



# **Civitan Community Division Baseball**

## **General Rules and Procedures**

*Presented by the*

**Civitan Club of Hendersonville, TN**

**Civitan Baseball Committee (CBC)**

**Spring 2024 Season**

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# Community Division

## Specific Rules and Procedures

### RULE I

#### Rules Particular to Civitan & Hendersonville Parks

- 1.01** Tobacco of every kind is banned from Drakes Creek Park and Veteran's Park. This is a city law and a state law.
- 1.02** Profane language at the parks and practice locations (by anyone) will not be tolerated.
- 1.03** The home team will occupy the third base dugout. Visitors will occupy the first base dugout. Umpires will supply game balls.
- 1.04** No team shall take infield practice on the dirt in fair territory before the game starts. Use the outfield grass and foul territory in front of your dugout.
- 1.05** **TIME LIMITS:** **6U:** 1 hour, 20 minutes (no new inning may start after 1 hour, 15 minutes)  
**8U:** 1 hour, 30 minutes (no new inning may start after 1 hour, 25 minutes)  
**10U:** 1 hour, 45 minutes (no new inning may start after 1 hour, 40 minutes) \*  
**12U:** 1 hour, 45 minutes (no new inning may start after 1 hour, 40 minutes)
- A new inning officially starts when the 3<sup>rd</sup> out is made in the bottom of the previous inning. Game starts will not occur past 8:30 Sunday through Thursday, with 15 Minute intervals between games. Note, the committee may consider disciplinary action against any coach suspected of stalling during games.
- \*If there are two games scheduled on the same field and on a school night, both games will be shortened to 1 hour, 30 minutes (no new inning may start after 1 hour, 25 minutes)
- 1.06** In the event of a tie, there will be one extra inning to attempt to break the tie. The extra inning will start with a runner on 2<sup>nd</sup> base. If the game remains tied after one extra inning the game will end in a tie. This rule applies to all age divisions. Tournaments do not apply; games will continue with extra innings until there is a winner during tournaments.
- 1.07** Cal-Ripken rules regarding Substitutes and Courtesy Runners do not apply. **There are no offensive subs in Civitan Community Division Baseball** except for injury or for borrowed players. Teams must bat every player in their lineup in every Age Division. A **Courtesy Runner (CR)** may be used (With two outs) in all Age Divisions for the catcher of record who is returning the next defensive outing. The courtesy runner must be the player that made the last batted out.
- 1.08** **INJURY/ILLNESS RULE:** If a player is forced to immediately leave the game (before continuance of play), the umpire shall be notified, and the player will be skipped in the batting order for the remainder of the game and an out shall be recorded **one time for the first at bat**. If the player is a base runner, the last recorded out will be used as a replacement runner. Both Head Coaches may agree prior to the start of the game during the umpires meeting to forgo this rule and no out shall be taken upon a player injury. Teams may finish a game with no less than 8 players.
- 1.09** **LATE ARRIVALS:** When coaches meet with the UIC at home plate and turn in the lineup cards, those cards are final. Any player listed on the lineup card that is not present when it is his/her turn at bat will be counted as an out one time for the first missed at bat and no further penalty will be enforced. Coaches are encouraged to emphasize this rule to parents and players prior to the start of league play. Late players not on the lineup card may join a game in progress but will be placed at the bottom of the batting order.
- 1.10** At Drakes Creek Park, batting practice using a hard baseball is always prohibited outside the fenced-in field areas. Outside the fence, only soft or plastic balls may be used. Exception: Hard baseballs may be used in the permanent batting nets. Hitting a ball of any kind against a fence is prohibited (soft, hard, tennis, golf, etc.).
- 1.11** **MALICIOUS CONTACT POINT OF EMPHASIS (CAL-RIPKEN CONTACT RULE):**  
Whenever a tag play is evident, the runner(s) must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties.  
**Penalty:** Runner shall be called out and may be ejected from the game at the umpire's discretion.  
**Comment:** The umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner should be declared out and ejected.
- 1.12** All coach, player, and fan ejections from games will comply with Cal Ripken rule 4.07 and serve a minimum one game suspension. Hendersonville Parks Department will also be notified and, in conjunction with the CBC, will decide if further disciplinary action will be required.
- 1.13** Face Masks are required for all helmets in 6U and 8U and are recommended but not required in 10U and 12U. A jaw guard is required on helmets for 10U and 12U players. Helmets with painted graphics are acceptable, but no other modification is allowed. **Catchers in 6U and 8U are permitted to use their batting helmet if they have a face mask and a throat guard attachment.**
- 1.14** A game shall be considered a regulation game if, when shortened by reason of poor weather, power failure, or other acts of God, both teams have batted four times and the score is not tied, or in case of the home team (when it is leading), three times. For games not meeting this standard, the rules of Major League Baseball, Rule 4, will be observed for resuming games.
- 1.15** If a game is suspended due to weather, batting order will remain the same. If a player is unable to attend the makeup game, then the player is removed from the batting order with no outs recorded. If a player was unable to make the original game but does attend the second game then they should be added to the bottom of the order. Pitching stats will carry over from the original game to the second, however Pitchers must have met the interval rest period requirements to be eligible to pitch in the second game.
- NOTE: Game time limits override this rule (See Community and Open 1.05).**

