

District 19  
Rules and Regulations  
Handbook

2009

# District 19 Handbook

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## **Preamble**

The purpose of the District 19 Sports Association is to encourage and promote good sportsmanship, both on and off the field of play.

“Sportsmanship” is that quality of honorable behavior, which because of its courtesy, dignity, respect, cooperation, and trustworthiness habitually wins the esteem of one’s fellow man, be he an opponent or ally.

Sportsmanship comes to all of us at all times, but real possession of this virtue comes only to those who so exemplify the Golden Rule that they consistently hold the respect and loyalty of the community. For them there are no alibis, no unnecessary abusive remarks, no scheming to win at any cost; rather, a genuine love of fair play which makes them modest winners and gracious losers.

Acts of sportsmanship on the field of play have in them the seeds of high character and lifelong friendships.

# Constitution

1. The name of this organization shall be “District 19 Sports Association”.

## 2. Meetings

SECTION 1. The organization shall hold monthly meetings on the 2<sup>nd</sup> Tuesday of every month.

SECTION 2. The time and place of all meetings shall be designated by the president of the association and an announcement of the meeting will be made to all officers and town presidents.

SECTION 3. Meeting for Rule changes.

ART 1. October meeting is presentation for rule changes by organizations.

ART 2. November meeting is review of rules and voting results

ART 3. December meeting is the final vote on rules

## 3. Rule Changes

SECTION 1. The rules of play can be changed only at the October/ November meeting.

SECTION 2. Constitution/ Administrative changes may be made at other times only by unanimous vote of those present at the meeting.

SECTION 3. A simple majority vote of the governing body present at the meeting is required.

SECTION 3. All changes pertaining to Federation Baseball and Softball rules are subject to change in February or March without unanimous decision.

SECTION 4. A quorum of 4 members of the governing body shall be present at any association meeting for the business to be transacted

4. The Governing body of District 19 shall consist of the President, Vice President, Secretary, and Treasurer of the district, plus the president of each member town. In the absence of the town president, his designated representative may vote in his place. Each town is entitled to one vote, unless that town is observing a probationary period.

5. The President, Vice President, and Secretary/Treasurer shall be elected to office at the October meeting by a majority vote of the members present. The officers shall take office in January of the following year.

## 6. Duties of the President

SECTION 1. The President shall be the chief officer of the association.

SECTION 2. The President shall preside at all meetings of the association, have general and active management of the doings of the association, and shall see that all orders and resolutions of the board are carried into effect. He may vote on all business pertaining to the association only in case of ties.

SECTION 3. The President shall have the power to make decisions as he deems necessary in order to maintain the integrity of the organization. These powers shall include suspensions of managers, players, coaches, and umpires; fines (up to

\$50) for any rule infraction; and any other action he may choose. If a town wishes to protest any presidential decision, a written protest must be mailed to the district secretary and it must be signed by at least 2 other town presidents in order to bring this to a district meeting.

7. Duties of the Vice President

SECTION 1. In the absence or disability of the President shall perform the duties and have the powers of the President and shall perform such other duties as the association shall prescribe.

8. Duties of the Secretary

SECTION 1. Shall keep all records

SECTION 2. Shall keep accurate minutes of all meetings

ART 1. Also mail the minutes of the last meeting to all town presidents or whoever is in charge

SECTION 3. Shall perform such other duties as the association shall prescribe.

9. Duties of the Treasurer

SECTION 1. Shall keep an accounting record of the association and shall furnish a report of all transactions to the association at each meeting.

10. The fiscal year of the association shall begin on January 1st and end on December 31<sup>st</sup> of that year.

11. District 19 Sports Association shall engage in no political activity.

12. Under no circumstance shall anyone ever convicted of a sex crime be allowed no manage or coach a team that is a member of District 19. In addition, anyone convicted of a child sex offense shall be prohibited from communicating with, approaching, or contacting any child under the age of 18 at a public park where District 19 games are currently being played.

13. District 19 reserves the right to conduct a background check on any manager or coach in the league.

14. No alcoholic beverages or tobacco products shall be permitted on or near the players' benches or the coaching boxes. Violation of this rule shall result in immediate ejection from the game. This rule also applies to the umpires in charge of that game.

15. Sportsmanship

SECTION 1. Profanity or any unsportsmanlike remarks or gestures detrimental to the game, umpires, opposing players, or fellow teammates by any manger, coach, or player will not be tolerated in any Association game. Violation of this rule will constitute ejection from the game.

SECTION 2. Conduct of a team's followers is the responsibility of the team manager. Entry onto the playing field by a spectator to assault or abuse in any way a player, manger, coach, or umpire will constitute immediate forfeiture of the game by the team to whom the spectator is associated.

16. No player may address an opponent. The National Federation rule applies. This rule states: "A coach, player, substitute, or other bench personnel may not:

- A. Use word or act to incite or try to incite spectators to demonstration;
- B. Use profanity, intimidation tactics, remarks reflection unfavorably upon any other person or taunting or baiting;
- C. Use any language intended to intimidate;
- D. Behave in any manner not in accordance with the spirit of fair play"

The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature, the umpire may warn the offender and then eject the offender if the offender should repeat the offense. Federation Rule 3, Section 3-h.

