# PALMETTO BASEBALL LEAGUE – RULES AND REGULATIONS

## As of 07/01/2024

## 1. General Rules

**(a) *Interpretation***

**These rules of the Palmetto Baseball League, Inc (the "League") shall be interpreted (i) in the spirit of sportsmanship, (ii) consistently with past interpretations, and (iii) with consideration for the goal that the League educate it players on the importance of fair play, sportsmanship, and respect for the game of baseball. The League Board of Directors (the "Board") shall have the sole discretion in the interpretation and enforcement of these rules.**

**(b) *Divisions***

**The League shall consist of the following four (4) divisions of players:**

**Division IV: 5 and 6 year olds**
**Division III: 7 and 8 year olds**
**Division II: 9 and 10 year olds**
**Division I: 10, 11 and 12 year olds**

***For Spring 2025, in Division I, players whose birth dates fall between May 1, 2012 and July 31, 2012 are eligible to play as 12 year olds.***

**(c) *Eligibility of Players***

**(i) AGE: Eligibility for each Division is determined by the player's age as of July 31st of the applicable PBL fiscal year (June 30). For example, if a player is seven (7) years old before August 1st of the current (spring ball) or forthcoming spring's (fall ball) playing season, he/she must move from Division IV to Division III, if a player is nine (9) years old before August 1st of that year's playing season, he/she must move from Division III to Division II and if a player is eleven (11) years old before August 1st of that year's playing season, he/she must move from Division II to Division I.**

**(ii) PLAY IN OTHER LEAGUES OR OTHER TEAMS: For the protection of League players, no player is allowed to play in any other baseball league or on any other baseball team (sanctioned or private) during the League season, until termination of any tournament games. The "season" is defined as the first game of the season to Championship Day. Any player who violates this rule during the season will be automatically disqualified from the League for the remainder of the season and his/her team will forfeit any and all games played in violation of this rule.**

**(iii) APPLICATION AND FEES: All players must submit a completed application and pay league fees by the application deadline. The application deadline will be printed on the application each season. Applications received after the established deadline may be placed on a waiting list at the discretion of the Board. Applications not received by the application deadline are subject to a late fee with the amount to be determined by the Board on a season-to-season basis.**

**(d) *Uniforms***

**During regular season and tournament games, all players are required to be dressed in the complete uniform issued by the League - socks, shirt, pants, hat - and have their shirt tail tucked in at all times. Shirts/jerseys with white long sleeves may not be worn by players when pitching. Uniforms are not to be altered in any way except for the hat which may be changed for tournament play only.**

**Players are not allowed to wear jewelry of any type or metal cleats during any game. For the first occurrence, a warning will be given to both teams which applies to all players. For a second occurrence in the same game, the Head Coach and player(s) will be ejected from the game. EXCEPTION: Medical tags may be worn if secured by tape which conceals the tag.**

**Players wearing a cast and/or finger splint will not be allowed to participate in a game unless the cast**

**and/or splint is covered by a minimum ½ inch, high-density closed-cell polyurethane or a similar material of the same thickness to protect the injury. In addition, written permission to play must be obtained and presented to the Head Scorekeeper from both a licensed medical physician and the player's parent or guardian. To participate in the game, the player must be able to bat and play the field.**

**(e) *Selection of Players***

**Selection of players for Divisions I, II, III, and IV will be made from the pool of unassigned registered players in each respective Division in a process set forth by The Board each season. All registered unassigned players may be expected to "try-out" before being selected by a team (except Division IV), unless excused by the League President.**

**All discussions during the player selection process shall remain confidential and not discussed with parents, players, etc.**

**In the event a player registers after try-outs, he/she may be placed on a team in their Division at the discretion of the League Board depending on availability of a roster position.**

**Siblings in the same division will automatically be placed on the same team. The sibling will not be counted as a selection in any specific round of selections, but will be counted as a player for determining the total players on his/her team.**

