

2026
League Rules

The 3&2 Baseball Club

www.3and2baseball.com

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Mission Statement

The mission of The 3&2 Baseball Club of Johnson County is to provide youth of our community with a quality environment that promotes sportsmanship, instruction, teamwork, and the enjoyment of the baseball experience.

2026 BOARD OF DIRECTORS

President	Bill Miller
Vice-President	Chad McFarland
Treasurer	Bill Saxton
Secretary	Ben Sutherlin
Director	Mike Boyd
Director	Tom Buchman
Director	Matt Ecton
Director	Ben Hunter
Director	Mike Keener
Director	William Nicks, III
Director	Tony Shank
Director	Kevin Winters

2026 3&2 SPORTSMANSHIP COMMITTEE

Chairman	Chad McFarland
K-4th Grade Director	Ben Hunter
5th-8th Grade Director	Tom Buchman
High School Director	Chad McFarland

2026 3&2 PERSONNEL DIRECTORY

Rain-out Recording for all fields		913-543-5213
Executive Director	Jeff Chalk	913-888-8055 x303
Director of League Operations	Neil Rutkowski	913-888-8055 x302
League & Tournament Director	Charlie Beets	913-888-8055 x301
Program Manager	Shannon Rose	913-888-8055 x300
Director of Facilities	Tom Gray	913-888-8055
Umpire in Chief	Tim Cordill	913-401-6000
Concessions manager	Andy Guarini	913-888-8055
Merch, Uniforms & Awards/League Director	Amber Beets	913-888-8055 x304
Field Manager's Office (East)		913-888-8055 x305
Field Manager's Office (West 1)		913-888-8055 x306
Field Manager's Office (West 2)		913-888-8055 x307
Mailing Address	PO Box 14011, Lenexa, KS 66285	

FORMER PRESIDENTS

1956	W. C. Alexander, Jr.	1977-78	John Hammond	2004-05	Kevin Winters
1957	Tom McMahon	1979-82	John Mathews	2006-07	Denny Meier
1958	John Dickerson	1983-84	Roger Stanton	2008-09	Don Kirkpatrick
1959-60	Mike Lohner	1985-86	Tom Davis	2010-11	Chris McDonald
1961-62	Irv Hember	1987	Al Gordon	2012-13	Mike Egan
1963-64	Kaler E. Bole	1988	Tom Davis	2014-15	Randy Befort
1965-66	George K. "Doc" Landis	1989-90	Robert M. Kramer	2016-17	Williams Nicks, III
1967-68	V.M. Mathews	1991	Bruce F. Landeck	2018-19	Ben Hunter
1969-70	William G. Kirkpatrick	1992-93	Earl E. Jenkins	2020-21	Jeff Blaesing
1971-72	J.B. Hill	1994-99	Richard R. Jenkins	2022-	Bill Miller
1973-74	DeWayne Hunter	2000-01	Mike Mense		
1975-76	Vernon Brown	2002-03	Mike Altieri		

SIGNIFICANT DATES IN 3&2 HISTORY

1951 Founded as The Northeast Johnson County 3&2 Baseball Association, Incorporated. Games played at Segner Field at 87th St. and Grant in Overland Park.
1956 Changed name to The 3&2 Baseball Club of Johnson County, Incorporated.
1962 Midget K program began.
1965 Began play at current complex on 87th Street.
1973 Added field #9.
1974 High school baseball began with games played at 3&2.
1976 Purchased four fields from Shawnee Optimist at 63rd and Pflumm.
1980 Installed first electric scoreboards. Phased in over three years.
1983 Began replacement of lights on fields 1, 2, 7, 8, and 9.
1985 Sold four fields at 63rd and Pflumm. Candy sale ended.
1987 Installed grass infield on field #1
1990 Played host to 6A State Baseball Championship. Renovated main concession stand at East Complex. Replaced scoreboards with electronic scoreboards.
1991 Fall Ball program began.
1994 Renovated field #2 with new fences, backstop, dugouts and grass infield.
1995 Renovated field #1 with new backstop and dugouts. Installed new scoreboards on fields 1, 2, and 7. New lights installed on fields 3, 4, 5 and 6.
1996 Played host to 6A State Baseball Championship. City of Shawnee approved expansion plans for 16 fields at 83rd and K-7. Announced plans for Johnson County Youth Baseball to merge with 3&2 in 1998.
1997 Purchased 73 acres in Shawnee at 83rd and K-7 for future expansion.
1998 Johnson County Youth Baseball (JCYB) merged into 3&2.
1999 Started construction on new facility at 83rd & K-7.
2000 New Complex, Fields 11-19, opened. Federal League started.
2001 50th Anniversary season. Added field 10 to West complex.
2002 Added field 20 to West complex. Played host to first USSSA "AA" National Tournament. Awarded "AA Nationals Site of the Year".
2003 Added two coach pitch fields to West complex. Received the MO-KAN USSSA Commitment to Excellence Award.
2004 Added fields 22, 23, 24 & 25 to West complex as part of partnership with DeSoto School District.
2006 Major facility enhancements on fields 1, 2 and 7 as part of partnership with Shawnee Mission School District.
2009 Played host to Kansas 6A High School State Baseball Championship.
2013 Replaced lights on fields 8 and 9. Added lights to field 21. Added scoreboard to field 21.
2016 Awarded USSSA National Complex of the Year.
2020 West Complex bonds paid off.
2023 Renovated East Complex concession stand. Added bleacher shade covers to fields 3, 4, 5, 6, 10, 11, 12, 13. Added video scoreboards to 24 fields.
2024 Changed tournament affiliation to Perfect Game.
SMSD installed infield turf on fields 1, 2 & 7. Lenexa provided grant to install turf infields on 3, 4, 5, 6, 8, & 9.

3&2 BASEBALL CLUB SCHOLARSHIP

Established in 1988, this fund offers scholarships to qualified graduating high school seniors who are actively playing on a baseball team in the current season of the 3&2 Baseball Club of Johnson County.

1988 Darren Good, Jason Ward
1989 David Etnire, Neil Rutkowski
1990 Jeff Galvin, Kip Keyser, Marc Venneman
1991 Mark Swanson, Brad Woods
1992 Brian Cyre, Eric White
1993 Mark Soenen
1994 Hunter Covitz, Phillip O'Hara, Matthew Riddell
1995 Scott Richardson, Jon Strongman
1996 Kevin Hooker, Chris Roark
1997 Josh Anderson, Jared Smith
1998 John Bulcock, Richard "Josh" Chaney
1999 Casey Pycior, Steve Harder
2000 Josh Dirks, Kasey Klugman, Justin Smith
2001 James Coit, Shaun Reed
2002 David Hart, James Steimer
2003 Nick Adams, Stephen Durick
2004 David Schnackenburg, Eric Shultz
2005 JP Prouty, Matt Quandt
2006 Henry Specht, Travis Clements
2007 Derek Maybell, Jared Witter
2008 Isaac Honer
2009 David Hoops, Mathew Tettambel
2010 Luke Lombardi, Michael Spellman
2011 Michael Saldivar, Mitchell Dow
2012 Robert Weber
2013 Jack Andrew Nation, Austin Shelby
2014 Trevor Donovan, Laura Munk
2015 Brittany Maxon, John Russell
2016 Max Meyer, Mark Petrie
2017 Grace Nielson
2018 Hannah Knight
2019 Jacob Rutkowski
2020 Cade Rapp
2021 Mary Winkelman
2022 Levi Wiley
2023 Parker Volski
2024 No award
2025 No award

LORAN FREEMAN MEMORIAL SCHOLARSHIP

This scholarship was established as a memorial to Loran Freeman, a former coach at 3&2, who passed away in 1996. Its purpose is to provide financial assistance to deserving individuals who have participated in the 3&2 Baseball program and have graduated from high school.

1997 Matthew Altieri
1998 James Brazeal, George Walden
1999 Brent Wolf
2000 Taylor Simmermon
2001 Matt Zeller
2002 No award
2003 Brian Bratichak
2004 Ryan M. Anderson
2005 Brett Woods
2006 Timothy Mourlam
2007 Matthew Page
2008 Harrison Cobb
2009 Josh Van Holland
2010 Joe Solar
2011 Scott Holm
2012 Jacob Schnackenberg
2013 Sam White
2014 Richard "Drew" Lecuru
2015 Tyler Thayer
2016 Tanner Reed
2017 Simon Couch
2018 Jake Jarrell
2019 Jared Hartegan
2020 Isaac Freeman
2021 Jackson Miller
2022 Cole Madsen
2023 Jackson Blaesing
2024 Aleksei Gemsky
2025 Garrett Ford

GARRETT WARHURST MEMORIAL SCHOLARSHIP

The Garrett Warhurst Memorial Scholarship was established in 2011 as a memorial to Garrett Warhurst, a champion of baseball and participant in the Johnson County 3&2 baseball program. Its purpose is to offer a scholarship that provides financial assistance to qualified, graduating high school seniors.

2012 Erica Ellis
2013 Cody Hearn
2014 Brooks Danahy
2015 Nathan Reeder
2016 Peter White
2017 Mason Jones
2018 Gabriel Lopez
2019 Tyler Barkemeyer
2020 Drew Houfek
2021 Nyla Banks
2022 Lauren Butler
2023 Grant Rutkowski
2024 Alex Howell
2025 Garrett Ford

ROBERT HEIDENBURG "SWEET OL' BOB" UMPIRE SCHOLARSHIP

This scholarship was established in 2012 by former umpire and umpire supervisor Bob Heidenburg. Sweet Ol' Bob as he is affectionately known has been a part of and supporter of The Johnson County 3&2 Baseball Club for more than 35 years. The scholarship provides education based financial assistance to deserving individuals who are 3&2 Baseball umpires enrolled in a college, university, trade or technical school degree program.

2012 Mark Brull
2013 Cody Hearn
2014 Adam Swearengin
2015 Kevin Escobar
2016 Charlie Johnson
2017 Drew Fauth
2018 Jack McGavran
2019 Andrew Kent
2020 Brett Davis
2021 Alex Fauth
2022 No award
2023 Landon Alexander
2024 Alex Howell
2025 Wyatt Nickoley

2025 3&2 SPORTSMANSHIP AWARD WINNERS

1st Grade – Falcons, Travis Redeker; 3rd Grade – Cyclones, Kristy Shelton; 3rd Grade – Bison, Matt Rapplinger; 4th Grade – Piper Pirates, Andrew Wilcox; 4th Grade – KC Bison, CJ Nunn; 5th Grade – Tarahumaras, Manuel Rascon-Torres.