## **Protest**

1. A manager may protest a game because of alleged misapplication of the rules.
2. No protest will be permitted on judgment decisions by the umpire.
3. Whenever an alleged violation of a playing rule occurs during a game, the manager or coach of the protesting team must call "time" and immediately notify the umpires and the manager of the opposing team that the game is to be continued "under protest." Failure to comply will nullify and void any future protest regarding the alleged violation of the playing rules.
4. The protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. Each protest must be marked at the time of the protest.
5. Each protest must be in writing, signed by the person or persons making the protest and accompanied by a protest fee of twenty dollars.
6. The written protest and protest fee must be in the hands of the district secretary within seventy-two (72) hours of the date of the protested game.
7. The managers and the umpires involved in the protested game must be present at the time the protest is heard by the governing body of District 19.
8. The district president, vice president, secretary/treasurer, and each town president or his authorized representatives will form the protest committee. The president of District 19 will preside at the meeting and will vote in case of a tie.
9. All protest will be decided by secret ballot.
10. In the event a protest is disallowed or declared not valid, the protest fee shall not be refunded. In the event a protest is allowed, all fees shall be refunded.
11. All managers must have a District 19 rule book at all games. Any manager who does not have a rule book at a game may not file a protest concerning that game.  
(1998)

## **Administrative Rules**

1. The rules governing Association games shall be the same as those outlined in the official Baseball and Softball Federation rules and the District 19 rules.
2. The name, address, and phone number of each town's president, vice president, and other officers must be filed with the district secretary at the March meeting.
3. All towns must file their teams, including managers and coaches, with the district President by the March meeting. Team lists received after the meeting will be returned to the submitting town president. That particular team will not be permitted to participate in league play for that season.
4. A uniformed roster will be used by all organizations. This will be supplied the District president. (2008)
5. Town presidents will receive a copy of all other town team rosters, as well as, the officers of that town. Each town president will be required to furnish all copies needed for the other towns.
6. Entry fees for teams will be \$30.00 per team. All team fees must be paid before the May Meeting. (2008)
7. District 19 Board Members reserve the right to limit the number of trophies for any given division. In the event of a tie in a division, District 19 will provide one set of trophies with the cost of additional sets of trophies to be equally divided between the towns involved in the tie. (1990)
8. A first, second, and third place trophy will be given in each division. (2004)
9. Divisions will be determined by current grade in school rather than birth date. The divisions and appropriate grades are as follows:

Atoms and Petites.....	2 & 3
Bantams and Chics.....	4 & 5
Midgets.....	6 & 7
Robins.....	6, 7 & 8 (2006)
Juveniles.....	8 & 9
10. A special District 19 rules meeting must be called for all managers, coaches, and umpires before the first season game to familiarize everyone with the rules and regulations and to promote better sportsmanship in District 19.
11. Each District 19 rule, policy, or constitutional change will be dated in the rule book. (1990)

12. Dist 19 By-laws will be distributed to each organization with sub sections pertaining to each division. (2007)
14. The game will be started with a new ball
15. Any game started in natural light may be finished under the lights by mutual agreement of the opposing managers. Lights must be adequate by agreement of the umpires and both managers.
16. A regulation Association game shall not be less than four and one-half (4 1/2) innings in length.
17. Round robin batting and free substitutions will be used.
18. Players in all divisions must wear full helmet head protectors with earpieces while batting and running the bases. Catchers in all divisions must wear a catcher's helmet and throat protector. A throat protector is not required when the catcher's mask is of the "hockey" style.
19. No automatic out is recorded when batting with a short line-up. Any player taken out of the line up due to injury or taking a restroom break when it comes to their time to bat will not result in an out. You will skip that batter and go to the next batter. That batter will just bat when it is their next time around in the line up. You must notify the other team and umpire when this happens.
20. The manager or an adult will be with the team at the start and for the duration of the game, or the game will be forfeited.
21. Any player deliberately throwing a bat or helmet in anger shall be given a warning. A second offense will result in immediate ejection of that player.
22. Courtesy runners may be used in District 19 games, for catchers only, regardless of the number of outs. The player making the most recent out of that inning or prior shall be the courtesy runner. The catcher must immediately begin to put the catcher's gear on upon returning to the dugout for a courtesy runner.
23. An inning played is when a player is in the field for all three outs in that inning.
24. No defensive coaches shall be allowed on the field during play.
25. First and last names must be included in the score book. Score books without the first and last names will be returned to the manger for correction. Failure to correct will result in forfeit.

