

Greenfield Youth Baseball Association

Official Policies, Guidelines, and GYBA Amendments to Cal Ripken/Babe Ruth Rules

Amended 02.22.26 jam

1. General Information and Procedures

A. Insurance

- a. The GYBA carries supplemental accident medical insurance, which will provide benefits after coverage available through parent's personal coverage. In the event of a claim, notify the President of GYBA immediately. The president will gather all necessary information and complete paperwork necessary to process a claim.
- b. The GYBA carries organizational liability insurance. In the event of property damage caused by a sanctioned GYBA activity, the President of GYBA must be notified and if warranted, complete necessary paperwork to process a claim.

B. Managers and Coaches

- a. Team managers are recommended by league vice-presidents and appointed by the board of directors. The board has final approval of all manager recommendations. Team managers shall be appointed by April of each season.
- b. Once appointed, the team manager will select his team through a formalized draft procedure. He will designate his primary coaches to the league vice-president. The primary coach will act in the capacity of the manager in the event of the manager's absence. The manager may also designate additional coaches as needed to help with practices and administration of the team.
- c. The team manager is responsible at all times for the conduct of his players and coaches, and GYBA will hold the manager accountable for the behavior and action of players and coaches associated with his team.
- d. During games, only uniformed players, manager and a one coach will be allowed inside the fenced perimeter of the field. Players are to remain in the dugout when not playing, warming-up or coaching bases, unless summoned by the umpire.

C. Managerial and Coaches Expectations

- a. Managers are expected to actively support the ideals, programs, and activities of GYBA. Specific duties and expectations are as follows:
 1. Teach players to be a better person.
 2. Set a good example at all times. This includes not smoking during GYBA activities.
 3. Be responsible for taking care of all equipment and facilities.
 4. Support fundraising efforts.
 5. Participate in fieldwork days.
 6. Provide umpires, scorekeepers, and concession stand personnel as required.
 7. Attend coaches meetings.
 8. Provide feedback to the board of directors for improvements.
 9. Treat others (parents, players, umpires, opposing coaches) with respect at all times.
 10. Attend tryouts and draft.
 11. Communicate immediately if scheduling problems or conflicts arise.
 12. Do Not practice on wet fields. **If games are canceled due to wet fields DO NOT practice on fields**
 13. Do **NOT** practice on fields that have been prepared for games.
 14. Ensure no one hits baseballs into the fence.
 15. Follow these rules, GYBA By-Laws, amended rules of baseball, Cal Ripken and/or Babe Ruth Rules. Regardless of situations, managers and coaches must work within the boundaries of policies and rules regulating GYBA activities.
 16. Managers and coaches will spend a significant amount of time with impressionable youth. Ensure the time you spend with them is positive; it will influence them for a lifetime.