UMPIRE OF THE YEAR AWARD WINNERS

2009 Tyler Hilburn, Ryan Sterbach
2010 Corey Leach, Lee Whitman

2011 Neil Levalley, Caitlynne Hall
2012 Mark Brull, Jay Martiny
2013 Larry Keating, Ray Lopez
2014 James Galloway, Jeremy Shipman
2015 Ryan Nease, Dallas Onions
2016 Ron Sutton
2017 Carson Ross, Cliff Reeves
2018 Gavin Meats, Nick Bozinos, Monte Pippin
2019 Mason Bird, Kyle Boyer, Kyle Hill, Ethan Jones, Blake Neumer, Christian Trevino
2020 Eli Ferrel, Norman Davis, LJ Buckner
2021 Dalton Springer, Robert Drury, John Lytle, Rob Nelson, Stephen Parke
2022 Cameron Plaud, Garrett Ford, Landon Alexander, Todd Higgins, Noah Daniels
2023 Creighton Erp, Kale Baker, Brody Mueller, Norman Finegold
2024 Rob Nelson, Todd Higgins, Keisuke Shimane
2025

THOUGHTS ON SPORTSMANSHIP

3&2 wants all participants, players, coaches, parents and fans to truly enjoy the time you spend at our facilities. We often say, "We're not in the baseball business. We're in the memory business. We make memories at 3&2." Better memories are created when you understand your role in the game being played.

- Players play.
- Coaches coach.
- Umpires make the calls.
- Spectators support.

When we try to do too much, when one participant crosses over and takes on the role of another participant (i.e. coaches umpiring, parents coaching, etc.) behavioral problems and conflict often occur. When you enter our facilities, ask yourself, "Am I a spectator, coach, player, or umpire?" Choose one. You may only have one role and whatever your role it is important to remember…

- Volunteer Coaches have a difficult job..."Support your coach."
- Players are not perfect..."They need your encouragement."
- Umpires are expected to be perfect and get better; they're human..."Respect the person...respect the call."
- Spectators should keep all comments and actions positive, upbeat and encouraging..."Enjoy the game."

We, The 3&2 Baseball Club, believe the true purpose of youth sports is **fun, exercise, and personal development.** With this in mind we offer the following suggestions to coaches, parents and fans, and players.

Coaches

1. You are responsible for everything. Arrive at 3&2 with a coach's attitude that is good and fair for everyone. Your players will feed off of you.
2. Make sure your team is prepared and know what they are doing. A well-prepared team has a great experience.
3. Encourage your players, don't yell at them. No one, including you, likes to be yelled at. The game is harder to play than you remember. You're a teacher of the game.
4. Body language is noticed. Words are heard. Your actions and your words will live forever in the hearts and minds of your players. They will never forget you. Every message you send is received. You're one of the most influential people in your player's life. Your legacy is how they will remember you. Will they remember you as someone that taught them the game, made the game fun, and was a positive role model? Or will they remember you as someone that took all the fun out of the game? It's up to you.
5. Like you have team rules, 3&2 has rules regarding warm up areas, coach uniforms, and coach behavior. Observe 3&2's rules like you expect your players to observe your team rules. You're showing your players that rules are important and are to be followed.
6. Attend the pregame meeting with the umpires and the opposing coach. Wear a smile. Shake everyone's hand. Give your undivided attention to the umpires. Listen to what they have to say. Show them they have your respect. We teach them that the pregame meeting sets the tone for the game and defines expectations.
7. Remember, umpires are learning just like you and your players. The game is difficult, just like life. There will be some calls that don't go your way and some you may disagree with, but just like life, they will even out over time. Do not go charging onto the field and be "demonstrative" to challenge a call. Don't yell and make critical comments. If you disagree with a call, ask for time and approach the umpire calmly. Ask questions, don't make statements. Know that once a call is made, it is made. It will not be changed. We train our umpires to ask for help from their partner in certain situations, but most of

the time both umpires are not looking at the ball or same area of the field. They each have areas of observation and responsibility.

8. You have every right to ask for the umpire supervisor to answer a rules question. Just do it nicely, respectfully, calmly. When the umpire supervisor arrives at your field, let him talk to the umpires first. Do not ask for the umpire supervisor when you are questioning a judgment call. They didn't see the play.
9. If you have a serious problem or issue that needs to be resolved or question that you want answered, do not take it to the field manager's office. Our policy at 3&2 is that nothing good can happen in the heat of the moment. We promise a response to your question within 48 hours of you letting us know of your concern. A cooling off period is essential. Remember, this is youth baseball and everything settles down the next day. We, the board of directors and staff, promise you an answer and help. It may not always be the answer you want, but we will do our best.
10. Line up and shake hands, every game. Shaking hands is the ultimate act of sportsmanship. The game is over. Go eat.

Parents/Spectators/Fans

1. Relax and enjoy the game. Cherish every moment. Remember, it is only a game.
2. Do not yell at the umpires. No one, including you, likes to be yelled at. Our umpires go through a vigorous training program, and we are constantly training them on how to improve as umpires. Most of our umpires are former players and coaches that love the game and like being on the field. They take the responsibility of umpiring seriously. It's a tough job. It's a hot job. Don't make it worse. Besides, your player (son) may want to umpire someday. It's a great summer job, but would you want your son yelled at by the parents in the stands?
3. Your player needs to know that you think he is great. He will look to you first. Be there for him, with an encouraging word.
4. Applaud good plays by both teams.
5. Don't coach from the stands, but you can cheer like crazy for your player and your team.
6. Don't coach your player on the ride to the game. Encourage him to have fun and emphasize teamwork.
7. Don't be critical of your player's performance on the ride home. Never second guess his effort. Listen to them on the way home and be supportive. If he can't talk to you about a baseball game, how is he going to be able to talk to you if he's having trouble at school, in his career, with his marriage? How you communicate about a baseball game is setting the stage for future conversations.
8. Support your coaches. They have their hands full and will appreciate your support. If you have questions or concerns, don't ask after a game (emotions are high, win or lose) or at practice. Give your coach a call on an off night.
9. Enjoy the game.

Players

1. You are the reason we exist. Have fun and play hard.
2. Everything starts with you. Be the best you can be. Be the best player. Be the best teammate. Be the best kid. Respect everybody.
3. Sportsmanship starts with how you play the game. If you give it all you have you can give no more. Play to win realizing you won't win them all. Win with class, lose with class. Baseball is full of both winning and losing.
4. Yell only for your teammates. Be positive. Never yell bad stuff at anyone, especially your opponent. The game is tough. You will have bad days too, so just yell the good stuff.
5. Accept responsibility for your own performance. Don't blame anyone else. It is a tough game. The best way to learn is by making mistakes. Don't hang your head, hold it up and get better every day. Every time you make a mistake you are getting better because you are learning, remember that.
6. Baseball is a game of failure. The Hall of Fame hitters only get three hits in ten at bats. That means they failed seven times. You'll make errors. You'll make mistakes. Learn from them because there will be another at bat, another pitch, another ground ball, another play, another opportunity for you to succeed.
7. Line up and shake hands with the other team. This is what every good sport does.
8. Enjoy the game.

2026 Official Rules of
3&2 Baseball

INTRODUCTION

The following rules, supplemented by the National Federation of High Schools (NFHS), shall govern play and conduct of players and team officials in all league games. These rules have been drawn in accordance with the purposes and aims of 3&2 Baseball, and have as their basis the development and teaching of the elements of good sportsmanship and fair play. The Executive Board of Directors shall be the interpreter of these rules.

"Changing Ideas, Changeless Ideals"

There has never been a set of rules or laws that are completely without loopholes. When a parent, an individual, or team is basing a protest or defense on merely a minor technical point or loophole that is contrary to tradition, accepted practice, fair play or good sportsmanship, the spirit of the rule will be considered as well as the letter of the rule.

Additions to, or changes in these rules may be recommended and presented in writing to the Rules Committee for approval or rejection. If approved, such proposal shall be presented to the Executive Board for its approval.

All directives, special notices, instruction issued by any committee automatically become part of these rules for the current season, provided such notices have the approval of the Executive Board. This includes special playing rules, entry or registration fees, deadline dates, schedules, etc.

The official rules of the American League as modified in the following are the playing rules for 3&2 Baseball In case of any conflict between the rules of 3&2 Baseball and the rules of the American League, the 3&2 Baseball Club rules shall have precedence.

1.00 BASEBALL CLUB STRUCTURE

1.01 3&2 Baseball is a grade based Baseball Club comprised of 11 grade (pre-school – high school) based divisions. Grade divisions are determined by the most recently completed school year.

1.02 Within the 1st grade thru high school divisions, leagues are made up of teams of like skill and ability.

(a) Recreational leagues at each grade level

(1) Comprised of teams with players who can be either grade based, birth date based or both. Leagues are formed based on a team's skill level so that teams are competing against other teams of similar skill level.

(b) First Division

(1) Usually comprised of USSSA classifications of AA/AAA teams, but not a requirement. Players on these teams must reside within the same high school boundary (Rule 2.01) and have a minimum team roster of 11 players.

2.00 TEAM ROSTER & FORMATION

2.01 3&2 Baseball recommends but does not require that all teams be formed by high school boundary areas.

EXPLANATION: Why 3&2 Forms Teams by High School Boundary.

- *Forming teams by high school boundary areas creates more opportunities for more players to play more baseball for a longer period of time.*
- *Experience demonstrates that without high school boundary area limitations, teams seek to become more competitive faster, causing more lower level players on each roster to have fewer places to play as teams are selected and other teams are broken up earlier in a player's development.*
- *High school area formation creates more playing opportunities for everyone.*
- *High school area formation allows more players on area teams to play with classmates and friends longer which increases participation and extends players interest to continue playing, including those who may not be as talented.*
- *High school area formation is also generally more convenient for parents and players as they live and often practice near each other. This convenience (carpooling is one example) promotes players staying involved in baseball longer.*
- *High school area formation better allows players of different talent levels to continue to develop a love of baseball, learn the valuable lessons taught by team sports and allows later bloomers the opportunity to still be involved in baseball as their skills and physical abilities develop. It also allows opportunities for players who might not make their high school teams at more senior levels, but who have continued to play baseball, to remain active through the Federal League.*

- *High school area team formation encourages coaches to teach and improve player skills and develop better relationships with players rather than continually discarding players in search of better talent.*
- *Kids staying engaged in activities like sports, or in this case more kids playing more baseball, longer is essential to the well-being of the youth of our community and is consistent with 3&2's mission.*
- *Within the high school area boundary formation rules, 3&2 has leagues for teams at different levels which provide a significant amount of flexibility to accommodate teams and players at all levels.*
- *High school area team formation provides for a better competitive balance as all teams have the same rules for creating teams.*

2.02 On the opening date of the team's season, it is recommended a team have a minimum number of eligible players and no more than 15 eligible players on its roster. The minimum roster size is as follows:
   (a) T-ball – 6-8 players.
   (b) Kindergarten – 8-10.
   (b) 1st grade through High School Division – 11.
   (d) The 3&2 league staff reserves the right to add players to any 3&2 roster that doesn't otherwise create an undue hardship on the team.