## Rosters

1. All rosters must include the players' names, addresses, and grade level. The roster must be turned in to the District 19 President before or at the April Meeting. The penalty for not having rosters in on time will result in a late filing fee of \$2.00 for each team. This fee must be paid before the end of the season or all games will result in automatic forfeit. (2008)
2. Team rosters must be carried at all times. Team rosters must be shown upon request by the opposing team. PENALTY: Upon failure to show roster of team in question, opposing team must follow the protest procedure.
3. All rosters must contain the name and phone number of the manager and coaches for that team. In case of a change, the district president must be notified of the manager's or coach's name and phone number. The district president will be responsible for notification of all managers in that division of the change in one week.
4. At the time of filing rosters, each town must make known in writing to the district president the days of the week on which diamonds will not be available for league play in his/her town and days on which, because of other circumstances, teams cannot play. Each division and its circumstances must be clearly defined.
5. Designated for late sign-ups only. Final changes to a team's roster must be filed with the district president on or before the third day prior to the first scheduled game of the season. In addition, if a town president wants to add a player to any of his town's rosters after that date, he must receive the consent of the district president. The district president will notify all town presidents of the addition. (2001)
6. Any child living within the school district limits of any District 19 member cannot be on the roster of any District 19 member without the approval of the towns' presidents. (2007)
7. Any game that is played with a team having non-roster player(s) is forfeit by that team. If the game is played as a practice or scrimmage game, the non-roster player(s) must be from the same division or a division below.
8. No child shall play any division below their grade level division under any circumstances. (2007)
9. The registration of a player on an official roster does not exempt that player from protest at a later date provided sufficient proof of ineligibility is presented at the time of protest. The Protest Committee, upon proper evidence being shown by any Association manager or coach, must declare the player in question ineligible. The player's team automatically forfeits any and all games in which the ineligible player participated as a member of the team.

10. When the selection of players for a division is determined, players of all ages should be divided evenly or within one, left to the discretion of the town officials as to how this should be accomplished. This means each team in that town division should have an equal amount, or within one, of first and second year players. The district representative from that town will oversee the procedure. The town president will mail or E-mail the rosters to the District 19 President in accordance with rule four (4) of this section. (2008)

## **Scheduling**

1. Scheduling will be done by the District 19 President. Scheduling will be done using a set schedule. The number of games for the season will start with a maximum of 12 games. Exceptions to this will be voted on at the March Meeting. Any conflicts arising from this would have to be settled by the town Presidents involved. (2008)

2. Each division will use Fridays for either Rainouts or for Scheduling Conflicts (2008)

3. Any division having seventeen (17) or more teams will be divided into two (2) equal divisions geographically. (1994)

4. District 19 seasons will begin on the Monday before Memorial Day. All schedules must be completed by July 31<sup>st</sup>. (2008)

5. All schedules must be distributed to the town presidents no later than the first week of April. The schedules must be in the hands of the team no later than the May 1<sup>st</sup>. (2007)

6. Each schedule will contain the team name, team number, and the names and phone numbers of the manager and coaches for that team. The manager's name will be listed first.

7. Each team manager must report game results to the district president or secretary in a manner prescribed by the district. Any game results not reported to the district president or secretary by July 31<sup>st</sup> of that season will result in a loss for that team. (1992)

8. All rescheduled games must be rescheduled before June 15<sup>th</sup>. After June 15<sup>th</sup>, games may only be rescheduled due to inclement weather or field availability problems. (1996)

9. No game may be postponed without the agreement of both managers. Postponements will be made at least seven days prior to the scheduled date of the game.

10. Normal playing days for all Division will be as follows:

Monday and Wednesday:	Bantams, Chics, Midget, and Robins
Tuesday and Thursday:	Atoms, Petites, and Juveniles

## Game Times and Cancellations

1. All association games are scheduled to start at 6:00 pm, but may start at a different time if there is a mutual consent between the two managers.
2. As a result of travel problems, a team arrives at an out-of-town destination after the scheduled starting time:
  - SECTION 1. 10 minutes will be allotted for warm-up time, unless this would delay the starting time past 6:30 pm, which shall be the latest any Association game may start.
  - SECTION 2. Any team which cannot start by 6:30 pm must forfeit the game.
  - SECTION 1. The manager of the delayed team must make every effort possible to make the home manager aware of his delay.
3. The home team must relinquish the diamond 15 minutes prior to game time.
4. There shall be no “8 o’clock” rule governing the play of any Association game.
5. In case of darkness or inclement weather, the umpires in charge of the game shall exercise their judgment and determine if play should be continued or halted.
6. In case of a tornado warning, the game will be suspended.
7. At the first sign of lightening, the game will be halted for 20 minutes.
8. Federation Baseball and Softball rules shall apply for all games halted.
9. For any reason a game results in a tie and the game is of regulation innings the game will be recorded as a tie. (2008)
10. Cancellation of a game due to inclement weather prior to the official start of the game will be in the hands of the opposing managers. Once the game has officially started, the decision is in the hands of the umpires. If the game is halted during play, the umpires must wait a minimum of 20 minutes before making their decision. (2008)
11. All games canceled due to inclement weather must be scheduled within two weeks of the scheduled date. If there are no results then contact your Organization’s President to resolve. The Presidents will then have 1 week to set the outcome. (2008)

## Umpires

1. The home team shall provide both the home plate and the base umpire. The home team shall provide all balls to be used in the game.
2. It is the responsibility of the home team to supply umpires who are the correct age. The home team will forfeit the game if the umpires are not the correct age. The game may then be played as a practice scrimmage game.