**When a player moves to a new Division and has a parent as an established head coach in that Division, the player is automatically assigned to the parent's team and counted as a second (2nd) round selection. No team will be allowed to have more than one (1) player during a season who was assigned to the team by virtue of assignment as the child of a Head Coach.**

**A "Head Coach" is defined as any individual who is assigned by the Board to coach his team from the previous Spring season or any individual who is assigned by the Board as the Head Coach to a team when there is no Head Coach returning to that team. There will be no assignment of players to a team in any Division based on a parent or other individual being an assistant coach.**

**(f) *Bats***

**Any bat not marked "Approved Dixie Youth Baseball, Inc. Model" or "USA Baseball" shall require approval by the umpire or League Official. See the PBL website for more specific details regarding approved bats.**

**(g) *Cell Phones***

**Cell phones and other electronic communication devices are not allowed to be used on the playing field, all such devices must be set on silent mode. If it is necessary for a Head Coach or any assistant coach in the field of play to make a call or otherwise communicate electronically, the Head Coach or assistant coach must leave the field of play. Violation of this rule will result in ejection from the game.**

**(h) *Coaches***

**Each team shall have one official Head Coach registered with the League President.**

**(i) *Conduct***

**Unsportsmanlike conduct, such as throwing bats or helmets, jeering the officials, or unnecessarily harassing the opposing team will not be tolerated. *Players, coaches, parents, and any other persons in attendance at games* who violate this rule will be ejected from the game and asked to leave the ball park without warning.**

**Players or coaches ejected from a game by the umpires or head scorekeeper under any rule set forth herein will be suspended from participating in the next game played by their team. A player may be suspended for disciplinary reasons by his/her Head Coach (during a particular game or in advance of a game) with the approval of the head scorekeeper.**

**Parents and any other persons asked to leave the game or ball park will not be allowed to attend the next game played by their team(s), unless they have canteen duty.**

**(j) *Team Practice***

**The League does not allow team practice except between the first day of tryouts and the end of post season play. The Board encourages all coaches to hold instructional practices for their teams, however, the Board strongly recommends that the number of practices not exceed three (3) per week during pre-season (defined as try-outs to first scheduled game of season) and not to exceed two (2) practices per week when having one (1) scheduled game and one (1) practice per week when having two (2) or more scheduled games. Any team in violation of this rule is subject to League sanctions, including forfeiture of their next game.**

**Scheduled games and makeup games will always take precedence over those teams or individuals wishing to use the facility for practice purposes. Gameday warmups and pre-game time allotments for the batting cages and fields will be communicated to head coaches at the discretion of The Board.**

## 2. Specific Rules – Divisions I, II, and III

**(a) *General.* The following rules apply to Divisions I, II and III except where specifically indicated. Playing rules shall be those as set forth in the current "Dixie Youth Baseball Official Rule Guide", with the following exceptions set forth below.**

**(b) *Base Stealing***

**For Divisions I and II, the play shall be "dead" when the pitcher is in contact with the pitcher's plate, with the ball in his or her possession, and the catcher is in the catcher's box in position to receive the pitch. All runners shall be in contact with their bases and shall not leave their bases until the next pitch has reached the plate. If the umpire calls a violation because the runner leaves the base before the next pitch reaches the plate, the defensive team has the option of nullifying any or all of the play that occurred after the violation.**

**Base stealing is not permitted in Division III, the play is dead when the pitcher has the ball and is on the mound or is inside the drawn radius. In all Divisions, during an appeal play, the ball is dead and no base runners may advance.**

**(c) *Bat Slinging***

**Bat slinging is not allowed due to safety concerns. Any player called for slinging the bat will be given one (1) warning by the umpire. If the same player is called for repeated bat slinging, the player will be ruled "out" by the umpire. No exceptions.**