D. Draft

- a. A formal draft will be used to select teams in the Minor, Major-Minor, Major, and Senior Leagues. Only the manager's family members are protected during the draft. However, if the protected player is not selected before or during the prescribed round, the player is no longer protected and may be selected by any manager. Players' protection is as follows:
 1. Minor League, Rookie League and Tee Ball League
 - 1) Managers player will be assigned to his/her respective team; remaining players will be selected via Blind draw; players' names will be turned over sorted by age group which managers will select in the order of their learn number as outlined below
 2. Major-Minor League
 - 1) 10 year old — must be selected no later than the 3rd round
 - 2) 9 year old — must be selected no later than the 4th round
 - 3) 8 year old & under must be selected no later than the 5th round
 3. Major League
 - 1) 12 year old — must be selected no later than the 3rd round
 - 2) 11 year old — must be selected no later than the 4th round
 - 3) 10 year old & under must be selected no later than the 5th round
 4. Senior League
 - 1) 15 year old — must be selected no later than the 2nd round
 - 2) 14 year old — must be selected no later than the 3rd round
 - 3) 13 year old — must be selected no later than the 4th round
 5. Draft Procedures
 - 1) No player aged 13 or over as of April 30 of the season may play in the Major and/or the Major-Minor Leagues. No player less than age 13 as of April 30 of the season may play in the Senior League unless they are attending 7th grade. Major League rosters are made up of 12-year-old and under players. Major-Minor League rosters are made up of 10-year-old and under players.
 - 2) Tryouts are scheduled for all players wanting to play in the Major or Major-Minor Leagues. Any player that requests to play up must attend the tryouts or he/she will not be eligible to play up; i.e. 10-year-old wanting to play with the 12-year-old and under must attend the tryouts for the Major League.
 - 3) League vice-presidents for Senior, Major, and Major-Minor Leagues will schedule a session to discuss all eligible players in the pool for that league.
 - 4) League vice-presidents will schedule a draft in the following order:
 - a. Senior League will draft all 15, 14, and 13 year olds. Major League will draft all 12 and 11 year olds.
 - 5) Draft order will be determined by a blind drawing of team numbers from a hat. Manager drawing team number 1 will select a player first. Manager with team number 2 will select a player second, etc. until the last manager has selected a player in round 1. The draft order will reverse in round 2, with the last manager selecting a player first and continuing until manager number 1 selects to end round 2. This pattern will continue through the agreed upon number of rounds.
 - 6) At the conclusion of the draft, a 15-minute trading period will be in effect. At the conclusion of the trading period, the league vice-president will certify all rosters; no changes in team rosters can be made without the approval of the leagues' vice-president and president.
 - 7) All players must be contacted within 48 hours of the conclusion of the draft.
 - 8) Players signing up after the maximum number of players required to fill the teams has been met will be placed in a player pool in the order in which they register, date and time registration is received by a board member.
 - 9) If a player quits or is injured and cannot complete the season, the manager shall notify the league vice-president immediately. If a player is available in the player pool, a player will be added. If multiple teams need a player, players will be placed in the order in which the vacancies occur. Players in the player pool will be placed on a team in order of their sign-up date/times. Teams which are not filled to full capacity at the time of the draft; players will be placed in the order of the draft starting with the next team that would have selected a player during the draft process.

E. Conduct

All players, managers, coaches, umpires, board members, parents, and anyone else associated with GYBA sanctioned events shall always conduct themselves in a responsible manner. Any inappropriate behavior associated with a GYBA sanctioned event should be brought to the attention of a board member. The following procedures must be followed:

- a. The manager will address problems with players. If problems persist and cannot be resolved by the manager, the league vice president will meet with the manager, player, and player's parent/guardian to resolve the issue.
- b. The manager will address problems with parents. If problems persist, the league vice-president will meet with the parent(s) and manager to resolve the issue.
- c. The appropriate vice-president or president, as required, will handle problems with managers, coaches, umpires, and/or other league officials.
- d. Any player, manager, coach, or fan ejected from a game must meet with a review board led by the vice-president of the league before participating in any additional GYBA sanctioned event(s).
- e. Continued problems by players, managers, coaches, umpires, board members, parents, and anyone else associated with GYBA sanctioned event(s) may result in his/her restriction from further participation.

F. Game Protests

- a. Games may only be protested in instances where a non-judgment rule(s) has been violated. No protest will be entertained based upon judgment rule(s). Protest must be submitted in writing to any board member within 24 hours of the infraction, For a protest to be considered, the following must occur:
 1. The protesting manager must ask the umpire for an explanation of the rule in question.
 2. If the manager still thinks a mistake has been made, he must ask the umpires to confer. If the umpire declines or confers and upholds the decision, the manager must inform the home plate umpire that the game is being played under protest before any subsequent play is made. The home plate umpire will notify the opposing manager and ensure that the official score book is notated at the exact point that the infraction in question occurred.
 3. Review committee consisting of the manager(s), home plate umpire, league vice-president, GYBA president, and umpire-in-chief will conduct a Protest Hearing. If protest is denied, game will stand as played. If protest is granted, game will resume at the point of protested infraction. Unless determined that illegal pitching has occurred then the game is a forfeit provided the scorebook has been properly documented and signed by manager(s), refer to item 7. *Umpires/Scorekeepers*.
 4. Protest during tournament games must be settled at the time of dispute. Protest committee will resolve issue and game will resume.
 5. Make sure you know the rules. Most protests are not upheld because the rule in question is a judgment call.

