

# **Policy Guide for the 2026 Season Tri-Village Baseball**

## **I. Policy Guide Constituting Local Rules**

The rules set forth in this Policy Guide shall, in conjunction with the Official Regulations and Playing Rules published by Babe Ruth League, Inc., constitute the rules and regulations for the conduct of the Tri-Village Baseball (TV) program. Where there is a conflict between this Policy Guide and the Babe Ruth rules, the provisions of this more restrictive Policy Guide shall take precedence. This Policy Guide may be amended between August 1, 2025, and April 1, 2026, of the following year by a majority vote of the Board of Directors present and voting at a duly called Director's meeting, provided that the amendment to the Policy Guide had been proposed during the previous month's Board Meeting. Between April 1, 2026, and August 1, 2026, this Policy Guide may be amended by three fourths (3/4) or better vote of the Board of Directors present and voting at a duly called Director's meeting. Changes to this Policy Guide made between April 1, 2026, and August 1, 2026, shall not become effective unless they are posted in a prominent location at the field. Each team Manager or representative affected by a rule change shall be individually notified of the change as soon as possible.

## **II. Player Activities Committee (PAC)**

The Player Activities Committee shall be comprised of the Player Agent and ten additional Board members annually appointed by the President, with the advice and consent of the Executive Committee. The President shall serve as an ex-officio member of the PAC and shall chair all meetings of the PAC pertaining to the selection of Managers of the Majors division teams and All-Star teams. In appointing members to the PAC, the President shall, to the fullest extent possible, strive to achieve balanced representation of divisions and league ages.

A Player Activities Executive Committee will be formed by the Player Agent and two other members to swiftly react to time sensitive issues. The Committee will vote on actions where a 3-0 vote will be considered passed. If there is not a unanimous agreement the issue will be raised to the full PAC. The Player Agent will determine when to convene the Executive Committee.

## **III. Composition of Divisions and Teams**

### **a. Divisions**

The following are subject to the discretion of the PAC as pertains to player safety and other such considerations that would affect the normal operations of the League.

#### **Majors Division**

Teams consisting of a maximum of 12 registrants each selected in accordance with the Draft Rules from eligible 12, 11, and 10-year-old registrants. Majors division teams shall be dissolved at the end of each season. All eligible players (except for options and special assignments) must be subject to the draft. If the roster size can be increased based on an increased number of registrants, the PAC will be the authorizing body. 10-year old's are eligible to tryout if space is available.

#### **Intermediate Division**

Teams consisting of a maximum of 12 registrants each selected in accordance with the Draft Rules from eligible 10, 9 and 8-year-old registrants, plus any 11-year-olds not drafted by a Majors division team. In the draft, all eligible 10 and 11-year-old registrants must be selected. Intermediate division teams shall be dissolved at the end of each season. All eligible players (except for options and special assignments) must be subject to the draft. 8-year old's are eligible to tryout if space is available.

#### **Farm Division**

Teams consisting of players from all the 9, 8, and 7-year-old registrants who are not in the Intermediate division and all 6-year-old registrants who have played at least 1 year in the Juniors division whose parents have requested that they play in the Farm division. To the extent possible, players on Farm teams will be grouped with players/coaches as requested or in the same school or neighborhood.

#### **Junior Division**

Teams consisting of all the 7 and 6-year-old registrants who are not in the Farm division and all 5-year-old registrants whose parents have not requested that they play in the Youth Ball division. To the extent possible, players on Junior teams will be grouped with players/coaches as requested or in the same school or neighborhood.

#### **Youth Ball Division**

Teams consisting of a balanced number of 4, 5 and 6-year-old registrants and any 7-year-old registrants whose parents, with the consent of the Player Agent, have requested to play in the Youth Ball division. To the extent possible, players in Youth Ball will be grouped with players/coaches as requested or in the same school or neighborhood.

#### **b. Number of Players Per Team on Farm, Juniors, and Youth**

The number of players constituting a complete team shall be set by the PAC prior to team assignment.

#### **c. Special Assignments**

The PAC may, upon authorization of the Board in each instance, and for special cause, assign players directly to teams without regard to the limitations and requirements specified under these rules. Such assignments may also require the elimination of one or more draft picks. Special players may also be paired for the purpose of the draft. Authorization by the Board shall require the plurality required of a rule change under Section I above.

#### **d. Managers and Coaches**

Managers of all teams will be selected by a majority vote of the full voting strength of the PAC at a meeting of the PAC and then approved by the President. Any PAC members not able to attend a meeting at which Managers will be selected may provide the Player Agent with their proxy vote in advance of the meeting. Prospective managers on the PAC may participate in discussion but are ineligible to vote for the division in which they intend to manage. In order to be a Manager or Coach, all must agree to submit the necessary paperwork required by TV, including but not limited to a background check.

#### **Major Division**

A parent of a 10-year-old registrant may be selected to manage only if no other suitable candidate is available. Managers **MUST** be able to attend the evaluation and draft unless last second sickness or a family emergency occurs.

#### **Intermediate Division**

A parent of an 8-year-old registrant may be selected to manage only if no other suitable candidate is available. Managers **MUST** be able to attend the evaluation and draft unless last second sickness or a family emergency occurs.