**(d) *Batting Line-Ups***

**In all Divisions, roster players and called-up players in attendance for each game will be placed in the batting line-up. In all Divisions, the complete team will bat prior returning to the top of the batting line-up. In the event that a player is late after the line-up has been turned in, said player shall be inserted at the bottom of the batting lineup in the inning they arrive. If a player is in the line-up and gets hurt and cannot bat (or if a player must leave early), they are to be struck from the line-up without penalty and their batting order shall be skipped. Once a hurt player has been struck from the line-up, they may not return to the game. The interpretation of this rule is at the sole discretion of the Head Scorekeeper.**

**(e) *Batting Out Of Order***

**An incorrect batter shall be called out if a defensive coach makes an appeal while the incorrect batter is at bat. An offensive coach may replace an incorrect batter with the correct batter at any time during the incorrect batter's appearance at the plate, with no penalty. The correct batter will assume the count of the incorrect batter.**

**(f) *Bunting***

**Bunting is allowed in Divisions I and II. Bunting is not allowed in Division III.**

**(g) *Caps Under Batting Helmet***

**Players may wear their caps with the bill in the back when wearing the cap under a batting helmet.**

# PALMETTO BASEBALL LEAGUE – RULES AND REGULATIONS

## As of 07/01/2024

**(h) *Coaches On Field***
**Coaches on the baseline shall be up to two (2) adult coaches.**

**All base coaches will remain in their respective coaches' box at all times. Any player that has been touched by the base coach resulting in any aid or impediment to the runner while the ball is still in play will be called out by the umpire. There will be no warnings.**

**There will be no more than three (3) coaches outside of the dugout at any given point during the course of the game.**

**There will be no buckets, stools, concrete blocks, etc. allowed in front of the dugouts or anywhere else in live territory.**

**(i) *Forfeit of Games***
**Teams in all Divisions may begin the game with only nine (9) players in the batting line-up. Failure to field nine (9) players for any inning of a game shall result in forfeit.**

**(j) *Call-Up Rule***

**Teams are allowed to call-up players from Division IV for Division III, Division III for Division II, and Division II for Division I in order to fill rosters with nine (9) or ten (10) players for a game.**

**For all Divisions, the same player may be called-up by the same team a maximum of ONE time during the regular season and ONE time during the tournament.**

**Players that are called-up must be listed in the batting line-up and present when the game begins. Teams may not add called-up players during the course of the game under any circumstances.**

**For Divisions I, II, and III, if at least nine (9) roster players are in attendance at game time, called-up player(s) must participate in the game, be placed at the bottom of the batting line-up for the complete game, and play no more or no less than (2) complete innings in the field within the first four (4) innings. Called-up players are prohibited from playing in the field beyond the 4th inning unless the participation of the called-up player(s) in the field is necessary in order to prevent a forfeit.**

**For all Divisions, called-up players may only play in an outfield position. Called-up players are not allowed to play infield positions without the permission of the Head Scorekeeper or Head Umpire.**

**Violation of any call-up rule(s) will result in the forfeit of any and all games in which a violation occurred.**

**(k) *Head First Slides***
**There will be no head-first sliding in any Division. Any runner, while attempting to reach the next base, who attempts a head-first slide shall be called out and a team warning issued to the Head Coach. This rule applies only when a player is attempting to reach the next base and does not apply to a dive or attempt to return to a previous base. If a head first slide occurs in violation of this rule a second time in the same game by the same team, *any runner* on the team in violation attempting a head-first slide will be called out and ejected from the game.**

**(l) *Helmets***
**Players must wear a helmet with a mask when they are out of the dugout with the exception of a pitcher warming up in the bullpen. If the player removes the helmet *prior to returning to the dugout*, the player will be warned for a first offense and will be called "out" and ejected from the game if the violation occurs again in the same game.**

**(m) *Infield Fly Rule***
**In Divisions I and II, the "infield fly rule" shall apply and will be called at the sole discretion of the umpire. In Division III, there is no "infield fly rule".**