2.03 No team may sign a player after May 31 except as a substitute with the appropriate fee.

2.04 The Club will reassign players who are not placed on the roster of the team for which they register.

2.05 Solicitation of players is forbidden during the season. Violations of this will be reported to the Sportsmanship Committee for their review and action.

2.06 The electronic waiver form must be signed by the player's parent or guardian. After approval by the team manager the roster/waiver form must be placed on file with the Club. In the event a player is released from a team and joins another team he must sign a roster/waiver form with the team he joins. No player who transfers from a team after the opening date of the season is eligible to compete in any game unless and until his current roster/waiver is on file with the Club.

2.07 The team manager is responsible to determine the eligibility of each player who registers for the team.
   Any manager or coach who falsifies any roster information for league play or falsifies any roster information for 3&2 affiliated tournaments will be subject to action taken by the Sportsmanship Committee against such manager/coach up to loss of eligibility to participate in the 3&2 program.

2.08 No team is eligible for play until all qualifications as set forth in the rules are met.

3.00 PLAYER ELIGIBILITY & MOVEMENT OF PLAYERS

3&2 Baseball understands there are reasons for teams to change and evolve. When they do, it impacts neighborhoods, communities, families and kids. We ask you to think carefully about how your actions may affect others when you leave a team, disband a team, merge teams or form a new team. Feelings can be hurt, friendships can be lost, and sadly the kids involved can be hurt. Baseball and youth sports are about neighborhoods, schools and playing with your buddies. History and experience has shown the ones who led the changes or instigated the changes look back and say it wasn't worth it.

If you are a coach or parent who has decided to split up your team for whatever reason i.e. supposedly better competition, personality conflicts, too many players, not enough players, or for whatever reason you must have consideration for others and clearly communicate your intentions to all involved. This is especially true of managers who are making the changes. You are in a leadership position. Please communicate in a timely manner what you are planning with regards to the team with all the parents and players involved.

We also ask that you notify The Club office. We can help you navigate the changes ahead. Our goal is not to "police" player movement and team formations, but we've been through it before and know how it can affect the people involved. It will keep us from being blind-sided after the fact by the formation of a team that was disbanded and now there are kids and families left out. Communication and consideration is the key. The more everyone is aware of the changes, the better we can accommodate the teams and the players involved. We are here to help.

3.01 Players must register for a team formed in his own grade division (as defined in 1.01) or higher.

3.02 3&2 Baseball encourages, but does not require players to register for a team formed in the high school boundary area in which they reside or attend school. (See Rule 2.01)

3.03 Once a player is registered with a team, they must return to the same team unless they qualify as a free agent under the following conditions:
   (a) Player's last team no longer exists.
   (b) Player is in a grade level lower than the team he played on the previous season, and decides to play for a team in his grade.
      (1) He is a free agent in his own grade level.

(c) Player decides to register (or try out if in 7th grade or above) for a team in a higher division than his last year's team was in.
(1) Player is a free agent in the higher division only.
(2) Player may return or be released from his higher division team to play in the lower division until his name appears in the lineup of an official game in the higher division.
(e) Player desires to play for a team managed by his parent, stepparent or legal guardian, provided team is in high school area in which player attends school or resides.
(f) Player requests a release from his current team
(1) Managers must grant release upon request

3.04 A player may play league games for two different league teams, including in the same grade level, as long as they are properly rostered and fees have been paid for both teams. If playing for two league teams, player may not pitch and must bat last for the lower level team.

Example #1 - Player plays on a 5th grade 1st Division team and a 4th grade 2nd Division team. Player must bat last and not pitch on the 4th grade team.

Example #2 - Player plays on a 5th grade 2nd division team and a 4th grade 1st division team. Player must bat last and not pitch on his 5th grade team.

3.05 Teams are permitted, when they would otherwise have to forfeit or play with just eight players, to add players to its roster as substitutes by adding them to their roster and paying a per game fee of $20 (1st & 2nd grade) or $25 (3rd grade & older). If enough regularly rostered players are present at game time to play the game without needing the substitute(s), the substitute(s) may not participate. The substitute may play if a player is injured and a team does not have enough to fill all of the defensive positions. To add a substitute to your roster, please contact the main 3&2 office before game day.

Teams may add a substitute to its roster from the same league grade or younger. Substitutes may not pitch. If the player is coming from a team that is in a higher skilled/competitive level than the team they are being added to, the player must bat at the bottom of the line-up. If the player is coming from a team that is in the same or a lower skilled/competitive level, there shall be no limitations on where they bat.

3.06 Managers, after consultation and approval of Club officials, may release players at their discretion but not during the season. Violations of this will be reported to the Sportsmanship Committee for their review and action.

3.07 In the High School Division a player may play for another 3&2 High School Division team

3.08 Use of an ineligible player at any time shall result in action being taken by the Sportsmanship Committee against such player or team up to and including indefinite suspension of player or forfeiture of all games in which ineligible player participated.

3.09 Any player, coach or manager who falsifies any information or signature on his 3&2 roster/waiver form is ineligible to participate in the 3&2 program for the entire season. The Club staff is empowered to demand proof of the status of any player.

3.10 Upon entering high school (9th grade) all players become free agents and rosters are open.

3.11 No player shall be permitted to transfer from a team after May 31st. Note: This excludes league divisions with split session seasons.

4.00 MANAGERS & COACHES

4.01 The team manager/head coach must be an approved member of 3&2 Baseball and duly registered with the Club.
(a) The Executive Board shall have the authority and shall be obligated to approve/disapprove all entries, upon recommendation of the Sportsmanship Committee of managers, coaches and their team into participation in the Club.

4.02 Managers are responsible for
(a) All team fees and dues payable to The Club by the deadline date.
(1) At the discretion of the Executive Board, a team may forfeit each game until all required player's fees have been paid.
(b) The accuracy of team roster and player information submitted to The Club
(c) Ensuring that
(1) All players and coaches are legally uniformed.
(2) All equipment, including bats, helmets, catching protection gear adhere to the rules set forth by the Club.
(c) Meeting all team and player eligibility rules as described in this, the 3&2 rule book.
(d) The behavior and conduct of fans, parents, coaching staff, team personnel, and all others associated with the team prior to, during, and after games.
(1) Failure to control fans may result in ejection of the manager and forfeiture of the game.
(e) Cleaning up the dugout and surrounding area, placing all trash in trash barrels.

4.03 The Manager/Head Coach must attend the pre-game meeting with the umpires. By attending the meeting, you are stating you are responsible for the conduct, behavior and sportsmanship of your team, and are the only team representative allowed to address umpires with questions regarding calls, rules, etc.

(a) If the Manager/Head Coach does not attend the meeting, the coach attending the meeting becomes the Manager/Head Coach of the team for that game for the purposes of addressing questions or concerns to the umpires.

4.04 All coaching personnel, including manager, head coach and assistant coach(es) are prohibited from using tobacco and tobacco products on the playing field, in the dugout or in the general vicinity of these areas.

4.05 All coaching personnel, including manager, head coach and assistant coach(es) must remain in the dugout while the ball is in play.

4.06 Absolutely no gum, seeds or metal cleats are permitted on fields with artificial turf.

5.00 TEAM UNIFORM

5.01 All players must be fully uniformed, including baseball cap, pants, shirt, socks and appropriate shoes. Failure to do so will result in removal from the game.

(a) Each player's uniform must bear an identifying number (no smaller than five inches in height) conspicuously displayed.
(b) Players will not be permitted to play without wearing their team shirt.
(c) Shirts must be tucked into uniform pants.
(d) Shorts are not permitted.
(e) Players may wear rubber or plastic molded cleats. Players in the 7th grade division and up may wear metal spikes. No metal spikes are permitted on the turf infields.

5.02 Players are prohibited from wearing

(a) Watches, rings, pins, ear rings, jewelry or other metallic items.
(1) Exception: medical notification bracelets or necklaces
(b) Plastic, rubber, leather or string bracelets
(c) Items with hard surfaces,
(1) Exceptions: protective cups, eye glasses, sunglasses, hard shelled shin and elbow guards.
(i) Once a player is on base, the player must remove hard shelled shin and elbow guards before play can resume.

5.03 The manager and all coaches appearing on the playing field are to wear a minimum uniform consisting of a team cap and identifying t-shirt or sport shirt of like color to the team uniform.

(a) In the event a manager or coach of a participating team is associated with another 3&2 team, it is acceptable that the coach wear the identifying shirt of the other team.
(b) Managers and coaches must carefully consider their personal appearance on the playing field. Appropriate athletic shoes should be worn on the field and shirts should be tucked in. As leaders of the team, you should set a good example for your players.
(1) Sleeveless shirts or "muscle" shirts and flip flops/sandals are prohibited.

5.04 Sloppy personal appearance will not be tolerated. League staff, facility/field managers, umpire supervisors and umpires are empowered to reprimand and order correction of any player, manager or coach whose

(a) Uniform does not meet the rules of 3&2 (rules 5.00, 5.01, 5.02, 5.03)
(b) Personal appearance on the playing field is not consistent with the high standards of 3&2 Baseball and its sponsors, or lack respect for the game.

5.05 It shall be the responsibility of each team manager to insure that uniform and dress code rules (5.00 – 5.04) are observed by team personnel at all times when they enter or are on the field of play at the 3&2 complexes. Failure of any team manager to enforce the above dress code rules for his team shall result in said manager appearing before the Sportsmanship Committee, who shall convene and award punishment up to and including suspension.

6.00 EQUIPMENT

6.01 Playing field equipment (bases, home plate, pitching rubber) will be furnished by The Club.

6.02 All team equipment (helmets, bats, gloves, and catcher's gear) must be furnished by the team.

(a) Catcher's equipment and batting helmets are provided to T-ball and kindergarten level teams.