#### **Farm, Junior, and Youth Ball Divisions**

Each team shall have one Manager appointed by the PAC.

## **All Divisions**

Assistant Coaches may be selected by the team Manager. While the number of Coaches selected per team is not limited, the number of adult participants in a game shall conform to the limitations set forth in paragraph **IX.a** of this Policy Guide.

### **e. Division Championship (Major and Intermediate)**

A division champion will be determined in the Major and Intermediate divisions, in accordance with the rules described below. Both the Major and Intermediate divisions shall be one full season schedule. Each team in the division shall play the other teams at least twice (depending on scheduling limitations). At the end of the full schedule, each team shall be seeded (one through the number of teams in the division) based on overall full season record. Ties shall be broken by (in the event of more than two teams being tied, once a team is eliminated, the remaining team's tiebreaker will revert to the top of the list):

- i. Head-to-head winning percentage
- ii. Head-to-head runs allowed per inning of defense in games played between the tied
- iii. Head-to-head runs allowed per inning of defense against common opponents
- iv. Coin toss

If at the end of the season it is determined that the final results of any rained-out games or tied games would impact the determination of the overall playoff seeding, then the determination of the seeding shall be delayed until after those rained out games are played and the tied games are completed. Each division (Major and Intermediate) will strive to conduct a playoff championship competition between all teams in the division. Weather related issues may require the PAC to decide to limit the teams in the tournament.

In the event additional means of breaking ties becomes necessary in either the Major or Intermediate divisions, the Player Agent shall develop a suitable tie breaker.

## **IV. All-Stars**

### **a. All-Star Philosophy**

All Star Managers will be instructed that they need only follow the player participation rules for the tournament in which they are competing.

### **b. Number of All-Star Teams**

All Teams are entered into the Cal Ripken advancing tournaments. TV will be represented by teams in the 8U, 9U, 10U, 11U, and 12U brackets.

### **c. Selection Process**

#### **i. All-Star Manager Selection**

The TV PAC provides all Rec Season Registered Managers and Coaches the opportunity to submit their name for All-Star Manager consideration. As part of the submission, candidates will be asked to submit a "Statement of Interest" in which they will describe why they are the best candidate for the position. The PAC then votes on and selects the All-Star Managers for each age level and the final selection must be approved by the TV President. Managers of All-Star teams will be selected by a majority vote of the full voting strength of the PAC at a meeting of the PAC. PAC members not able to attend a meeting at which All-Star Managers will be selected may provide the Player Agent with their proxy vote in advance of the meeting. Prospective managers may participate in the discussion but are ineligible to vote for the age group they intend to manage. The PAC is directed to make every effort to select All-Star Managers and submit to the League President by the third Saturday in May, and the League President will select and announce All-Star Managers by Memorial Day.

**ii. Player Nominations**

Managers from each TV regular season team are asked to submit a nomination form to the PAC nominating players from their team who they feel are worthy of All-Star consideration. In doing so, they must evaluate player skills and note the positions the player is best suited for. Players may only be nominated at a level commensurate with their League age for that season.

**iii. Tri-Village All-Star Selection Committee**

A committee of TV Board members will be created for each age level from 8u-12u. Each committee will be led by a PAC member and named by the Player Agent at the time of All-Star Manager Selection. The committees will be no less than two Board members in addition to the PAC lead. No Board Member with a player trying out for All-Stars at that level will be named to the committee.

**iv. Player Scouting and Evaluation**

The All-Star Managers and Committee members will receive copies of the nomination forms for their respective age groups and then begin scouting players during their regular season games.

**v. Managers Meeting**

The All-Star Manager calls a meeting of the regular season TV Managers who nominated players for their respective All-Star age group. During this meeting the Managers are asked to provide further justification as to why they nominated certain players from their team and the other Managers in the meeting can also provide input or information as to why they may agree or disagree with the nominating Manager's evaluation of that player. The All-Star Selection Committee Members shall be present during this meeting.

**vi. Tryouts**

All players nominated are required to attend a tryout. Tryouts are run by representatives from the TV Board of Directors who do not have children trying out for the same All-Star team. The All-Star Manager and Committee will evaluate nominees at the tryout. Parents of All-Star nominees will not be allowed to attend the tryout. In order to tryout, the parents of an All-Star nominee must attest that their child will be available for the entire All-Star tournament (often covering late June and most of July depending on the age group). If parents indicate their child is available and will be fully committed to the tournament and they in turn miss games for reasons other than injury, illness or family emergency, their child may be replaced on the All-Star team by another player or subject to suspension by the PAC.

**vii. Team/Player Selections – At least 11 players must be named to each team.**

- 1) Following the tryout for each age group the All-Star Manager and Committee will meet and select the team. The All-Star manager will provide a list of their “core” players for approval by the Committee. If in agreement, the Manager and the Committee together will discuss the remaining nominated players and select the remainder of the team (minimum 11 players). The Committee will consider player performance along with other factors such as team positional needs in conjunction with the All-Star Manager. The Committee will have final say on the roster that will be submitted to the TV President but will strongly consider the opinions of the All-Star Manager. The All-Star Managers then submit their team selections to the TV President for approval.
- 2) If the TV President has any concerns about the All-Star Manager's selections or roster size, the All-Star Manager will need to provide further justification for their selections and roster size. If the TV President is not satisfied with the Manager's explanation and justification for selecting certain players over other players, or roster

size, the roster will not be approved and the selection process will continue until the President approves the final rosters.