# PALMETTO BASEBALL LEAGUE – RULES AND REGULATIONS

## As of 07/01/2024

**(n) *Intentional Walks***

**Intentional walks may be issued by pitchers in Divisions I and II, however, four (4) pitches must be thrown. Intentional walks will be permitted only one (1) time per batter per game. In the umpire's discretion, if a Head Coach or assistant coach is instructing a pitcher to intentionally walk the same batter for a second time during a game, the pitch will be disallowed and a warning will be given to the Head Coach of the team in violation. A second violation of this rule will result in the pitch being disallowed, the pitcher being removed from the mound, and the Head Coach will be ejected from the game.**

**(o) *Pitching***

**Division I**

**Pitchers may pitch a total of six (6) innings a week unless the pitcher has pitched a complete game which is tied at the end of the 6th inning in which case the pitcher may pitch the 7th inning.**

**Any appearance by a pitcher in an inning, regardless of number of pitches, is recorded as a full inning pitched by the League scorekeeper.**

**Once a pitcher is removed from the mound, he/she may remain in or re-enter the game at any position other than pitcher.**

**Pitcher inning calculations for make-up games revert back to the calendar week of the originally scheduled game.**

**Pitchers who record four (4) or more innings in an appearance must have a minimum of thirty-six (36) hours rest before their next appearance on the mound, including make-up games.**

**Pitchers will be allowed five (5) pitches for warm-up at the start of each inning and when a relief pitcher enters the game unless the relief pitcher has been playing in the field with no time for warm-up in the bullpen.**

**Tournament pitching rules: Pitchers may pitch up to thirteen (13) innings during tournament play. Any appearance by a pitcher in an inning, regardless of number of pitches, is recorded as a full inning pitched by the League scorekeeper. Once a pitcher is removed from the mound, he/she may remain in or re-enter the game at any position other than pitcher. If a pitcher records more than two (2) innings in a tournament game that pitcher is not eligible to pitch in the following tournament game. Pitchers may pitch up to six (6) innings in a tournament game unless the pitcher has pitched a complete game which is tied at the end of the 6th inning in which case the pitcher may pitch the 7th inning.**

**Division II**

**Pitchers are allowed to pitch a maximum of two (2) innings per game. Any appearance by a pitcher in an inning, regardless of number of pitches, is recorded by the League scorekeeper as a full inning pitched.**

**Once a pitcher is removed from the mound, he/she cannot return to the mound except if the game is tied at the end of six (6) full innings. In the event the game is tied at the end of six (6) full innings, any pitcher having pitched a full game (2 complete innings) will be allowed one (1) additional inning. Order of pitcher appearance during extra innings is at the discretion of the Head Coach.**

**In the Division II tournament, a pitcher may pitch a maximum of two (2) innings per tournament game with the same extra inning rule that applies during the regular season.**

**Pitchers will be allowed five (5) pitches for warm-up at the start of each inning and when a relief pitcher enters the game unless the relief pitcher has been playing in the field with no time for warm-up in the bullpen.**

**Division III**

**The defensive team shall place a defensive player *NO CLOSER TO OR FURTHER FROM HOME PLATE THAN* the stationary pitcher's rubber and no further than six (6) feet from the *stationary pitcher's rubber.* This player shall be designated as the defensive pitcher/player. When the defensive pitcher/player has possession of the ball and is within a six (6) foot radius of the pitcher's rubber, the play is dead and no base runner(s) may advance.**

**Each Head Coach shall assign a pitcher/coach to pitch to his own team while batting. The pitcher/coach on the mound is no more than a pitching machine and is not allowed to accept the ball from any player except the defensive pitcher/player once the play is dead. *EXCEPTION*: The ball may be received by the pitcher/coach from the catcher or umpire when the ball is dead.**

**The pitcher/coach is not allowed to communicate with any players while the ball is in play. One (1) warning per game will be given to the pitcher/coach pertaining to talking to the any base runner while the ball is in play. In the umpire's discretion if the pitcher/coach violates this rule a second time, the pitcher/coach will be asked to leave the pitcher's mound and a relief pitcher will be summoned to pitch. The pitcher/coach may talk to a player while the ball is dead. The Head Coach is the only individual permitted to call time-out and then only when the play is dead.**

