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**RESPONSIBILITIES OF MANAGERS AND ASSISTANTS**

*It shall be the responsibility of each manager and assistant to:*

- 1. Conduct a “kick-off” meeting with all his/her players, parents being invited to attend, where he/she will review the Franklin Baseball and Softball League’s (FBBBSB) philosophies, Rules, Code of Conduct and plans for the season. Coaches should continue to meet with players and parents on a regular basis to reinforce the above. If a parent or other participant contributes to the game in a manner that is inconsistent with the FBBBSB Code of Conduct, the Manager should dismiss the participant from the game, and bring the situation to the Division’s Director.**
- 2. Conduct themselves in a proper manner, adhere to the rules of play as outlined in the latest FBBBSB Rule Book and demonstrate good sportsmanship. Managers should have a copy of this FBBBSB Rule Book in their possession during all games.**
- 3. Managers and Coaches who participate in pre-season drafts of their teams, will not share with anyone, any information whatsoever about the selection of players or ratings during the evaluation period and/or draft.**
- 4. Encourage and require proper conduct among players.**
- 5. Promote individual and team skill toward enjoyable competition.**
- 6. Insist on complete player attendance at all practice sessions and games.**
- 7. Provide supervision at all times during practice sessions and scheduled games.**
- 8. Require strict adherence to safety rules at all times, including those requiring the wearing of batting helmets, forbidding bat throwing, observance of on-deck safety rules, and others, particularly important to adhere to the concussion rules as described in Section “L” (Safety) below.**

- 9. A manager may bench a player for one game for disciplinary reasons but must notify the opposing manager and the League.**
- 10. Any recommendation for the suspension of a player because of conduct considered detrimental to the best interests of the League shall be referred to the Board of Directors for final action.**
- 11. Managers and coaches shall enforce the NO HARASSMENT RULE. Managers and coaches are required to discourage harassment of players or umpires by players and spectators NOTE: Harassment includes consciously or unconsciously influencing the calls by Umpires by saying “safe”, “out”, “ball”, “strike”, “fair”, “foul”, etc. It is obvious that the managers and coaches are required to refrain from harassment as well.**
- 12. Managers are responsible for ensuring that all rules are followed as written; no modifications, even with agreement of opposing managers, is permitted.**
- 13. Managers must ensure that all players and Assistants (adult coaches) remain in the dugout or on the bench during the game, unless they are defensive players, at bat, on deck, first or third base coaches, or players warming up to enter the game as pitchers. The manager will only be allowed on the field of play after he/she has requested a time out, and has been given that time out by the umpire, except as allowed in the Prep, Novice Softball and Intermediate Softball Divisions. Otherwise players, coaches, and managers must sit or stand within the dugout and clear of the dugout gate. These are the only people permitted to be in the dugout or bench area with the exceptions of a parent and a medical professional in the event of an injury to a player.**
- 14. The only adults permitted in the dugout, except as noted in the rules for the Prep and Novice Softball Divisions, are the Manager and two Assistants and they must wear uniform jerseys and hats provided by FBBSB.**

- 15. Prior to the Managers' meeting on draft day or the 1st practice, Managers and Assistants are encouraged to pass the Rules Test, and must agree to a background check and obtain a concussion certification. If Managers or Assistants do not comply with these requirements they will be unable to coach in the upcoming season.**
- 16. Managers are encouraged to secure a second Assistant and an extra team shirt will be provided. The added assistant is required to pass the rules test, agree to a background check and pass the concussion certification process.**
- 17. Winning Managers and/or Assistant Managers are to submit game results within 24 hours of the conclusion of a game via email, text or Mobile App. Division Directors are responsible for seeing that this requirement is carried out in a timely and accurate manner. Managers are also responsible for submitting all-star selections, umpire and player evaluations and other team information as may be requested by the League.**
- 18. Managers and Assistant Managers are to ensure that the fields are left free and clear of litter and other debris. Managers and Assistant Managers must be accountable to ensure that Franklin coaches, players, parents and fans are advised that we are guests on all of the fields we use and are prohibited from utilizing the surrounding areas as a restroom, or entering any of the neighboring buildings to use the restroom or under any other circumstances (exceptions: the Public Restroom (formerly known as the Kreger House) located just east of Kaline Field, and the porta-johns installed at various fields).**
- 19. Before the start of each game, each manager will provide a new baseball or softball to the umpire to be used for gameplay.**

## **Definitions**

**Infield Fly Rule** – The infield fly rule applies only when there are fewer than two outs and there is a force play at third (runners on first and second, or bases loaded). If a fair, fly ball is hit that in the umpire's judgment could be caught by an infielder with ordinary effort, the batter is out regardless if the ball is caught or not. The runners may run at their own risk, but if the ball is caught, they must tag up.

**Intentional Walk** – An intentional walk is when the pitcher deliberately pitches the ball away from the batter in order to issue a walk. Intentional walks are not allowed in any division.

**Hit by Pitch** – A batter hit by a pitch while in the batter's box is awarded 1B. The ball is dead and all runners are forced to advance and move up one base. This includes the batter being hit on any part of his person including hands, protective equipment such as elbow pads and helmet. It also includes any protective equipment that is sticking out of his back pockets.

A batter that is hit by a pitch will be awarded first base unless he deliberately makes a movement to be hit by the pitch. Batters that are hit by a called strike are not considered hit by a pitch. If a batter is swinging at a pitched ball and is hit by a pitch, it is not considered "Hit by pitch."

A pitched ball that hits the ground then hits the batter is considered a hit by pitch.

Beginning in the Little League Baseball and in Senior Softball divisions, The batter **MUST** attempt to avoid the pitch. If the batter, in the umpires judgment, the batter had a reasonable opportunity to avoid being hit, but does not attempt to avoid a pitch, then the pitch is called either a ball or a strike and the

**batter remains at bat (unless it is the fourth ball or third strike called)**

**Home Plate** – Home plate is in fair territory. Balls that hit the plate and bounce into fair territory are fair balls. A ball is fair or foul based on where it comes to rest, not where it initially hits the ground, unless it is beyond the first or third bases or when touched.

**Illegal Pitch/Balk Rule** – Balk calls are judgement calls by the umpires. Balks are warnings, except in the Pony Baseball division.

**Additional Balk Clarifications are located in the Pony Division Rules.**

**Obstruction** – Obstruction happens when a FIELDER, who does not have possession of the ball, obstructs the running lane of a base runner, whether the obstruction was incidental or intentional. Obstruction is normally a “delayed call” situation. Obstruction means the runner is **SAFE**.

**Here's how the obstruction rule is applied:**

**Play in progress**

**If a play is happening on the obstructed runner, the ball is dead and the umpire can put all runners on the base they would have reached without the obstruction.**

**No play in progress**

**If no play is happening on the obstructed runner, the umpire lets the play continue until it's over, and then can impose penalties to nullify the obstruction.**

**Awarding a base**

If the fielder is ruled to have obstructed the runner, the runner is automatically awarded at least one base past the last base they legally touched before the obstruction.

Umpires have the discretion to decide if a fielder is in the act of fielding the ball. For example, if a fielder is close to receiving a thrown ball, they may be considered in the act of fielding it. However, if a fielder misses an attempt to field the ball, they are no longer considered to be in the act of fielding.

**Interference/Runners Interference** - If a runner makes contact with a batted ball in fair territory before a fielder has a chance to play it, it is usually considered interference and the runner is called out; however, there are situations where the contact might not be considered interference depending on whether the ball was deflected by a fielder or if the runner had no other option to avoid it.

**Direct contact with a live batted ball:** If a runner directly hits a batted ball in fair territory before a fielder has a chance to play it, they are typically called out for interference except instances of a deflected ball.

If the ball is deflected off a fielder before hitting the runner, the runner may not be called out if there is no intent to interfere and if the runner only makes unintentional contact with the ball while trying to avoid a fielder, the umpire may not call interference.

If the infielder is playing in front of the runner and once the ball passes by the infielder hits the runner before entering the outfield there is no runner interference.

**Dropped third strike** – A dropped third strike occurs when the catcher fails to cleanly catch a pitch for the third strike. A pitch is considered uncaught if the ball touches the ground, or the



ball is dropped after being caught. A dropped third strike does not exist if first base is occupied with less than two outs. If there are two outs, it does not matter if first base is occupied or not. The batter becomes a runner and must be tagged or thrown out at first base. If the play is not made, the runner is safe at first and becomes an active base runner.

**Overthrows** - An overthrow/out-of-play area shall be defined as any ball thrown to a base, in an attempt to put out the runner, which is not cleanly fielded or caught, strikes a spectator, object, player on the bench, or passes the out of play restraining line. Umpire and base coaches are not considered as players under this rule and are in the field of play.

**BATTING OUT OF ORDER** - If a player bats out of order, the batter will be ruled out. If the incorrect hitter's at-bat results in the batter getting on base or hitting a sacrifice fly then the play will not count, the batter is ruled out and the game will be reset. If it is not discovered that the batter hit out of order until after a pitch is thrown to the next batter following the incorrect hitter, then the result of the incorrect hitter shall count.