**Specific guidance related to lightning is listed within the matrix below.**

**Lightning Alarm**                      **Single horn blast - halt games, seek shelter**  
**Three Horn Blast - All Clear, resume play**

Condition	Game interrupted by lightning	Any subsequent games scheduled for the same field
Game meets requirements	Teams are removed from field until all clear signal is given or game time expires	The game can be played as scheduled if all clear signal has been sounded. Otherwise, the game may be delayed for up to 30 minutes before being considered for a reschedule
Game does not meet requirements	Teams are removed from the field until all clear signals are given or game time expires. The game will be rescheduled in accordance with MLB Rule 4	The game can be played as scheduled if all clear signal has been sounded. Otherwise, the game may be delayed for up to 30 minutes before being considered for a reschedule

**RULE II**

**Community Division Playing Rules**

**2.01**    **COMMON 6U & 8U RULES:**

- A.** Adult coaches shall coach 1st & 3rd Bases; **another adult must be in the dugout.**
- B.** Player pitchers must wear helmets (with facemasks) or a fielding mask without helmet and chest protectors (Shirts with chest padding built-in are always acceptable).
- C.** When a batted ball hits the coach pitcher, if the umpire judges that the coach pitcher had no opportunity to avoid the ball, the batter is awarded 1<sup>st</sup> base and runners advance only if forced to do so. If the umpire judges otherwise, the batter is declared out.
- D.** Each batter will receive no more than 5 pitches or 3 swinging strikes, whichever comes first. A foul ball on the "last pitch" keeps the batter alive. **Any swing will negate a "no pitch" call by the umpire.**
- E.** There are no intentional walks in coach pitch or machine pitch divisions.
- F.** Civitan will adhere to Cal Ripken machine pitch rules.
- G.** The Infield Fly Rule is never in effect in coach pitch divisions.
- H.** Umpires will call "time" after every play and declare the ball dead. "Time" should be called when an infielder has control of the ball **in the infield of play**, and the lead runner is not attempting to advance (slowly walking or hopping from the base should not be considered attempting to advance). Once "Time" is called, all trailing runners are allowed to continue to the next base if they have crossed the ¾ mark on the baseline. If they have not reached the ¾ mark on the baseline when time is called they must return to the last base touched.
- I.** Leading off and stealing is not allowed. Rules will follow Cal Ripken rules if they are deemed to have left early. See below:  
 The violation by one runner shall affect all other runners.
  - a. When any base runner leaves the base before the pitched ball has reached home plate and the batter hits the ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reached first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored. NOTE: See exception following the rules
  - b. When a base runner leaves the base before the pitched ball has reached home plate and the batter hits the ball to the outfield, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.
- NOTE:** When there is a base running violation, the umpire should signal such infraction by indicating a delayed dead ball.
- J.** Bunting is not allowed in the 6U division.
- K.** Headfirst slides are not permitted in coach pitch or machine pitch divisions. The runner will be called out.