**The pitcher/coach must pitch the ball overhand. There are no walks or called strikes. If the pitcher/coach is struck by a batted ball the ball will be deemed a fair ball and in play (a live ball).**

**A batter will be called out after three (3) strikes. Each batter will be allowed a maximum of eight (8) pitches. If the batter has received eight (8) pitches and has not put the ball in play, he/she will be called out unless the last pitch is a foul ball.**

**(p) *Rain Outs***
**All rained out games will be made up at the discretion of the League.**

**(q) *Regulation Games***
**Division I, II, and III games will last six (6) innings except in the event of a tie, in which case extra innings will be played until a winner is determined.**

**For Divisions I and II, a game will be considered a regulation game if the visiting team is ahead by ten (10) runs after four (4) complete innings or if the home team is leading by ten (10) runs after 3 ½ complete innings. Pitchers shall only be charged for innings actually pitched.**

**For Division III, a game shall be considered a regulation game if the visiting team is ahead by fifteen (15) runs after four (4) complete innings or if the home team is leading by fifteen (15) runs after 3 1/2 innings. A Head Coach in any Division may concede a game at any time he feels continuing the game would be detrimental to his team. In Division I, pitchers will be charged with a minimum of four (4) innings if a concession occurs prior to four (4) innings being played.**

**The ten (10) run rule for Divisions I and II and the fifteen (15) run rule for Division III under this section will also apply to tournament games.**

**(r) *Run Limit***
**In Division II, teams may score no more than five (5) runs in one (1) inning. For Division III, teams may score no more than seven (7) runs in one (1) inning.**

**The five (5) run rule in Division II and seven (7) run rule in Division III under this section will also apply to tournament games.**

**(s) *Slide Rule***
**A runner must slide or attempt to avoid contact with a fielder who has the ball (or is in the process of receiving the ball) and is waiting to make the tag; if in doubt, player should slide. Interpretation and enforcement of this rule is at the sole discretion of the umpires.**

# PALMETTO BASEBALL LEAGUE – RULES AND REGULATIONS

## As of 07/01/2024

**(t) *Substitutions***

**In all Divisions, Head Coaches are required to play all roster players in attendance and any called-up players in attendance a minimum of two (2) complete innings in the field within the first four (4) innings of play. This rule will be enforced in all Division regular season and tournament games.**

**Players may re-enter in the game at any position once they have been removed from the game. Pitchers may re-enter the game at any position except pitcher. The batting line-up must remain the same throughout the game.**

**In Division III, Head Coaches must play nine (9) players in the field defensively. This is to be accomplished by the use of four (4) outfielders and no catcher. The batting line-up must remain the same throughout the game. Outfielders must remain in the outfield grass until the ball has been hit by the batter.**

**In all Divisions, "courtesy runners" are not allowed. If a substitute runner is needed due to injury, the batter who made the last out will become the substitute runner.**

**(u) *Team Standings***

**The League will provide an official scorekeeper for each game and his/her records are the official records of the League. Final official standings at the end of the regular season in each Division will determine trophies for 1st and 2nd place for the regular season and tournament seeding.**

**Tie Breakers: If at the end of the regular season, there are two (2) or more teams with identical records in a Division, the official standings will be determined first by each team's head-to-head record against each other, and then, if necessary, by the number of runs scored against each other during head-to-head play. This procedure will be used to determine receipt of applicable trophies for 1st and/or 2nd place in the regular season, and for tournament seeding purposes. Should two (2) or more teams still be tied after the first two tie breakers, a flip of the coin will determine the final regular season standings for the tied teams, determination of receipt of any applicable trophies, and seeding for the tournament.**

**(v) *Time Limits***

**In regular season play, no complete inning shall begin after one (1) hour and thirty (30) minutes of play for Divisions II and III and no complete inning shall begin after one (1) hour and forty-five (45) minutes for Division I.**