**GENERAL RULES OF FRANKLIN BASEBALL LEAGUE**

**A. Schedules**

All scheduling will be coordinated by the Scheduling Director in conjunction with Division Directors. All Prep, Continental, Little League, Pony, Novice, Intermediate and Senior Softball games (Monday through Friday) will start at 6:30 p.m. Duration of all games, except in specific divisions, shall be 6 innings, or in the case of a tie after 6 innings shall continue until a winner is established. However, no inning may start after sundown on game day ("Sunset Rule"; times are published on Franklin Baseball and Softball website) or 2 hours past scheduled start time, whichever comes first. If, in the judgment of the Umpire, at any point it is too dark to safely play the Umpire may call the game and continuation at a later date will follow other applicable rules. However, any inning started must be completed, except that once a game has become Official as defined in Section H if the home team is in the lead at the conclusion of the first half of a started inning there is no need to complete the bottom half of the inning. The result or a need for replay of a game suspended due to these time limits will be according to the guidance in section B. "Official Games" or specific Division rules.

**RESCHEDULING**

The League Administrator must approve any rescheduling of games. Without the league's approval, the game must be played as scheduled. All requests for rescheduling must be made a minimum of forty-eight hours before the originally scheduled game.

**B. Official Games**

The Mercy 15/10-RUN RULE is in effect for the, Little League and Pony Baseball Divisions only - If after 4 innings (three and one-half innings if the home team is ahead) one team has a

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lead of fifteen (15) or more runs, or if one team has a ten (10) run lead after 5 innings (Four and one-half if the home team is ahead) the Manager of the team with the least runs will concede a victory to the opposing team. This rule also applies during the Playoffs.

For all divisions, regular season games can end in a tie.

The maximum number of runs a team can score per inning is 5. The exception is the last inning.

### **Last inning rule:**

- The two head coaches will meet prior to the start of an inning when there is less than thirty minutes on the umpire's official game clock. The team that is behind can declare that to be the last inning. In the event of a tie both head coaches must agree on the last inning. Once an inning is declared as the last inning it cannot be changed even if there is time to start a new inning on the official game clock.
- If the visiting team is winning, they will be limited to a maximum of five runs per standard inning rules. The home team will then bat to win the game and score as many runs needed to win the game.
- If the home team is winning by 5 to 9 runs, the visiting team will be allowed to score as many runs as needed to tie the game plus one run. If the visiting team has tied or taken the lead, the home team then bats to win the game.
- If the game is tied then both teams are limited to five runs and if the game is tied an extra inning will only be allowed if time allows. Runs scored in an extra inning will be capped at five runs.
- Post-season games cannot end in a tie even if the last inning goes past the time limit.
- Games that go to the 6th inning (including Post-season games) will follow the last inning rule stated above.

**NOTE: THE 2-HOUR RULE DOES NOT APPLY DURING PLAY-OFFS.** Also note that the “sundown” restriction does not apply to games played on lighted facilities.

At the conclusion of the game, teams must line up for handshakes, “high-fives” or any other congratulatory expression.

**PLAYOFF GAMES** - All 6 innings of a playoff game must be completed. If weather or darkness presents a safety concern, the game will be stopped and resumed at the same point at a later date.

#### **Doubleheaders**

In the instance of a doubleheader, pitchers are capped at the game pitching limit for that day, but the innings can be split between the two games ( i.e., for Little League pitchers the game max is 3 innings, so a pitcher could throw 2 innings in the first game and 1 inning in the second game or any mix of 3 innings between the two games).

A game will be considered official once four full innings have been played or if the home team is leading after 3 1/2 innings have been completed.

#### **GAMES SUSPENDED PRIOR TO A GAME BECOMING OFFICIAL OR THE START OF THE 4TH INNING:**

If a game has to be suspended for any reason (weather, darkness, sunset or time limit) before the start (first pitch) of the 4th inning it will be replayed in its entirety.

#### **SUSPENDED AFTER THE START OF THE 4TH INNING:**

A game that is suspended after the start of the 4th inning will be continued from the point of suspension until a winner is determined only in the playoffs.

In the regular season, if a game is suspended after it has reached official status and the suspension occurs between

**innings there is no continuation. The score will be reverted back to the end of the last completed inning and the game will be completed.**

**IN THE CASE OF A GAME BEING POSTPONED, THE FOLLOWING RESCHEDULING PROCEDURE WILL BE FOLLOWED:**

- 1) Managers notify Division Director and Scheduling Director within 24 hours of postponement - identifying any preferred timing for the rescheduled game.**
- 2) Scheduling Director will provide a date and times compliant with standard scheduling guidelines for the rescheduled game to the Managers and Division Director. Managers have up to 48 hours to discuss any potential conflicts with the date and time provided before the date and time of the rescheduled game becomes official.**
- 3) If only one team attends the rescheduled game, with the required minimum number of players by the required time, that team will be awarded the game by forfeit, with the score being recorded as 6-0.**
- 4) If neither team attends the rescheduled game, with the required minimum number of players by the required time, the game will be treated as a loss for both teams.**

**C. Continuations**

- 1) For all divisions, regular season games can end in a tie. There are tiebreakers in place for playoff seeding. Only in the playoffs if a game has reached official length (first pitch of the 4<sup>th</sup> inning) and is tied, or an inning has commenced in a game that was tied but has not been completed, regardless of the score, and conditions which caused the game to be halted (Weather, darkness, sunset or time limit), then the game will be completed on another date. The game will continue from the point it was suspended. For clarification, tie games that have started an inning, but have not completed that inning, will**

continue from the point of suspension and not revert to the end of the last completed inning.

2) All of the previous pitching rules shall apply to continued games.

Continuations from the point of suspension. The continuation will last until a winner is determined. Note that if the home team is in the lead after the completion of the top of an inning there is no need to continue play for the home team to bat in the bottom of that inning.

### **D. Equipment**

All players must wear a complete team uniform, provided by the League, consisting of shirts, hats or visors, pants and stockings while a game is in progress. Wearing a visor is optional in the softball divisions. Shirts must be tucked in.

Jackets, sweatshirts, etc. are requested to be worn under the team shirt; however, if they are not, all zippered items must be zipped. Pitchers may not wear long sleeved undershirts or jackets of a white or other light color and must not wear gloves or other items, e.g. rings, on their throwing hand.

Team equipment, (balls, helmets, catcher's and umpire's gear, and first aid kit), are provided to each team Manager by the League. NOTE: Parents must provide properly sized and fitted helmets for their own son's or daughter's personal use.

Helmets must meet the current government standards. Each Manager will be required to sign for his/her team's equipment as delivered (an inventory list will be included) and is required to return the equipment to the Equipment Director within one week after the season ends along with an updated inventory list.

Managers, Assistants and coaches must wear Jerseys and hats provided by FBL.

Managers are responsible to see that players do not mistreat any equipment by throwing batting helmets, bats, etc.

### **Baseball Bat Restrictions**

**1) All baseball bats must display a legible USSSA BPF 1.15 certification stamp except as noted below.**

**Wooden bats are allowed in all divisions. BBCOR certified bats are allowed in all divisions.**

**Small barrel bats (2¼" max.) with non-composite barrels are allowed in T-ball and Prep divisions.**

**2) Big Barrel (2 5/8" or 2 3/4") baseball bats must display the USSSA 1.15 BPF certification logo.**

**3) Small Barrel (2¼") bats must display the USSSA 1.15 BPF certification logo OR display the words USSSA BPF 1.15.**

**Visit this link to the USSSA rules for more information on Baseball Bat eligibility and BPF**

**<http://www.ussa.com/baseballbatmarks.pdf>**

### **Softball Bat Restrictions**

**1) All Softball bats shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat, and not more than 2 1/4 inches in diameter in its largest part and its weight shall not exceed 31 1/2 ounces, including tape or grip addition to the bat.**

**2) All bats must display a legible USSSA BPF 1.20 certification logo.**

**Wooden bats meeting the specifications in these rules are allowed in all divisions.**

**Small barrel bats (2¼" max.) with non-composite barrels are allowed in the Novice Softball division only.**

**Visit this link to the USSSA rules for more information on Softball Bat eligibility and BPF**

**<http://www.ussa.com/soft-ballbatmarks.pdf>**

### **E. Eligibility**

**All players must be registered and have paid the required registration fee before they are issued a uniform and are permitted to participate in practices or scheduled games. For**

**specific information on age eligibility for each division, please refer to the annual registration form.**

**F. Interleague Play and Non-League Games**

**All Interleague play and non-League games must be approved in advance by the Board of Directors. All game rules will be approved in advance by the board of directors and be communicated to the coaches and umpires.**

**G. Playing Roster**

**Each Manager shall attempt to maintain a full roster of players as determined by the respective Division Directors.**

**MINIMUM PLAYERS REQUIRED TO PLAY - Teams must have a minimum of eight players to play a game. If a team does not have eight players to play the game within fifteen minutes after the scheduled starting time, they will forfeit the game.**

**BORROWING OF PLAYERS IS NOT ALLOWED UNLESS INJURY OCCURS DURING THE GAME CAUSING ONE TEAM TO HAVE LESS THAN EIGHT PLAYERS. In that specific instance, the opposing team will provide a player to the team that is short a player when that team is in the field. The player making the final out in the previous inning shall be the player loaned to the team that is short (i.e., the team that is short takes the field in the top of the third, the loaned player is the individual making the last out in the top of the second).**

**CALL UPS - If a team is aware that it will not be able to field the minimum number of players for a game, the Manager of that team may "call up" a maximum of 3 players from the division immediately younger to the teams involved (with the consent of each player's Manager) in order to achieve a maximum number of 10 players to play the subject game. It is up to the manager to place the called up player in the safest position. The called up player is not subject to the infield minimum inning requirement and can play in any position including pitcher. Once a "called-up player" starts a game, he will be considered**



a member of that team for the remainder of the game and must play as provided in the Use of Players section above, even if a player on the team's roster arrives after the game has started. All call up players must be identified to the umpire and opposing team Manager prior to the start of the game.