- L. The coach pitcher may not give verbal instruction to the batter once the ball is pitched, until the ball is hit. Penalty: ball is dead, and a warning is issued against the coach pitcher. On the 2nd offense, the coach pitcher is restricted to the dugout for the remainder of the game.
- M. A fielded ball cannot be intentionally rolled (underhanded or overhanded) to a base to force an out. An attempt to throw to the base must occur with the ball advancing beyond a halfway point between the fielder to the base of the intended throw (discretion of the umpire). If the ball is deemed to have been rolled the runner will be called safe.
- N. Keeping the **Official Score Book** is the responsibility of the **Home Team. If the designated home team cannot keep the official scorebook for any reason, the visiting team shall be asked to do so, and may then opt to become the home team. The visiting team will be responsible for the operation of the scoreboard.**
- O. The Head Coach of the home team will be responsible for updating the score at the end of the game within 24 hours via the web site. Failure to do so may result in a Civitan suspension of the Head Coach for the next game.

## 2.02 6U DIVISION RULES (SPECIFIC):

- A. On defense, each team will field a regular infield with all other players playing outfield at least 15 feet behind the bases before the ball is hit. All players play on defense each inning.
- B. On defense, two coaches are allowed in the outfield and must always remain there (1st violation: warning; 2nd violation: removal from the game).
- C. Innings will consist of three (3) outs or **seven (7) runs** whichever comes first. For the first two full innings, teams will bat only once through their entire line ups. All bats after the third out or 6<sup>th</sup> run do not count toward the official score but are strictly for participation. At these times, the coaches can, but are not required to rotate their infielders and outfielders to assure that all players have an opportunity to play the infield. (Inning 3 and forward, bat until 3 outs or 6 runs.)
- D. Mercy Rule- **15 run lead after 4 innings**, 10 run lead after 5 innings. **The run maximum rule will be lifted from the 4<sup>th</sup> inning on.**
- E. The player pitcher must have one foot inside the 10-foot circle (5-foot radius around pitching rubber approximately 40 ft away from home plate) and remain stationary until the ball is hit. He/ She may not stand closer to the batter than the coach pitcher.
- F. The coach pitcher's back foot must stay on a line drawn 24 feet from the front of the plate.
- G. On deck batters need to stay in the dugout ready to go up to the plate once the previous at bat is concluded.
- H. Any overthrow or passed ball to first base, including errors in fielding that results in the ball advancing to foul territory will result in a dead ball. All baserunners will advance to the next base at the call of the ball being ruled dead.
- I. The batter **MUST** run through 1<sup>st</sup> base and reach the chalk line at 5ft past 1<sup>st</sup> base on a batted ball that remains in the infield. If a play on another runner occurs the 1<sup>st</sup> base runner may advance after touching 1<sup>st</sup> base. **The batter cannot advance to 2nd base until they have run through the bag to the 5ft chalk line.**

## 2.03 6U DIVISION DEFENSIVE RULES (SPECIFIC):

- A. Infielders may not be positioned any closer than 5 feet inside the base paths (imaginary lines between 1st and 2nd, and 2nd and 3rd), and they may not move any closer until the ball is hit.
- B. **No Chase Rule: Players are not permitted to chase a runner from behind in an attempt to run them down for an out. A player may run an advancing runner back to the previous base but is not allowed to chase a runner from behind toward the next base. The fielder must attempt to make a play and throw the ball to the fielding coverage at the next base..**
  - **A fielder may make a tag on an advancing runner if that tag play does not take them out of their fielding position. The tag must be made within an arm's reach of fielding the ball.**
  - Outfielders may not make a play at a base or on a runner unless after backing up a bad throw.
  - 1st Baseman may make a force play at 1B, tag a batter-runner between Home and 1B, tag a runner between 1B and 2B, or make a play at Home after backing up a bad throw.
  - 3rd Baseman may make a force play at 3B, or a tag play between 2B & 3B..
  - SS may make a force play at 2B or 3B, or a tag play between 2B & 3B.
  - 2nd Baseman may make a force play at 1B or 2B, or a tag play between 1B & 2B.
  - Catchers may make a force play at Home, or a tag play between 3B & Home.
  - Pitchers as a backup to the catcher, can make a play at home plate after fielding a passed ball by the catcher.
  - 1st Baseman may serve as an outfield cutoff man but must throw the ball to make a play on a runner outside his area of responsibility.
- C. **Penalty for violating the "Chase Rule"** is an immediate dead ball, and all runners are awarded the base to which they are advancing at the time of the violation. At a minimum, the batter is awarded 1st Base and runners advance one base from the time of the pitch.