**If the previous game extends past the allotted time, the next game will begin no later than fifteen (15) minutes following the end of the previous game with each team being given five (5) minutes for warm up.**

**There will be no time limit for tournament games. All tournament games will be played to conclusion through either six (6) full innings of play or will be considered a regulation game through each Division-specific run rule. The same ten (10) and fifteen (15) run rules for Divisions I, II, and III respectively will apply to all tournament games.**

**(w) *Time Outs***

**There will be no more than two (2) offensive time outs permitted per inning. If an offensive coach requests a third (3rd) time out in the same inning, the HEAD COACH will be removed from active coaching and must remain in the dugout for the balance of the game. There will be *NO EXCEPTIONS*.**

**There will be no more than two (2) defensive time outs permitted per inning in Division III. If a defensive coach requests a 3rd time out in the same inning, the HEAD COACH will be removed from active coaching and must remain in the dugout for the balance of the game. There will be *NO EXCEPTIONS*.**

**Coaches must request an official timeout from the plate umpire and must be sure the timeout has been granted. Any coach that enters the field of play (crossing the white foul line) prior to receiving a timeout from the plate umpire will be ejected from the game on the first offense. This may also result in an "interference" call on the play and the umpire can access a penalty against the team.**

**(x) *Tournament Rules***

**Home/visitor designation for tournament games is determined by a coin toss conducted by the Head**

**Coaches of the teams playing. Some tournament rules vary from regular season rules in the areas of pitching and time limits. Refer to each section for differences.**

**(y) *Trophies***

**In Division I, II, and III, trophies will be awarded to each individual player on teams finishing 1st and 2nd place in the regular season.**

**Regular season co-champion trophies for 1st place will be awarded only when all League tie breakers have been exhausted and a flip of the coin is used to determine the final regular season standings and tournament seeding. If co-champion trophies are awarded to two (2) teams, there will be no award of 2nd place trophies.**

**In Division I only, trophies will be awarded to the League Batting Champion, Most Valuable Pitcher, and Most Valuable Player. The season's League Batting Champion will be determined from the records of the League's official scorekeeper. The Most Valuable Pitcher and Most Valuable Player awards will be voted on by the Division I coaches, the League's official scorekeeper, and League umpires. These selections will not consider tournament play. Team and League statistics for individual players are for the coaches only and are not to be shared with the players.**

**Division I All Stars: Trophies are given to players selected to the All-Star team by the Division I Head Coaches, the League's official scorekeeper, and League umpires. These selections will not consider tournament play.**

**Tournament: In each Division, trophies will be awarded to the individual players of the teams finishing in 1st and 2nd place in the tournament. In addition, a trophy will be presented to the Most Valuable Player in tournament play for each Division as determined by the League's official scorekeeper and tournament umpires.**

**(z) Shift Rule**

**At the time a pitch is thrown, all four infielders are required to be on the infield dirt (or infield grass) with two players on each side of second base. When infielders are playing "in" or "on the grass," they may not pass an imaginary line drawn from the fixed pitcher's rubber extending at a ninety degree angle to the foul line. This line may not be crossed until the ball is in play after the pitch has crossed the plate.**

## 3. Division IV (T-Ball) General Rules

**(a) *Purpose***

**The purpose of the T-Ball Division (Division IV) is to encourage the understanding of the game of baseball and instill in each player the importance of good sportsmanship, honesty, loyalty, courage, and respect. It is hoped through positive reinforcement and patient teaching from T-Ball coaches, the youngster will grow to understand and enjoy the game and participate for years to come. At this age, most of the children do not fully understand the aspects of the game. It is for these reasons that no score will be kept.**