### **H. Score Keeping**

All Managers must maintain a score book, in either hard copy or electronic form, for each game that contains the following:

- 1) Batting order for his/her team by name and number, or position.
- 2) Substitutions for his/her team by name and number, or position.
- 3) Innings pitched by each pitcher on his/her team.
- 4) Innings played by each member of his/her team.
- 5) Batting order for opposing team.
- 6) Runs scored by each team.
- 7) Outs for both teams.

The Home Team is the Official Book of record in case of any scoring disputes. Both team Managers are responsible for recording the first and last names of the umpires in their scorebook, prior to the start of a game. Immediately following each game, the Manager of the winning team must report the score, umpire evaluations, notable incidents, etc., to the league via email, text or any electronic communication available. Umpire Evaluations from the losing team Manager are also encouraged.

### **I. Game Preparation**

- 1) The home team Manager is responsible for setting out the bases, removing foreign articles from the field before the game, and, with the help of the visiting team, policing the area following the game. For games at Franklin Church field the home team manager will be responsible for setting out the cones marking the boundary of the outfield in left field and also putting them away after the game. In addition, the home team

will occupy the 3rd base dugout and will provide all umpire protective outer equipment (mask, chest protector, shin guards) as required for the division.

**Remember: we are guests on all of the fields and must keep them free and clear of litter and other debris.**

The director of fields and maintenance will report incidents of abusive use of the fields (e.g., not picking up trash after the game) to the board of directors which will take appropriate action.

**2) Both teams will have a one-hour practice before each game. The home team will have the infield for the first half hour while the away team practices in the outfield – teams will swap for the second half hour. If the home team is late in starting their practice, they must still yield the field to the visiting team one-half hour prior to game time. The umpire meeting with the Managers shall take place 5 minutes before the scheduled game time.**

**3) During the umpire meeting the managers will exchange full line ups including fielding rotations, and (for Little League and Pony Divisions) a list of players ineligible to pitch due to pitch count rules; copies will also be provided to the umpires. Lineups and fielding assignments must comply with the rules for player participation in Section J and also the additional rules for the specific divisions. Managers are free to make changes to these assignments during the game provided that the applicable participation rules are still followed. However, the opposing manager and the umpires must be notified of such changes as they occur.**

**4) Prior to a game the Division Directors must provide a list of players, managers and coaches that are suspended and ineligible to play in that game.**

**5) Before the game commences players and coaches will stand two feet away from the 1st or 3rd base line (closest to the team's respective dugout) and recite the following pledge, "I pledge to play the game with integrity and effort. I will show good sportsmanship to the other team, the umpires and my fellow players. Play ball!"**

**J. Player Participation**

**1) The League requires all Managers to make their best effort to have all players attend all the scheduled games. During the playoffs, the Division Director will monitor player attendance to ensure that all players on a team's roster are included in a team's lineup. The Division Director may enforce this rule by inserting any missing players in line-up as "automatic out" or declaring a game forfeit.**

**2) No player shall sit out (not play in the field on defense) more than 2 innings in a game. No player shall sit for a second inning until all players have sat for one inning.**

**3) In all Divisions every player will play at least two innings in the infield (C, P, 1B, 2B, 3B and SS). For a player with special needs special accommodations can be made for that player with permission from the Division director.**

**4) Except in the case of injury or ejection, and excluding the pitching position in divisions where the pitcher pitches to the batter, all players who start the defensive half of an inning must remain in their original positions for the entire inning, except where such change occurs during the replacement of the pitcher.**

**5) All players will bat in rotation.**

**6) During a game it is the responsibility of the opposing managers to point out any violations of rules 2-4 above if and when they occur. When such a situation is noted it must be corrected immediately; failure to do so will result in a forfeit of the game and a one-game suspension for the manager of the offending team.**

**7) Players arriving after the beginning of a game must be added at the end of the batting order, in the order in which they arrive at the field. A player arriving before the beginning of the 2<sup>nd</sup> inning will be assigned to infield position and sit out innings according to the rules governing such assignments just as if they were present at the start of the game. Players arriving from the 2<sup>nd</sup> to the 4th innings must be assigned to at a**

minimum of one inning at an infield position and may only sit out for one inning.

8) If a player leaves the game early, for whatever reason, and is no longer available to play the field and bat, when that player's turn at bat comes up in the batting order, no at bat is recorded, and no out is recorded.

9) If a player is injured, can no longer play the field at the end of his/her team's inning in the field, and remains at the field to support his/her team, when that player's turn at bat comes up in the batting order, no at bat is recorded, and no out is recorded. After such a player returns to a defensive position, he/she must take his/her turn at bat.

10) If a player is injured, can play the field at the end of his/her team's inning in the field and remains at the field, this player must start or complete an at bat when his/her turn at bat comes up, or an out is recorded. When these situations occur, the Manager of the player leaving early or injured will inform the opposing Manager of that situation. All Managers are encouraged to inform the Division Director after any game that he/she believes this rule is being abused.

#### **K. Catcher and Pitcher Readiness to Play**

1) Teams may elect to use a courtesy runner, regardless of outs, for their catcher and/or pitcher in an effort to save time between innings. The courtesy runner shall be the last player in the batting order to have made an out.

2) A runner removed for catcher or pitching readiness must start and play catcher or pitcher during the next inning, unless he/she is injured or ejected, or moved to another position as a result of a pitching change.

#### **L. Safety**

1) All batters (both at the plate and on deck), all base runners, and any players coaching first or third base, shall be required to wear a batting helmet. Following a play, players are required

to keep their helmet on until they enter the dugout, or bench area in the case of fields without dugouts. Following an initial warning from the umpire after a first occurrence of a player removing their helmet before returning to the dugout or bench area, an out shall be declared for each subsequent infraction for that team.

2) Metal spikes are not allowed in any division.

3) The wearing of jewelry is prohibited with the exception of medical information bracelets or tags.

4) When a player is on deck, the on-deck circle will be located in foul territory on the third base side of the field with a right-hander batting and on the first base side in foul territory when the batter is batting left-handed.

5) Any pitcher who hits three batters in one game (only when those batters are awarded first base), shall be removed as the pitcher for the remainder of the game.

6) All catchers and plate umpires must wear protective headgear equipped with full throat guards and in all baseball divisions from Continental and a protective, hard shell cup-type athletic supporter.

7) Players wearing a hard cast may only participate if the cast is covered with at least 1" of foam padding and there is a permission note from both doctor and parent in the possession of the player's team manager at game time.

8) Following any play involving an injury, the Manager will request time, and once granted by the umpire, will check on the condition of the injured player.

9) Following an injury involving a blow to the head the player shall be immediately evaluated for a concussion and if it is determined they have symptoms of a concussion they will be removed from play for the remainder of the contest. If the player exhibits signs, symptoms, or behaviors consistent with a concussion (as listed on the concussion fact sheet; can include some or all of loss of consciousness, headache, dizziness, confusion, or balance problems), or if the manager suspects that the player has a concussion, he/she should take the following steps: 1. Remove the player from play; 2. Ensure the

player is evaluated by an appropriate health care professional - not try to judge the seriousness of the injury him/herself; 3. Inform the player's parents or guardians about the known or possible concussion and give them the fact sheet on concussion; and 4. Allow the player to return to play only with permission from an appropriate health care professional.

### **M. Collision Rule**

No base runner or fielder shall intentionally collide with any fielder or runner, respectively, for any reason. If a runner causes the collision, the base runner shall be called out and ejected from the game, and all other base runners shall return to the base last touched. If the fielder causes the collision, the runner will be awarded the base they would have achieved in the umpire's judgment, all other runners will advance accordingly, and the fielder will be ejected from the game.

### **N. Time Outs**

A Player, Coach, Assistant Manager, or Manager may request a Time Out, but time is not out until the Umpire decides it is appropriate, and calls "Time Out".

### **O. Mound Visits/Pitcher Removal**

The pitcher must be removed from the pitching position when a Manager, Assistant Manager, or Assistant visits the mound for the second time in an inning. It is considered to be a mound visit when a Manager or Assistant crosses the baseline to talk to the pitcher regardless of when this occurs, i.e. both during and between innings. It is also a mound visit if the Manager or Assistant employs the catcher or other player to relay instructions or advice to the pitcher or, in the judgment of an umpire, delays the game by excessively giving instructions and advice from the dugout. Managers can't visit the mound twice during the same player's at bat unless it is a medical situation.

**P. Bat Throwing**

**At the beginning of a game, the umpire will warn each team that a thrown bat shall be cause for calling the batter or an on-deck batter out. THERE WILL BE NO OTHER WARNING. If the batter or on deck batter is called out for throwing the bat, the base runner(s) shall return to the base last touched before the start of the play.**

**For clarification, bat throwing is the intentional or accidental throwing of a bat by the batter which, in the judgment of the umpire, constitutes a dangerous situation, or in the judgment of the Umpire the bat hits a player, Umpire or fence.**

**Q. Runner Assistance/Interference**

**Base coaches are not allowed to assist a base runner by physically touching them. If a coach assists a player in this manner, the player shall be called out and all other runners shall return to the last base touched.**

**R. Umpires**

**Arrangements have been made to have umpires available for all scheduled games and special events. Single umpires shall be in attendance for Prep and Novice Softball games. Two umpires shall be in attendance at all Continental, Little League, Pony, and Intermediate and Senior Girls Softball games. Both team Managers are responsible for recording the first and last names of the umpires in their score book, prior to the start of the game. Once the game has begun, the umpire is in full charge. The umpire has the full authority to remove any player, Assistant or Manager from the game should such disciplinary action be necessary. Prior to the start of each game, the two Managers and umpires are required to go over specific ground rules for the field on which they are playing. NO VERBAL ABUSE OF UMPIRES WILL BE TOLERATED AND ANY PHYSICAL ABUSE OF AN UMPIRE WILL RESULT IN**

**IMMEDIATE EJECTION FROM THE GAME AND DISMISSAL FROM THE LEAGUE.**

Only coaches may speak to the umpires regarding a call and only between innings. The umpires are not required to justify their calls to the coaches. Any yelling at the umpires shall result in immediate ejection from the game. Coaches are encouraged to keep parents from heckling and/or arguing with the umpires.