Minimum ages for umpires in each division will be as follows:

Atoms and Petites	12 years
Bantams and Chics	14 years
Midgets, Robins, and Juveniles	16 years

3. Two umpires will be used in the all Division. Home plate umpire will keep count of all pitches and swinging and/or foul ball strikes.
4. All umpires are required to familiarize themselves with the Association Rules, Official Rules of Baseball, and Official Rules of Softball.
5. All umpires must be sure of the date, time, and location for the game to which they are assigned.
6. Umpires should arrive at the playing field 20 to 30 minutes before the scheduled start of the game to check for hazards which may affect the playing of the game.
7. Before the game, both umpires and the managers from each team will meet to discuss the ground rules. These rules must be clearly defined so there will be not doubt as to an umpire's decision based upon the ground rules.
8. The umpires will not allow any deviation from the rules of the Association or the Official Rules governing any scheduled Association game.
9. Each umpire is the representative of both the league and the game and is required to enforce all the rules.
10. Any non-certified umpire calling balls and strikes must be in full umpire equipment. Umpires in the atom/petite division counting pitches from behind home plate, must wear a face mask. Chest protector and shin guards are optional.
11. Any player, coach, or fan who physically abuses any player, coach, or umpire shall be suspended until a review of the incident by the district president.
12. Umpires must sign both home and visiting team scorebooks with their signature and phone number after each game played.

## Rules of Sliding

The National Federation rules concerning sliding will be in effect. Those rules are as follows:

### **Rule 2: PLAYING TERMS OR DEFINITIONS**

#### **SECTION 32-SLIDE**

**ART. 1...**A LEGAL SLIDE can be either feet or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within the reach of the base with either a hand or a foot.

**ART. 2...**A SLIDE IS ILLEGAL IF:

- A. The runner uses a rolling, cross-body or pop-up slide into the fielder.
- B. The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
- C. The runner goes beyond the base and makes contact with or alters the play of the fielder.
- D. The runner slashes or kicks the fielder with either leg.
- E. The runner tries to injure the fielder.

### **Rule 8: BASERUNNING**

#### **SECTION 4 – RUNNER IS OUT**

**ART. 2...**ANY RUNNER IS OUT WHEN HE/SHE

**B. does not legally slide** and causes illegal contact and/or illegally alters the action of a fielder in the immediate act of making a play.

**PENALTY:** The runner is out, the ball is immediately dead, and interference is called.

**NOTE:** Runners are never required to slide, but if a runner elects to slide, the slide must be legal. (2-32-1, 2)

**C. Does not legally attempt to avoid a fielder in the immediate act of making a play on him/her.**

**PENALTY:** The runner is out; the ball remains alive unless interference is called.

**NOTE:** Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is on the ground.

**POINT TO EMPHASIS:**

**SLIDING:** There has been some confusion regarding the legality of base runners sliding or going into a base standing up.

Some coaches and umpires have been under the opinion the base runner must slide directly into the base. Although a runner is never required to slide, if a runner chooses to slide into a base (whether or not a force play is involved), he/she must slide within reach of the base with either a hand or foot. A runner may slide outside the width of the base as long as he is able to reach the base with either a hand or a foot and does not violate any of the provisions under Rules 2-32-1 and 8-4-2b and 2c.

Rules 2-32-1 and 8-4-2b and 2c do not specifically cover a base runner that goes into a base standing up. This action by itself is legal. However, a runner is prohibited from going into a base standing up and making contact with the fielder or altering the play of the fielder. If the runner violates this rule, the runner shall be penalized as if it were an illegal slide. This rule is in effect whether or not a force play is involved.

**INCIDENTAL CONTACT/MALICIOUS CONTACT:** The rules committee is concerned that all collisions are being ruled malicious contact. A violent collision may occur and be ruled incidental contact with no penalty to either offense or defense. So that the focus may be given to the parameters surrounding malicious and incidental contact, the following is offered:

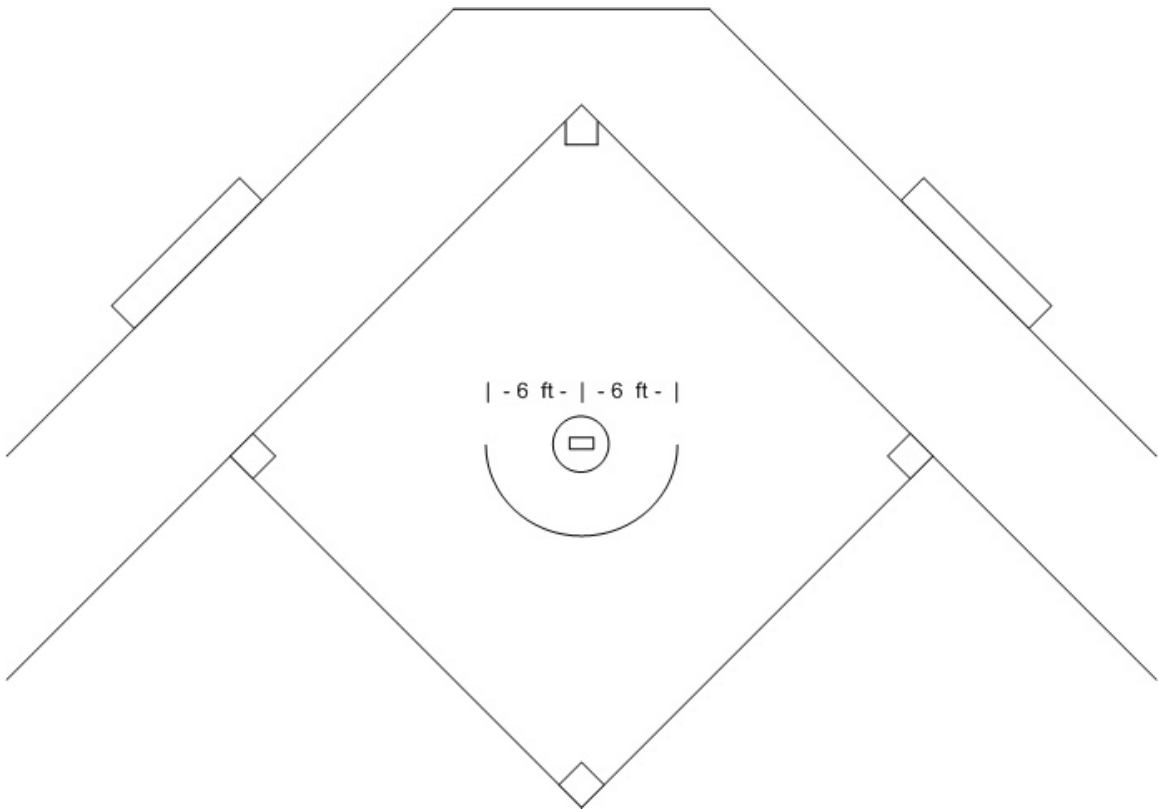
Contact or a collision is considered to be malicious if:

1. The contact is a result of intentional excessive force, and/or
2. There is intent to injure. It should not be misconstrued that the absence of these two conditions would automatically preclude the presence of something malicious, but they would certainly offer a starting point.

Umpires are to rule on a player's intent when determining malicious or incidental contact. To help eliminate the question of intent, runners should be instructed to use a legal slide or attempt to avoid making contact with any defensive player.

## Pitching ARC Rules For Atoms and Petites

1. A 6 ft arc from center of the rubber, either direction and behind, no line in front. The pitcher (position player not coach-pitcher) must stay in when the ball is pitched. (2008)
2. The pitcher's feet must be in the arc until the ball crosses the plate. (2008)



## Rules Pertaining to Baseball for Atoms

1. The pitching and base distance for each division will be as follows:

Atoms:	Pitching.....	45 feet
	Bases.....	55 feet
	Ball.....	atom ball

2. A If during the process of any game in the Association, the home team, after 5 ½ or more innings is leading by 15 or more runs, or the visiting team after six (6) or more innings is leading by 15 runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. (2007)

3. A team may not score more than seven (7) runs in any one inning. As soon as the seventh run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The seven run rule applies until the end of the sixth inning. After the sixth inning, an unlimited number of runs may be scored.

4. SECTION 1. Players in the Atoms division must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the 15 run rule, any player who did not play the required number of innings, must start in the field the next game.

SECTION 2. Before each game, the managers will exchange the lists of available players' full names. Players not available by the end of the 3<sup>rd</sup> inning do not have to play in that game. All line-ups must include both the first and last names of the players.

SECTION 3. Any player arriving after a game has begun must be inserted in the last spot in the batting order.

5. The infield fly rule will not be enforced in the Atoms division.

6. Runner(s) must stay on the base until the batter swings in the Atoms division.

7. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position.

8. The ten players must be a 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008) ALL DIVISIONS

9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

10. In the Atoms division, games must be played with ten (10) players on the field but with no less than eight (8) players if ten (10) players are not available.