## 2.04 8U MACHINE PITCH DIVISION RULES (SPECIFIC):

- A. Pitching Machine: The front cross bar of the pitching machine is placed at 46 ft from the rear point of home plate with a speed of 39 mph (+/- 1MPH). Adjustments may be made to the machine between **half** innings or when the accuracy of the machine becomes prohibitive to an at bat.
- B. Bunting - Only one bunt allowed per inning. If you do not use the bunt in the inning it does NOT carry over to the next innings. The batter may square to bunt and pull the bat back to take a pitch but cannot square and then swing away. Penalty: The batter will be called out and no runners may advance. Only players that have been properly coached on how to bunt should they be called upon to do so. Pitchers may not leave the circle early once a bunt is presented. The player pitcher must remain in the circle until the ball is bunted. Civitan spring baseball will enforce the Cal Ripken rule for a player pitcher that leaves the circle early.
- C. There are 4 outfielders and 6 infielders. Outfielders must start past the imaginary 20-foot line. (This means 20 feet behind the bases regardless of dirt or grass lines.)
- D. The Player Pitcher must have one foot in a circle with a 5 ft. radius behind the machine and remain stationary until the ball is hit. Civitan spring baseball will enforce the Cal Ripken rule for a player pitcher that leaves the circle early.
- E. An inning will consist of three (3) outs or seven (7) runs whichever comes first.

- F. Mercy Rule – 15 run lead after 4 innings, 10 run lead after 5 innings. The run maximum rule will be lifted from the 4<sup>th</sup> inning on.
- G. On defense, a coach is not allowed in the field during play.
- H. Players may not sit out on defense two consecutive innings. If a player sits out any part of an inning (including for injury), he must play the entire next inning. If it is not physically possible for the player to return to play defense the next inning, and if the player was not immediately declared ineligible to return upon receiving the injury, the player must now be declared removed from the game, and his batting spot will be recorded as an automatic out for the remainder of the game.
- I. Infielders may not begin closer than 5 feet inside the base paths (imaginary lines between 1B & 2B, and 2B & 3B), and may not move any closer until the ball is hit.
- J. **The penalty** for defensive violations is an immediate dead ball, and all runners are awarded the base to which they are advancing at the time of the violation. At a minimum, the batter is awarded 1st Base, and all runners advance one base from the time of the pitch.
- K. The catcher must squat and wear full catcher gear including a facemask. **If the catcher is wearing a batting helmet it must have a full face cage and throat guard.**
- L. Catchers in the 8U division must wear a cup.
- M. Either umpire is allowed to declare “no pitch” on any pitch in the at bat. To be deemed “no pitch” the ball should hit the dirt in front of the plate or be deemed over the head of the batter and unhittable. **This is a JUDGEMENT CALL and can’t be questioned by the coaches.**
- N. Dead ball will occur if a fair ball hits any part of the pitching machine, sandbags, coach pitcher, or extra baseballs without touching any defensive player first, the ball is dead, and the batter will be awarded first base. All other runners will return to the base they occupied before the ball was hit unless forced to advance because of the batter being awarded first base. If a fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball. If the machine is hit by a thrown ball it is a live ball.
- O. Machine pitch coach must move into foul territory once a ball is batted into fair play and remain until time is called.

## 2.05 10U & 12U SPECIFIC RULES:

- A. All players in 10U & 12U Divisions must wear a protective cup.
- B. Innings will consist of three (3) outs or seven (7) runs whichever comes first in 10U and three (3) outs or seven (7) runs in 12U.
- C. Mercy Rule – 15 run lead after 4 innings, 10 run lead after 5 innings. The run maximum rule will be lifted from the 4<sup>th</sup> inning on.
- D. Only a certified rostered coach can visit the pitcher. If a non-rostered coach visits the mound, the Head Coach will receive a warning. A second offense shall result in the ejection of the Head Coach. When a team is charged with its second trip to the mound in an inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position. Mound visits are limited to a maximum of 3 per inning and 6 per game. In the event of extra innings, a team is given an additional two mound visits for the remainder of the game.
- E. **10U Community Division Specific:** Bases will be moved back to 65 ft and the runner may leave the base at the same moment the ball leaves the pitcher’s hand. Leading off is not allowed. Rules will follow Cal Ripken rules if they are deemed to have left early. See below:  
The violation by one runner shall affect all other runners.
  - a. When a base runner leaves the base before the ball leaves the pitcher’s hand and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which he is advancing, all runners must be returned to the base occupied before the pitch was made and no out results.
  - b. When any base runner leaves the base before the ball leaves the pitcher’s hand and the batter bunts or hits ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored. NOTE: See exception following the rules
  - c. When a base runner leaves the base before the ball leaves the pitcher’s hand and the batter hits the ball to the outfield, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