Immediately following each game, the Manager of the winning team is to report the score, umpire evaluations, notable incidents, etc., into the FBBSB website and to the respective Division Director if appropriate. Losing team Managers are encouraged to submit umpire evaluations as well.

**S. Lack of an Umpire**

If an umpire is not present at the start of a game, opposing Managers and Assistants will begin the game with the Manager or Assistant calling balls and strikes when his/her team is at bat, and the opposing Manager or Assistant calling plays at the bases. When a game is played without an umpire and the opposing Managers cannot agree on completing an inning due to darkness or weather conditions, the game will be suspended and the Managers will inform the Division Director within 24 hours, and he/she will decide the status of the game.

**T. No Harassment / Unsportsmanlike Conduct**

Players, Managers, Assistants and spectators shall not use language which, in any manner, refers to or reflects upon an opposing player, Manager, Assistant, Umpire or spectator (no razzing of the opposing team or fans), nor exhibit any unsafe or unsportsmanlike behavior which may include, but is not limited to, the throwing of a bat, helmet or batting gloves, etc. Those violating this rule will be ejected from the game and/or



**premises. Managers and Assistants are requested to keep their players and players' parents under control.**

**No verbal abuse, unsafe and/or unsportsmanlike behavior will be tolerated. Any physical abuse of an umpire, player, manager, assistant or spectator will result in immediate ejection from the game and dismissal from the League.**

### **U. Rule Discussion/Protest**

**Managers, Assistants, Players and Spectators shall not argue with the umpire regarding any judgment call. Anyone engaging in an argument regarding judgment calls shall be subject to the ejection procedure. The umpire's call is final. No audio/visual devices can be used to bring into question or ask for a reconsideration of an umpire's call.**

**If a rule is in question, the Manager (not the Assistant) shall request time out and discuss the rule in question with the umpire. The Manager shall have five minutes to present the rule in question to the umpire in the appropriate rulebook, which must be in the possession of the Manager in order to initiate discussion. After reviewing the rule, the umpire will make a final ruling and the game shall continue. If the Manager is not in agreement with the final ruling, he/she may protest the game and must notify the umpire of such protest prior to the resumption of play. If the Manager has not presented the rule within the five-minute period, the game will continue and no protest can be filed. The umpire will note the inning and status of the game, position of players on the bases, count on the batter, etc., on both team's scorebooks. The umpire shall provide the Division Director with this information and the circumstances of the protest.**

**The protesting Manager will have 48 hours to file the protest with the Division Director along with a \$50.00 filing fee. The Division Director will provide all information to the Rules and Umpire Committee, which will have the sole authority to decide upon a final resolution within 48 hours of the filing of the protest. If the protest is upheld, the fee will be returned and the**

**game will be replayed from the exact point of the protest the next time the two teams meet. If the protest is denied, the \$50.00 will be forfeited to the League and the original outcome of the game will stand.**

**V. Ejections**

**1) Managers and Assistants are required to set an example of good sportsmanship for their teams and fans. Managers will be given two warnings prior to ejection from the game. Prior to the start of each game the Managers will be reminded that they are not allowed to protest a judgment call such as balls and strikes or safe or out calls on the bases. This will be the first warning. If the Manager or an Assistant protests a judgment call during the game, he/she will be given a second warning. If a Manager or an Assistant protests a second time during the game regarding a judgment call, he/she will be ejected. As noted in Section M above, a Manager may briefly question an umpire's call when a rule (NOT A JUDGMENT CALL) is in question but is expected to do so in a gentlemanly or ladylike manner. Only a Manager or acting Manager can approach the umpire for the rule discussion.**

**2) Managers, assistants, players or spectators who are ejected from a game by the umpire will automatically be suspended and not allowed to attend the next game.**

**3) When an incident of misconduct by Managers, Assistants, Players or Spectators, whether or not it results in an ejection, is reported, a review will be conducted by the Rules and Umpire Committee to consider and recommend to the Division Director and League President whether additional disciplinary actions, e.g. suspension or expulsion from the League should be imposed.**

**4) Spectators are also expected to set an example of good sportsmanship. If a spectator becomes disruptive, the umpire will ask the Manager of the appropriate team to instruct the spectator to comply with the no harassment rules. This will serve as an initial warning to that spectator. If the spectator**

continues to disrupt the game or harass players or umpires, the umpire shall have the right to eject the spectator from the playing area. Removal of any spectator will be the responsibility of the appropriate Manager. Spectators who are ejected from a game by the umpire will not be allowed to attend the next game.

5) Once ejected or suspended, the Manager or spectator is required to leave the field and the surrounding area immediately and locate him/herself in an area not visible to the umpires, players and spectators so as not to distract the game participants. Ejected Players are required to remain in the dugout/bench and are not permitted to participate in the game in any way. The Manager must keep the player from creating any further disturbance during the game or risk additional penalties by the League. A player may only leave the bench area if accompanied by a parent/ legal guardian. If the manager, spectator or player does not comply immediately, the umpire shall have the right to call the game a forfeit against the offending team.

6) Whenever an ejection occurs, the umpire will, within 24 hours, call the Director of Umpires or provide a written account to explain the circumstances completely. The Director of Umpires will report on the situation to the Division Director for their review of the matter.

7) If a Manager, Assistant, or Spectator wishes to appeal an additional disciplinary suspension beyond the mandatory 1 game suspension associated with an ejection, he/she must request a hearing with the League Disciplinary Committee which consists of League President, Director of Umpires, Vice President of Administration, Vice President of Operations and the respective Division Director. The request for a hearing should be submitted to the respective Division Director within 24 hours of the Suspension ruling being communicated to the suspended Manager, Assistant or Spectator. The hearing must take place within 6 days of the request and the ruling of the Disciplinary committee will be made within 1 day of the hearing. The Manager, Assistant, or Spectator shall remain suspended

**until the Disciplinary Committee rules. The ruling of the Disciplinary Committee is final.**

**W. Backstop Distraction**

**It will be the responsibility of the umpire with the assistance of each Manager and Assistant to ensure that no spectators or players remain behind the backstop so as to distract players or the umpires on the field.**

**X. Smoking and Alcoholic Beverages**

**Smoking and alcoholic beverages are not permitted in the dugouts, on the field or in spectator areas at any time.**

**Y. Parent Pickup after Games**

**Although the parents of the players and minor umpires are requested to be prompt for picking up their children at the completion of a practice or a game, no child should be left waiting alone for a ride. Team Managers or Assistants must remain with a child or supply a ride for the child for his or her own safety.**

**Z. Tornado Warnings, Lightning/Thunder & Rainouts**

**TORNADO WARNINGS AND LIGHTING OR THUNDER - All play is to be suspended immediately and players are to clear the field in the event of a local tornado warning or if lightning and/or thunder is observed. The game is not to resume unless the tornado warning is canceled, or the lightning or thunder has not been observed for a minimum of 30 minutes.**

**RAINOUT GAMES**

**A game shall be considered a rainout if dangerous or hazardous weather or field conditions prevent the start of play**

or cause the stoppage of play prior to the game becoming official. In Tee-Ball, Prep and Novice Softball games will be canceled if the temperature at 5pm is 45 F or colder.

Field status will be assessed centrally and posted on the FBBSB website by 5pm on game day.

If severe weather causes conditions to change at an open field, then immediately prior to the beginning of the game, the decision to play the game is the responsibility of the team Managers.

Managers will wait a minimum of fifteen minutes after the game's scheduled starting time to see if the weather conditions clear, allowing the game to be played.

Once the game has started, the decision to continue play is the responsibility of the umpire(s). However, Manager Intervention based upon the safety of the players should be taken into consideration when conditions are obvious.

Once the game has been stopped due to rain (lightning is cause for immediate stoppage), a fifteen minute minimum waiting period will take place to determine if weather conditions will change and allow the game to continue. If, after fifteen minutes the rain continues, the game will be called.

If any game is called prior to the completion period for an official game, then it will be replayed in its entirety.

### **AA. Tie Breakers**

Seeding in the playoffs will be in order of finish of the regular season standings. In playoff games the higher seeded team is always the home team. For purposes of playoff seeding, ties in the standings between teams will be broken according to the following order:

- 1) Head to Head W-L-T record
- 2) Head to Head run differential (two-way ties only)
- 3) Total runs allowed
- 4) Total runs scored
- 5) Coin toss

In standing terms incomplete or un-played games will not be included in standing calculations - they will not be treated as ties.

**BB. GROUND RULES**

**A. General Ground Rules**

All divisions will use the following ground rules on all fields. Each division director is authorized to add to these general ground rules for his or her specific division. Overthrow provisions in individual division rules override these rules. Field boundaries are defined as the backstop, and an imaginary line extending from the wings of the backstop and extending parallel with each foul line. This is referred to as a "closed field".