11. Shirt tails must be tucked in at all times.

12. Caps are an optional part of the uniform.

13. Each coach will pitch to his own respective players. It will be to each coach's discretion as to how to pitch – overhand, underhand, etc.
14. There will be a maximum of seven (7) consecutive pitches to any batter from their coach-pitcher. There will be no called balls or strikes, but the umpire will keep count of all pitches and swinging and/or foul ball strikes. There will be no walks and no hit batters.
- An out will consist of:
- A. Three swinging strikes, or
  - B. One foul ball and two swinging strikes, or
  - C. Two foul balls and one swinging strike, or
  - D. Seven (7) pitches
15. Atoms are automatically out on a dropped third strike
16. The first six pitches in the Atoms divisions must be delivered from the pitching rubber. Only on the 7<sup>th</sup> pitch may the pitcher move closer to home plate, but no closer than thirty-five (35) feet.
17. The batter, while standing in the batters box, must take a full swing. No bunting.
18. The catcher will assume a normal catching position in the catcher's box, directly behind home plate.
- PENALTY: After one warning by the home plate umpire, a balk may be called and all runners advance one base.
19. No stealing will be allowed. Runners must stay on the base until the batter swings.
- PENALTY: After one warning runners leaving the base before the batter swings are out, and the play is dead.
20. Base runners may not advance beyond the base they are going to, unless a play is being made, after a batted ball to the outfield is in the possession of an infielder within the square of the bases.
21. When a batted ball hits the coach-pitcher, the ball is dead and must be replayed. Any hit ball hitting the coach-pitcher will not count as one of the seven pitches. (2007)
22. Adult pitchers are limited to no more than 3 warm-up pitches between innings.
23. Any throw to first base which goes in foul territory, runners may advance at own risk. Any throw going out of play, allows the batter and base runners to advance only to the base they were going when the ball was hit. (2007)

## Rules Pertaining to Softball for Petites

1. The pitching and base distance for each division will be as follows:

Petites:	Pitching.....30 feet
	Bases.....55 feet
	Ball.....10 inch softball

2. A If during the process of any game in the Association, the home team, after 5 ½ or more innings is leading by 15 or more runs, or the visiting team after six (6) or more innings is leading by 15 runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. (2007)

3. A team may not score more than seven (7) runs in any one inning. As soon as the seventh run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The seven run rule applies until the end of the sixth inning. After the sixth inning, an unlimited number of runs may be scored.

4. SECTION 1. Players in the Petite division must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the 15 run rule, any player who did not play the required number of innings, must start in the field the next game.

SECTION 2. Before each game, the managers will exchange the lists of available players' full names. Players not available by the end of the 3<sup>rd</sup> inning will not have to play in that game. All line-ups must include both the first and last names of the players.

SECTION 3. Any player arriving after a game has begun must be inserted in the last spot in the batting order.

5. Runner(s) must stay on the base until the batter swings in the Petite divisions.

6. The infield fly rule will not be enforced in the Petite divisions.

7. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position.

8. The ten players must be a 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008) ALL DIVISIONS

9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

10. In the Petite division, games must be played with ten (10) players on the field but with no less than eight (8) players if ten (10) players are not available.

11. Shirt tails are not required to be tucked in.

12. Caps or Visors are optional on defense. (2008)

13. Each coach will pitch to his own respective players. It will be to each coach's discretion as to how to pitch – overhand, underhand, etc.

14. There will be a maximum of seven (7) consecutive pitches to any batter from their respective coach-pitcher. There will be no called balls and strikes, but the umpire will keep count of all pitches and swinging and/or foul ball strikes. There will be no walks and no hit batters.

An out will consist of:

- a. 3 swinging strikes or,
- b. 1 foul ball and 2 swinging strikes, or
- c. 2 foul balls and 1 swinging strike, or
- d. 7 pitches

15. Petites are automatically out on a dropped third strike

16. All pitches in the Petite division must be delivered from the pitching rubber.

17. Adult pitchers are allowed no more than 3 warm-up pitches between innings

18. The batter, while standing in the batter's box, must take a full swing. No bunting is allowed.

19. The catcher will assume a normal catching position in the catcher's box, directly behind home plate. **PENALTY:** After one warning by the umpire, a balk may be called and all runners advance one base.

20. No stealing will be allowed. Runners must stay on base until the batter swings. **PENALTY:** After one warning by the umpire, runners leaving the base before the batter swings are out, and the play is dead.

21. Base runners may not advance beyond the base they are going to, unless a play is being made, after a batted ball to the outfield is in the possession of an infielder within the square of the bases.

22. When a batted ball hits the coach-pitcher, the ball is dead and must be replayed. Any hit ball hitting the coach-pitcher will not count as one of the seven pitches. (2007)

23. The 15 foot radius will be in effect in the Petite division. A ball rolling dead within the 15 foot radius is a foul ball. Any ball in movement including spinning that is fielded within the 15 foot radius or a dead ball on the line of the 15 radius is a live ball. (2007)

24. Any throw to first base which goes in foul territory, runners may advance at own risk. Any throw going out of play, allows the batter and base runners to advance only to the base they were going when the ball was hit.

## Rules Pertaining to Baseball for Bantams

1. The pitching and base distance for each division will be as follows:

Bantams:	Pitching.....	45 feet
	Bases.....	65 feet
	Ball.....	Bantam/Midget

2. A If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by 15 or more runs, or the visiting team after five(5) or more innings is leading by 15 runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. This rule is in effect for BANTAM divisions. (2007)

3. A team may not score more than seven (7) runs in any one inning. As soon as the seventh run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The seven run rule applies until the end of the sixth inning. After the sixth inning, an unlimited number of runs may be scored.

4. SECTION 1. Players in the Bantams must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the 10 run rule, any player who did not play the required number of innings, must start in the field the next game.

SECTION 2. Before each game, the managers will exchange the lists of available players' full names. Players not available by the end of the 3<sup>rd</sup> inning will not have to play in that game. All line-ups must include both the first and last names of the players.