**viii. Additional Notes**

All-Star Managers and Teams are representatives of TV, not any particular Travel Team. All-Star nominations are made by TV Regular Season Managers, with the consultation of their Coaches, and are based on a “league age” designation only (i.e., 12, 11 or 10), regardless which TV Division (Majors, Intermediate or Farm, for example) they played during the regular season. In addition to regular season play, attitude, focus, sportsmanship, position versatility and game knowledge are all factors to be considered in the selection process. It is also helpful to keep in mind the following:

- 1) All-Star Managers are volunteers, and no All-Star selection process is perfect
- 2) Participation in previous All-Stars seasons does not guarantee participation in All-Stars this season
- 3) Not playing All-Stars in previous seasons does not necessarily mean they will not play this season.
- 4) Playing up a division (i.e., a 10-year-old playing Majors rather than Intermediate) does not automatically mean a player will be selected for All-Stars.
- 5) Playing travel baseball for a particular travel team does not necessarily mean a player will or will not play All-Stars.
- 6) Players must participate in a minimum of 60 percent of regular season games by the start of Tournament Play to be eligible for All-Stars. Exceptions for injury or extended illness will be considered by the PAC.

**V. Draft (For Majors and Intermediate Divisions Only)**

**a. General**

Players shall be assigned to teams in the Major and Intermediate divisions by draft (unless otherwise directed by the Board). Except for Special Assignments (III.C), all eligible draftees will be assigned to a common pool and be eligible for a draft from any team in accordance with the other provisions of this selection and of the Draft Rules. Draftees must be selected in divisions equal to, or higher than those played in the previous year in the TV Baseball League.

**b. Late Registrants**

Players who register prior to the closing date and miss the tryouts for any reason (and are not assigned or optioned) may be evaluated at a special tryout by the PAC (Instead of the player being evaluated by the PAC, they will be evaluated by the Managers of that division), and the results will be provided to all teams prior to the start of the draft. Players who miss the special tryout will be placed on a waiting list (Major and Intermediate divisions only). However, a registrant who did not play in the Major division in the prior year and who by registering late misses all opportunities to try out, will not be eligible to participate in the Major division and, instead, will be placed in the Intermediate division draft. If the Intermediate division draft has already taken place at the time of the registrant’s registration, the registrant will be placed on the Intermediate division waiting list.

**c. Majors Division Draft Rules**

In the event that any changes are necessary due to unforeseen circumstances during the draft, final decisions will be made by the Player Agent, or designee, after consultation with other Board members conducting the draft. A Board member will be designated to conduct the draft. All Managers must attend the draft.

1) Order of the Draft

The draft order will be determined by the PAC. The PAC will rate each Manager’s child based on skill level, prior year All-Star selection, past performance, and

position. The draft order will then be set (example: If Coach Smith's son was an All-Star the previous year and is a top pitcher in the division and Coach Jones' son was not an All-Star the previous year and doesn't pitch, Coach Jones would receive the first pick and Coach Smith would receive the last pick). The PAC will also decide what kind of draft will take place at the divisions (snake, straight draft, etc.).

2) Manager Options

There will be no Manager options, except for special circumstances (i.e., two children). For these special circumstances, options will be announced prior to the draft.

3) Pairs

Prior to the draft, the Player Agent must specify which children are designated pairs. A designated pair is a set of two or more children of familial relationship whose parents have requested that the children be drafted onto the same team. When a Manager selects one of the pair, they are automatically credited with the second child in the next open round. A Manager may not select a pair if either of the pair will cause that team to violate a draft ruling concerning team size or team composition by league age. An open round is a round in which the Manager's choice is not constrained by an option.

4) Special Assignments

The Player Agent, or designee, may assign players directly to teams or pair special players in the draft. Authorization of the Board is required in each case.

5) Draft Procedures

All 12-year-old and 11-year-old players (unless determined a safety risk by the PAC) and returning Major players must be drafted. The balance of the players, up to the roster total of 11, shall be made up of children whose league age 10. Subsequent to evaluations the selected managers and PAC will determine the "draftable players list". Those players registered and are not on the "draftable players list" will be invited to the Intermediate evaluations and drafted at that level.

**d. Intermediate Division Draft Rules**

In the event that any changes are necessary due to unforeseen circumstances during the draft, final decisions will be made by the Player Agent, or designee, after consultation with other Board members conducting the draft. A Board member will be designated to conduct the draft. All Managers must attend the draft.

1) Order of the Draft

The draft order will be determined by the PAC. The PAC will rate each Manager's child based on skill level, prior year All-Star selection, past performance, and position. The draft order will then be set (example: If Coach Smith's son was an All-Star the previous year and is a top pitcher in the division and Coach Jones' son was not an All-Star the previous year and doesn't pitch, Coach Jones would receive the first pick and Coach Smith would receive the last pick). The PAC will also decide what kind of draft will take place at the divisions (snake, straight draft, etc.).