**NOTE:** When there is a base running violation, the umpire should signal such infraction by indicating a delayed dead ball.  
**EXCEPTION:** If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.
- F. The **Official Score Book** will be the home team’s responsibility. Pitch counts will be tracked by both home and visiting teams using the **GAME CHANGER** app. The home team will also update the pitching statistics and scores at the conclusion of each game on the Civitan website. The Head Coach or his/her designee must report pitching changes to the scorekeeper for accurate record keeping. The Head Coach or designee are the only individuals permitted to discuss situations or discrepancies with the scorekeeper. If the Head Coach or designee disagrees with the scorekeeper, it must be addressed with the umpire. Coaches or parents will NOT attempt to resolve disputes directly with the scorekeepers. Violation of this rule will result in disciplinary action. The visiting team will be responsible for the operation of the scoreboard.
- G. **Civitan Baseball** will follow the Cal Ripken pitch limits. There are two purposes behind these pitching limits. One is to protect the young arms from overuse injuries. The other is to encourage more development and participation at the pitching position.

CIVITAN PITCHING MAXIMUMS AND REST REQUIREMENTS				
AGE	DAILY MAX (PITCHES IN A DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
10U	75	1-40	41-65	66+
12U	85	1-40	41-65	66+

2.06

**GENERAL PENALTIES:**

- H. In any "per day" violation if the situation is corrected once brought to the attention of the umpires, the pitcher is removed from the mound if applicable and the game continues. The game is finished under protest from the point of the alleged violation. Penalty for violation is the coach is suspended for the next game and full seven-day rest for the pitcher in violation. He/she may pitch on the eighth day after violation. For example, if the violation occurred on a Thursday, the pitcher is not available to pitch until the following Friday. If violation occurred during playoff or tournament play, the result will be a forfeited game. Any accusation of a "weekly" or "rest" violation is a protest item only. Umpires or opposing coaches may not force a pitcher to be removed in this case but may play under protest.
- I. For defining any appearance by a new pitcher, once a player has toed the rubber on the mound and throws one (1) warm-up pitch, he is declared the new pitcher.
- J. A pitcher who hits three batters in one inning (where the batters were awarded 1st Base) must be removed immediately from the pitching position for the remainder of the game. Any pitcher who hits 5 batters in one game (where the batters were awarded 1st Base) must be removed immediately from the pitching position for the remainder of the game.
- K. A pitcher removed from the mound (for any reason) **cannot** return to pitch again in that game.
- L. Players may not sit out on defense two consecutive innings. If a player sits out any part of an inning (including for injury), he must play the entire next inning. If it is not physically possible for the player to return to play defense the next inning, and if the player was not immediately declared ineligible to return upon receiving the injury, the player must now be declared removed from the game, and his batting spot will be recorded as an automatic out for the remainder of the game.
- M. The dropped 3rd strike rule is not in effect in 10U (the batter is always out on a dropped 3rd strike). The ball remains live, and runners may advance as normal.
- N. Two intentional walks are allowed per game, but they can't be used for the same batter. The head coach or designee may notify the umpire the batter is to be walked and the batter is given 1<sup>st</sup> base without pitches being thrown. The walked batter does count as a batter faced.
- O. For 10U only, once the catcher is in control of the ball after a pitch, if a base runner stops or fails to make a determined effort to advance to the next base, the runner must return to the original base unless the ball is thrown behind the runner or there is an errant throw. Hopping on the base-path or inching forward to the next base are not considered determined efforts. There is no stealing second base on a walk unless the ball is not in control, or a play is made elsewhere in the field. The throwback to the pitcher from the catcher is to be considered under control. If there is an error on the throwback to the pitcher the ball is considered live and in play. The intent of this rule is to help speed up the game and minimize time between pitches.
- P. The pitcher is allowed to finish the current at bat, with no penalty, even if the at bat causes them to exceed the daily pitch max.
- Q. Coaches are allowed no more than 3 mound visits per inning and 6 total for the entire game. Pitchers must be removed on any second visit occurring in the same inning.