****Any game that an ineligible pitcher has been used is an automatic forfeit as per the Cal Ripken and Babe Ruth Rule Book. Managers are not required to notify the umpire of the situation at the time of the infraction but must follow the 24 -hour written notification for such protest as well as documenting and signing the scorebook. We at GYBA do not have an eligible pitcher chart making this information known before each game; therefore, we cannot make the manager protest this situation at the point of infraction as is possible with other book rules. GYBA will not tolerate any over pitching situation(s). It is the Manager's responsibility to know the rules and make sure that pitchers inning(s) are documented in the scorebook.**

G. Local Rules

- a. Minimum number of players
 1. No GYBA game may be played with less than 8 players on a team at any time during a game. Any team not able to field 8 players at any time will forfeit to the other team. Game should be played as a forfeit for the team with less than 8 players, utilize player from the opposing team to fill vacancies (rotate them to the less than 8 player team); all pitching rules must be adhered to, pitchers innings pitched do count for the rest rule, weekly totals, and etc.
 - 1) 1. Forfeit time is 10 minutes after the scheduled start time or 10 minutes after the conclusion of the previous game if multiple games played on that date, whichever is longer.
- b. Warm-up area

1. During game, all warm-ups shall be conducted inside the perimeter fence of the field. Before game time, warm-ups shall be conducted in an area away from fans to avoid congestion and potential injuries.

c. Player Equipment

1. Any players warming up any pitcher must wear complete catcher's equipment including protective helmet, mask, throat guard, chest protector, protective cup, and shin guards. Only players in full gear or coaches may warm up a pitcher.
2. All batters, on deck batters, and base runners must wear an approved protective helmet with dual earflaps. In the Senior League, no facemask is required. **In the Major, Major-Minor, Minor, Rookie and Tee Ball Leagues, the protective helmet must have a protective facemask (clear plastic or wire).**

d. Playing Time

1. In all GYBA games, all players who are present for a game are listed in the batting order; late arrivals will be added to the bottom of the batting order. For Cal Ripken Leagues, all players in attendance at the beginning of a game must play a minimum of 4 innings in the field, unless game is shortened due to the 10 run rule. For the Senior League, all players in attendance at the beginning of a game must play a minimum of 5 innings in the field, unless game is shortened due to the 10 run rule. Open or free substitution is allowed. No player should sit more than 1 inning in a row. Playing time may be adjusted for misconduct or unexcused absence from practices and/or games. If this situation arises, the manager must communicate his/her intentions of limiting playing time to the league vice president, opposing manager, and home plate umpire prior to the start of the game, or when player arrives, if not in attendance at the beginning of the game.
2. 9 players will be used in the field according to baseball rules other than the minor league; which uses 10 players.

e. Length of Games

1. Seniors — 2 Hours
2. Majors — 1 Hour 45 Minutes
3. Major/Minors — 1 Hour 45 Minutes
4. Minors - 1 Hour 30 Minutes
5. Rookies — 1 Hour 15 Minutes
6. Tee Ball — 1 Hour

**No new innings will be started after the time limit has been reached. The current inning will be completed unless the home team is leading. If the time limit expires before the minimum of innings is played, the game is official.

**Base Running

1. When ORANGE and WHITE bases are used for first base, players must return to the WHITE base after running through the bag. ORANGE base is only in play while running TO the bag. After safely reaching first base, the ORANGE base is no longer in play. Players will be called "OUT" if tagged on the Orange base after the play.

H. Major, Major-Minor, and Minor League

- a. If a team is missing players, they may "Draft-Up" enough players from the next lower league in order to fill its roster.
 1. These players may not miss their own league games as a result.
 2. These players may only play outfield positions.
 3. The intent of this rule is to prevent games from being forfeited. There is no "Draft-Up" provision for the Senior League.

I. Run Rules for Majors League and below

- a. Each inning will have a **run maximum of 6 per inning**. After the 3rd inning, if any team leads by 15 runs, the game will be considered complete; in the 4th inning, if any team leads by 10 runs the game will be considered complete.

J. Pitching Rules

- a. All Cal Ripken and Babe Ruth Rules will be observed unless explicitly stated in this section.
 1. The Pitching Week for all leagues is MONDAY — SUNDAY. Illegal pitching will constitute an automatic forfeit for the team that has illegally pitched.
 2. **ANY pitcher** may re-enter the game as pitcher **ONE** time, provided the player has available innings for the game and week.