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in the next open round. A Manager may not select a pair if either of the pair will cause that team to violate a draft ruling concerning team size or team composition by league age. An open round is a round in which the Manager's choice is not constrained by an option.

4) Special Assignments

The Player Agent, or designee, may assign players directly to teams or pair special players in the draft. Authorization of the Board is required in each case.

5) Draft Procedures

All eligible 9, 10 and 11-year-old registrants must be drafted. The balance of the players shall be made up of children whose league age is 8. Subsequent to evaluations the selected managers and PAC will determine the “draftable players list”. Those players registered and are not on the “draftable players list” will be placed on a Farm team.

## **VI. Absences and Vacancies**

### **a. Temporary Player Absences**

Temporary player absences due to illness, injury, vacation, or approved disciplinary action will not be permanently replaced. However, Major and Intermediate division teams may borrow as many players as needed from the next lower division to provide a starting roster of 10 players. Once a roster is composed of 10 players (including those that are borrowed), no more may be borrowed. Farm division teams may borrow from other Farm division teams or may borrow players from the Junior division, if it exists. Junior division teams, if they exist, may borrow from other Junior division teams or may borrow from Youth Ball teams. Youth Ball division teams may borrow as many players as needed from other Youth Ball division teams to provide a starting roster of as many as 10 players. Borrowed players may not pitch. A team may continue a game with less than nine players. Once a borrowed player is inserted onto the opposing Manager's line-up card (even before the game has started), they shall be considered a full member of the team for the game and must be allowed, to the extent possible, to participate in accordance with the league's player participation rules. However, a borrowed player may not participate defensively in more innings than any of the participating regular team members that are present when the game begins, nor may they pitch. A borrowed player's parent and team Manager should give their permission. A player may only be borrowed twice during the season by each team.

### **b. Permanent Player Vacancies**

Permanent player vacancies resulting from illness, injury, change of address, player resignation, or other justifiable reason shall be immediately reported by the player's Manager to the divisional Player Representative and the Player Agent. Managers must immediately report to the Player Representative whenever a player has missed three consecutive games, and the Player Representative and Player Agent, with the assistance of the Manager, shall determine if a player vacancy exists. If a team has a permanent vacancy on its roster a replacement shall be obtained as soon as practicable [in accordance with Rule III.C above]. The Player Agent and the divisional Player Representative shall determine eligibility and shall make the selection for the team, with the approval of the President. If a waiting list still exists at the time of the vacancy, then the player at the top of the waiting list shall be selected. If a waiting list player is unavailable, in the case of the Majors division, a player shall be selected in birth date order from a list of 11-year-old players that were available to be drafted but were not selected by a Majors division team. Only after exhausting this list may a player be selected from any available 11-year-old players. In the case of the Intermediate division, if a waiting list player is unavailable, a player shall be selected in birth date order from a list of 9-year-old players that were available to be drafted but were not selected

by an Intermediate division team. Once a player has declined an opportunity to be selected to fill a permanent player vacancy, the player need not be considered again for the balance of the year. All permanent replacements must have the consent of the player and the player's parents. Permanent player vacancies that occur on or after June 1 shall not be replaced.

## **VII. Player Participation**

### **a. Complete Games**

In the Major Division, each player must play at least two full regulation games (may include Mercy game(s)) during the season. Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game that they are able to resume full play and they would normally be up to hit. In the Intermediate division, each player must play at least two full regulation games during the season (may include Mercy game(s)). For players who fail to attend two full or partial games or more regular season games, a Manager shall have discretion as to whether or not such a player shall play two full regulation games or not, considering the circumstances of the absences and overall fairness to other team members. The Player Agent shall direct any team Manager to play a child for the entirety of the final game (or final two games, if necessary) of the season if these requirements have not been met by that time (Penalty for noncompliance: immediate removal of the Manager).

### **b. Absences**

Players absent from three games or three practices or a total of five practices and games without a sufficient excuse and without prior notification of their Manager or Coach, may be not subject to rules for minimum participation (six consecutive outs and one at bat) or dropped from a team's roster upon recommendation of the team's Manager and the Player Agent, with final action at the discretion of the PAC. A player's parents must be notified, and the player be given a full opportunity to rectify the problem prior to action by the PAC. All game absences shall be noted on the player participation card with the letter "A."

### **c. Discipline**

For disciplinary reasons, a Manager may bench a player for all or part of a game. If the benching will affect the line-up, notification of the benching must be given to the opposing team Manager and the umpires at the time it occurs. The divisional Player Representative (or the Player Agent) must also be notified as soon thereafter as practical. Benching of a player shall be indicated on the player participation sheet by the letter "B" along with an indication of the number of innings played before being benched.

### **d. Injuries**

Injured players shall be noted on the player participation cards by use of the letter "I" along with an indication of the number of innings played before being removed. An injured starting player may reenter the game in accordance with the substitution rules, provided the player participation rules are not violated for the player being removed. Players may not bat while still declared injured; once the injury is declared over, they shall resume their original positions in the batting order. If a player is injured while batting or running the bases, that player's turn at bat shall be taken by the next batter or that player's place on the bases shall be taken by the first preceding batter that is not on base at the time of the injury. If the player remains injured when their next turn at bat occurs, they shall be skipped. If the injury prevents the player from batting, but allows them to play the field, they may.

