

North Macon Youth Sports Association
Minor and Major League Baseball Rules

1. Preparation for the game:

- a) Each team is allowed one approved manager and three approved coaches in each dugout.
- b) Each team is allowed one scorekeeper in each dugout.
- c) Each manager should have his team at the ball park ready to play 30 minutes prior to the start time of the game if possible. This will enable adequate warm-up time and infield practice for each team. Infield practice times will depend on a situation by situation basis. Games which go into overtime may cut down on infield practice for the following game. This is an unavoidable hazard.
- d) Prior to the start of each game, managers will provide the opposing team with a roster of players present for the game and their batting order. It is understood that defensive positions may change.
- e) Teams will no longer have to furnish a concession stand worker for each game.
- f) Home teams will have to furnish an official scorekeeper for each game.

2. The game:

- a) Each game will be six innings long. In the event of a tie game at the end of six innings, up to two additional innings may be played.
- b) Any game shortened by curfew, weather, or time limitations shall be a regulation game if:
 - 1) Four innings have been completed and one team is ahead or
 - 2) 3 ½ innings have been completed and the home team is ahead.
- c) Each game will have a 1 hour and 50 minute time limit. In the event of a tie game at the end of the time limit, the tie will be broken at the completion of any following inning or the home team scores 1 run more than the visiting team up to two additional innings.
- d) The umpire is responsible for keeping the game in progress. He may call time out at any point he feels play has ceased in order to keep the game moving to completion.

3. Run Rule:

- a) A team will only be allowed to score 7 runs per inning or 3 outs.
- b) A team will only be allowed to score 10 runs during the last inning.
- c) A game shall be called after 4 innings if a team is ahead by 15 runs or 3 ½ innings if it is the home team.
- d) A game shall be called, if after 5 innings, a team is ahead by 10 runs, 4 ½ innings if it is the home team.

4. Minimum Playing Time:

- a) Each player on the team will be required to occupy a defensive position on the field every other defensive inning.
- b) The batting lineup will be pre-designated and continuous. The manager will set the batting lineup designation where all players will bat at the start of the game.
- c) The manager will provide a copy of his batting lineup to the scorekeeper and the opposing manager prior to the start of the game.
- d) A player who arrives late for a game must be given his minimum playing time. Consistent lateness to games should be discussed with the player's parents.
- e) If a player has 3 unexcused consecutive absences from a team's league scheduled practices, the player may be ineligible to play in the next scheduled game. The league representative must be notified and approved prior to taking such action. The opposing manager must be notified of this prior to the start of the game. This also applies to tournament play.
- f) Penalty for violation of the minimum playing time rules will be:
 - 1) All violations will be forfeiture of game.
 - 2) Manager's first violation will result in one game suspension.
 - 3) Manager's subsequent violation will result in season suspension.

5. Player Safety:

- a) Pitchers must wear chest protector.
- b) All catchers must wear a regulation protective mask with throat protector, catcher's helmet, and hard plastic protective cup.
- c) All batters, on deck batters, bat boys, base runners, and player base coaches must wear a regulation batting helmet with mask at all times while on the playing field. The playing field is anywhere between the field fences. Inside the dugout is not inside the field fences. Removing the helmet by any offensive player while still on the playing field may draw the following penalty:
 - 1) For the first violation by any player, **both teams** will be warned by the umpire.
 - 2) For the second and subsequent violation during the same game, any batter or base runner will be called out.
 - 3) For the second and subsequent violation during the same game, a bat boy, on deck batter, or player base coach from either team will be removed from the playing field.
- d) Slings bats: Any batter who, in the judgment of the umpire, slings a bat will be warned by the umpire. The umpire will notify both dugouts that a batter has been warned and any subsequent violation will result in any batter being called out on either team.
- e) Running into the catcher: at no time will a base runner be allowed to intentionally run into the catcher or any other defensive player for the purpose of dislodging the ball or obstruction his attempt to field a ball. This will be a judgment call by the umpire. The penalty for any violation, in the umpire's judgment, will result in the runner being called out. If either of the above violations is flagrant, the batter or runner may be ejected from the game. This will be a judgment call by the umpire.

***Note: Managers and coaches need to instruct their players on these rules. They are designed to be safety rules for the players to insure that no possibility of injury will occur.