3. Minor League, Rookie League and T-Ball
 - 1) See attachments for pitching rules.
4. Major-Minor League
 - 1) All games will be played utilizing live—player pitching.
 - 2) Pitchers may only pitch a maximum of **3 innings per game** during the entire season and no more than 6 innings per week (Mon-Sun).
5. Major League
 - 1) Any pitcher that pitches more than **3 innings** in a single game must rest for two days following the conclusion of the game in which he/she pitched; i.e. Pitching 3 innings Monday cannot pitch again until Thursday. This rule applies throughout the entire season.
 - 2) Pitchers may only pitch a maximum of **3 innings** per game (follow above rest rule) and no more than **6 innings** per week (Mon-Sun).
6. Senior League
 - 1) Any pitcher that pitches more than 3 innings in a single game must rest for two days following the conclusion of the game in which he/she pitched; i.e. Pitching 4 innings Monday cannot pitch again until Thursday. This rule applies throughout the entire season.
 - 2) Before Memorial Day, pitchers may only pitch a maximum of 4 innings per game (follow above rest rule) and no more than 7 innings per week (Mon-Sun).
 - 3) Starting Memorial Day, pitchers may only pitch a maximum of 7 innings per game (follow above rest rule) and no more than 7 innings per week (Mon-Sun).
 - 4) The exception to the above rule is 15-year-old pitchers as follows:
 - A team's 15-year-olds may only pitch a total combination of 9 innings per week and is subject to the above maximums per game, week, and rest rules;
 - i. i.e. One 15 year old pitches 7 innings for a week; thus the other 15- year-old may only pitch 2 innings for a total combination of 9 innings for the week.
7. ALL TOURNAMENT GAMES PITCHING RULES All pitching eligibility starts over after the conclusion of the last regular season game, even if you play the night before the End of Season Tournament begins. The following is the pitching limitations for the tournament:
8. Tournament pitching for Minor League and Rookie League is coach pitching for all games.
9. Tournament pitching for Major-Minor League is 3 innings per game for each pitcher. If a pitcher throws 3 innings in one game, player must have one, full day of rest before being allowed to pitch again.
10. Tournament pitching for Major League is 6 innings per every two games for each pitcher.
11. Tournament pitching for Senior League is 7 innings per every two games for each pitcher.

K. Umpires/Scorekeepers

- a. In all leagues the Home team shall provide an official scorekeeper. Scorebook must be checked and signed as verification that the scores, pitchers (name and number), and innings pitched are correct. In the event that a manager does not sign the book 5 then the procedures for filing a protest will not be valid for the manager who did not sign the book. This is designed to facilitate the Caine Protesting Procedures. Signing the scorebook indicates that the manager(s) agree that the information is correct. Both managers must sign the scorebook or the game will not be recognized as an official game and will have an effect on team standings.

L. Awards and Tournament Seeding

- a. Trophies will be awarded to the 1st and 2nd place teams in each league based on their seasons win/loss record, all other teams will receive a participation trophy. Plaques will be awarded for the 1 st and 2nd place teams in each league at the conclusion of the End of Season Tournament. Awards will be handed out as teams are eliminated from the End of Season Tournament.
- b. The regular season team standings and tournament seeding will be determined by:
 1. The team's wins and losses
 2. In the event that all games are not completed as per the leagues schedule, team standings and tournament seeding will be determined by a winning percentage. Winning percentage will be calculated by dividing the number of games won by the number of completed games played, i.e. 7 games won and 12 games completed, $7 / 12 = 58.333\%$ winning percentage. Tie = coin toss.

M. Division Rules

- a. GYBA Divisions

1. Tee Ball – 3 & 4 year olds
2. Rookies – 5- & 6 year olds
3. Minors – 7 & 8 year olds
4. Major/Minors – 9 & 10 year olds
5. Majors – 11 & 12 year olds
6. Juniors – 13 - 15 year olds
7. Seniors – 16 - 18 year olds
8. Players must meet age requirements as of April 30th of the league year.