2.07

**BORROWING PLAYERS WHEN SHORTHANDED:**

- A. A team must have at least **seven** of its rostered players in the lineup. Otherwise, it's a forfeit.
- B. A team may **never** borrow a player who is not currently rostered on another Civitan team.
- C. **Teams may borrow a maximum of three players from the same age group** or the next lower age group. These borrowed players must play in the outfield and must bat last behind the team's rostered players. The borrowed players will wear their Civitan assigned uniforms. Borrowed players must be designated on the score/pitching sheet at the start of the game. The **age** of a player is determined by their age on April 30th of the current year.
- D. **At the start of the game, each team may have no more than ten players total when borrowing players.**
- E. Once a game begins with a borrowed player, a rostered player who arrives late may "replace" a borrowed player. A late arriving player may not be "added" to a game until and unless all borrowed players have been replaced by rostered players.
- F. If a borrowed player cannot finish a game because of time constraints, another legally borrowed player may replace him. This often happens when a borrowed player has his own game starting before the conclusion of the game he is substituting in.
- G. **Once a borrowed player has been replaced, he may not return to that game.**



### **RULE III** **Uniforms & Equipment**

- 3.01** Civitan provides jerseys and caps to players, along with caps for the head coach and three assistant coaches in 6U and 8U, two assistant coaches in 10U and 12U. **Teams purchase their own color of pants, socks, and belts. However, each player MUST wear the same colors and matching uniform of their teammates. An entire team not following this rule will result in a forfeit. Any individual player(s) not following this rule will be asked to correct the violation, or face removal from the game.** The official Team Sponsor's name is placed on the back of the jerseys along with a number. Only one sponsor logo will be put on the jerseys. No additional names, patches, numbers, etc. are allowed on the jerseys or pants unless issued by Civitan for the benefit of the entire league. The only modification allowed will be that the player's name and/or number may be put on the back of the cap with the letters or numbers not exceeding one inch in height.
- 3.02** The Head Coach shall relay (to his Commissioner) any uniform changes needed due to sizing or faulty material. The parents are not to call the dealer to complain or check on availability of replacement uniforms. A designated CBC member will handle exchanges.
- 3.03** Civitan will supply each team with practice baseballs, game baseballs, and will make available to the Head Coach batting helmets and catcher's gear (no catchers' mitts). An appropriate deposit will be held by the Commissioner not to exceed \$250.
- 3.04** If an individual (or company) wishes to donate additional items to a team (bat bags, warm-up jerseys, trophies, etc.) then that must be handled directly between the Head Coach and that entity. These items shall not replace the issued equipment by Civitan. If an additional sponsor wishes to donate funds directly to Civitan, then the CBC and Civitan will decide how best to utilize the gift.
- 3.05** A catcher's helmet must have a face mask and either a built-in extended throat guard (hockey style) or a separately attached throat guard. The league will supply a universal throat guard that may be attached to a batting helmet with a face mask in circumstances where a regular catcher's helmet prohibits the player's ability to field the position. Every child who plays the position of catcher must wear a protective cup in every Age Division.
- 3.06** All-wood bats are eligible for use in the league; however, bats must not exceed 33". Any other bats that are not all-wood shall not be more than 33" and must have the USA stamp. Below is the approved stamp for USA bats. **For 12U only, players are permitted to use BBCOR bats.**



### **Rule IV** **Community Championship Tournament, MVP Game & All-Star Tournament Teams**

**4.01** **COMMUNITY CHAMPIONSHIP TOURNAMENT:**

- A.** There will be a Community Championship Tournament at the end of the season with all teams involved. The format for the tournament (either pool play, single elimination, or double elimination) and the use of gold and silver brackets will depend on the number of teams in an Age Division. Seeding for the tournament will be based on the team's regular season standings. If there is a tie in the standings of an age group teams will follow these tiebreakers:
- A. Head-to-Head Results
  - B. Runs Allowed
  - C. Run Differential
  - D. Runs Scored
  - E. Coin Flip
- B.** Scheduling and postseason tournament play could change due to time and weather restrictions.
- C.** Awards will be presented to individual team members in each age bracket as follows:
- The Regular Season Champions
  - The Community Championship Tournament Champions
  - The Community Championship Tournament Runners-up