### **e. Player Participation Forms**

Major and Intermediate Managers must post player participation and pitching records and scores on the on-line form prior to their next game. Managers that fail to post will be required to leave the

playing field until such time as the posting is completed. Repeated failure to post the required information the day before a team's next scheduled game is grounds for suspension or removal of the manager. Major and Intermediate Managers must use Game Changer Team Manager.

**f. Line Ups (Major and Intermediate Divisions)**

Each Manager shall present a copy of their team's batting line up, including player numbers (if any), to the opposing Manager or scorekeeper before the start of each game. The line-up shall show all absences, injuries, and benched players.

**VIII. Player Participation**

**a. Pitching Rules**

It is the philosophy of TV Baseball that we develop as many pitchers as possible starting at the youngest levels and allowing as many kids as possible to play the position as we can. At the same time, it is vitally important that we protect the kids' arms and from throwing too many innings, across all of the teams they are playing on.

- 1) TV Baseball, in conjunction with Bethlehem Travel Baseball will follow the below pitching guidelines. Any pitches thrown by an individual for each organization will be tracked in a Google Sheet.
- 2) No player shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
- 3) No player throwing 20+ pitches shall catch the remainder of the game.
- 4) No player catching more than three innings shall pitch the remainder of the game.
- 5) If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
  - a The batter reaches base.
  - b The batter is put out.
  - c The third out is made to complete the half-inning of the game.
  - d The pitcher is removed from the mound prior to the batter completing his/her at bat.

Age	Daily Max	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest
Farm	1 inning	XX	1 inning	XX	XX
8	1 inning up to 30 pitches	1-20	21-30	XX	XX
9-10	50	1-20	21-35	36-50	XX
11-12	65	1-20	21-35	36-50	51-65

**b. Forfeits (Major and Intermediate Divisions)**

If a team is unable to field nine players (regular plus borrowed players, see V.A below) within 10 minutes after the scheduled game time (20 minutes if at Line Drive), the game shall be deemed a forfeit by the Director-on-Duty or the umpire, if no Director is on Duty. However, the Board may decide that forfeiture is not appropriate under the circumstances concerning the case, and the game shall be re-scheduled by the Player Agent or divisional Player Representative (see VII.E below).

**c. Time Limit and Mercy Rules**

There is no time limit for Major division games, but there is a Mercy Rule (12 runs after four innings, 10 runs after five innings). For Intermediate division games, it is our policy and intention that as many Intermediate division games as possible be played to their full conclusion (six

innings) or extra innings in order to break a tie, subject to the Mercy Rule (12 runs after four innings or 10 runs after five innings). Additionally, there will be a five run per half inning run limit except for the last inning (if Managers agree, because of time constraints to shorten a game, i.e., five innings, that inning will be considered the last and be played with no limit). If a team reaches the limit, sides will change regardless of the number of outs. No new inning should start two hours after the scheduled start of the game. For weeknight, a new inning of play will not be started after 8:00. Farm, Junior (if they exist), and Youth division games will be limited to two hours from the scheduled (not actual) starting time except when there is no following game scheduled for the field or where the following game has been officially canceled. There will be a five run per half inning run limit in all innings. If a team reaches the limit, sides will change regardless of the number of outs. Junior and Youth division Managers are strongly encouraged to conduct their games at a pace that will allow games to be completed in one and a half hours. At approximately 15 minutes prior to the expiration of the 2-hour time limit, the Director-on-Duty shall make a reasonable effort to inform both Managers and the umpire in chief of the time remaining. At the conclusion of the 2-hour time limit, the Director-on-Duty shall inform both Managers and the umpire in chief that the game shall end when the player at bat completes their turn. If no player is at bat at the conclusion of the 2-hour time limit, the game will end immediately. The final score shall be recorded as the score at the end of the last complete inning.

**d. Tie Games and Extra Innings**

Regulation games in the Major and Intermediate division which end in a tie but cannot be completed at that time due to either weather or darkness, shall be completed in accordance with the rules for Incomplete Games and Rain Outs (VII.E). In extra innings, the batting team will start with a runner on Second Base. The runner shall be the last player to complete an at bat in the previous inning.

**e. Incomplete Games and Rain Outs**

All games, in the Majors division only, shall be played for the full six innings (5 1/2 innings if the home team is winning) or until an inning ends without a tie in the case of games that are tied after six innings. Rained out and other incomplete games for Major will be rescheduled by the Player Agent, divisional Player Representative or Director-on-Duty at the time the game is canceled. If at least 24 hours prior to the first available date, both Managers and the division's Player Representative agree on another location and/or date and time for the game, it may be scheduled for that location and/or date. During the final week of the season, rained out or other incomplete games will not be rescheduled unless they would have a bearing on the team seeding; the game would be considered a no contest. Exception: A Majors division game that has been suspended is considered official in the event that one team has a 12-run or more advantage and at least four innings (3 1/2 if the home team is winning) have been completed. Incomplete games (unless tied) in Intermediate division will be deemed official if four innings (3 1/2 if the home team is winning) have been completed.