6. Pitchers:

- a) A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- b) A pitcher shall not pitch more than 6 innings between Monday through the following Sunday night except that in a tie game at the end of 6 innings the starting pitcher may pitch the 7th inning.
- c) A pitcher after pitching 4 or more innings in the same game shall have a minimum of 40 hours rest before pitching in another game. (please check USSSA rules 7.08.h.1)
- d) The pitching of one pitch shall be counted as the pitching of one inning.
- e) Pitchers preparing to enter the game are not allowed to "warm-up" within the confines of the playing field after the game has started.
- f) Balks will be called. The penalty is "no pitch". The ball is dead and no runners may advance.
- g) Pitcher eligibility during regular season makeup games will be the same as any other game during the week. No additional innings will be allowed.
- h) All pitchers are required to wear a chest protector.

7. Protesting a game:

- a) Protest should only be made in the event of a rule violation such as for an illegal batter, etc. and not on any judgment calls by an umpire. The umpire's judgment calls will not be considered.

8. Time outs:

- a) Time outs are granted by the umpire and are not automatic. A manager or coach may call time out for various reasons including injury, equipment repair, talking with pitchers, catchers, batters, other players, etc. subject to the limitations below. These limitations are in the rules to ensure that a team will not request excessive time outs for the purpose of delaying a game or cause games to require excessive time to

complete a game.

- 1) A manager shall be entitled to request time on defense to talk to his players **twice** in the same inning without penalty. On the third time, he shall be required to remove the pitcher from the mound but not the game.
- 2) One time-out shall be allowed on offense to talk to a batter during the same time at bat. Requesting a second time-out to talk to the batter during the same at bat shall result in the coach being removed from the coach's box and placed in the dugout for the remainder of the game.
- 3) A time-out called because of injury to a player or equipment repair will not violate the above rules. If a time-out for these reasons becomes necessary, the manager or coach calling time should notify the plate umpire of the purpose for the time out, if it is not obvious, prior to accepting the time out. No discussion with the batter or pitcher is allowed unless they are the injured party.

9. Sportsmanship:

- a) All managers, coaches, and players are required to conduct themselves in a sportsmanship manner. This includes their conduct between opposing managers, coaches, players, and umpires.
- b) Managers are responsible for the conduct of the parents of the players on his team. Any display or actions, other than acceptable display of team spirit and friendly competition, directed at the opposing team or at an umpire which is abusive should be quieted by the manager at once.
- c) A defensive team, including managers, coaches, or players shall not make any remarks to or towards a batter intended for the purpose of causing the batter to be distracted or take an improper swing.
- d) Offensive base coaches shall not talk to defensive players while the ball is in play for the purpose of causing a defensive player to make an error.

10. Batter and runner:

- a) The infield fly rule is in effect.

b) Intentional walks (base on balls) are allowed but not encouraged during regular season play. All players, regardless of their ability, should be required to participate to their fullest potential. Intentionally walking a batter every time at bat is not fair to the player in this age group. The objective of the defensive team should be to put this batter out in a game by defensive play including a strike out. If it is necessary to intentionally walk a batter the following intentional walk rule shall apply:

- 1) The pitcher shall pitch from his normal position on the pitcher's rubber as with any other pitch.
 - 2) The catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.
- c) The catcher is required to catch a third strike for the batter to be out unless it is a foul tip.
- d) The base runners may play off and steal.

11. Season play shall be as follows:

- a) Each team will play a scheduled number of games. All games not completed due to weather or other acts of God will be made up if time and scheduling permit.
- b) A regular season will be played.

12. Post season tournament play:

- a) Each team will play a scheduled number of games. All games not completed due to weather or other acts of God will be made up if time and scheduling permit. At the end of the season the teams that win the first half and the second half of their respective divisions will play one game to determine the division champion. The two division champions will play one game to determine the league champion.

- b) The team's record against one another on an equal games basis will be reviewed. The team with the best win record over the other tied team(s) will be declared the division champion.
- c) If teams are still tied after, the win/loss record of the teams involved will be reviewed in respect to their overall interdivision games. The team with the greatest number of wins within their division will be declared the division champion.
- d) In the event any of the teams are still tied, there will be a division champion playoff between the tied teams. This game will be played under normal season playing rules. If there are more than 2 teams involved, they will draw for position.

13. Drafting:

- a) There will be tryouts and a draft for each player in minor and junior leagues.
- b) Freezes: There can only be a manager's son(s) and one coach's son(s). No other freezes are allowed.
- c) All players will attend tryouts. Should a player not attend tryouts, he will be chosen at random at the regular draft. The league rep. has the authority to decide if a player should be made available during the draft during any round he so chooses.