**4.02** **MVP GAME (SINGLE GAME, NO MAKEUPS):**

- A.** For each single age division, except 6U, there will be an MVP Game selection process by Head Coaches done either online, by written ballot, or both. This means there will be five groups of MVPs selected, or one group per age from ages 7- 12. The top 12 (24 in the case of two teams) players per single age (plus ties) receiving votes will be declared MVPs and will be notified by the appropriate commissioners immediately after the votes take place. The league will assemble the teams and at the end of the season there will be (1) MVP game for the selected players. **The MVP teams are not the All- Star Tournament Teams.** MVP games will not be replayed in the event the original game was canceled (e.g., inclement weather)
- B.** MVP Games are purely ceremonial. MVP rings will be given to each participating player. Head coaches will be asked to coach in the game. Assistant coaches are welcome to help as well.



- C. Every player in the league will appear on the MVP ballots. A player must participate in at least 75% of his regular season games and 75% of his practices to be eligible for MVP's. If a player has not met this requirement, it is the duty of his Head Coach to ask his commissioner to remove the player from the ballot.
- D. A player who is "playing up" is considered the lower age of his Age Division until and unless he plays a 3rd year in that Division. Therefore, during his first two years in the Division, he will appear on the MVP ballot for the lower age.

4.03

**ALL-STAR TOURNAMENT TEAM:**

- A. There will be All- Star Tournament Teams created for players ages 6 to 12. The **All- Star Tournament Team Coordinator** will assist each of these teams with all necessary details involved in managing these teams' seasons.  
**Note: The CBC reserves the right to expand or eliminate the number of Tournament Teams in any Age Division.**
- B. All Star evaluation will be held in multiple rounds and will be by invitation only. The first round of invitations will be made by community team head coaches. The second round will be made by community team coaches and/or the All-Star team coach.
- C. Any certified coach (Head or Assistant) may apply to be considered for head coach of an All- Star Tournament Team.
- D. The Tournament Team Head Coaches shall select two to three certified coaches as assistants. The CBC must approve these assistants.
- E. Together, in the presence of the Age Division Commissioner, they will select between twelve and fifteen players for their Tournament Team. The Tournament Team will be selected by a try-out / evaluation. The evaluators will be a panel consisting of area coaches, Tournament Team Head Coach, and the Civitan Baseball Committee. The Evaluation sheet consists of Hitting, Throwing, Fielding, Pitching (if applicable) and Catching. The score for each player is based on 1-5 for each category with halves being allowed, i.e., 2.5. The score is then totaled and averaged for the first three categories: fielding, throwing, and hitting. A second score is then totaled and averaged for those players trying out for pitching and catching. The panel along with the Baseball committee will then narrow the field down. Players selected to be on the tournament team will be published on the Civitan Club of Hendersonville website. A second tryout/ evaluation may be conducted to further narrow the players down to the final tournament team. Tryout dates and times are TBD.
- F. Note: If a Head Coach wishes to avoid a player by citing behavioral or commitment issues, he must obtain approval from the CBC before he may dip into alternates or other players.
- G. The Head Coach and his Assistants will determine the goals and time commitment required by each player for their team. Together, they and the Tournament Team Coordinator will customize a Commitment Letter to be signed by the parent(s) of each player selected. Each team will be required to compete in the State Championship at the appropriate level.
- H. The Head Coach shall contact each player selected, and the players' parents will be sent that team's Commitment Letter. Parents will have three days to return the signed Commitment Letter with **a minimum \$150 to a maximum \$250 deposit**. If through fundraising and/or sponsorships any part of this deposit can be refunded, it will be refunded at the conclusion of the Tournament Team's season.
- I. If a player breaks his commitment to the team for any reason deemed illegitimate by the Head Coach and his Assistants, the deposit will not be refunded (regardless of fundraising efforts), and the player will be declared ineligible for All Stars and a Tournament Team for the following year at a minimum. This player may not be added to any other Tournament Team under the Civitan Baseball umbrella. Such action requires CBC approval.
- J. If for any reason the Head Coach wishes to replace a selected Tournament Team player (e.g., injury, illness, unforeseen conflict), he must first contact both the Commissioner and the Director to receive approval.