**f. Ending Games**

The Director-on-Duty shall have sole discretion in determining when a game shall be called because of weather or darkness. The umpire in chief may only suspend play because of weather, darkness, or the inability of a team to field nine players (see VII.B above). Majors and Intermediate division games shall end and be considered official in the event that one team has a 12-run or more advantage and at least four innings (3 1/2 if the home team is winning) have been completed or a 10-run lead after five innings (4 1/2 innings if the Home team is winning) have been completed.

**g. Scorekeeping**

At the end of each half inning, each Manager shall confirm the correct score with the opposing Manager and/or the official scorekeeper. Scorekeeping disagreements should be resolved immediately with the help of the umpires and Director-on-Duty, if necessary.

**h. Equipment**

There shall be no equipment on the ground in the field of play or attached to the fences or to the outside of the dugout.

**IX. Sportsmanship and Field Decorum**

**a. Managers and Coaches**

**Major and Intermediate Divisions**

Only the Manager and two Coaches shall be allowed on the field or in the dugout during a game. In addition to those three adults the scorekeeper may also be stationed in the dugout if desired.

**Farm, Juniors and Youth Divisions**

Only the Manager and two Coaches shall be allowed on the field or in the dugout during a game, except that when their team is on defense only two of those three adults may be on the field outside the dugout. It is recommended that an adult always remain in the dugout as long as any players are in the dugout. In addition to those three adults, the scorekeeper may be stationed in the dugout if desired.

**All Divisions**

Except when coaching bases, or when coaching Youth division players, Managers and Coaches shall remain in, or in the area immediately adjacent to, the dugout or bench. Managers, Coaches, and players participating shall not sit or stand behind the backstop (Penalty: ejection from the game for unsportsmanlike conduct). The Manager shall be responsible for the conduct of the team members and for the observance of the rules. Umpires may (in lieu of full ejection of Manager or Coach) require that they remain inside the dugout or beyond the fence (or out of play line).

**b. Awards**

At the conclusion of the Intermediate and Majors season, the following will be awarded: Most Valuable Player, Most Improved Player, Strike-Out King (Pitcher) and Home Run King (Hitter). MVP and MIP awards will be discussed and voted on by Managers and Coaches. Every TV team will also have a Sportsmanship Award recipient. Nominated players will be forwarded to the Player Agent and the awards will be presented at closing ceremonies. Each Manager is required to complete a form so that strikeouts and homeruns are recorded accurately. These awards will be presented at closing ceremonies as well.

**c. Base Coaches**

A team member in uniform or a Manager or Coach may be stationed in the coaches' box at first and third base while that team is at bat, except that only one adult base coach shall be permitted in the Major division. The total number of adults involved in a game shall not exceed the number specified in paragraph A above.

**d. Conference With Umpire**

Only the Manager from each team may confer with the umpire and the opposing Manager during the games. Such discussions shall be conducted in a normal voice and without gestures. Only the team Managers and umpire shall confer without involvement from Coaches, spectators, or players.

**e. Ridicule**

Managers, Coaches, players, and spectators shall refrain from any conduct which ridicules an umpire, league official, player or team, or the game itself. Managers, Coaches, players, and spectators are prohibited from calling balls, strikes, or outs prior to the umpire making the call.

Negative rooting is not allowed. Violation of this paragraph shall be grounds for immediate suspension or expulsion of the offender.

**f. Player Conduct**

Players shall not throw bats, helmets, or other equipment at any time for any reason. It shall be the responsibility of the Manager to inform all team members of this rule before the season begins. The umpire in chief shall give a warning to the player. The umpire in chief or the Director-on-Duty may remove a player for a second or flagrant offense in a game. Players must remain in the dugout. On-deck batting is prohibited.

**g. No Alcoholic Beverages**

Alcoholic beverages are not permitted on or adjacent to any field before, during or after games and/or practices.

**h. No Smoking**

No smoking or other use of tobacco is permitted by anyone on the field or in the dugout during the progress of a game.

**X. Local Playing Rules**

**a. Majors Division**

**1) Participation**

All players shall sit on the bench no more than a total of two non-consecutive defensive innings for each game, with exceptions resulting from injury, absence, disciplinary action, or extra innings. If a player arrives late to a game, they may only be inserted at the end of the established batting order and they may sit on the bench for more than two defensive innings in that game at the Manager's discretion.

**2) Fake Bunting**

Faking a bunt and then swinging away is prohibited and will result in the batter being called out and runners returning to their bases.

**3) Batting Order**

Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game that they are able to resume full play and they would normally be up to hit.

**4) Intentional Walks**

Intentional Walks (no pitches thrown) are not allowed.

**b. Intermediate Division**

**1) Participation**

All players shall sit on the bench no more than a total of two non-consecutive defensive innings for each game, with exceptions resulting from injury, absence, disciplinary action or extra innings. If a player arrives late to a game, they may only be inserted at the end of the established batting order and they may sit on the bench for more than two defensive innings in that game at the Manager's discretion.

**2) Fake Bunting**

Faking a bunt and then swinging away is prohibited and will result in the batter being called out and runners returning to their bases.

**3) Scoring From Third**

Prior to Memorial Day, runners from third base may only score on a batted ball or be forced in by a walk. No runner may score on a passed ball, an attempted throw out at second base or a throwback to the pitcher whether or not it is an errant throw. After Memorial Day play will be back to normal rules.