6.03 It is mandatory for each on-deck batter, batter, runner and bat person and any player who takes position in the first or third base coaching box to wear protective head gear bearing the NOCSAE stamp and exterior warning label. The head protector worn by each on-deck batter, batter, runner and bat person shall have extended earflaps that cover both ears and temples. Each on-deck batter shall warm up in front of his team's dugout.

6.04 Each team is required to have a minimum of six batting helmets; five for players and one for bat person.

6.05 The catcher shall wear a head protector that covers both ears and temples, catcher's mask, chest/body protector, protective cup and shin guards.

(a) A throat protector, which is either a part of or attached to the catcher's mask, is mandatory.

(b) Any player warming up a pitcher at any location shall wear a mask with a throat protector.

NOTE: No other type of head guard will be permitted without approval from the Executive Board.

6.06 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory (American League Rule 3.14)

(a) All additional playing equipment will be kept inside the dugout.

6.07 Bat limitations

(a) Small barrel baseball bats (2¼" and less) must be made by an approved USSSA/USA licensed manufacturer and

(1) Have the USSSA/USA mark on its taper OR

(2) Have the 1.15bpf mark OR

(3) Be a wood bat.

This applies to tee ball bats longer than 23".

(b) Big barrel baseball bats (2⅝" or 2¾") for 8th Grade & below must be made by an approved USSSA/USA licensed manufacturer and

(1) Have the USSSA/USA mark on its taper OR

(2) Be a qualified BBCOR bat OR

(3) Be a wood bat.

(4) 7th grade players must use a maximum drop 8 (-8) with the Official 1.15 BPF mark.

(5) 8th grade players must use a maximum drop 5 (-5) with the Official 1.15 BPF mark.

(c) Bats labeled as a T-ball bat may not be used in any league other than T-ball and kindergarten.

(d) In the high school divisions only, including during fall ball for current 9th graders, bats must be stamped certifying it is complying with the BBCOR of .50 and shall not have a weight to length difference of greater than a -3.

NOTE: Any bats that do not conform to the rules listed above will not be allowed in 3&2 league play or in tournaments played at 3&2. The head coach/manager is to check every bat used to ensure it is a legal bat. The primary responsibility of verifying a bat is legal is that of the head coach/manager.

PENALTY: In the 1st grade through HS divisions, the punishment for using an illegal bat at any point in a plate appearance is

1st Offense in game: If discovered illegal bat has been used before the ball has been put in play the batter is not out. If the ball has been put in play and before the next pitch to the next batter defense has the choice of the play or batter out and runners returned.

2nd Offense in game: The manager is ejected in addition to the first penalty.

7.00 PLAYING FIELD

7.01 Playing field dimensions shall be as follows:

	Division/Age	Pitching Distance	Between Bases	Home to 2nd
(a)	T-Ball & Kindergarten	40'	50'	70' 8 33/64th"
(b)	1st Grade/2nd Grade	44'	60'	84' 10 13/64th"
(c)	3rd Grade/4th Grade	46'	65'	91' 11"
(d)	5th Grade/6th Grade	50'	70'	98' 11 7/8th"
(e)	7th Grade	54'	80'	113' 1 11/16th"
(f)	8th Grade	60' 6"	90'	127' 3 3/8th"
(g)	High School	60' 6"	90'	127' 3 3/8th"

7.02 Each field is considered to be an enclosed park.

7.03 All bats, gloves, hats or any other equipment shall remain in the bat racks, inside the dugout or behind the dugout. The top of the dugout shall remain free of such equipment, drinks, etc.

7.04 If equipped, the extended fence on each end of the dugout, protecting the dugout steps, is part of the dugout.

(a) An imaginary line extending directly back to the screen, from the end of each section of fence, will be considered in the dugout.

(1) Any live ball crossing this line, or player in possession of the ball stepping with both feet across this line, will be declared dead immediately.

7.05 A live thrown, pitched, or batted ball, regardless if it bounces back onto the playing field, will be declared dead immediately if it comes into contact with

(a) the bat rack.

(b) the top of the dugout.

(c) any object on top of the dugout.

(d) or goes into the dugout or goes behind the dugout on the ground.

7.06 If a thrown, pitched, or batted ball, in play, becomes caught in or under the fence surrounding the field, the fielder(s) should step away from the ball and raise both arms in the air to signal to the umpire that the ball is not playable. The umpire shall visually verify that the ball is, indeed, unplayable, and declare the ball dead.

7.07 The open section of the fence along the outfield foul line on each field, used to allow field equipment, tractors, etc., to enter the field, will be played as follows. Any thrown, pitched, or batted ball, in play, which goes through the opening is out of play and the ball is dead.

NOTE: For rules 7.04, 7.05, 7.06, 7.07, Official Rules of Baseball 5.06 (b) (4) applies.

7.08 Any ball hitting an overhead wire or light pole in fair territory shall be in play as if the ball had hit the ground.

7.09 If a game is started on a field that is improperly set out, all ensuing play is official. If the mistake is discovered during the course of the game, the corrections must be made by the Field Manager before another inning starts but not until the end of the inning in progress, unless both team managers agree to immediate corrections.

7.10 If a batted fair fly ball strikes the yellow tubing on the outfield fence

(a) and bounces back into the field of play, it remains in play.

(b) and bounces over the fence it is a home run.

NOTE: The yellow tubing is for safety and vision assistance only.

8.00 GENERAL 3&2 RULES

These rules govern play in the 1st – High School divisions, including all regular and post-season games. There are also grade specific playing rules in effect which are listed in subsequent sections.

NOTE: Failure to comply with rules noted with an * will result in forfeiture of the game.

8.01 The home team is listed first on the schedule.

(a) The home team shall occupy the first base dugout, bench, or team area.

(1) No game will start with the teams in the wrong dugouts. If game time is used to change dugouts, no time will be added to the time limit.

8.02 The home team's electronic or paper scorebook shall be the official scorebook. The following game information is to be recorded in the home team scorebook:

(a) Participating players, innings played, batting lineup, runs, outs and balls/strikes.

(b) The number of pitches thrown by each pitcher during the game (3rd – 8th grade).

(c) The exact point of the game when a protest is made. The home team scorer shall make a notation of the incident and obtain the signatures of both managers and the umpire-in-chief of the game.

(d) The name of any player, manager or coach who is ejected from the game by an umpire and the exact point of the game when the ejection occurred.

8.03 Official scorers for both teams

(a) Will record in the team scorebook the number of pitches thrown by each pitcher during the game (3rd – 8th grade)

(1) It is the team manager or head coach's responsibility to ensure that pitch counts are recorded and accurate in the team scorebook.

(i) A pitch is defined as a called strike, swinging strike, batted fair ball, batted foul ball, a called ball, a pitch that hits the batter.

(b) Are encouraged to work as a team in support of the umpires on the field and to avoid scoring discrepancies.

EXPLANATION: The purpose of the scorers working together is to assure the proper recording of the game, most notably the pitch count. If there is a discrepancy, the home team scorebook will be used to settle any dispute.

8.04 No league game shall be played without

(a) An official umpire, unless agreed upon by the opposing managers.

(1) No league game for which two umpires are assigned shall be postponed because only one umpire is present.

(2) Once the game is started under this agreement, the substitute umpire(s) shall have the same standing authority as an official umpire, until such time as the official umpire arrives.

(3) The start of the game shall indicate agreement of the opposing managers.

(4) The absence or tardiness of any umpire must be reported immediately after the game to the Field Manager and/or the Umpire Supervisor.

(b) Each team having a minimum of eight eligible players 1st grade – High School

NOTE: An out is recorded each time the missing ninth player is scheduled to bat

(c) Each team having a registered team coach

(d) Each team having playing equipment on hand and ready at game time

NOTE: For rule 8.04(b) – (d), there is a 15-minute grace period from the scheduled game start time to allow team(s) to meet the minimum player, coach and equipment requirements. No time will be added to the original time limit

If a team cannot meet the minimum player, coach and equipment requirements within the grace period, the game is a forfeit.

8.05 If a team, at any time, is unable to field eight players, the game is a forfeit.

NOTE: As stated in 8.04b an out is recorded each time the missing ninth player is scheduled to bat

8.06 Prior to the start of the game opposing managers will exchange

(a) The number of pitches thrown, by day in the four previous consecutive calendar days, by all players in attendance for the game

(1) Failure to provide pitch counts reduces the maximum allowable number of pitches by 50%.

Note: Managers unable to able to provide a record of pitches thrown will be subject to review by the Sportsmanship Committee

(b) Batting orders

(1) These batting orders are official at the time the opposing managers meet at home plate.

(2) Team line-up cards shall list the last names of all registered players, with appropriate notations of those ineligible to participate in that game due to absence, sickness, injury or disciplinary action.

(i) If a player arrives at the game after the line-up cards have been exchanged or after the game has started, it is the manager's option to insert the late arriving player into the lineup, and if so, he must be inserted as the last batter.

(3) Each player shall bat in the order of appearance on the team line-up card throughout that game, unless sickness, injury or disciplinary action occurs.

(i) In the event a player is removed due to ejection or disciplinary action, I they are ineligible to return in that game.

(ii) If a player is removed due to sickness or injury, they may return in that game if the team manager determines the sickness or injury is not of a serious nature.

(iii) The manager removing any player due to the above reasons shall immediately notify the opposing manager.

8.07 At the start of each game opposing team managers will furnish one new official baseball to the home plate umpire.

(a) The official baseballs for 1st grade through high school levels of play is the Diamond DOL-1 and the AD Starr 200.

(b) If additional baseballs are needed during the course of the game, the home plate umpire may ask the home team to furnish an additional official baseball. Alternately, the visiting team manager will furnish an additional official baseball if needed.

NOTE: These additional baseballs do not need to be new, but must be judged to be clean and in good condition by the umpire. At the end of the game, the baseballs will be equally divided between the two teams if possible, with the home team receiving the odd number ball.

8.08 The Field Manager is the official time keeper and the Field Manager's clock is the official time.

8.09 Game starting time shall be in strict accordance with the game schedule. In case of threatening weather, the Umpire Supervisor and/or Field Manager may elect to start a game early.

8.10 It is an official game

(a) If four innings have been completed.

(b) If the home team has scored more runs in three and one-half or three and a fraction half innings than the visiting team has scored in four completed half innings.

(c) If the home team scores one or more runs in its half of the 4th inning to take the lead

(d) At any time during a game, when, by mutual agreement of both managers, the score is so one sided that completion of the game is undesirable.

(1) The score at the time of cessation shall be the official recorded score.

8.11 Innings, time limit and termination time for all games in all divisions. Game times start at the time of first warm-up pitch.