SECTION 3. Any player arriving after a game has begun must be inserted in the last spot in the batting order.

5. The infield fly rule will be enforced in the Bantams division.

6. A second trip to the mound by a manger or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.

7. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position.

8. The ten players must be a 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008) ALL DIVISIONS

9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

10. In the Bantams division, games must be played with no less than eight (8) players.

11. Bantams may not advance on an overthrow from the catcher to the pitcher. (2007)
12. Balks shall be called immediately in all division except Bantams. One warning and an explanation will be given in the Bantam division. When the warning is given, the ball is dead and no runner may advance.
13. Base runners in the Bantam divisions may not leave the base until the pitcher releases the ball. This rule applies to both the wind-up and the stretch positions. The penalty for leaving the base early is the base runner is out and the ball is dead. Pick-offs are not allowed. There is no leading-off before stealing. (2007)
14. Players in the Bantam divisions may score on a passed ball or a wild pitch.
15. Pitchers are limited to four (4) innings per game in the Bantam division with a maximum of ten (10) innings per week for Bantams. Pitching to any batter in an inning constitutes an inning pitched.
16. Bantam division may attempt to advance to first base on a dropped third strike. National Federation rules govern this call.
17. Shirt tails must be tucked in at all times.
18. Caps are an optional part of the uniform.
19. The number of warm-up pitches allowed is as follows: five (5) between innings; seven (7) for a new pitcher; unlimited for a new pitcher replacing an injured pitcher during an inning.

## Rules Pertaining to Baseball for Chics

1. The pitching and base distance for each division will be as follows: (2008)

Chic:	Pitching.....36 feet
	Bases.....60 feet
	Ball.....11 inch softball

2. A If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by 15 or more runs, or the visiting team after five(5) or more innings is leading by 15 runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. This rule is in effect for the CHIC divisions. (2007)

3. A team may not score more than five (5) runs in any one inning. As soon as the fifth run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The five run rule applies until the end of the sixth inning. After the sixth inning, an unlimited number of runs may be scored.

4. SECTION 1. Players in the Chic divisions must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the 15 run rule, any player who did not play the required number of innings, must start in the field the next game.

SECTION 2. Before each game, the managers will exchange the lists of available players' full names. Players not available by the end of the 3<sup>rd</sup> inning will not have too play in that game. All line-ups must include both the first and last names of the players.

SECTION 3. Any player arriving after a game has begun must be inserted in the last spot in the batting order.

5. The infield fly rule will not be enforced in the Chic divisions.

6. A second trip to the mound by a manger or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.

7. . In the Chic division, games must be played with ten (10) players on the field but with no less than eight (8) players if ten (10) players are not available.

8. Chic may not advance on an overthrow from the catcher to the pitcher. (2007)

9. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position.

10. The ten players must be a 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008) ALL DIVISIONS

11. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

12. Stealing is allowed in the Chic division for 2nd and 3rd base at the point of release. Stealing home is not permitted, however a ball put into play will allow runners to advance to the next base. This allows a runner on 3<sup>rd</sup> base the opportunity to score.

13. A dropped third strike in the Chic division is an automatic out on the batter.

14. The number of warm-up pitches allowed is as follows:

Five (5) between innings

Seven (7) for a new pitcher

Unlimited for a new pitcher replacing an injured pitcher during an inning

15. A batter hit by a pitch will be awarded first base.

16. Shirt tails are not required to be tucked in.

17. Caps or Visors are optional on defense. (2008)

18. Pitchers in the Chic division are limited to four (4) innings per game. Pitching to any batter in an inning constitutes an inning pitched.

19. Bunting will be allowed in the Chic divisions.

## Rules Pertaining to Baseball for Midgets

1. The pitching and base distance for each division will be as follows:

Midgets:	Pitching.....	55 feet
	Bases.....	80 feet
	Ball.....	JJ Ball

2. One patched umpire must be behind the plate for the Midget divisions. (2007)

3. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by 10 or more runs, or the visiting team after five(5) or more innings is leading by 10 runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. This rule shall apply only the MIDGET divisions. (2007)

4. A team may not score more than seven (7) runs in any one inning. As soon as the seventh run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The seven run rule applies until the end of the sixth inning. After the sixth inning, an unlimited number of runs may be scored.

5. SECTION 1. Players in the Midget division must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the 10 run rule, any player who did not play the required number of innings, must start in the field the next game.

SECTION 2. Before each game, the managers will exchange the lists of available players' full names. Players not available by the end of the 3<sup>rd</sup> inning will not have too play in that game. All line-ups must include both the first and last names of the players.

SECTION 3. Any player arriving after a game has begun must be inserted in the last spot in the batting order.

6. The infield fly rule will be enforced in the Midget division.

7. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position.