**RULE V**

***Roster Composition***

**5.01 ROSTERS (6U & 8U ONLY)**

- A. Coach and/or team requests will be honored to help fill the rosters for each team. Parents/Guardians will be required to submit their request during the sign-up process. No team will be permitted to have more than 8 players from any age group (EX: A 12 player roster may have 8 six-year-olds and 4 five-year-olds or vice versa). **A coach may NOT request a player. Only the parent/guardian can request their child to be placed on a team or with a coach. Note: The CBC reserves the right to amend roster sizes and install caps on the number of players from each age.**
- B. Rosters sizes may vary by age group due to the number of players signed up and/or number of head coaches signed up. The typical roster size for 6U & 8U teams are typically 12 players but could be more or less depending on the circumstances, as listed above.
- C. Players that have signed up but have not requested to play on a team will be assigned to their team by the CBC.
- D. Additionally, players returning to 6U & 8U from the previous spring are no longer required to return to their previous team. Those players can request a new coach/ team.

**5.02 ROSTERS (10U & 12U ONLY):**

- A. Coach and/or team requests will be honored to help fill the rosters for each team. Parents/Guardians will be required to submit their request during the sign-up process. **A coach may NOT request a player. Only the parent/guardian can request their child to be placed on a team or with a coach. Note: The CBC reserves the right to amend roster sizes and install caps on number of older players**
- B. Rosters sizes may vary by age group due to the number of players signed up and/or number of head coaches signed up. The typical roster size for 10U is 11 players and 10 players in 12U but could be more or less depending on the circumstances, as listed above.
- C. Players that have signed up but have not requested to play on a team will be assigned to their team by the CBC.

## PROTEST PROCEDURES

A **protest** is defined as **written documentation** of an incident in a game claiming that an umpire misapplied a rule. **A judgment call may not be protested.** If such an incident occurs, the Head Coach must ask for time out and, in an orderly manner, question the ruling before another pitch is delivered and before another play is attempted. He may request that the umpires confer with each other. If no change is made, and if the Head Coach then wishes to protest, he must announce it to the UIC. The game then **continues under protest.**

The Head Coach must complete the **Protest Form** (p. 14) and deliver it to his commissioner **within 24 hours** of the incident. A \$100 fee (cash) must accompany the form. A response will be returned within 48 hours of receipt of the form & fee. If the protest is won, the fee will be refunded. If lost, the fee will go into a CBC general fund. If won, the CBC will next determine if the misapplied rule may have influenced the outcome of the game. If yes, then the game shall be replayed precisely from the point of the protest. If the misapplied rule is determined to have had no effect on the outcome of the game, the game result shall stand. This is right in line with MLB protest procedures. (OBR 4.19)

For protests over a league rule (as opposed to a normal baseball rule) there is no deadline or fee required (use the same form). These protests may be made by the offended coach or by any member of the CBC. These include, but are not necessarily limited to, the following:

- A team using an ineligible player or using a borrowed player improperly
- A team violating a pitching limitation rule
- A team failing to meet the playing requirements for all players
- A team using an ineligible coach (including one who has been suspended)

Any such "league rule" protests will be handled by the Director and/or CBC, and if found to be valid, may be ruled as a forfeit of the game in question, suspension for the Head Coach, or both.

The Head Coach shall submit concerns or complaints regarding game officials in writing to both his Commissioner and to HOA (Hendersonville Officials Association). A response will be returned within 48 hours of receipt of the document. (Email is acceptable.)

If it is determined by the CBC that a coach's conduct does not adhere to the Civitan General Rules & Procedures, that coach could receive disciplinary action from the CBC up to and including dismissal as a coach. If a Head or Assistant Coach is suspended by Civitan, the terms of the suspension at a minimum are identical to a Parks Department suspension (see CIV 3.03). Any coach found in violation that may result in suspension or dismissal will be notified by the CBC and have three days to respond before the final decision is rendered. All decisions will be rendered within seven days of said violation notification date.