***(b) Equipment***

**Bats: Only approved bats can be used.**

**Balls: Regulation sized "soft" baseballs are to be used at practice and games.**

**Gloves: All players are required to wear gloves while in the field in practice and games.**

**(c) *Trophies***

**In Division IV only, trophies are awarded to the individual players on each team.**

***(d) Coaches***

**Coaches on the offensive team (team batting) shall be at the pitcher position and at the catcher position.**

**Before pitching or placing the ball on the tee, the offensive coach shall determine that the defensive players are in position and ready.**

**Coaches should also be at first and third bases to assist and direct the base runners. The 1st and 3rd base coaches are restricted to the area of the coach's boxes. Coaches are not allowed to physically assist base runners or help the runner off the ground, while the ball is in play.**

**A dugout parent or coach is strongly recommended to organize the players and have them prepared to bat in the assigned batting order.**

**A maximum of three (3) coaches from the defensive team (team in the field) are allowed on the playing field. One coach should be situated in the infield and the other two in the outfield. These coaches are on the field for instructional purposes only, such as positioning the fielders and relaying information. Unnecessary delay of the game for lengthy instruction shall not be allowed.**

**(e)*Time Limit***
**Each game shall consist of three (3) innings or a one-hour and thirty minute time limit, whichever comes first.**

***(f) Game Format***
**There will be no score keeping of any kind.**

**Each ½ inning shall end after every player on the offensive team's roster has had an at-bat.**

**(g) *Batting***
**All players present will be placed in the batting line-up and will bat in the order listed. Players arriving after a game has started will be inserted at the bottom of the batting order as established at the beginning of the game.**

**The batter will not approach the plate until called by the batting/pitching coach.**

**Each player will have the option of using the tee or having the coach pitch. The pitching coach should be positioned halfway between home plate and the pitcher's mound (approximately 22 ½ feet). The coach can stand or be on one knee when pitching to the batter and must throw the ball over-handed (no under-handed tosses allowed).**

**The coach will throw a maximum of four (4) pitches to the batter. After four (4) pitches, the coach will place the tee on home plate, place the ball on the tee and verify that the tee is adjusted within the strike zone (between the knees and the armpits of the batter). The batting coach may adjust and reposition the batter at any time as long as the ball is not in play. The batter will continue his/her turn until the ball is put into play.**

**There are no strikeouts, walks, or bunts. Once the ball is put in play, the batting coach will remove the tee from the playing field.**

**In the event the batter or runner is out, he/she will retire to the dugout. If the defensive team records three (3) outs before the offensive team has had a chance to bat through the line-up, the bases should be cleared and the offensive team will continue to bat until the last batter has had the opportunity to bat.**

***(h) Hitting***

**Hits are limited to singles only and the batter can only advance to first base. Although the use of a painted line will not be used, the ball must travel outside an imaginary 10 foot arc extending from home plate from the 1st base foul line to the 3rd base foul line.**

**A hit ball must go outside this imaginary line to constitute a hit. A foul ball is one that remains inside the ten (10) foot arc line. Official baseball rules apply to a ball that stops on the line, (foul ball rule).**

**If a ball leaves the tee as a result of the tee being struck rather than the ball, then the ball shall be declared DEAD and another attempt shall be made to hit the ball.**

**(i) *Base Running***

**The runner may not leave the base until the ball is struck by the batter.**

**Leading off and base stealing are not permitted.**

***(j) Players and Positions***

**On defense, players will be positioned at 1B, 2B, SS, 3B and Pitcher. All other players should be positioned evenly in the outfield area (on the grass portion of the outfield). No player should play the same position for more than one (1) inning during a game and no player should play in the infield for two (2) consecutive innings unless there are only nine (9) players in attendance for that particular game.**

**There shall be no more than five players in the infield until the ball is hit. After the ball is hit, any player may make a play. In setting up defensive positions, the pitcher shall not play closer to home plate than the position of the pitcher-coach (approximately 22 ½ feet). The infielders can be no closer than an imaginary line that extends from the first base foul line and third base foul line to the back of the permanent pitcher's mound (approximately 50 feet) until the ball is hit. Once the ball is hit, the entire field is then in play, and any player may then make an attempt to field the ball.**