8. The 9 players must be a 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008) ALL DIVISIONS

9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

10. A second trip to the mound by a manger or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.

11. All baseballs used in the Midget division must have an all-leather cover. Synthetic covered baseballs are not allowed.
12. All Midget games must be played with no more than 9 players with no less than 8 players. (2008)
13. Balks shall be called immediately in the Midget division.
14. Pitchers are limited to five (5) innings per game in the Midgets with a maximum of ten (10) innings per week for Midgets. Pitching to any batter in an inning constitutes an inning pitched.
15. On a dropped third strike the Midget division may attempt to advance to first base. National Federation rules govern this call.
16. Only players in the Midget division may wear metal spikes as per National Federation rules.
17. Shirt tails must be tucked in at all times.
18. Caps are an optional part of the uniform.
19. A portable mound may be used in the Midget Division.

## Rules Pertaining to Softball for Robins

1. The pitching and base distance for each division will be as follows: (2008)

Robins:	Pitching.....	38 feet
	Bases.....	60 feet
	Ball.....	12 inch softball

2. One patched umpire must be behind the plate 3for the Robins divisions. (2007)

3. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by 10 or more runs, or the visiting team after five(5) or more innings is leading by 10 runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. This rule shall apply only the ROBIN divisions. (2007)

4. A team may not score more than seven (7) runs in any one inning. As soon as the seventh run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The seven run rule applies until the end of the sixth inning. After the sixth inning, an unlimited number of runs may be scored.

5. SECTION 1. Players in the Robin division must play at least 3 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the 10 run rule, any player who did not play the required number of innings, must start in the field the next game.

SECTION 2. Before each game, the managers will exchange the lists of available players' full names. Players not available by the end of the 3<sup>rd</sup> inning will not have too play in that game. All line-ups must include both the first and last names of the players.

SECTION 3. Any player arriving after a game has begun must be inserted in the last spot in the batting order.

6. The infield fly rule will be enforced in the Robins division.

7. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position.

8. The 9 players must be a 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008) ALL DIVISIONS

9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

10. All Robin games must be played with no more than 9 players with no less than 8 players. (2008)

11. A second trip to the mound by a manger or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.
12. The number of warm-up pitches allowed is as follows:
  - Five (5) between innings
  - Seven (7) for a new pitcher
  - Unlimited for a new pitcher replacing an injured pitcher during an inning
13. A batter hit by a pitch will be awarded first base.
14. Shirt tails are not required to be tucked in.
15. Caps or Visors are optional on defense. (2008)
16. Stealing will be permitted in the Robin division at the point of release.
17. There are no pitching limits (innings) for the Robin divisions.
18. Bunting will be allowed in the Robin divisions.

## Rules Pertaining to Baseball for Juveniles

1. The pitching and base distance for each division will be as follows:

Juveniles:      Pitching.....60 ft. 6 inches  
                     Bases.....90 feet  
                     Ball.....JJ Ball

2. One patched umpire must be behind the plate for the Juvenile divisions. (2007)

3. If during the process of any game in the Association, the home team, after 4 ½ or more innings is leading by 10 or more runs, or the visiting team after five(5) or more innings is leading by 10 runs at the end of any completed inning, then the umpire shall terminate the game. From that point, upon agreement of both managers, the game may be completed for practice only. This rule shall apply only the JUVENILES division. (2007)

4. A team may not score more than seven (7) runs in any one inning. As soon as the seventh run crosses the plate, there are automatically three (3) outs for the team batting, and that half of the inning is over. The seven run rule applies until the end of the sixth inning. After the sixth inning, an unlimited number of runs may be scored.

5. SECTION 1. Players in the Juveniles division must play at least 2 innings in a completed game. The only exceptions to this are disciplinary action being taken by a manager or illness. The manager of the opposing team and the umpire must be informed of these exceptions before the game. If a game is called because of the 10 run rule, any player who did not play the required number of innings, must start in the field the next game.

SECTION 2. Before each game, the managers will exchange the lists of available players' full names. Players not available by the end of the 3<sup>rd</sup> inning will not have too play in that game. All line-ups must include both the first and last names of the players.

SECTION 3. Any player arriving after a game has begun must be inserted in the last spot in the batting order.

6. The infield fly rule will be enforced in the Juvenile division.

7. At the time of the pitch, all defensive players must play positions as defined in the National Federation rule book. No outfielders may play the infield position.

8. The 9 players must be a 1 pitcher, 1 catcher, no more than 4 infielders, and no less than 2 outfielders. (2008) ALL DIVISIONS

9. All outfielders must play a minimum of fifteen (15) feet behind the square of the infield.

10. All Juvenile games must be played with 9 players with no less than 8 players. (2008)

11. A second trip to the mound by a manger or coach for the same pitcher in the same inning will cause that pitcher to be removed from pitching for the remainder of that inning.
12. Baseballs used in the Juveniles division must have an all-leather cover. Synthetic covered baseballs are not allowed.
13. Balks shall be called immediately in the Juvenile division
14. On a dropped third strike the Juvenile division may attempt to advance to first base.  
National Federation rules govern this call
15. Juvenile pitchers are limited to:
  - Five (5) innings per game
  - Maximum of twelve (12) innings of pitching per week
16. Only players in the Juvenile division may wear metal spikes as per National Federation rules.