b. TEE BALL DIVISION

1. Each player will bat every inning.
2. There are no strikeouts.
3. Time limit is 1 hour
4. Each team has one game per week. Games will be on Saturday with starting times ranging from 9:00 AM to 3:00 PM.
5. Each team will have one practice per week on a day that is most convenient for the coach. Practices usually start around 5:00 PM or 5:30 PM
6. This age group is tee-hitting.
 - 1) Ball should be placed on a tee until hit into play.
7. Safety is our top priority. All batters will wear helmets with an attached facemask, and all fielders will be behind the pitcher's mound
8. Runners can advance **ONLY** one base on overthrows.
9. Play stops when the ball is returned to the pitcher's circle **AND** possessed by the fielding team.
10. Fielding team cannot block the basepath of the runner.
11. Players must play traditional infield and outfield positions.
 - 1) No catcher
 - 2) 5 infielders
 - 3) 4+ outfielders
12. Each player should have their own glove
13. Cleats are helpful but not necessary at this age
14. Each player will be provided with a uniform (hat & shirt) for the season
15. We are required/expected to rake the infield after each use. Parents are expected help with this
16. In the event of inclement weather, the Board of Directors will contact coaches and alerts will be posted to the league social media sites.
17. The fielding team may have coaches in the field during play

c. ROOKIES DIVISION

1. The spring season starts in late April. The fall season starts in mid August.
2. Time limit is 1 hour and 15 minutes
3. Parents are expected to register their child online using the Greenfield Youth Baseball website
4. Each team has two games per week. These will be on Saturday with starting times ranging from 9:00 AM to 3:00 PM, and one game during the week.
5. Each team will have one practice per week on a day that is most convenient for the coach. Practices usually start around 5:00 PM or 5:30 PM
6. This age group is coach pitch and tee. Coaches should pitch from a minimum of 38 to 40 feet. This allows proper reaction time and ability to see the ball
7. Pitcher's helper must be positioned behind pitcher.
8. Batter is allowed **FIVE** pitches. After which, the ball should be placed on a tee until ball is hit into play.
9. Safety is our top priority. All batters will wear helmets with an attached facemask, and all fielders will be behind the pitcher's mound
10. Runners can advance **ONLY** one base on overthrows.
11. Play stops when the fielding team possesses the ball **AND the lead runner is stopped**.
12. Fielding team cannot block the basepath of the runner.
13. Each half inning prior to the sixth inning will end when the first of either of two situations occurs:
 - 1) Three outs are recorded
 - 2) Batting team scores 6 runs

14. If a game reaches the 6th inning, the 6-runs/inning rule is not in effect. Hitting team may score unlimited runs in the 6th inning without the ½ inning ending.
15. Players must play traditional infield and outfield positions.
 - 1) No catcher
 - 2) 5 infielders
 - 3) 4+ outfielders
16. Each player should have their own glove
17. Cleats are helpful but not necessary at this age
18. Each player will be provided with a uniform (hat & shirt) for the season
19. We are required/expected to rake the infield after each use. Parents are expected help with this
20. In the event of inclement weather, the Board of Directors will contact coaches and alerts will be posted to the league social media sites.
21. The fielding team may have two coaches in the outfield during play

d. MINORS DIVISION

1. General

- 1) Safety is our top priority. All batters will wear helmets with facemask, no batters in the on-deck circle and all fielders will be behind the pitcher's mound
- 2) Pitcher's helper must have at least one foot within the pitcher's circle and positioned behind pitcher.
- 3) Play stops when the lead baserunner is stopped or umpire calls time.
- 4) This age group is coach pitch. Coaches should pitch from a minimum of 38 to 40 feet. This allows proper reaction time and ability to see the ball
- 5) Players are allotted 6 pitches. 3 strikes and batter is out. If the ball is not put into play by the sixth pitch, batter is out.
- 6) Running batting order. Each team can bat all batters unless 3 outs are recorded in the inning
- 7) A maximum of 10 players will be in the field, including 4 outfielders. Outfielders will be positioned on the grass in natural outfield positions
- 8) Each player will be provided with a uniform (hat and shirt for the season)
- 9) Mercy rule is in effect.
 - If team is leading by 15 runs after 3 innings, game will end.
 - If team is leading by 10 runs after 4 innings, game will end.
- 10) The fielding team may **NOT** have coaches in outfield during play.
- 11) We are required/expected to rake the infield after each use. Get some parents to help with this and it should only take about five minutes
- 12) In the event of inclement weather, the Board of Directors will contact coaches and alerts will be posted to the league social media sites. It is the responsibility of each team's coach to inform families of cancellations or field closings.
- 13) Time limit for games is 1-1/2 hours.
- 14) All games will end at the bottom of an inning unless mercy rule is in effect.
- 15) There will be no infield fly rule.
- 16) Each half inning prior to the sixth inning will end when the first of either of two situations occurs:
 - Three outs are recorded
 - Batting team scores 6 runs
- 17) If a game reaches the 6th inning, the 6-runs/inning rule is not in effect. Hitting team may score unlimited runs in the 6th inning without the ½ inning ending.