Division	Inning Limit	Time Limit	Termination Time
T-Ball and coach pitch	NA	One hour	One hour
1st and 2nd grade	6	One hour 15 minutes	One hour 40 minutes*
3rd-4th Grade	7	One hour 30 minutes	One hour 55 minutes*
5th grade – High School (FL)	7	One hour 45 minutes	Two hours 10 minutes*
High School (AL & NL)	9	Two hours 30 minutes	Hard stop at time limit

(a) No new inning can start after the time limit.

(1) An inning is officially started the instant the final out is made in the previous inning.

(b) *At termination time, the game shall continue until the end of the inning if the tying or lead run is on base or at bat for either the visiting or home team.

8.12 At time limit

(a) No new inning shall start after time limit has been called.

(b) The game will end
(1) Immediately in the T-ball, kindergarten and AL/NL levels.
(i) If a player is at bat, please complete the at bat.
(2) If the home team is ahead and batting in the home half of the inning and it is an official game (8.14)
(3) If the run differential between the two teams is six or more runs in the 1st – High School Federal League divisions.
(c) The game will continue to the completion of the current inning
(1) If the run differential between the two teams is five or fewer runs until the inning has been completed and a winner has been determined or until termination time (8.11) at which time the score reverts back to the previously completed inning, even when that results in a tie game.
(2) If the score is tied until a winner has been determined or until termination time (8.11) at which time the score reverts back to the previously completed inning, including ties, even when that results in a tie game. No new inning shall start after time limit has been called.

8.13 It is a suspended game
(a) If any game is halted for any reason, including but not limited to darkness, light failure, weather conditions, time of termination, etc., and it is not an official game (Rule 8.10)
(b) Once a game has started and no winner is officially decided at stoppage of play, regardless of reason, the game shall be declared a suspended game if at least one complete inning has been played. If one inning has not been completed, the game will be rescheduled and played in its entirety.

8.14 All suspended games will automatically be rescheduled for play at the next regularly scheduled meeting of the teams involved.
(a) Teams will have a maximum of two hours 30 minutes to complete both the suspended game and the regularly scheduled game.
(1) Suspended games will be played until a winner has been determined provided enough innings have been played to constitute an official game (8.10).
(2) The regularly scheduled game will begin immediately following the completion of the suspended game. Play will continue until is an official game (8.10), seven innings have been completed, or until termination time.
(b) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game.
(i) Including use of the tie breaker rule (see 8.13 (b) (2) (i)
(c) The home team scorebook will be used for the resumption of a suspended game.
(d) Any substitutions that could have been legally made had the game not been suspended can be made any time prior to or during the suspended game.
(e) A player who was not present when the game was suspended may be used as an eligible player in the suspended game.
(1) The player will be inserted at the bottom of the batting order.
(f) If a player who played in the suspended game, but is not present for the resumption of play, their spot in the order will be skipped without punishment.
(g) When a suspended game is resumed, the pitcher who was on the mound may return to the mound:
(1) Pursuant to age/grade specific pitching limitations.
(1) Pitches thrown in the resumption of the suspended game count towards the players current maximum pitch count.

NOTE: The purpose of 8.15 (g) is to protect the pitcher's arm and has no bearing on how many pitches he might throw in the original game before suspension and the completion of the suspended game.

(h) The home team for the scheduled game played after the conclusion of the suspended game occupies the first base dugout as pursuant to Rule 8.01 (a)
(i) In the event the two teams are not scheduled to meet again in the remaining season schedule and the suspended game has any possible bearing on the play-off positioning of any team, the game will be rescheduled by the Club.

8.15 There shall be a minimum of 15 minutes between games.
(a) In the event a game cannot start at the scheduled game time due to the minimum 15 minute warm up period between games, the umpire supervisor will notify the umpires, both managers and scorers, and the facility manager of the official start time of the game. The start time should be announced over the PA system.
(1) Teams will play seven innings or until the one hour forty five minute time from first pitch or the two hour thirty minute termination time of the original start time, whichever comes first.

8.16 Only the following personnel will be allowed on or near the player's bench, dugout or in the vicinity of the area reserved for team members:
(a) Registered team players.

(b) Registered team manager.
(c) Four registered coaches.
(d) One bat person. The bat person must be at least six years old when the season begins. Bat persons are required to wear the same protective head gear as prescribed for players in 6.03.

NOTE: Rule 4.05 stating that all coaching personnel, including manager, head coach and assistant coach(es) must remain in the dugout while the ball is in play.

8.17 All warm ups must take place within the fenced in confines of the field you are scheduled to play on. Do not play catch, use hitting sticks, conduct soft toss drills in the common areas.

8.18 If there is sufficient time preceding game time, it is acceptable for teams to take infield practice.

8.19 Live batting practice prior to a game is not permitted
(a) Soft toss into a net in the outfield is permitted
(b) Whiffle ball batting practice in the outfield is permitted
(c) Hitting the ball against the fence is prohibited.

8.20 Pitchers shall warm up parallel to the foul lines in areas provided by 3&2 (except for the pitcher legally pitching from the mound).

8.21 Warm up pitches
(a) New pitchers receive eight
(b) Five for returning pitchers to start an inning or between innings
(c) Unlimited in the event of injury or ejection

8.22 Intentional walks are issued by announcement of such.

8.23 Courtesy runners are allowed for the catcher and pitcher (from the previous defensive inning). The courtesy runner will
(a) Be the last batted out when batting the roster, or
(b) A player who is not currently in the lineup

8.24 Any team making a substitution shall immediately notify the opposing team scorer and shall state the substitutes place in the batting order prior to the player entering the game.

8.25 It is interference by a runner when a fielder at any position is the in the immediate act of making a play on him and:
(a) The runner does not slide and contact occurs with the fielder.
(1) Glove to body contact initiated by the fielder is not to be considered contact for the purpose of this rule.
(b) The runner does not legally attempt to avoid the fielder.
(1) Jumping, hurdling, leaping or diving over the fielder are not legal ways of avoiding the fielder.

PENALTY: *The ball is dead and the runner shall be declared out. All other runners must return to the last base legally touched at the time of the interference. In addition, any flagrant or malicious contact initiated by the runner may result in an ejection at the discretion of the umpire(s).*

NOTE: ***This is NOT a slide rule.*** *This is a contact rule. The runner does NOT have to slide, but they do have to avoid contact and sliding is the easiest, safest way to avoid dangerous contact.*

8.26 Offensive Conferences: All 2nd through High School Division teams, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.

8.27 Defensive Conferences: All teams in the 3rd grade through High School Divisions shall follow the NFHS Rule regarding trips to the mound that limits the number of trips a manager or coach may make to any one pitcher in any one inning. The second trip to the mound to the same pitcher in the same inning by a manager or coach will cause that pitcher's automatic removal from the game.

8.28 All scores must be turned in to the field manager's office at the completion of play, or submitted to The Club office the following day if played off-site.
(a) Forfeit scores for all divisions are 7-0.

8.29 Protests
(a) Involving umpires judgment decisions are not valid.
(b) Involving rules interpretations and/or violations will be considered if:
(1) The umpire supervisor is immediately notified of the intent to protest.
(2) A brief summary of the conditions and rule or interpretation being protested.
(3) The umpire supervisor and both managers sign the home team scorebook (prior to resumption of the game).

NOTE: At the time the umpire supervisor is notified of a protest, the game clock is stopped. The time taken to write the description of the events and obtain the necessary signatures is not counted as part of the game time limit (Rule 8.05). However, it does not affect the termination time (Rule 8.06).

(c) Must be filed on forms furnished by the Protest Committee Chairman available in the Field Manager's Office or on-line at 3&2's web site.

(1) Forms must be submitted to the Protest Committee Chairman no sooner than 48 hours and no later than five days following the scheduled time and date of the game being protested and accompanied by a fee of $100.00 which will be returned if the protest is allowed.

(d) The umpire supervisor of the game shall present in writing to the Protest Committee Chairman, immediately following the game, a report giving a complete description of the incident(s) causing the protest.

(e) The opposing manager shall submit, within three days from the date the Protest Committee Chairman notifies him (the opposing manager) personally or by phone that a formal protest has been lodged, a written report covering his version of the situation or dispute. Failure of the opposing manager to conform to this rule will remove his rights and the protest will be allowed.

(f) Upon receipt of the protest fee, a copy of the umpires' reports, opposing manager's report, and protesting manager's report, the Protest Committee will schedule a hearing to be held within seven days. Both managers or their team representatives may be requested to appear before the Protest Committee.

(g) Decisions on protests, eligibility and violations or interpretations of rules shall be decided by the Protest Committee with the right to appeal to the Executive Board.

8.30 No games shall be postponed for any reason other than the unfit condition of the playing field.

(a) Game cancellation or postponement decisions, prior to the start of the game day will be made by The Club.

(b) The field/facility manager and umpire supervisor will make cancellation/postponement decisions after the game day has begun.

8.31 The 3&2 Club office will reschedule all rainouts into available slots.,

8.32 Teams must adhere to the published schedule. Teams are not permitted to change their league schedule without consulting the league office in advance.

8.33 If a team cannot field a legal team (8.05 b) to play a scheduled game the team manager must notify The Club and the opposing manager a minimum of three business days prior to the scheduled date of the game.

(a) Failure to do so will cause the game to be forfeited

<u>NOTE:</u> *Unless a rescheduled game appears on the master schedule, it cannot be forfeited. The purpose of this rule is to prevent a team from taking a forfeit win/loss because the teams involved couldn't agree on a game time.*

8.34 Ejections

(a) Of any manager, coach, player or spectator requires a written report by the umpire supervisor on duty.

(b) Automatically carry a penalty of suspension of such member from the next official game.

(c) Are referred to the Chairman of the Sportsmanship Committee for determination and assessment of any additional penalty.

(d) The second ejection in the same season or multiple ejections over time will result in automatic suspension of such member until his infraction is presented before the Sportsmanship Committee who shall award any action deemed necessary for the overall good of the program.

<u>NOTE:</u> *An ejected member must remove themselves immediately from the playing field. An ejected member will normally be required to go to the parking lot. However, the member will be permitted sufficient time at the Field Manager's Office to file appropriate reports. Due to the varying age level of individuals in the 3&2 program, the umpire supervisor may allow an ejected member to remain within the immediate area. Failure to immediately comply with the ejecting umpire's instructions could result in suspension of the game in progress at the time with probable forfeiture by the offending team.*

8.35 Hard and unyielding items (guards, casts, braces, splints, etc.) must be padded with a closed-cell, slow-recovery foam padding no less than 1/2" thick. Knee and ankle braces which are unaltered from the manufacturer's original design/production do not require any additional padding.

