has to come out.

#### **3. Forfeit Rule**

**a.** Any team that forfeits a total of three (3) games throughout the season will be subject to disqualification from playoffs. Any regular season games that follow the third forfeit must still be played as scheduled until the end of the season. Ignorance

from the manager to continue to forfeit games forthcoming will lead to immediate expulsion from the league.

#### **4. Rules Applicable to Specific League**

A player can ONLY play in the division for which he is registered. Before the first official game, a player may be a younger prospect in the division he is playing for. For example, if the child is 7 years old, he may play in the Minors division. However, there will be no promotion or demotion allowed after the child is present in uniform for their first official

game. The division and age breakdown (birthdays for border line players must be before June 1st of the same year) in the Pilsen Athletic League is as follows:

**T-Ball - ages 4 & 6**

**Pee-Wee ages 7-8**

**Minors ages 9-10**

**Majors - ages 11-12**

**Pony - ages 13-15**

#### **T-Ball (Ages 4-6)**

**(5:45pm game time Mon- Fri.) (Sat-Sun TBA: 11a, 1:30p, 3p)**

**There Will BE NO FORFEIT TIME**

T1. A game will consist of five (5) innings.

T2. An inning ends when three outs are made, or **six** runs are scored. No additional runs can be added. A Game may end in a tie. (In the playoffs, the 6 run rule doesn't apply in the last inning).

T3. A short-center fielder will be allowed to play, always making 9 players on the defensive field.

T4. One defensive coach to remain in the outlines of the outfield, no coach shall encroach into the infield while the ball is in play. Defensive coach to communicate commands to outfielders and infielders from the outlying area. Dugout coach should be communicating with infielders and pitcher to direct defensive plays. While on defense coaches/teams may call "time" only 1x per inning mound visits/team huddles are counted as such. One batter may be excused due to illness, injury or related unforeseen reason to leave the game. Once that player has left the game that player will not be allowed to return to that game that one player will not be called an "out" but instead skipped for the remainder of that game. That 1st player will not be called an out during the regular season all subsequent players will be called as "outs" if they do not come to the plate to bat. One player per game may be skipped only once due to the player being in the bathroom or has a bathroom emergency, that player is allowed back into the game but it must be made clear that is the reason why they were skipped and not called out, this only applies to the one at bat. If that

player then does not come back to bat that player will be called an “out”.

Any field coach that makes contact with the ball in live play will be called for interference resulting in all runners advancing two bases.

T5. A radius of 4 feet measured from the point of intersection of the foul lines at the back edge of home plate shall be indicated in fair territory and any batted ball not landing on or beyond the radius shall be a foul ball.

T6. A total of 3 strikes were declared out. Strike calls are as follows: a.

Any batted ball landing in foul territory is declared a strike.

b. Any ball that is made contact with and is still remaining on the Tee is considered a strike.

c. Any full swing of the bat that makes no contact with the ball is declared a strike.

d. Any contact made with the bat on the Tee that causes the Tee to tilt over shall be ruled a strike, but the batter is out if the ball is caught by an opposing team member before it hits the ground.

T7. Games will be played with an official T-Ball (Safety) baseball the entire game.

T8. Any live fair ball that, when overthrown by a player, makes contact with the fences will be considered a dead ball and each runner is awarded one base.

T9. Any official may call a ball dead when the outfielder throws the ball to the cutoff man and said cut-off man shows the umpire that he has possession of the ball.

T10. An umpire shall...

a. Position him/her near the plate and will decide the outcome of all plays.

b. Make all the decisions regarding the tee.

c. Determine whether the ball has traveled the minimum distance.

d. Make a ruling whether the ball is fair or foul.

T11. TEMPERATURE RULE – If the temperature is 95 degrees or more the game may be rescheduled (this will be either an umpire/league decision)

T12. Coaches shall not touch/push/shove any runners on base – The Player will be called out. Teams will receive 1 warning from officials during the regular season. (No warning shall be issued in playoffs).

T13. The pitcher must position him/herself on the pitching rubber while the batter is batting. The pitcher may not move from the rubber until the batter hits the ball off tee. Exclusively on rubber Not roaming within pitcher circle.

T14. Pitchers Tagging Runners and Batters

- I. Pitchers must make an attempt to throw to all bases; pitchers will no longer be allowed to tag batters and runners out. Failure to do so will result in a free base to the batter or runners. The only exception to this rule will be if the ball leads the pitcher towards Home plate, the base runner may be tagged out running home. The pitcher can Not chase down runners from 1st to 2nd or 2nd to 3rd base. A throw to that fielder position must be attempted. Whether it's a thrown ball or bounced ball over hand.
- II. Rolling the baseball is not allowed.

**Pee-wee/Minor League (ages 7-8, 9-10)**  
**(5:45pm start game time Mon- Fri.) (Sat-Sun 11a, 1:30, 3p)**  
**(Some under the light games on Sat 7p start)**

Mi 1. A game will consist of five (5) innings. No new inning shall begin after the game is 90 minutes old or after 1:15 mark. \*TEMPERATURE RULE – No games if temperature is 95 degrees.

Mi 2. Infield Fly Rule is NOT in effect

- a. An infield fly is a fair fly ball (not including a line drive nor an attempted bunt), which can be caught by an infielder with an ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out.
- b. The pitcher, catcher and any outfielder that stations him in the infield on the play shall be considered infielders for the purpose of this rule.
- c. Pee wee games will be as follows, hitting off the tee for the first 2 innings, followed by Coach pitch remainder of the game.
- d. The ball is live and runners may advance at the risk of being caught, tagged, or forced after the ball is touched.
- e. After a full count only 2 foul balls are permitted after that the batter is Out (Pee wee division).
- f. (Minor division)Dropped third strike do apply. 3rd strike called when catcher drops/fumbles ball gets past catcher, batter can attempt to reach 1st base. This rule applies only if 1st base is unoccupied, an overthrown ball from catcher to 1st basemen will be called a dead ball, batter will remain on 1st base as call of being Safe.