2. Batting

- 1) The batting order will consist of all players attending the game
- 2) Players CANNOT reach base via a walk or hit by pitch
- 3) Bunting is NOT permitted
- 4) Slash bunting is NOT permitted (i.e., showing bunt and then swinging away)
- 5) Strikeouts are allowed.
- 6) Batters are allowed 6 pitches to hit the ball.
 - If a foul ball is hit on the 6th pitch, batter is given a 7th pitch to hit, and so on

3. Fielding
 - 1) A Maximum of 10 players, including four outfielders, will play the field at one time
 - 2) At no time will a team be permitted to begin or continue play with less than 8 players in the field
 - 3) EVERY player must play at least three innings, and no player may sit out the first three innings
 - 4) Play stops when the lead baserunner is stopped or umpire calls time.
4. Pitching
 - 1) **Coaches:**
 - Coaches will pitch to their own team for the entire game
 - During this time, a fielding player must be stationed next to the coach to field the pitcher's position
 - i. Pitcher's helper must wear helmet with facemask
 - Coaches will pitch to each batter until one of the following has occurred:
 - i. The batter has struck out.
 - ii. The batter has hit the ball into play
 - iii. The batter does not make contact (hit or foul ball) on the 6th pitch.
5. Base Running
 - 1) Feet-first sliding is always permitted, while head-first sliding is only permitted when returning to a base
 - 2) Runners must make every attempt to avoid contact with the catcher on plays at the plate
 - 3) Players may advance only multiple bases on an overthrow,
 - 4) Steals are not permitted.
 - 5) If a runner is determined to have left a base prior to a pitched ball being put into play, the following will occur:
 - Runners will be returned to their original bases and a ONE warning will be given.
 - If the pitch is hit into play, the pitch WILL COUNT and the play will resume. However, the runner that left early will be called OUT.
 - 6) If a ball is put into play and hits the pitching coach:
 - Ball is ruled dead and every runner, including hitter, advances one base.
 - Pitching coach must make every effort to avoid contact with hit ball.
6. Safety
 - 1) On Deck batters must wear a helmet and remain in the on-deck area
 - 2) Only ONE batter is allowed in the on-deck area. Other players must remain in the dugout until they are the next batter up.
 - 3) Batter & base runners must wear batting helmets at all times
 - 4) Players may not be used as base coaches during the game
 - 5) Clean balls should be used at all times. Ultimate responsibility for a clean ball lies with HOME team
 - 6) Protective athletic cups are recommended.

e. MAJOR/MINORS DIVISION

1. General
 - 1) All weekday games start at the time designated by the division commissioner on the published schedule and should not run more than 1 hour and 45 minutes. 6 Innings is a regulation game, but fewer innings will be played in many cases due to time constraints
 - 2) All weekend games must conclude within the assigned time slot
 - 3) All games will end at the bottom of an inning and no new inning should start after 1 hour and 45 minutes into the time slot
 - 4) An Umpire will be assigned to all games. Coaches and Parents need to treat the umpire with respect. There is a no tolerance policy with umpire abuse
 - 5) The infield fly rule WILL BE in effect.
 - 6) Each half inning prior to the **SIXTH** inning (unless an inning such as the fifth is declared to be the final inning by BOTH coaches prior to the start of the inning) will end when the first of either of two situations occurs:
 - Three outs are recorded