8.36 Determining League Standings - The following procedure will be used to determine league standings in the event of a tie. *NOTE* – A maximum of two sets of team and individual awards will be presented per league, Champions and Runners-Up. If two teams are tied for first place, two Champions awards will be presented. If two or more teams are tied for second place, the process below will be used to determine which team will be presented with the Runners-Up awards.

(a) Two teams tied:

(i) Head to head.

(ii) If still tied after (a) above, the team who has defeated the team in first place of the league the greater number of times will be the higher team in the standings. If they remain tied, the same method shall be used against the 2nd place team, 3rd place team, etc. until a difference occurs. If they have not played the team they are computing against an equal number of times, the last game between the two teams that caused the teams to be uneven will not be used in the computation.

(b) Three or more teams tied:

(i) The team(s) which has/have the greatest number of wins in head-to-head competition during the regular season with the teams that are tied will be the higher team(s) in the overall standings. If they have not played

the team they are computing against an equal number of times, the last game between the two teams that caused the teams to be uneven will not be used in the computation.

(ii) If the teams remain tied, then rule 8.36 (a) will be used in order. If two teams remain tied, 8.36 (a) will be used, then 8.36 (b).

8.37 Division Play-Off Procedures and Rules - The regular season 3&2 rules shall apply to all play-off games except as noted below.

(a) Home team is determined by:
  (i) Coin flip at all levels.

(b) The time limit shall be:
  (i) For kindergarten level games – 1 hour.
  (ii) For 1st and 2nd grade level games – 1 hour, 15 minutes with a termination time of 1 hour 35 minutes.
  (iii) For 3rd-8th grade level games – 1 hour, 30 minutes with a termination time of 1 hour 55 minutes.

(c) Play-off games will be considered complete when the run spread is as follows: 16 runs after 4 complete innings; 11 runs after 5 innings; 6 runs after 6 innings. For 1st and 2nd grade machine pitch, the run spreads shall be 16 runs after 3 innings; 11 runs after 4 innings; 6 runs after 5 innings.

(d) If a valid protest is lodged, the umpire supervisor and an appointed committee member will be summoned and they will act on the spot to settle any protest. Their decision is final.

(e) An ejected coach, manager or player will be automatically suspended from the next game as a minimum punishment. All ejections or unsportsmanlike conduct reports that cannot be acted upon during the play-offs will be carried forward for review and action for the next season.

(f) Ties are only allowed in pool play format if applicable.

8.38 The Executive Board and/or the Protest Committee shall have the power to make decisions on any points not specifically covered in these rules and to impose any penalties not specifically set forth.

9.00 1ST GRADE THROUGH 6TH GRADE BASIC RULES

NOTE: Failure to comply with rules noted with an * will result in forfeiture of the game.

9.01 Teams will bat the full roster of players present at the game.*

9.02 All players must play a minimum of three complete innings in a defensive position in a six inning game.*

(a) All substitutes must be inserted in the defensive line-up prior to a team taking their defensive positions in the third inning.*

9.03 Free substitution is permitted on defense

(a) See 9.07b

9.04 Should a player be unable to continue to play in a game

(a) Due to family, Scouts, other sport, community or other commitments
  (1) The manager will notify the opposing manager prior to the start of the game when line up cards are exchanged
  (2) The player's spot in the line-up will be skipped without penalty

(b) Due to sickness or injury
  (1) The manager will notify the opposing manager and the umpire.
  (2) The player's spot in the line-up will be skipped without penalty upon verification of the sickness or injury by the umpire supervisor on duty.
    (i) If it is the umpire supervisor's judgment that the team manager is faking the injury or sickness in order to gain a competitive advantage, that player's spot in the order will be an out.
  (3) Occurs during an at-bat and the batter is unable to continue the at-bat, the next batter in the line-up will come to bat and assume any count the injured batter may have had.
  (4) Occurs while the player is on base and a pinch runner is needed, the pinch runner will be the player that made the last batted out.

(c) The lineup will be condensed and no out will be recorded unless and until it takes a team down to 8 players. When going from 9 players to 8, the 9th spot in the batting line-up will be an out when that player's spot comes to bat. If it gives a team fewer than 8 players, the game is a forfeit.

9.05 No 1st-5th grade players shall be ejected from a game.

(a) Any infraction that the umpire believes would normally warrant ejection of the offending player, the umpire shall call time, approach the applicable manager and inform them of the circumstances. The manager may remove the player from the game at this point if they so desire.
  (1) The umpire supervisor can demand that the player remain on the bench for the remainder of the game.
  (2) Regardless of any action taken by the manager, both the manager and the umpire shall report to the Field Manager's Office immediately after the game and fill out Sportsmanship Report forms. These forms shall be

reviewed by the Sportsmanship Chairman who shall have the authority to award any disciplinary action deemed necessary, up to a permanent suspension of the individual.

9.06 A half-inning shall consist of three outs or five runs, whichever occurs first.

(a) A team may not forfeit its third out to expedite the inning.

(b) Teams will be permitted to forego partial or full half innings of batting in games that have a wide margin in the score to permit the losing team to get more offensive opportunities.

9.07 Pitchers* – the following chart shall be used to determine pitching limitations.

Age/Grade	Daily Max (Pitches)	Required Rest (Pitches) in CALENDAR DAYS				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10 / 3rd-4th	75	1-20	21-35	36-50	51-65	66+
11-12 / 5th-6th	85	1-20	21-35	36-50	51-65	66+

(a) Shall be allowed to exceed the above number of pitches in order to complete the turn at bat when pitch count limit has been reached. Any such pitches thrown to complete an at bat shall be counted toward the progressive maximum pitch limits.

(b) Cannot return to pitching after they have been relieved.

NOTE: Each manager in the 3rd-6th grade Divisions will be responsible for policing these rules for each scheduled game. The manager reporting any alleged violation must notify the opposing manager before they leave the field. Necessary forms to indicate any violations are available in the Field Manager's Office. Both teams are required to turn in their score sheets for the game in question immediately following the game. Failure of any manager to turn in their score sheet on request will result in automatic suspension in accordance with the penalty described below.

PENALTY: Penalty for violation of pitching limitations is immediate forfeiture of the game.

NOTE: Managers/coaches, the long term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc, as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common sense decisions regarding how much and how often a player pitches.

10.00 PRE-SCHOOL T-BALL SPECIFIC PLAYING RULES

This program is designed to assure that players in the T-Ball division will participate in learning basic baseball skills in a non-competitive environment. This objective is clear-cut and must be met in order for this League to be successful. Every player must be exposed to infield and outfield positions and be taught structured basics in catching, throwing, fielding, hitting and base running.

10.01 Formal score is not kept. These games are to be played and treated as intra-squad scrimmages and no more.

10.02 Outs are not recorded.

10.03 All players present play defensively each inning.

(a) The fielders must rotate positions each inning.

(1) The only exception is first base and catcher. Some players resist playing those positions. Don't force them.

10.04 All players will bat in each inning no matter how many runs or outs are made.

(a) If a batter does not hit the ball after three swings, he advances to 1st base to run the bases.

10.05 The batting order must change each inning. The first batter drops to the last batter in the next inning and each batter moves up in the order.

(a) Rotate accordingly for the next game.

10.06 No lead offs. Runners may not leave base until the ball is hit into play.

10.07 Runners may only advance one base.

10.08 There is no stealing; no running on passed balls; no pickoff plays; no penalty for leaving early; no arguing over base running rules.

10.09 If an out is made on a batter/runner, the batter/runner remains on base.

10.11 Coaches may be on the playing field defensively, but not interfere with the ball in play, nor scream instructions. You are there to teach and correct, not direct.

10.12 Time limit for a game is one (1) hour with no exceptions

(a) The team that is at bat when the time is reached should complete their at-bat, but not exceed the time of one hour fifteen minutes.

11.00 KINDERGARTEN COACH PITCH & MACHINE PITCH SPECIFIC PLAYING RULES

This program is designed to assure that players in the Kindergarten division participate in learning basic baseball skills in a non-competitive environment. This objective is clear-cut and must be met in order for this League to be successful. Every player must be exposed to infield and outfield positions and be taught structured basics in catching, throwing, fielding, hitting and base running.

11.01 Formal score is not kept. These games are to be played and treated as intra-squad scrimmages and no more.

11.02 Outs will be recorded. After three outs, runners shall be removed from the bases and the inning shall continue until each member of the offensive team bats.

11.03 An official defensive line-up shall consist of ten players, four of which are outfielders.
- (a) The four outfielders must be in an outfield position.
- (b) The fielders must rotate positions each inning
  - (1) The only exception is first base and catcher. Some players resist playing those positions. Don't force them.

11.04 All players will bat in each inning no matter how many runs or outs are made.
- (a) The coaches will pitch to their own batters. If playing machine pitch, the speed will be set at 32 mph.
- (b) Each batter gets five (5) pitches to hit a fair batted ball. If the fifth pitch goes by, the batter advances to first as if walked.
  - (1) Young players are encouraged to hit the ball.
  - (2) Walking to first base allows young players the opportunity to run the bases.

11.05 The batting order must change each inning. The first batter drops to the last batter in next inning and each batter moves up in the order.
- (a) Rotate accordingly for the next game.

11.06 No lead offs. Runners may not leave base until the ball is hit into play.

11.07 Runners will halt their advance when the pitcher has possession of the ball in the area of the mound.
- (a) Please stop your runners at the base they are obviously heading for when this occurs.

11.08 There is no stealing; no running on passed balls; no pickoff plays; no penalty for leaving early; no arguing over base running rules.

11.09 Coaches may be on the playing field defensively, but not interfere with the ball in play, nor scream instructions. You are there to teach and correct, not direct.

11.10 Bases are 50'.

11.11 Time limit for a game is one (1) hour with no exceptions.
- (a) The team that is at bat when the time is reached should complete their at-bat, but not exceed the time of one hour fifteen minutes.

12.00 1ST AND 2ND GRADE MACHINE PITCH SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the machine pitch divisions. In addition, the following playing rules apply.

12.01 The speed of the machine is
- (a) 34mph (40 rpm) – 1st grade.
- (b) 36mph (44 rpm) – 2nd grade.
- (c) 36 mph – 1st grade 1st division.
- (d) 39 mph – 2nd grade 1st division.
- (e) The machine will be set prior to the game by the field manager.