Mi 3. No base stealing at pee wee division. This overrides the next rule. (A)

- A. Runners can only steal one base at a time, no stealing Home.
- B. Penalty: Upon leaving the base early by a runner before the ball crosses the

plate, this will result in the runner being declared out (NO warning) if the official catches the action. Also, considered a “lead-off.”

C. Players coming from 3<sup>rd</sup> to Home Plate must slide to avoid collision on close plays, at umpire discretion. Sliding only feet first and not attempting to collide with catcher, catcher cannot be on top of Home Plate.

Mi 4. All putouts shall stand!

Mi 5. The strike zone is the space over home plate, which is between the batter’s armpits & the top of his knees when he assumes his natural stance. The umpire shall determine the strike zone according to the batter’s usual stance when he swings.

Mi 6. An inning ends when three outs are made, or six runs are scored.

No additional runs can be added. (In the playoffs, the 6 run rule doesn’t apply in the last inning).

Mi 7. There is a maximum of 6 walks permitted per inning for Minor division, once that threshold has been crossed in the inning a new pitcher must enter the inning.(No walks in Peewee division)

Mi 8. A player may pitch a maximum of 3 innings per game. No pitcher is allowed to Start as a pitcher consecutive days. They may come in as reliever but cannot pitch more than 3 innings. This rule is for the Minor Division NOT Peewee.

Mi 9. Pitching Rules

A. Hit by Pitch: Removal of the pitcher is warranted when the pitcher strikes two batters in one inning or three batters for his entire pitching requirements.

B. Pitcher must set up his feet on the pitching mound or line with the start of his pitching motion.

**Major/Pony League (ages 11-12, 13-15)**  
**(5:45pm game time Mon- Fri.) (Saturday-Sun TBA)**  
**There Will BE NO FORFEIT TIME**

Ma 1. Balks apply! One warning will be given per team. If a Balk is called and there are runners on base, the runner will be allowed to advance one base.

Ma 2. Dropped third strikes do apply.

Ma 3. Infield Fly Rule is in effect.

a. An infield fly is a fair fly ball (not including a line drive nor an attempted bunt), which can be caught by an infielder with an ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out.

b. The pitcher, catcher and any outfielder that stations him in the infield on the play shall be considered infielders for the purpose of this rule.

c. When it seems apparent that the batted ball will be an infield fly the umpire shall immediately declare out loud "Infield Fly" for the benefit of the runners. The batter is only then automatically declared out.

d. The ball is alive, and runners may advance at the risk of being caught, tagged, or forced after the ball is touched. It is not necessary to run after the official declares the ball an "Infield Fly".

Ma 4. Stealing and lead offs are allowed.

Ma 5. All putouts shall stand!

Ma 6. The strike zone is that space over home plate, which is between the batter's armpits and the top of his knees when he assumes his natural stance. The umpire shall determine the strike zone according to the batter's usual stance when he swings.

Ma 7. TEMPERATURE RULE - If the temperature is 95 degrees or more the game may be rescheduled (this will be either an umpire/league decision) HEAT INDEX.

Ma 8. Games will be six (6) innings and have a 2-hour limitation. No inning shall start after 1:45 from start time. Pony games (7) innings and have a 2-hour time limit no inning shall start after 1:45 from start time.

Ma 9. Pitching Rules

A. Hit by Pitch: Removal of the pitcher is warranted when the pitcher strikes two (2) batters in one inning or three (3) batters for his entire pitching requirements.

B. Balks will be called.

C. Legal pitching delivery: There are two legal pitching positions, the wind-up position and the stretch position, and either position may be used at any time.

D. There will be no "quick pitching" allowed. Pitchers must take signs from the catcher while standing on the pitching rubber. When the pitcher disengages the rubber, he must drop his hands to his sides.

**\*The pitcher shall not:**

A) Bring his pitching hand in contact with his mouth or lips at any time while near the mound. EXCEPTION: Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather may permit the pitcher to blow on his hand. As a penalty, a ball shall be called.

**\*It is a Balk when:**

- A) If there is a runner, or runners, it is a balk when: The pitcher, while touching the rubber, makes any motion naturally associated with his pitch and fails to make such a delivery.
- B) The pitcher, while touching the rubber, fakes a throw to first base and fails to complete the throw. *A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only).*
- C) The pitcher, while touching the rubber, fails to step off or step directly toward a base before throwing to that base. *If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.*

**Ma 10. Pitch Counts and Pitcher Rest Days**

All pitchers at the major division level will be monitored through a pitch count. Both Home and visiting coaches will have the responsibility of counting both home and away pitchers pitch counts. After every half inning, coaches will agree on the pitch count and keep a pitch total for each pitcher. Coaches will also have the responsibility to inform one another and the umpire when a pitcher's last batter will be (failure to do so may result in a day's rest depending on the pitch count).

**The pitch count and days rest are as follows:**

1-25 Pitches: No Days Rest

25-40 Pitches: 1 Calendar Days Rest

40-55 Pitches: 2 Calendar Days Rest

55-70 Pitches: 3 Calendar Days Rest

70-85 Pitches: 4 Calendar Days Rest