(For example, if a player does not show up for tryouts, the league rep. , at his discretion , may make a player available for the draft. This will keep the situation of the draft being balanced all the way to the end, and then someone gets a top level player randomly at the end. Managers are expected to honestly share information about players who do not show up for tryouts.)

- d) The draft will proceed according to the following:
 - 1) Each manager will randomly select a draft number to begin the draft. Frozen players constitute the first picks unless the league rep. decides otherwise. If every team freezes 2 players, and they are considered number one and two, we move immediately into the third round. Whoever drew the number that would place him first in the third round would choose first. The draft would then proceed normally, according to the standard draft order.

- 2) Should there be a manager whose frozen players were placed in round 1 and round 5, and all other managers had players frozen in round 1 and round 2, that manager would get the only second round pick, then he would get a third, fourth, sixth, etc. round pick. Should two or more managers have selections in a particular round, the draft order sheet will determine the order of drafting.

Team selection: Second year managers or coaches in each league will select their team names first. First year managers and coaches will select their team names second. The order of team name selection will be determined randomly.

- e) League representative authority: Each league representative will have the authority to place a frozen player in the round which the league rep. deems appropriate. This should be agreeable and obvious to all managers at the draft; however, the league rep. has complete authority to decide the round in which a frozen player will be taken. The league rep. has complete authority to settle any dispute or make any decision regarding the draft which is not covered herein.
- f) If a player is chosen by a team and the player has a brother in the draft, the brother will automatically be placed on the same team unless his parents have stipulated otherwise.
- g) Trading for players will be allowed for half an hour after all drafting is completed at the site of the draft. The league representative must be present during this time and must be notified of each and every trade by both managers involved. He will verify that no rule violations have occurred and update the official record of team rosters.

Any trades involving brothers must involve all, unless the parents have elected that they may be on different teams. Any trades not adhering to the above rules will be disallowed. It is suggested that all managers stay for this event, so that their personal records reflect correct information and no misinformation will be broadcasted to parents. The board recognizes that situations will arise which have not been anticipated by or covered by the above rules. Such situations will be reviewed by the board if necessary and ruled on accordingly. Any rulings handed down by the board will be made within the intent of this rule.

-) Only one all-star coach may be selected from the all-star managers own regular season team. The second all-star coach must be a manager or coach from another team within the same division as the all-star manager.
-) The all-star coaches selected shall be board approved coaches of a regular season team if the coaches were the starting coaches and coached on the team all during the season. If a coach was not a starting coach and was not a coach during the regular season, he will not be eligible to coach for the all-star team.

NOTE: If a manager or coach is not present at the All-Star selection try outs and meeting, they will be suspended from managing or coaching a team for one year. You must have a representative from your team at the try outs and selection process.

NOTE: At any time, there will be no form of tobacco use during game time. This also includes dipping. Penalty would result in one game suspension.

14. All -star player selection:

- a) Each all-star team will be limited to 13 players.
- b) No alternates will be selected. If a player, after being selected for the all-star team is unavailable for all-star competition for any reason, the all-star manager will select a player of his choice to replace the vacated position. The league rep. will be notified immediately in the event a replacement player is necessary to insure that no violations occur.
- c) Each regular season manager will present the names of those players from their teams who, in their opinion, would best represent North Macon Park in the All-Star tournaments. The managers will meet with the league representative and discuss the players presented. A secret ballot will be taken to make the 13 selections. The league representative will monitor the voting in all cases to insure no rules are violated.
- d) The 13 players may be selected from any of the teams in your particular division. It is not a requirement that each team have a representative number of players on the all-star team.
- e) The list of the selected All-Star players will go to the league rep. or vice president of baseball and shall not be revealed until the last tournament game is played.

15. Managers and coaches and their selection:

- a) The all-star team manager will not be the league or division winner as in the past.
- b) If a manager wants to be the manager of the all-star team from the division, he can let this be known at the all-star eligibility meeting.
- c) All managers will vote for the two managers in their league that he feels is most deserving to represent North Macon Park. The selections must be approved by the board of directors.
- d) Coaches on the all-star team will be selected by the all-star manager:
 - 1) The coach may be either a regular season board approved manager or coach within the same division as the all-star manager.