12.02 A coach from the team at bat will operate the pitching machine.
- (a) This coach may not coach or instruct the runners. The coach's exclusive responsibility to is to feed the pitching machine.
- (b) This coach may not interfere with a ball in play.

12.03 Number of pitches.
- (a) 1st & 2nd grade, the batter has five pitches to hit the ball into play. If the batter fails to do so, they shall be declared out.
  - (1) The umpire may declare the pitch unhittable and award the batter an additional pitch.
    - (i) If the batter swings at an unhittable pitch, the pitch counts as one of the five pitches and the umpire shall not award an additional pitch.
- (b) 1st and 2nd grade 1st & Metro leagues, the batter has six pitches to hit the ball into play. The batter is out after three swinging strikes or for failing to put the ball into play within the six pitches.
  - (1) The umpire may declare the pitch unhittable and award the batter an additional pitch.
    - (i) If the batter swings at an unhittable pitch, the pitch counts as one of the six pitches and the umpire shall not award an additional pitch.

NOTE: Coaches are encouraged to take multiple baseballs (no more than 5) to the pitching machine when on offense to help speed up play by delivering them in sequence without waiting for the catcher to return them pitch-by-pitch to the coach feeding the machine. The objective is to speed up the game to maximize the number of innings played.

12.04 No bunting.
(a) A maximum of two bunts per inning are permitted in 1st and 2nd grade 1st divisions.

12.05 There are no intentional walks.

12.06 The infield fly rule shall not apply.

12.07 No lead offs. Base runners may not leave the base until the ball is hit.
PENALTY: Runner is out and ball is dead.

12.08 There is no base stealing.
PENALTY: Runner is out and ball is dead.

12.09 Runners may not advance on pass balls.

12.10 Sliding head first is prohibited.
PENATLTY: Runner is out and ball is dead.

12.11 An official defensive line-up shall consist of ten players, four of which are outfielders.
(a) The four outfielders must be in an outfield position.

12.12 All runners, including the batter-runner, may advance a maximum of two (2) bases on batted ball to the infield and a maximum of three (3) bases on a batted ball to the outfield. If batted ball touches infielder or goes through his legs and continues into outfield, it is considered a batted ball to the infield and not the outfield.

12.13 If, at any time, a batted ball hits the pitching machine, electrical cord, electrical box or the offensive coach in the pitching circle, the ball is dead.
(a) Batter and all runners are awarded one base.

12.14 **Pitching circle**: Shall be 10 feet in diameter with the front edge at 42 feet from the back point of home plate. **Fair Ball Arc**: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball (this includes a ball that is legally bunted). **Safety Arc**: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

12.15 The pitcher cannot leave the pitching circle until the ball is hit.

12.16 At time limit, if an inning has started and the
(a) Visiting team is behind by six or more runs, the game is over.
(b) Home team is behind by five or fewer runs, the inning will be completed.
(c) Home team is behind by six or more runs, the game is over.
In all cases, a-c above, if a player is at bat, please complete the at bat.

12.17 1st grade ONLY - this includes 1st divisions.
(a) One defensive coach shall be allowed, specifically in the outfield to help coach his players.
(1) Coach may not interfere with a ball in play.
(b) One batting coach shall be allowed behind the batter, to help coach the batter and to retrieve passed balls. No coach may physically assist a player in any way.

13.00 3RD GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the 3rd grade division. In addition, the following specific playing rules apply.

13.01 No runner may leave base or lead off until the ball is hit.
PENALTY: Runner is out and ball is dead.

13.02 No base stealing is permitted.
PENALTY: Runner is out and ball is dead.

13.03 Runners may not advance on a passed ball or wild pitch or an errant throws from the catcher back to the pitcher.

13.04 Runners may advance at their own risk a maximum a one base on an overthrow regardless of the subsequent play.
EXAMPLE: Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempts to advance to third base. The defense overthrows third base. The runner must stay at third base.

13.05 The infield fly rule shall not apply.

13.06 There are no balks.
(a) The balk rule is in effect in 1st Division levels of play only.

13.07 Batters may not run on a dropped third strike.

14.00 4TH GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the 4th grade division. In addition, the following specific playing rules apply.

14.01 No lead offs.

14.02 Stealing is permitted but the runner may not leave the base until the ball leaves the pitchers hand.

PENALTY: *Runner is out and ball is dead.*

(a) Stealing of home on the pitch is not permitted.

14.03 All runners may advance at their own risk a maximum of one base regardless of the subsequent play

(a) On a wild pitch or passed ball.

(b) On errant throws from the catcher to the pitcher or other fielders.

(c) From the time of the pitch on an overthrow.

EXAMPLE ONE: *Runner at first. Runner on first attempts to steal second. Throw by catcher is an error or overthrow. Runner may not advance and must stay at second base.*

EXAMPLE TWO: *Runner on first and third. Runner on first attempts to steal second. Throw by catcher*

a) Goes into outfield.

b) Is fielded cleanly and runner is safe.

c) Is fielded cleanly and runner is out.

In all three examples, the runner at third may attempt to advance home on the throw to second.

EXAMPLE THREE: *Ground ball is fielded by shortstop. Shortstop overthrows first base. Defense chases down overthrow while batter/runner attempts to advance to second on the overthrow. Defense then overthrows second base. Batter/runner may not advance and must stay at second base.*

EXAMPLE FOUR: *Runner at second base. On a wild pitch/passed ball, runner at second attempts to advance to third base. Catcher's throw to third goes into left field. The runner may not advance and must stay at third base.*

EXAMPLE FIVE: *Runner at first (and/or second base). Catcher's throw back to pitcher is errant. Runner may advance at his own risk. If defensive player's subsequent throw, in attempt to retire the runner results in an error or overthrow, the runner may not advance and must remain at second base (and/or third base).*

EXAMPLE SIX: *Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempts to advance to third base. The defense overthrows third base. The runner must stay at third base.*

EXAMPLE SEVEN: *Runner at third. Catcher's return throw to pitcher is errant and not caught/fielded cleanly by the pitcher. The runner at third may attempt to advance to home at his own risk.*

EXPLANATION: *The purpose of this rule is to encourage players to attempt to make plays without fear of making a bad play. Without this rule, The Club is concerned that managers/coaches will instruct players to hold the ball and not attempt to make plays that may result in errors and runner advancement. Holding the ball teaches the players nothing. Strict enforcement of the one base on an overthrow rule encourages coaches to instruct players to attempt to make plays without creating a merry-go-round scenario on the bases.*

Note to coaches: *When on offense, encouraging runners at 3rd base to not return to the bag after a pitch in an attempt to bait the catcher (or other defensive players) into making a play on the runner at third (so he can attempt to advance home) is discouraged. When on defense, coaches should encourage their players to ignore the runner at third if they do not return to the bag. The runner cannot advance until an errant throw has been made. An overthrow that follows a batted ball allows the batter-runner to advance one base past the overthrown base at his own peril.*

14.04 The infield fly rule shall not apply.

14.05 There are no balks.

(a) The balk rule is in. effect in 1st Division levels of play only.

15.00 5TH & 6TH GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the 5th & 6th grade divisions.

16.00 7TH & 8TH GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 – 9.00 are in effect for the 7th & 8th grade divisions. In addition, the following specific playing rules apply.

16.01 Teams may choose to bat their entire roster, a straight nine, or add an Extra Hitter (EH) and bat ten batters.

(a) This choice must be stated to the opposing manager and home plate umpire at the pre-game conference.

(b) When batting the entire roster

(1) Free substitution on defense is permitted.

(2) If a player becomes sick or injured and cannot continue his spot in the order, his position in the batting order is skipped without penalty upon verification of player's condition of Umpire Supervisor on duty.

(c) Teams choosing to bat nine or ten

(1) Only players in the defensive line-up and/or serving as the EH will bat.

(i) The EH is considered a defensive position. A player listed as EH may swap positions with any other defensive player without penalty. However, both players retain the same spot in the batting order.

(2) Any player may be removed from the game and returned at any time once.

(i) The player returns to the line-up in his original position in the batting order.

(ii) The player may return to the line-up at any defensive position.

16.02 A half-inning shall consist of three outs or five runs, whichever occurs first.

(a) A team may not forfeit its third out to expedite the inning.

(b) Teams will be permitted to forego partial or full half innings of batting in games that have a wide margin in the score to permit the losing team to get more offensive opportunities.

16.03 Should a player become injured or sick and

(a) Occurs during an at –bat

(1) And the batter is unable to continue the at-bat

(i) And legal substitutes are available, a substitute batter will assume the injured batter's spot in the line-up and any count the injured batter may have had.

(ii) If no legal substitute is available, the next batter in the line-up will come to bat and assume any count the injured batter may have had and any subsequent at-bats by that player will be skipped without penalty if and until that player will be an automatic out when it is the injured batter's turn to bat.

(2) And a pinch runner is needed the pinch runner will be a player not in the line-up or the player that made the last batted out.

(b) Gives a team only eight players, the missing spot in the line-up is an automatic out.

(c) Gives a team only seven players, the game is a forfeit.

NOTE: *In the event of a player absence, injury, sickness or ejection after all eligible players have been utilized in a particular game, any player (except a player who has been ejected or a player who is on suspension in that particular game) may be returned to a defensive position to resume play and prevent a forfeit. At the instant this situation occurs, the affected team manager will immediately notify the opposing team manager and umpire-in-chief of the game. A notation to this effect will be made in the home team score book and signed by both managers and the umpire supervisor. The batting order position of the removed player will be an out in all subsequent at bats.*

16.04 Pitchers* – the following chart shall be used to determine pitching limitations.

Age/Grade	Daily Max (Pitches)	Required Rest (Pitches) in CALENDAR DAYS				
		0 Days	1 Days	2 Days	3 Days	4 Days
13-14 / 7th-8th	95	1-20	21-35	36-50	51-65	66+

(a) Shall be allowed to exceed the above number of pitches in order to complete the turn at bat when pitch count limit has been reached. Any such pitches thrown to complete an at bat shall be counted toward the progressive maximum pitch limits.

(b) Cannot return to pitching after they have been relieved.

NOTE: *Each manager in the 7th & 8th grade Divisions will be responsible for policing these rules for each of his scheduled games. The manager reporting any alleged violation must notify the opposing manager before they leave the field. Necessary forms to indicate any violations are available in the Field Manager's Office. Both teams are required to turn in their score sheets for the game in question immediately following the game. Failure of any manager to turn in his score sheet on request will result in automatic suspension in accordance with the penalty described below.*

PENALTY: *Penalty for violation of pitching limitations is immediate forfeiture of the game.*

NOTE: *Managers/coaches, the long term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc, as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common sense decisions regarding how much and how often a player pitches.*

17.00 FIRST DIVISION SPECIFIC PLAYING RULES

Rules in sections 1.00 – 9.00 apply to the First Divisions. These are the specific playing rules for teams in the 1st – 6th grade 1st divisions. 7th & 8th grade First League teams play by rules in section 16.00.