- 1) All balls thrown over first, third, or home that do not pass this imaginary line are in play, and runners advance at their own risk.
- 2) All balls thrown over first, third, or home that do pass this imaginary line are dead, and the runners will be allowed to advance to the base they are going to when the throw is made plus one additional base.
- 3) On those fields where there is a fence protecting the bench area, and an overthrow hits any of these fences and remains in the field of play, the ball is in play, and the runners may advance at their own risk
- 4) AT WEST MAPLE FIELD #1 a live ball will remain in play when inside of the fence line past the 3rd base dugout.
- 5) KALINE GROUND RULE - If a batter hits a fair ball on the fly past the warning track at Kaline Field; it is an automatic HOME RUN. If the fielder catches a hit ball and lands with both feet on or inside the warning track, the batter is out. If the fielder lands or makes contact past the warning track, it is a home run. If the batter hits a fair ball that rolls beyond the warning track, it will be ruled a GROUND RULE DOUBLE.
- 6) FRANKLIN CHURCH GROUND RULE – The outfield boundaries of the field will be the weeds in right and center

field and a temporary boundary consisting of orange cones marking the boundary in left field. The left field boundary will be located at a foul line distance of 160 feet and continue in a straight line parallel to the first base line to the center field weeds. If a batter hits a fair ball on the fly into the weeds or past the temporary boundary in left field it is an automatic HOME RUN. If a batter hits a fair ball that rolls into the weeds or past the temporary boundary it will be ruled a GROUND RULE DOUBLE. If a fielder catches a hit ball and lands with both feet inside the field boundary the batter is out. If the fielder lands or makes contact with a fly ball past the boundary it is a home run. It is a judgment call on the part of the umpires as to when one of the above conditions has occurred.

### **B. Special Ground Rules by Field**

The umpire shall meet with both Managers prior to the start of the game to establish special ground rules necessitated by the conditions of the particular field being used. Consideration should be given to hazardous conditions, casual water, playground equipment, etc.

### **CC. General**

Any unanswered questions are to be directed to the respective Division Director.

Playing rules not specifically covered herein, shall be governed by the Major League Baseball (MLB) Rules for Baseball and The National Federation of State High School Associations (NFHS) for Softball.

**PREP DIVISION RULES**

The rules of play for the Prep Division shall be governed by the most current Major League Baseball Rules, with the additions and/or clarifications stated below:

**A. Use of Players**

- 1) A player may play for only one team in the Prep Division. A player may be called up to play for the Continental Division with arrangements made through the team Managers.
- 2) Under no circumstance may a player play more than two innings during a game at the same defensive position. All players must rotate to a new position every inning and all players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) It is recommended that managers rotate batting positions from game to game. The minimum requirement is that every player hits 1-4 and last during the season.
- 4) All players must wear a complete team uniform consisting of team cap, shirt, and pants while the game is in progress.
- 5) Players not at bat, on deck, or in the field must remain in the dug-out.
- 6) Players are encouraged to wear rubber-cleated shoes.
- 7) Catchers in Prep may use any type of baseball mitt.
- 8) There will be a maximum of 11 defensive players in the field at one time. They will comprise a regular infield and five outfielders. The outfielders must remain beyond the skin of the infield when playing their positions.

**B. General**

- 1) Prep games shall be five innings in duration; Any game that is tied after this number of innings shall be considered a tie and not be extended or replayed.
- 2) If weather conditions or darkness prevent an inning from being completed, the game shall revert to the previous complete inning for the final score.
- 3) **BASE DISTANCE** - Bases are 50 feet apart.



**4) The home team will furnish the game ball, bases, and batting tee.**

**5) The player assigned the pitching position shall be thirty to thirty-five feet from home plate.**

**6) The umpire will say "play ball" and the batter will then attempt to hit the ball from the tee, or attempt to hit the pitched ball.**

**7) ALL players will have the option to hit off the tee or be pitched to underhand/overhand for the first four games. In each game, once the player chooses to have his/her Manager pitch to them, it will be noted in the score book and that player must continue to receive pitching for the remainder of the game. (A player can start the game hitting off the tee, but once pitched to may not hit from the tee for the rest of that game.) After four games, all players will be pitched to underhand or overhand.**

**8) There will be no strikeouts off the tee. The batter will continue to swing until contact is made and the ball travels the required distance to be in play (fair territory). A batted ball must travel 10 feet before it is considered fair. There will be a ten foot arc directly in front of the plate going from the 1st base line to the 3rd base line to determine the distance necessary for a hit ball to be in play.**

**9) When Managers pitch, four strikes will constitute an out. The fourth strike will have to be a complete miss of the ball. There will be no walks. If the batter has not hit a fair ball after eight pitches, the batter is automatically out.**

**10) When pitching, it is recommended that the Manager or Assistant be a minimum of twenty-five (25) feet from the batter.**

**11) If the Coach pitcher chooses to use a bucket or a similar item to sit on, or a base or similar item to kneel on, it is permitted; however, if a batted ball strikes such item, the ball will be considered "foul", the batter will remain at bat, and the count will continue with the pitch ruled as a foul ball.**

**12) LIVE BALL - The ball shall remain live after it is hit into fair territory until it is controlled by an infielder (catcher, pitcher, first baseman, second baseman, shortstop, or third baseman) within the dirt or grass of the infield. Control is defined as the**

infielder holding the ball above his/her head in an attempt to stop play. Once the infielder stops play in the judgment of the Umpire by holding the ball over his or her head, play is dead and runners cannot advance or be put out. If a base runner is on the way to the next base, it will be the umpire's discretion as to whether or not the runner will be entitled to that base. (The guideline is that the base runner must be at least half-way to the next base to be entitled to that base.) However, there will be no advances by any runner on an overthrow to first base.

**13) BASE STEALING -** A base runner cannot steal bases and will not leave the base until the ball is hit. If a base runner leaves before the ball is hit, the play is dead, the runners must return to the base last touched, and the pitch will be counted as a strike on the batter.

**14) Base runners are allowed to slide into all bases except first. All head-first slides are prohibited. A base runner sliding head first shall be called out.**

**15) A double base will be used at first base. The white base is placed in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, he or she must return to the white base.**

**16) The FIVE RUN RULE is in effect. See General Section B for a complete description.**

**17) The team in the field may use no more than two defensive Assistants to instruct their fielders. One (optional) will be positioned in the outfield (beyond the skin of the infield), and the other (mandatory) will stand behind the catcher. Neither will be allowed to make a play, but the one behind the catcher will:**

**a) Instruct the catcher and other players in proper fielding techniques.**

**b) Make sure the catcher is prepared to start the inning quickly with his/her equipment on properly.**

**c) Back-up the catcher on pitched balls and return them to the catcher for the return throw to the Manager/ Pitcher.**

**d) Keep the catcher's equipment properly adjusted to reduce injuries and delays during the inning.**

**18) If a thrown or batted ball accidentally touches an Assistant in the field of play, the ball is live and still in play. If in the judgment of the umpire the pitching Assistant intentionally interfered with a thrown or batted ball, the batter or runner will be called out, and all other runners shall return to their original bases. If a defensive Assistant intentionally interfered with a batted ball the play will be ruled a ground rule double.**

**19) PROTEST – The League will provide an umpire for all games and the umpire will have COMPLETE CHARGE of all activities on the diamond and in the immediate vicinity. There will be no protested games. The umpire's decision at the time of the call is final.**

**20) The manager is encouraged to enlist one parent to maintain order on the bench. Responsibilities include helping the catcher with putting on and taking off equipment, ensuring that players are wearing helmets as appropriate, making sure that all players are sitting on the bench when not playing in the field, at bat, on deck or a base runner. Only one player may be on deck at a time and only a player at bat or on deck can be holding a bat.**

**CONTINENTAL DIVISION RULES**

The rules of play for the Continental Division shall be governed by the most current Major League Baseball Rules with the additions or clarifications stated below:

**A. Use of Players**

- 1) All players must wear a complete team uniform consisting of team cap, shirt and pants while the game is in progress.
- 2) Players not at bat, on deck or in the field must remain in the dugout (with the exception of a pitcher warming up with catcher).
- 3) There will be a maximum of ten defensive players in the field at one time. They will comprise a regular infield & four outfielders.
- 4) **PLAYER PARTICIPATION:** All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 5) **CATCHER EQUIPMENT** - Catchers can use any type of baseball glove. Catchers must wear a mask, protective headgear, chest protector, shin guards, and a cup-styled athletic supporter.

**B. Pitching Rules**

- 1) No pitcher may pitch more than six outs per game.
- 2) Once the pitcher has been removed from the game as a pitcher, he/she cannot return as a pitcher to that game.
- 3) A player cannot pitch on two successive days (excluding all-star games, tournament games, play-off games, and, with the approval of the Division Director, make-up games). Under no circumstances will a player be permitted to pitch on three consecutive days.
- 4) A player shall be allowed to pitch a maximum of 30 outs (36 outs during playoff weeks) in any one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- 5) **ALLOWABLE PITCHES-** Although not condoned by the League, breaking pitches such as curve balls are allowed.

**6) CONTACT WITH THE PITCHING RUBBER** - The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed. However, there are no balks. **UMPIRES SHOULD REVIEW THIS RULE AT THE BEGINNING OF THE GAME WITH THE MANAGERS.**

**7) Intentional walks are prohibited.**

**8) Pitchers will be entitled to warm-up pitches, and the time allowed shall be the lesser of eight pitches or two minutes.**

**C. General**

**1) STRIKE ZONE** - The strike zone shall be from the top of the shoulders to the bottom of the knees when the batter is in a natural stance. In addition, a special plate, three inches wider on each side, can be used for Continental games.