- 2) Only one all-star coach may be selected from the all-star managers own regular season team. The second all-star coach must be a manager or coach from another team within the same division as the all-star manager.
- 3) The all-star coaches selected shall be board approved coaches of a regular season team if the coaches were the starting coaches and coached on the team all during the season. If a coach was not a starting coach and was not a coach during the regular season, he will not be eligible to coach for the all-star team.

NOTE: If a manager or coach is not present at the All-Star selection try outs and meeting, they will be suspended from managing or coaching a team for one year. You must have a representative from your team at the try outs and selection process.

NOTE: At any time, there will be no form of tobacco use during game time. This also includes dipping. Penalty would result in one game suspension.

RULE 10.00 – SPORTSMANSHIP, EJECTIONS & SUSPENSIONS

General Statement: The matters of sportsmanship and unsportsmanlike conduct shall be taken extremely serious. The teams you compete against will exhibit an elevated and sometimes fierce level of competition. Managers (see comment below), coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators should exhibit good sportsmanship to ensure a positive impact in the development of the participants. Thus, it is paramount that managers, at all times, have absolute complete control of their coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators both on and off the field as well as in the grandstands.

Comment: Any reference to the term "MANAGER" in these rules is intended by definition (a person appointed by the team as the highest ranking on field team official to be responsible for the team's actions on and off the field, to include the grandstands and to represent the team in communications with the umpire and the opposing team), to designate the highest ranking on field team official.

10.01 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who exhibit abusive, vulgar, unbecoming or unsportsmanlike conduct shall be immediately ejected. Warnings shall not be issued for abusive, vulgar, unbecoming or unsportsmanlike conduct.

10.02 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who exercise the use of profanity or abusive language, regardless to whom it is directed, shall be immediately ejected. Warnings shall not be issued for the use of profanity or abusive language.

10.03 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who throw equipment shall be immediately ejected. Warnings shall not be issued for throwing equipment.

10.04 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors or spectators who leave their position in the field, on base, on the bench or in the dugout, dugout area or grandstands to participate in an altercation, fight or brawl shall be immediately ejected and local law enforcement shall be notified. Warnings shall not be issued for participating in an altercation, fight or brawl.

Rule 10.01 – 10.04 Comment: Violation of any article of Rule 10.01 – 10.04 may, if warranted, require a team to forfeit a game or games and / or be removed from the league / tournament.

10.05 When adult (18 years of age and older) coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors or spectators are ejected for any reason, the manager shall also be ejected for failure to maintain absolute complete control of coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors or spectators.

10.06 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors and spectators ejected from a game shall immediately remove themselves and all personal belongings from the vicinity of the playing field and / or grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game ejected from plus one additional game. Under no circumstances shall ejected managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors or spectators return to the vicinity of the playing field and / or grandstands upon game completion. Ejected managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors and spectators returning to the vicinity of the playing field and / or grandstands upon game completion shall be treated as trespassers and local law enforcement shall be notified.

Rule 10.06 Comment: Managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors, and spectators ejected from a league / tournament ending game (i.e.: elimination game, championship game), shall be required to forego their attendance at the team's first game in their next sanctioned event.

10.07 Players ejected from a game shall immediately remove themselves and all personal belongings from the dugout and dugout area and shall be confined to the grandstands. An ejected player may remain in the grandstands as long as doing so is not a disturbance or disruption to the game. If warranted, an ejected player shall be removed from the grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game.

10.08 Managers, coaches, assistant coaches, trainers, scorekeepers, players and other dugout personnel shall be confined to the dugout for the remainder of a game as an alternative to an ejection at the sole discretion of the Umpire(s).

Rule 10.08 Comment: For managers, confinement to the dugout is not applicable for violating Rule 10.05.

10.09 Certain actions of managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators call for immediate suspension. Such acts include but are not limited to, a physical attack or the threat of a physical attack on an umpire, game official, tournament official or association director and / or officer. Knowingly competing with or against illegal or disabled / suspended managers, coaches, assistant coaches, trainers, scorekeepers, players, sponsors and spectators. Participating in or permitting a fraud to be perpetuated. Competing under an assumed or altered (miss-spelled) name, and / or date of birth. Purposely utilizing false information to damage, harm, hurt, impair or mar Georgia USSSA Baseball.

RULE 11.00 – PROTESTS

11.01 Umpires will work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch in the game is delivered. Protests shall not be accepted after the final out of a game