- 6 Runs have scored
- 7) The sixth or last inning, will end ONLY when three outs are recorded OR as agreed by both coaches, in the case of a mercy. There is no limit to the amount of runs that may be scored in the sixth inning
 - 8) Mercy Rule: There is a mercy rule in effect after 4 innings if a team is leading by 10 runs, and if a team is leading by 15 runs after 3 innings.
2. Batting
 - 1) The batting order will consist of all players attending the game. If a player arrives late, he must be inserted at the end of the order
 - 2) Players CAN reach base via a walk or hit by pitch. The umpires will be instructed to have a very wide strike zone. We want to encourage the kids to be aggressive at the plate, not wait for a walk
 - 3) Bunting is permitted
 - 4) Slash bunting is NOT permitted (i.e., showing bunt and then swinging away). This is a dangerous play and the batter will immediately be called OUT
 - 5) Strikeouts are allowed
 - 6) There is NO advancing to first on a dropped third strike. The batter is out and cannot go to first
 3. Fielding
 - 1) A Maximum of 9 players will play the field at a time. Outfielders must play at a normal depth (15 or more feet onto the grass) and no short fielders or creeping in, is allowed
 - 2) At no time will a team be permitted to begin or continue play with less than 8 players in the field
 - 3) EVERY player must play at least three innings
 - 4) A player may not be benched for two innings until every other player has been benched for one inning (second benching may be in the same inning that a player is benched for first time)
 - 5) Play is suspended when the ball is returned to the pitcher on the pitcher's mound- ANYWHERE ON THE MOUND
 4. Pitching
 - 1) **All** pitchers must pitch from the pitching rubber
 - 2) A player once removed from pitching may return one time.
 - 3) If a pitcher hits 3 batters, the player must be removed from pitching for the remainder of the game. Player may play another position, but will not be allowed to pitch again in the same game.
 - 4) Pitchers are allowed to pitch 3 innings per game, and 6 innings per week.
 - If a pitcher throws 3 innings, the player must have 2 days of rest before pitching in another game.
 - One pitch in an innings constitutes a full inning of pitching.
 5. Baserunning
 - 1) Feet-first sliding is always permitted, while head-first sliding is only permitted when returning to a base
 - 2) Runners must make every attempt to avoid contact with the catcher on plays at the plate, or any fielder
 - 3) Players may advance multiple bases on an overthrow until they are stopped by the fielding team.
 - 4) Leads are not permitted. If a runner is determined to have left a base prior to a pitched ball crossing home plate, the following will occur:
 - All runners will be returned to their original bases
 - If the pitch is not hit into play, the pitch will stand
 - If the pitch is hit into play, the pitch WILL COUNT, but the runner can only advance as many bases as the batter. Example, if the batter hits a single, the runner on first who left early, must stop at second. If a runner on second leaves early on a single, that runner must stop at third
 - 5) Stealing is permitted once the pitched ball has crossed home plate
 6. Safety
 - 1) Batter & base runners must wear batting helmets at all times

- 2) Players may not be used as base coaches during the game
- 3) Clean balls should be used at all times. Ultimate responsibility for a clean ball lies with HOME team
- 4) Protective athletic cups are STRONGLY recommended
- 5) Bench parents are mandatory. When assistants and coaches are coaching the game, someone needs to ensure the safety of all the kids on the bench

f. MAJORS DIVISION

1. 6 innings is a regulation game, but fewer innings may be played in the case of a time restraint.
2. Time limit is 1 hour 45 minutes.
3. Each half inning prior to the **SIXTH** inning (unless an inning such as the fifth is declared to be the final inning by BOTH coaches prior to the start of the inning) will end when the first of either of two situations occurs:
 - a. Three outs are recorded
 - b. 6 Runs have scored
4. Game ends at bottom of inning. If there is time left, a new inning should be started
5. The batting order will consist of all players (running order).
6. 9 players will play in the field (3 outfielders). Outfielders must play a minimum of 10 feet from the back edge of the infield.
7. A player may not be benched for two innings until every other player has been benched for one inning (second benching may be in the same inning that a player is benched for first time).
8. Dropped third strike **IS** in effect.
9. A team must forfeit if they do not have 8 players.
10. Pitchers
 - a. All pitchers must pitch from the pitching rubber
 - b. A player once removed from pitching may pitch again in the same game
 - c. The division will use the Pitch Guidelines
 - d. Pitchers are allowed ONE warning for balks
11. Stealing is permitted
12. There are no restrictions on overthrows unless the ball is out of play. Runners may advance at their own risk.
13. Mercy rule is in effect.
 - a. 15 after 3
 - b. 10 after 4
14. Balks are called. 1st offense is a warning, subsequent offenses result in awarding the runner(s) a base.
15. No slash bunting
16. The infield fly rule is in effect.
17. SAFETY:
 - a. Helmets must be worn by hitter and on-deck batter