**2) LIVE BALL** – A throw back to the pitcher is not considered in play and the base runners may not advance.

**3) STEALING** – A base runner may only steal third base from second base. There is no stealing of home and a base runner may advance only one (1) base on a play involving a steal

**4) LEADING OFF BASE** - Following the completion of a play and the pitcher is ready to deliver the next pitch, base runners are not allowed to leave the base until the pitch has been hit by the batter or has crossed the plate. Once the ball leaves the pitcher's hand the runner is allowed to take a lead of 5 feet from the base. If a base runner leaves the base early, in the judgment of the Umpire, the first such infraction in a game by a team shall result in a warning for that team. If a base runner leaves the base early, in the judgment of the Umpire, after that warning has already been given to that team, a base runner shall be called out.

**5) COMPLETION OF A PLAY** – Once a play is initiated as a result of batted ball the play is active until one of the following occurs:

a) The umpire declares the ball is foul,

b) The batter and all runners have been put out,

- c) The batter and all runners have scored,**
- d) The ball is in the possession of the pitcher within 5 feet of the pitcher's rubber,**
- e) The umpire has called time out. An umpire will only call a timeout when, in his/her judgment, all possible activity of the play has concluded, i.e. all runners are on bases with no further possibility or intention of advance and no further possibility for the fielding team to put runners out.**

**6) FIELD DISTANCES**

- a. Bases are sixty (60) feet apart.**
- b. Pitching distance is forty-four (44) feet.**
- 7) There is no dropped 3rd strike rule.**
- 8) The infield fly rule is not in effect in this division.**
- 9) Players sliding headfirst into any base shall be called out.**
- 10) The FIVE RUN RULE is in effect. See General Section B for a complete description.**
- 11) Bunting is allowed**

**LITTLE LEAGUE DIVISION RULES**

The rules for the Little League Division shall be governed by the most current Major League Baseball Rules, with the additions and/or clarifications stated below:

**A. Use of Players**

- 1) All players must wear a complete team uniform consisting of team cap, shirt and pants while the game is in progress.
- 2) **PLAYER PARTICIPATION:** All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) Players not at bat, on deck or in the field must remain in the dugout (with the exception of a pitcher warming up with catcher).
- 4) **CATCHER EQUIPMENT** - Catchers are required to play with a catcher's styled glove and wear a mask, protective headgear, chest protector, shin guards, and a cup-styled athletic supporter.

**B. Pitching Rules**

- 1) No pitcher may pitch more than 9 outs per game during the balance of the season.
- 2) Once the pitcher has been removed from the game as a pitcher, he/she cannot return as a pitcher to that game.
- 3) **CONTACT WITH THE PITCHING RUBBER** – The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed.
- 4) **BALKS** are judgment calls, and will only be considered warnings and not result in a penalty.
- 5) **ALLOWABLE PITCHES** - Although not condoned by the League, breaking pitches such as curve balls are allowed.
- 6) Intentional walks are prohibited.
- 7) Pitchers will be entitled to warm-up pitches, and the time allowed shall be the lesser of eight pitches or two minutes.

**8) Managers should track and monitor the number of throws a pitcher makes over the course of a game. It is recommended a pitcher doesn't throw more than 65 pitches in any game.**

**C. General**

**1) FIELD DISTANCES**

**a. Bases are seventy (70) feet apart.**

**b. Pitching distance is fifty (50) feet.**

**2) STRIKE ZONE - The strike zone shall be from the top of the shoulders to the bottom of the knees when the batter is in a natural stance.**

**3) LIVE BALL – A throw back to the pitcher shall be considered as in play and the base runners can advance at their own risk.**

**4) USE OF NEW BASEBALLS - Each Manager shall provide ONE new baseball to the umpire at the start of each game.**

**5) LEADOFFS AND STEALS - Base runners are allowed to take a 5' leadoff from all bases.**

- Base runners can take a secondary lead or steal when the ball has left the pitcher's hand.**

- Runners established at third base can only steal home once an inning. This includes scoring on wild pitches, passed balls and pitcher-catcher exchanges.**

- After one established third base runner has successfully stolen home in an inning, the only way for such a runner on third to come home is with a batted ball put in play, or forced in with a walk or hit by pitch.**

- Once the home steal has been used and there is a runner on third, this rule allows a team to make plays on the other runners without risk of the third base runner coming home.**

- If a runner on third scores on a steal, wild pitch, passed ball or pitcher catcher exchange and the scoring team has already scored their one allowable run for the inning, the runner is returned to third without penalty.**

- If a runner on third attempts to score on a steal, wild pitch, passed ball or pitcher catcher exchange and the scoring team has already scored their one allowable run for the inning and**



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**the runner is tagged out before reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out.**

**7) Players sliding headfirst into any base shall be called out. (A dive back to a base will not be considered sliding “head-first”.)**

**8) The batter may NOT advance to first base on a dropped third strike.**

**9) The 15/10-RUN RULE is in effect. See General Section B for a complete description.**

**10) The FIVE RUN RULE is in effect. See General Section B for a complete description.**

**11) Bunting is allowed**

**12) Infield Fly is in effect**

**PONY DIVISION RULES**

The Pony Division will follow Major League Baseball official rules with the additions and/or clarifications stated below:

**A. Use of Players**

- 1) All players must wear a complete team uniform consisting of team cap, shirt and pants while the game is in progress.
- 2) **PLAYER PARTICIPATION:** All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS. Once the pitcher is removed, he may not re-enter the game as a pitcher.
- 3) Players not at bat, on deck or in the field must remain in the dugout (with the exception of a pitcher warming up with catcher).
- 4) **CATCHER EQUIPMENT** - Catchers are required to play with a catcher's styled glove and wear a mask, protective headgear, chest protector, shin guards, and a cup-styled athletic supporter.

**B. Pitching Rules**

- 1) No pitcher may pitch more than 9 outs per game during the balance of the season.
- 2) **Balks** - There is no warning for balks and are a judgement call by the umpire. If a balk is called, baserunners are advanced one base.
- 3) **CONTACT WITH THE PITCHING RUBBER** - The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed.
- 4) **ALLOWABLE PITCHES** - Although not condoned by the League, breaking pitches such as curve balls are allowed.
- 7) Intentional walks are prohibited.
- 8) Pitchers will be entitled to warm-up pitches, and the time allowed shall be the lesser of eight pitches or two minutes.

**9) Managers should track and monitor the number of throws a pitcher makes over the course of a game. It is recommended a pitcher doesn't throw more than 65 pitches in any game.**

**C. General**

**1) FIELD DISTANCES**

**a. Bases are eighty (80) feet apart.**

**b. Pitching distance is fifty-four (54) feet.**

**2) Head-first slides are permitted.**

**3) The 15/10-RUN RULE is in effect. See General Section B for a complete description.**

**4) The FIVE RUN RULE is in effect. See General Section B for a complete description.**

**5) The infield fly rule is in effect**

**6) Dropped 3rd strike is in effect**

**D. Pony Balk Rules**

**Illegal pitches that occur with NO runners on base = a ball for the batter/pitch count**

**Balks = illegal pitcher action WITH Runners on base = the ball is dead, runners advance 1 base freely (unless the batter is safe on a hit, an error, a base on balls, a hit batter, or otherwise, in which case the play proceeds without reference to the balk)**

**Below are allowed ways a pitcher can throw based on the starting position.**

**Windup position can:**

**1. Pitch to batter**

**2. Step and throw to base to pick off runner**

**3. Disengage from plate (but must drop hands to sides + must step off with pivot foot (Right foot for Right handed pitcher, Left foot for Left handed pitcher; Failure to do so = balk, award base**

runners a base, or when no base runners are on , a ball to the batter)

**From Stretch/Set position:**

1. Must come to complete stop (with runners on base, failure to do so = balk)
2. If NO runners are on base, then no stop needed, no balk.
3. Once set, any natural motion to deliver ball to batter commits a pitch to the batter (no pitch to batter = balk; runners advance a base; no runners on = a ball)

**Windup/stretch:**

1. If pitcher takes foot off of pitcher's plate, they must use the pivot foot (R foot for R-handed pitcher, L foot for L-handed pitcher). Failure to do so is an illegal pitch = a ball (no runners) or a balk (runners on base)

**Pitcher illegal action:**

1. If left handed pitcher swings free foot (right) past the back edge of the pitchers plate, they are required to pitch to batter (failure to do so = balk) (1st base umpire may be able to see this best).
2. If right handed pitcher swings free foot (left) past the back edge of the pitchers plate, they are required to pitch to batter (failure to do so with runner on third = balk),

It is LEGAL for pitchers to swing free foot over the pitcher's plate if attempting pick off a runner on second (or actively stealing second).

3. While pitcher is touching the pitcher's plate, if they fake a throw to first or third but does not complete throw = balk.
4. While the pitcher is touching the pitcher's plate, if they fail to step directly towards the base they are throwing to = balk.
5. Fake throw to unoccupied base = balk (unless player is actively stealing towards that base).