**4) Batting Order**

Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game that they are able to resume full play and they would normally be up to hit.

**5) Intentional Walks**

Intentional Walks (no pitches thrown) are not allowed.

**c. Farm Division**

**1) Pitching**

- a. The pitching rubber will be 46 (**players may move to 42**) feet from home plate.
- b. All players desiring to pitch at the Farm division must demonstrate to the Manager or Coach the following:
  - The ability to consistently throw the ball from the pitcher's mound to and over the distance to the plate.
  - That they can defend themselves adequately against balls batted back to them
- c. An adult, designated by the Manager of the fielding team, will stand behind the catcher, up against the backstop, and will retrieve missed pitches; and the adult will gently toss the ball back to the pitcher.
- d. Upon ball four being thrown, the Manager or Coach or other adult designated by the Manager of the batting team, will throw NO more than FOUR pitches to the batter. The pitch count to the batter WILL NOT be inherited. If a batted ball hits the adult pitcher the ball is in play. If after FOUR pitches the batter has not hit the ball into play, the batter is OUT. (If the fourth pitch is a foul ball, additional pitches will be thrown as long as they continue to be hit foul)
  - e. Subject to paragraph 1.b above, all players shall be given an equal opportunity to pitch. It is the express intent of the Board that Managers attempt to give pitching opportunities to as many children as possible.

**2) Participation**

- a. A maximum of ten players will be in the field in each inning at the standard infield positions and 4 in the outfield. No player will sit for more than 1 inning per game and will not sit again in the following game until ALL players have sat for 1 inning. The Manager and/or Coaches shall strive to play each player an equal number of innings in the field.
- b. Field substitutions may be made at any time (free substitutions) subject to the rule in the above paragraph, and so long as each player participates for at least six consecutive outs.
- c. No player shall play one position more than three innings in any one game. Any position in the outfield shall be considered as one position. If the Manager, however, believes that it is unsafe to have a player in the infield, then the Manager may seek the permission of the player's parent to not use the player in positions which the Manager believes it is unsafe; and, if the parent does not consent, then resolve the matter through consultation with the Farm Division Player Representatives, the Player Agent or League President.

**3) Batting Order**

Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game when they are able to resume full play and they would normally be up to bat.

**4) Bunting**

Bunting is not allowed.

**5) Farm Field rule**

When playing on the Farm field the left and center fielders shall wear a head protector while in the outfield if there is a game in progress on the Major field.

- 6) **Infield Fly Rule does not apply**
- 7) **Base Stealing and Intentional Walks**

There is no stealing and intentional walks (no pitches thrown) are not allowed.
- 8) **Overthrow of Bases**

Runners will be allowed only one extra base on an overthrow per batted ball. Therefore, the runners will be allowed the base they are going to and may advance at their own risk to another base for the overthrow.
- 9) **Stopping Play**

Play shall stop when the defensive team is able to stop the forward progress of the offensive team on the base path or the rule referenced above in paragraph 8 is invoked.
- 10) **Scoring**

When a team has scored five runs in one half inning or the defensive team has obtained three outs, the team in the field will come to bat and the half inning will end.
- 11) **Umpiring**

There will typically be two Umpires assigned to the games. The umpire, typically, will be first year umpires, age 11 or 12. If only one umpire is available, they will make calls from behind the plate. If no umpire is available, the Manager or Coach of the batting team shall also serve as the umpire when their team is at bat.
- 12) **Coaching**

Generally, Manager and Coaches of the defensive team are allowed to be on the field to help teach the game. The Manager or Coach may request “time” from the umpire before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Managers and Coaches may coach the offensive team at first and third bases.
- 13) **Game Length**

The game should continue until the home team has batted in the bottom of the inning. If that game has to be stopped for any reason, it will not have to be replayed.
- 14) **Standings**

Score will not be kept during the game, division standings shall not be kept, nor will a champion be determined.

#### **d. Junior Division**

- 1) **Pitching**

The batting team manager or coach will pitch overhand from the mound area approximately 40 feet from home plate.

  - a. If a batted ball hits the adult pitcher, the ball is in play, the adult may not field the ball (other than to protect him/herself from a line drive).
  - b. An adult Coach of the fielding team will stand behind the catcher, up against the backstop and will retrieve missed pitches and gently toss the ball back to the pitcher.
  - c. Number of Pitches  
A batter should have six swings to put the ball in play. If the player swings and misses at the last pitch, a hitting tee will be put in play.
- 2) **Participation**
  - a. No player shall be on the bench for consecutive innings in a game; the Manager and Coaches shall strive to play each player an equal number of innings in the field.