17.01 1st – 8th grade a half inning is three outs or five runs.

17.02 1st – 4th grade teams must bat their entire roster. 5th – 8th grade teams may choose to bat their entire roster, a straight nine, or an Extra Hitter (EH) and bat ten batters.

(a) This choice must be stated to the opposing manager and home plate umpire at the pre-game conference.

(b) When batting the entire roster

(1) Free substitution on defense is permitted except the pitcher cannot return to the mound after he has been removed.

(2) If a player becomes sick or injured and cannot continue their spot in the order, their position in the batting order is skipped without penalty upon verification of player's condition of Umpire Supervisor on duty.

(c) Teams choosing to bat nine or ten.

(1) Only players in the defensive line-up and/or serving as the EH will bat

(i) The EH is considered a defensive position. A player listed as EH may swap positions with any other defensive player without penalty. However, both players retain the same spot in the batting order.

(2) Any of the starting players may be withdrawn and re-entered once, including a player who was the extra hitter.

(i) The player returns to the line-up in his original position in the batting order.

(ii) The player may return to the line-up at any defensive position except the pitcher cannot return to the mound after they have been removed.

17.03 Lead offs and stealing are permitted, except in 1st and 2nd grade machine pitch.

(a) The balk rule is in play in all grades/divisions when lead offs and stealing are allowed

17.04 1st and 2nd grade machine pitch teams may bunt twice per inning.

(a) No fake bunts allowed. If a player "shows" bunt, they are committed to attempt to bunt or take the pitch.

PENALTY: Second and any subsequent offense in a game, the batter is called out and no runners shall advance.

17.05 In 3rd and 4th grade, regular baseball rules will be utilized, including the advancement of bases at your own risk.

17.06 No minimum defensive playing time requirements.

17.07 At time limit, the game will end if one team is ahead by six or more runs.

18.00 HIGH SCHOOL DIVISION SPECIFIC RULES

Rules in sections 4.00 – 8.00 apply to the summer High School divisions. All high school divisions will play by National Federation Rules.

18.01 Both teams are to provide baseballs

18.02 A half-inning shall consist of three outs or five runs, whichever occurs first. (Federal League Only)

(a) A team may not forfeit its third out to expedite the inning.

(b) Teams will be permitted to forego partial or full half innings of batting in games that have a wide margin in the score to permit the losing team to get more offensive opportunities.

18.03 Games shall have a time limit of 1 hour 45 minutes as noted in rule 8.11. (Federal League Only)

(a) AL/NL games will be nine full innings regardless if home team is winning in bottom of last inning or have time limit of 2 hours 30 minutes with a hard stop.

(b) FL games will be considered completed when the run spread is as follows: 16 runs after 4 complete innings;11 runs after 5 innings; 6 runs after 6 innings.

18.04 Teams may choose to bat their entire roster, a straight nine, use a Designated Hitter (DH) and/or add an Extra Hitter (EH) and bat 10 batters.

(a) This choice must be stated to the opposing manager and home plate umpire at the pre-game conference.

(b) When batting the entire roster

(1) Free substitution on defense is permitted.

(c) Teams choosing to bat 9 or 10.

(1) Only players in the defensive line-up and/or serving as the EH will bat

(i) The EH is considered a defensive position. A player listed as EH may swap positions with any other defensive player without penalty. However, both players retain the same spot in the batting order.

(2) Any player may be removed from the game and returned at any time once.

(i) The player returns to the line-up in his original position in the batting order.

(ii) The player may return to the line-up at any defensive position

(d) If using a 10-man batting order, it will continue throughout the game unless a team is unable field ten eligible players due to injury, sickness or player ejection. If going from 10 players to 9 or from 9 to 8, the line-up will be condensed and no out recorded. No forfeits.

18.05 Pitchers* – the following chart shall be used to determine pitching limitations.

Age/Grade	Daily Max (Pitches)	Required Rest (Pitches) in CALENDAR DAYS				
		0 Days	1 Days	2 Days	3 Days	4 Days
15-18 / 9th-12th	105	1-30	31-45	46-60	61-75	76+

(a) Shall be allowed to exceed the above number of pitches in order to complete the turn at bat when pitch count limit has been reached. Any such pitches thrown to complete an at bat shall be counted toward the progressive maximum pitch limits.

(b) Cannot return to pitching after they have been relieved.

NOTE: Each manager in the High School Divisions will be responsible for policing these rules for each of their scheduled games. The manager reporting any alleged violation must notify the opposing manager before they leave the field. Necessary forms to indicate any violations are available in the Field Manager's Office. Both teams are required to turn in their score sheets for the game in question immediately following the game. Failure of any manager to turn in his score sheet on request will result in automatic suspension in accordance with the penalty described below.

PENALTY: Penalty for violation of pitching limitations is immediate forfeiture of the game.

NOTE: Managers/coaches, the long term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc, as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common sense decisions regarding how much and how often a player pitches.

18.06 AL/NL Specific Rules

(a) A half-inning shall consist of three outs or four runs, whichever occurs first.

(b) Game shall have a time limit of 2 hours and 30 minutes with a hard stop.

(c) Free substitution shall be permitted.

19.00 UMPIRES

19.01 The Club umpire in chief shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

(a) Each umpire is the representative of The Club and of baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or to refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.

(b) Each umpire has authority to rule on any point not specifically covered in these rules.

(c) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

(d) Each umpire has authority at their discretion to eject from the playing field any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen and any spectator or other person not authorized to be on the playing field.

19.02 Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final.

(a) No player, manager, coach or substitute shall object to any such judgment decisions.

(i) Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

(b) Only the head coach or manager is allowed a voice in any dispute (Rule 4.03).

(c) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that the umpire(s) consult with the umpire supervisor to affirm or correct the umpire's interpretation of the rule. Such appeal shall be made only to the umpire who made the protested decision.

(1) The umpire(s) are required to request a consultation with the umpire supervisor on duty.

20.00 SPORTSMANSHIP

3&2 Baseball is organized to help provide enjoyable recreation for all concerned. Managers, coaches, players and spectators play an important part in the results obtained. Rowdiness, profanity and gestures of poor sportsmanship will not be tolerated.

20.01 In the best interest of the organization, the Executive Board of the 3&2 Baseball Club has created a Sportsmanship Committee as an instrument of the organization for the carriage of a basic principle - good sportsmanship.

(a) The Sportsmanship Committee will be composed of the Chairman of the Committee and those who are selected by the Chairman.

(1) The appointment of committee members is annual.

(b) The Sportsmanship Committee may act as, or assign, observers of conduct and behavior.

(1) The observer will report to the Committee Chairman any incidents or infractions related to sportsmanship.
(2) A member of this committee may likewise function as an additional observer while engaged actively as a manager or coach in any playing period, but they will not replace or substitute for the scheduled observer while so engaged.

20.02 Any duly registered manager, coach or official may report unsportsmanlike conduct if done so in writing with signature.
(a) Such reporter may be called upon to present verbal explanation if needed.

20.03 The Sportsmanship Committee is authorized to review
(a) All ejections.
(b) All reports of unsportsmanlike behavior during, following or between games.
(1) Any person who has been reported will be so advised as to what he has been accused of, disposition of the case, hearing (if necessary), etc.

NOTE: This could be an officer, spectator, parent, fan or supporter and is not limited to manager, coaches or players.

(2) Field conduct on the part of all participants will be carefully and intelligently scrutinized on an impartial basis with as consistent conformity as is possible.
(i) Each case or instance will be handled on an individual basis until precedence is manifest.
(ii) Warnings may be forth coming and if so to be treated with heed.

20.04 The Sportsmanship Committee is authorized to take any action deemed necessary, up to and including permanent suspension from the 3&2 Baseball Club, for the overall good of the program.
(a) Suspension means that the person(s) suspended may not be on the playing field in any capacity at an officially scheduled game nor in the stands in any other capacity other than as a peaceful spectator. He/she may not be in uniform (team cap excluded).
(1) Violation of suspension will automatically carry forfeiture by the team with which the suspended party is affiliated at the time of the violation.
(2) If the Sportsmanship Committee recommends permanent suspension of the member from the program, the Sportsmanship Committee Chairman must submit all evidence upon which his recommendation is based to the Executive Board of Directors.
(i) Permanent suspensions must be approved by the Executive Board of Directors.
(3) The action of the Sportsmanship Committee may be appealed to the Executive Board of Directors.

20.05 Immunity or special consideration of Executive Board members accused of unsportsmanlike or inappropriate behavior will not exist.

21.00 GENERAL 3&2 POLICIES

21.01 No 3&2 team or individuals are allowed to hold any fund raising projects that are purported or inferred to be under the auspices of the 3&2 Club unless they are indeed a participating 3&2 team.

21.02 Players in uniform shall not sit in the stands during their scheduled game. No manager or coach may sit in the stands during their scheduled game, nor shall they be permitted to address any spectator in a manner to excite a reaction. Managers, coaches, and players are encouraged to remain on the playing field for the duration of their scheduled game.

21.03 No outside food and beverages may be brought into the facility. This includes post game drinks and/or treats. Meals, snacks and refreshments may be obtained at the concession stand. Water jugs and bottles are permitted and encouraged for our players.

21.04 Scooters, skateboards, rollerblades, bicycles and pets are not allowed in the facility.

21.05 Smoking is prohibited in the complex but shall be permitted in the parking lots.

21.06 The appearance of any person on the playing field other than a registered player, manager, coach, scorer or umpire shall result in immediate ejection from the ball park.

21.07 No alcoholic beverages are allowed on 3&2 property.

21.08 Teams are permitted to hang sponsor banners adjacent to or behind its dugout provided the banner does not exceed three feet high by five feet wide.

21.09 Accident Insurance
(a) 3&2 Baseball has arranged for an excess accident medical insurance program to cover all players, coaches, managers and volunteers while acting in their official capacities during practice sessions and scheduled games.
(1) This plan also covers injuries due to accidents at team banquets, meetings, usual fund-raisers and organized, supervised group travel to and from games and practices.
(b) This coverage is excess of any other valid and collectible health insurance.
(c) In case of injury, please contact The Club office.

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