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- 6. Illegal pitch; not stopping to set = balk (implies a quick pitch with runners on base)**
- 7. Pitcher pitches ball when not facing batter = balk**
- 8. Pitcher makes natural pitching motion but is not touching plate = balk**
- 9. Pitcher does not have possession of the ball, but stands on or astride pitcher's plate = balk**
- 10. Pitcher fakes pitch while off plate = balk**
- 11. With runners on first and third, pitcher steps towards third (does not throw) merely to bluff runner back to third, then steps and throws to first = balk.**
- 12. When in set position, pitcher removes hand from ball in glove or drops the ball (accidentally or purposefully) = balk**
- 13. If a pitcher makes illegal pitch with bases unoccupied, it is a ball for the batter.**
- 14. A ball that slips out of the pitcher's hand (with no runners on base) and rolls into foul territory is called a ball. If it stays in fair territory, it is called no pitch (and play resumes).**
- 15. No touching mouth or lips with pitching hand within 18ft of pitcher's plate = illegal pitch = a ball for the batter (unless they safely reach 1st base on a hit, error, etc AND no other runner is put out; if a runner was put out, it is a ball and runner's go back to their previous base).**
- 16. Don't alter the ball (reference #14, do not rub on clothes/uniform/neck/etc, spit on it, use glue, Emery board, Vaseline, etc; rubbing with hands is ok).**
- 17. Two pickoff attempts per batter's plate appearance, 3rd attempt = balk - unless stealing a base occurs in the first two attempts.**

**If a Quick Pitch was thrown in deliberate attempt to catch the batter off-guard, the pitch is considered a 'ball' by the umpire with no runners on base. (See #6).**

**NOVICE GIRLS SOFTBALL DIVISION RULES**

The rules of the Novice Girls Softball Division shall be governed by the Franklin Baseball Intermediate Girls Softball Division rules with the exception of additions and/or clarifications stated below:

**A. Use of Players**

- 1) Under no circumstance may a player play more than two innings during a game at the same defensive position. All players must rotate to a new position every inning and all players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) It is recommended that managers rotate batting positions from game to game. The minimum requirement is that every player hits 1-4 and last during the season.
- 4) All players must wear a complete team uniform consisting of a shirt and pants while the game is in progress. League provided visors are optional.
- 5) Players not at bat, on deck, or in the field must remain in the dugout.
- 6) Players are encouraged to wear rubber-cleated shoes.
- 7) Catchers may use any type of baseball mitt. Catchers are required to wear a mask, protective headgear, chest protector and shin guards. Protective batting helmets must be worn and should include a full face guard.
- 8) There will be a maximum of 11 defensive players in the field at one time. They will comprise a regular infield and five outfielders. The outfielders must remain beyond the skin of the infield when playing their positions.

**B. General**

- 1) Novice games shall be five innings in duration. A game that is tied after this number of innings shall be considered a tie and not be extended or replayed.
- 2) If weather conditions or darkness prevent an inning from being completed, the game shall revert to the previous complete inning for the final score.

- 3) BASE DISTANCE** - Bases are 50 feet apart.
- 4) Novice Girls Softball** shall be played with an 11" softball.
- 5) A manager, coach or player** from the team at bat will pitch to the hitter. Four strikes will constitute an out. The fourth strike will have to be a complete miss of the ball. There will be no walks. If the batter has not hit a fair ball after eight pitches the batter is automatically out.
- 6) When pitching**, the manager, assistant or player shall be thirty-two (32) feet from the batter.
- 7) Bunting** is not permitted.
- 8) A batted ball** must travel 10 feet before it is considered fair. There will be a ten foot arc directly in front of the plate going from the 1st base line to the 3rd base line to determine the distance necessary for a hit ball to be in play.
- 9) The infield fly rule** is not in effect.
- 10) LIVE BALL** - The ball shall remain live after it is hit into fair territory until it is controlled by an infielder (catcher, pitcher, first baseman, second baseman, shortstop, or third baseman) within the dirt or grass of the infield. Control is defined as the infielder holding the ball above his/her head in an attempt to stop play. Once the infielder stops play in the judgment of the Umpire by holding the ball over his or her head, play is dead and runners cannot advance or be put out. If a base runner is on the way to the next base, it will be the umpire's discretion as to whether or not the runner will be entitled to that base. (The guideline is that the base runner must be at least half-way to the next base to be entitled to that base.) However, there will be no advances by any runner on an overthrow to first base
- 11) BASE STEALING** - A base runner cannot steal bases and will not leave the base until the ball is hit. If a base runner leaves before the ball is hit, the play is dead, the runners must return to the base last touched, and the pitch will be counted as a strike on the batter.
- 12) Base runners** are allowed to slide into all bases except first. All head first slides are prohibited. A base runner sliding headfirst shall be called out.

**13) A double base will be used at first base. The white base is placed in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, he or she must return to the white base.**

**14) The FIVE RUN RULE is in effect. See General Section B for a complete description.**

**15) The team in the field may use no more than two defensive Assistants to instruct their fielders. One (optional) will be positioned in the outfield (beyond the skin of the infield), and the other (mandatory) will stand behind the catcher. Neither will be allowed to make a play, but the one behind the catcher will:**

**a) Instruct the catcher and other players in proper fielding techniques.**

**b) Make sure the catcher is prepared to start the inning quickly with his/her equipment on properly.**

**c) Back-up the catcher on pitched balls and return them to the catcher for the return throw to the Manager/ Pitcher.**

**d) Keep the catcher's equipment properly adjusted to reduce injuries and delays during the inning.**

**16) If a thrown or batted ball accidentally touches an Assistant/pitcher in the field of play, the ball is live and still in play. If in the judgment of the umpire the pitching Assistant intentionally interfered with a thrown or batted ball, the batter or runner will be called out, and all other runners shall return to their original bases. If a defensive Assistant intentionally interfered with a batted ball the play will be ruled a ground rule double.**

**17) The manager is encouraged to enlist one parent to maintain order on the bench. Responsibilities include helping the catcher putting on and taking off equipment, ensuring that players are wearing helmets as appropriate, making sure that all players are sitting on the bench when not playing in the field, at bat, on deck or a base runner. Only one player is allowed in the on deck circle at a time.**



**INTERMEDIATE GIRLS SOFTBALL DIVISION RULES**

The rules of the Intermediate Girls Softball Division shall be governed by the Franklin Baseball Senior Girls Softball Division rules with the exception of additions and/or clarifications stated below:

**A. Use of Players**

- 1) All players must wear a complete team uniform consisting of team jersey and pants. League-provided visors are optional. We require players in the infield to
- 2) All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) Players not at bat, on deck or in the field must remain in the dug-out (with exception of a pitcher warming up with a catcher).
- 4) There will be 10 defensive players in the field at one time. They will comprise a regular infield and four outfielders. The outfielders must remain beyond the skin of the infield when playing their position.
- 5) **CATCHER EQUIPMENT** - Catchers can use any type of softball glove. Catchers are required to wear a mask, protective headgear, chest protector, and shin guards.
- 6) A batting helmet with a face mask is mandatory for each batter, on-deck batter, players in the coach's boxes, runners and retired runners. The batting helmet shall protect both the top of the head and the base of the skull and have extended earflaps which cover both ears and temples.
- 7) The pitcher and third baseman must wear a fielding mask. All other players are encouraged to wear a fielding mask when in the infield.

**B. Pitching Rules**

- 1) No pitcher may pitch more than nine outs per game. Once the pitcher has been removed from the game as a pitcher, he/she can-not return as a pitcher to that game.
- 2) A player may pitch on two successive days.

**3) A player shall be allowed to pitch a maximum of 30 outs (36 outs during playoff weeks) in any one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.**

**4) Once a pitcher is replaced by a new player/pitcher she cannot return to the player/pitcher position.**

**5) A player/pitcher shall be replaced after yielding four balls to any batter. The pitcher shall be replaced by the batting team's Manager or Assistant. The following are the possible scenarios that could exist when the Manager/Assistant pitcher enters the game:**

**4 balls, 0 strikes - coach gets to pitch 3 pitches to the batter**

**4 balls, 1 strike - coach gets to pitch 2 pitches to the batter**

**4 balls, 2 strikes - coach pitches 1 pitch and the batter swings and misses, that is the third strike and the batter is OUT. Coach does not pitch another pitch.**

**4 balls, 2 strikes - coach pitches 1 pitch, batter does not swing. Coach pitches 2nd/final pitch to the batter. The batter must swing at the 2nd/final pitch or it is the third strike and the batter is OUT.**

**6) The batter is out if she does not hit the ball into play per the above rules, except that she shall remain at bat if a foul ball is hit with a count of two strikes. There will be no walks. There will be no bunting while the Manager or Assistant is pitching. The player/pitcher shall remain in the game and will pitch again to the next batter.**

**7) The Manager or Assistant must pitch from the pitching rubber and if the Manager or Assistant intentionally touches a hit ball or intentionally interferes with the defensive player (in the judgment of the umpire), the batter is out. If the Manager or Assistant intentionally touches a thrown ball (in the judgment of the umpire), the runner nearest to the base the ball was being thrown to shall be called out by the umpire.**

**9) During coach pitch, pitchers must be positioned no closer to the batter than the pitching rubber and must keep 1 foot in the pitcher circle until the pitch crosses the plate.**

**C. General**

**1) Intermediate Girls Softball shall be played with an 11" softball. Each manager will provide one new ball to the umpires at the start of each game.**

**2). FIELD DISTANCES**

**a. Bases are sixty (60) feet apart.**

**b. The pitching distance shall be thirty-five (35) feet.**

**3) Strike Zone – The strike zone shall be: vertically from the top of the shoulders to the bottom of the knees when the batter is in a natural stance; and horizontally the entire width of home plate. If any portion of the ball passes over a boundary of the strike zone (i.e., the shoulder, the knee, or either side edge of home plate), a strike shall be called.**