- b. Field substitutions may be made at any time (free substitutions) subject to the rule in the above paragraph, and so long as each player participates for at least six consecutive outs.
  - c. No player shall play one position more than three innings in any one game. Any position in the outfield shall be considered as one position. However, If the Manager believes that it is unsafe to have a player in the infield, then the Manager may seek the permission of the player's parent to not use the player in positions which the Manager believes it is unsafe; and, if the parent does not consent, then resolve the matter through consultation with the divisional Player Representative, Player Agent or League President.
- 3) Batting Order**  
Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game when they are able to resume full play and they would normally be up to bat.
- 4) Bunting**  
Bunting is not allowed.
- 5) Infield Fly Rule Does not apply**
- 6) Base Stealing and Intentional Walks**  
There is no stealing and intentional walks (no pitches thrown) are not allowed.
- 7) Overthrow of Bases**  
Runners will be allowed only one extra base on an overthrow per batted ball. Therefore, the runners will be allowed the base they are going to and may advance at their own risk to another base for the overthrow.
- 8) Stopping Play**  
Play shall stop when the defensive team is able to stop the forward progress of the offensive team on the base path or the rule referenced above in Overthrow of Bases is invoked.
- 9) Scoring**  
When a team has scored five runs in one half inning or the defensive team has obtained three outs, the team in the field will come to bat and the half inning will end.
- 10) Umpiring**  
League umpires will not be provided. The Manager or Coach of the batting team, who is acting as the adult pitcher, shall also serve as the umpire when their team is at bat.
- 11) Coaching**  
Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must request "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Managers and Coaches may coach the offensive team at first and third bases.
- 12) Game Length**  
The game should continue until the home team has batted in the bottom of the inning. If that game has to be stopped for any reason, it will not have to be replayed. No new inning should start one hour and 30 minutes after the start of the game.
- 13) Standings**  
Score will not be kept during the game, division standings shall not be kept, nor will a champion be determined.
- 14) Number of Players**  
Each team will attempt to field at least nine players with three in the outfield, but preferably a 10-player team (with four players in the outfield). Outfielders must be positioned five feet into the grass. Outfielders must throw the ball back into the infield, no outfielder may run to a base to score an out.

**e. Youth Ball Division**

**1) Number of Players**

Each team will attempt to field at least eight players with three in the outfield and no catcher but preferably a 10-player team (with four players in the outfield). Outfielders must be positioned five feet into the grass.

**2) Pitching**

a. Prior to Memorial Day

- All hitters will hit off the tee. This allows Managers and Coaches time to work on proper hitting mechanics for the first several games.

b. Subsequent to Memorial Day

- A Manager or Coach will take the pitcher's "mound" with four tee balls and pitch the ball slowly to their team.
- The distance the Manager/Coach will stand from home plate can vary for each player; likewise, the pitching may be done overhand, underhand, or from a kneeling position.
- The batter will have four pitches, which include foul balls and inaccurate tosses, in which to hit the ball into fair play. After four pitches, the tee must be brought out and the batter will hit the ball off the tee.
- The batting team will have an adult, other than the pitcher, "nearby" so that after the fourth pitch the tee will immediately be placed on home plate.
- Upon the tee being brought out, the adult pitcher will leave fair territory and stay in foul territory until it is time to take the "mound" for the next batter.
- If a batted ball hits the adult pitcher, the ball is in play, but the adult may not field the ball.
- The adult shall be a Manager or Coach.

**3) Batting Order**

Each team's batting order shall include all team members on the roster. The batting order will remain fixed and follow from game to game so that the first batter of each game is the player in the batting order following the last player to bat in the preceding game, but from time to time the Manager shall change the player designated as the first batter in the order. Team members that are absent, benched or injured may be skipped over during a game, but shall remain in the batting order. Injured players may bat in their proper spot in the order at any time during the game that they are able to resume full play and they normally would be up to bat.

**4) Base Running and Stopping Play**

Runners must stay in contact with the base until the ball is hit. Players (and runners on base) may advance one base after the ball is hit in fair territory.

**5) Scoring**

When a team has scored five runs in one-half inning or the defensive team has obtained three outs, the team in the field will come to bat and the half inning will end.

**6) Foul**

Same as conventional baseball except a ball that travels less than 10 feet in fair territory from home plate is called a foul (an arc 10 feet from home plate shall be assumed or drawn from the first base line to the third base line). Exception: No player may field a hit ball within the 10-foot arc. If a hit ball should be touched in this zone, play is stopped and the batter may hit again, i.e., no play.

**7) Strike Out**

There are no strike outs. If the ball is not hit during the four coach pitch balls, the batter swings until the ball is hit fair off the tee.

**8) Hitting**

The batter should not be allowed to bunt and may not take a half swing or swinging bunt. If, in the Managers' judgment, the batter was not taking a full swing, the batter may be called back. Hitting the tee shall be considered the same as hitting the ball. If the ball goes less than 10 feet, or rolls foul, it shall be called foul. See rules vi and vii above.

**9) Defensive Players**

There shall be no catcher. There shall be no more than four infield defensive players. All outfield players must be positioned at least five feet in the outfield grass. Coaches will be responsible to remind fielders to "stay in the outfield" during the course of the inning. Players shall participate equally at all field positions.

**10) Coaching**

Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must request "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Managers and Coaches may coach the offensive team at first and third bases.

**11) Standings**

Score will not be kept during the game, division standings shall not be kept, nor will a champion be determined.

**12) Game Length**

Games should last approximately one hour. The game should continue until the home team has batted in the bottom of the inning. If the game must be stopped for any reason, it will not have to be replayed. No new inning should start one hour and 20 minutes after the start of the game.

**13) Infield Fly Rule Does not apply**

**14) Base Stealing**

There is no stealing.