**4) A double base will be used at first base. The white base is placed in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, she must return to the white base. There will be no advances by any runner on an overthrow to first base.**

**5) When the pitcher gets control of the ball within the pitching circle the ball is dead, and any base runner less than halfway to the next base shall return to the previous base.**

**6) LEADING OFF BASE - Base runners are not allowed to leave the base until the ball leaves the pitcher's hand.**

**7) A base runner may only steal third base from second base. After a successful steal of third base, the play will be dead. No other base stealing will be allowed. A Baserunner on 2<sup>nd</sup> base is permitted to advance on throwbacks from the Catcher.**

**8) Advancing on throwbacks from the catcher and base stealing is not allowed when a Manager/Assistant has replaced the pitcher in accordance with B. Pitching Rule 5 (above).**

**9) The FIVE RUN RULE is in effect. See General Section B for a complete description.**

**10) The infield fly rule is not in effect.**

**11) If both managers agree, coaches can use the live ball rule from the Novice Softball Division.**

**12) Bunting: Bunting and Slap Bunting is allowed. A batter cannot have any part of their foot touching the ground outside of the batter's box when they make contact with the ball. If a batter violates this rule, they are automatically out.**

**SENIOR GIRLS SOFTBALL DIVISION RULES**

The rules for the Senior Girls Softball Division shall be governed by the Michigan High School Athletic Association with the additions and/or clarifications stated below:

**A. Use of Players**

- 1) All players must wear a complete team uniform consisting of team jersey and pants. League-provided visors are optional.
- 2) All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) Players not at bat, on deck or in the field must remain in the dug-out (with exception of a pitcher warming up with a catcher).
- 4) There will be 9 defensive players in the field at one time. They will comprise a regular infield and three outfielders. The outfielders must remain beyond the skin of the infield and a minimum of 10 feet behind the baselines when playing their positions.
- 5) **CATCHER EQUIPMENT** - Catchers can use any type of softball glove. Catchers are required to wear a mask, protective headgear, chest protector, and shin guards.
- 6) A batting helmet with a face mask is mandatory for each batter, on-deck batter, players in the coach's boxes, runners and retired runners. The batting helmet shall protect both the top of the head and the base of the skull and have extended earflaps which cover both ears and temples.
- 7) The pitcher and third baseman must wear a fielding mask. All other players are encouraged to wear a fielding mask when in the field.

**B. Pitching Rules**

- 1) No pitcher may pitch more than nine outs per game. Once the pitcher has been removed from the game as a pitcher, he/she cannot return as a pitcher to that game.
- 2) A player may pitch on two successive days.
- 3) A player shall be allowed to pitch a maximum of 30 outs (36 outs during playoff weeks) in any one calendar week. A

calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.

**4) Contact with the Pitching Rubber –** The pitcher must adhere to all of the pitching rules defined in the National Federation of State High School Associations. Field conditions, such as a deep hole in front of the pitching rubber shall be taken into consideration. The umpire can rule “no pitch” if these conditions aren’t followed. There are no balks. Umpires should review this rule with the Managers at the start of each game.

**C. General**

**1) STRIKE ZONE -** The strike zone shall be from the top of the arm pits to the bottom of the knees when the batter is in a natural stance.

**2). FIELD DISTANCES**

**a. Bases are sixty (60) feet apart.**

**b. Pitching distance shall be forty (40) feet.**

**c. Pitchers Circle shall be fourteen feet in diameter.**

**3) A double base will be used at first base. The white base is placed in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, she must return to the white base.**

**4) LEADING OFF BASE -** Base runners are not allowed to leave the base until the ball leaves the pitcher's hand. Baserunners are allowed to advance on throwbacks from the catcher.

**5) STEALING -** Runners may attempt to steal all bases and there is no limit on how much they can advance based on an overthrow in the field of play. Runners are awarded 1 base on throws that go out of play. All other base runners can attempt to advance at their own risk. There is no limit to how many times a team may steal home plate per inning

**6) Players sliding headfirst into any base shall be called out.**

**7) Intentional walks are prohibited.**

**8) The infield fly rule is in effect**

**10) The dropped 3rd strike rule is in effect.**

**11) The FIVE RUN RULE is in effect. See General Section B for a complete description.**

**12) Bunting: Bunting and Slap Bunting is allowed. A batter cannot have any part of their foot touching the ground outside of the batter's box when they make contact with the ball. If a batter violates this rule, they are automatically out.**

**13) The Look Back rule is in effect. The look back rule in softball is a rule that applies when the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner:**

- **Runners on base: Runners who are stopped on a base must stay there.**
- **Runners off base: Runners who are not on a base must immediately either advance to the next base or return to the previous base within 3 seconds. If they do not, the runner is out.**
- **Changing direction: Any change in direction or stop by the runner while off the base will result in the runner being called out.**

**The look back rule does not apply to runners until the batter-runner touches first base or is called out. The rule also does not apply if the pitcher attempts to make a play on a runner. In this case, the runner can change directions and decide which base to go back to.**

**T-Ball Division Guidelines, Procedures & Rules**

The rules of play for the T-Ball Division shall be governed by the FBL Prep rules with the modifications and additions below:

**A. Schedules**

- For T-Ball, the practices are scheduled immediately prior to the games. The time listed on the schedule is when the practice time starts. Practices last 45-60 minutes followed by a 2 or 3-inning game (usually about 45-60 minutes).
- There are no official standings or playoffs.

**B. Safety and Equipment**

- 1) Safety ALWAYS first.
- 2) No bat throwing and NO swinging bats unless told by a coach.
- 3) Uniforms and hats are provided by the League and must be worn by all players. Please mark all of your player's items with your last name, including their hat.
- 4) Players not at bat, on deck or in the field must remain on the bench.
- 5) Every player needs their OWN GLOVE AND HELMET. Helmets must be worn when batting and on base and are not provided by the League. Parents are required to purchase a properly fitting helmet for their player(s).
- 6) Gym shoes or non-metal cleats are acceptable.
- 7) The League provides bats, bases, tees, and balls.
- 8) If ever you are at a field and you see lightning, clear the field. *Don't Take Chances With The Weather!*
- 9) As a coach, never leave the field if there are still players waiting to be picked up.

**C. Games**

1. We will not keep score. If you want to track your players and their progress, that's fine, but no winners or losers at this age.



- 2. The visiting team bats first and occupies the first base dugout/bench. The home team occupies the third base dugout/bench.**
- 3. Each game will be 2-3 innings depending on time – every player bats and every player plays in the field.**
- 4. The entire team will bat; the fielders will attempt to make an out. Even if making an out the runner will remain on the base. When the entire team has batted the team at bat will take the field and the team in the field will bat. There is no five run rule. The practice/game will end 120 minutes after scheduled start time for your session.**
- 5. All batters will hit off the tee for the entire season.**
- 6. No walks or strikeouts.**
- 7. Ball must travel 10 feet or it is a foul.**
- 8. Bases are to be set 50 feet apart.**
- 9. Players must stop at 1<sup>st</sup> base (singles only).**
- 10. No stealing.**
- 11. One base at a time – the final hitter of the inning gets a grand slam.**
- 12. May have 2-3 coaches in the field while playing defense.**
- 13. Please give a courtesy warning to the opposing coach for your “big” hitter – keeping safety in mind always.**
- 14. Please remind everyone about collecting trash, and under no circumstances leave the field after your session without making sure it is perfectly clean. Do not assume anyone else will take out the trash.**

**D. Guidelines and Procedures**

- 1) To ensure safety, be particularly aware of drill/game situations where bats are being swung and make sure players are wearing helmets whenever they are batting or are on base.**
- 2) BENCH CONTROL is an extremely important safety issue and it is a big help in keeping things running smoothly. A helpful technique is to have your players sit on the bench in their batting order and keep their “walking around time” to a bare minimum. A written batting order/beginning of an**

inning playing position summary, to be posted on a clipboard on the dugout fence, is also a big help.

- 3) Two teams will be meeting at the same time for the “practice”. Please share the time – one team in the outfield area while the other has the infield. The first team listed in the schedule is the “home team” and the second is the “visiting team”. The home team gets the field first; the visitors get it 30 minutes after the starting time for that practice. The practice time should not exceed 60 minutes.
- 4) Structure your practice time in terms of “stations”. Have the players grouped in 2-3 players for one group and have them rotate between each station. Some of the stations you should consider when formulating your practice: fielding, throwing, hitting off the tee, catching a basic wiffle ball, throwing into a hoola-hoop secured to the fence, throwing the ball to first base, review infield/outfield positions, and running the bases.
- 5) Assign one of your parents to manage the bench, the whole season if possible.
- 6) You will need a 1<sup>st</sup> base coach and a 3<sup>rd</sup> base coach every game.
- 7) Again, depending on your style, get several parents to volunteer and help you with the situations, etc. If you’re doing “snacks” make sure to assign a parent so you can include that in your schedule for the season.
- 8) Remember, encouraging **ONE POSITIVE** thing a player does will impact them in the long run over a negative.
- 9) **GAME BALL!** At the end of every game, assign a game ball to the kid who did something right or noteworthy. Insist that your players sit on the bench at the end of the game, while you give the game ball to a specific player. Keep track of each week and who received the game ball. You should be able to reward the game ball to each player throughout the season (some games two players may need to each receive a ball). Write on the ball with a black sharpie; the date and their name. The players **LOVE** this! **HAVE A BLAST!!!**