

# Baseball Ground Rules

## 1. All Divisions

- a. Managers and coaches are to de-emphasize the score and encourage the players to learn and have fun. **ANY MANAGER OR COACH DEEMED BY THE BOARD OF DIRECTORS TO BE PLACING UNDO OR EXCESSIVE EMPHASIS ON THE SCORE AND WINNING WILL BE REMOVED FROM THE POSITION.**
- b. The home team shall occupy the **First Base** dugout and the visiting team shall occupy the **Third Base** dugout.
- c. All divisions must bat consecutively and must play a minimum of six (6) defensive outs. If a player does not play six (6) defensive outs and then he/she shall fulfill the minimum requirements for BOTH GAMES at the next game in which they are in attendance. This requirement will be fulfilled by the player starting the game and remaining in the game until both game requirements have been met. **IF MANAGERS DO NOT GIVE THE PROPER PLAYING TIME IN A GAME THAT GOES FOUR (4) INNINGS OR MORE, EXCLUDING SHORTENED GAMES AND GAMES PLAYED UNDER THE "TEN RUN RULE," THE FOLLOWING PENALTIES WILL BE LEVIED AGAINST THE MANAGER:**
  - i. 1st OFFENSE - WRITTEN WARNING
  - ii. 2nd OFFENSE - ONE (1) GAME SUSPENSION
  - iii. 3rd OFFENSE - ONE CALENDAR YEAR SUSPENSION
  - iv. A written warning shall automatically be given for violations occurring in a game going five (5) or more innings, except in the Minors in the exception noted in Regulation IV(i), note 3.
- d. Scorekeepers shall keep complete records of all pitches thrown by all pitchers during a game. Scorekeepers shall also keep complete records of all players NOT meeting the playing requirements in a game. At the end of each game, the scorekeeper will submit these names to the President, Vice President(s) or Head Scorekeeper of the affected league for review. THE PRESIDENT OR VICE-PRESIDENT SHALL THEN CONFER WITH THE MANAGER OR COACH OF THE TEAM IN VIOLATION. IF THE PRESIDENT OR VICE-PRESIDENT DEEMS THE REASON INVALID, THEN THE PENALTIES MENTIONED ABOVE IN RULE 34 SHALL BE ENFORCED.
- e. All teams must have at least one rostered Manager or Coach present at any mandatory Coach or Manager meeting called by the President or Vice President(s). Managers and Coaches shall have no less than seven (7) day notice of such mandatory meetings. Should a team not have such representation at the mandatory meeting, the Manager of such team will incur a one (1) game

suspension of the next scheduled game following said meeting. The Vice-Presidents shall schedule all make-up games as soon as possible (within a two (2) week period).

- f. Base Coaches on the field may both be adults only if there is a third Coach in the dugout. This is for the REGULAR SEASON PLAY ONLY.
- g. Pitches can be called from the dugout to the mound by the Manager or Coach.
- h. Managers shall validate pitching record/eligibility for week by checking with scorekeeper after each game to certify the number of pitches recorded for the pitchers and sign the score sheet upon validation. Any refusal to sign the score sheet will automatically relinquish the right to challenge the pitch count at any following games.
- i. Should a team be unable to field a team of (9) players (Majors), or (8) players (Minors) the board has elected in advance to declare all such games a forfeit, without regard to reason for players being unavailable at the game site at the scheduled time. The forfeit will be declared at 10 minutes following the scheduled game time should a team be unable to field the required number of players. Should an instance arise where both teams are unable to field a team for the same scheduled game, The Vice President of the respective division will reschedule said game in accordance with the ground rules. Should an injury create a situation where a team can no longer field said number of players, the game will be rescheduled per ground rules.
- j. If no rostered manager or coaches are present at 10 minutes following the scheduled game start time, a forfeit will be declared for said team, barring extraordinary circumstances. Final determination of extraordinary circumstances is subject to Board Discretion.
- k. League Championship — The season schedule will follow a straight format ending with a single elimination tournament made up of the top 4 teams. The tournament will be a 2-round tournament with the first round games made up of seed 1 facing seed 4, and seed 2 facing seed 3. The winners will advance to the League Championship game. If there is a tie in regular season results, the tie will be broken first by head to head game results, if a tie remains, it will be broken by runs against. Higher seed will have choice of home team or dugout; lower seed will have remaining choice. This will be the format for Majors. AAA will be seeded by overall standings in a tournament that will include all teams. Rookie and AA will be seeded by a blind draw. All League Championship games will be full games not limited by any time limits. Minor League 6th inning will be an open inning with no run limits.

- I. There will be no walk up songs allowed, only music played by the scorekeeper will be permitted.

## **2. Majors**

- a. The starting of our games shall be 6:00 p.m. and 7:45 p.m. on Field 1. No new inning shall start after 7:45 p.m. for the game scheduled to begin at 6:00 p.m., unless there is no game scheduled to follow the first game or the following game has been cancelled for any reason. If at that time the game is still tied, it will be played off prior to or before the next scheduled meeting of the two teams tied. There will be no infield warm-ups permitted for the late game, unless the first game is complete before 7:15pm. No new inning shall begin after 10pm.

## **3. Minor League**

- a. The game will start at 6:00pm & 7:45 p.m. and no new inning shall start after 90 minutes from the Umpires call of the start time. The official scorekeeper will be the keeper of the regulation time.
- b. The AAA division will follow a five (5) run limit throughout the game. During playoffs, all divisions will have an open 6th inning.
- c. All players on the roster will be placed on batting order and will bat during their turn at bat. If a player is unable to bat, he may be skipped upon agreement by both managers on the field. No more than one overthrow per play and no more than 1 base advance on any overthrow. For the purposes of this rule, an overthrow shall be defined as the first throw made following a ball put into play by a batter, which passes the intended player (not a cutoff man), be that a base player position, or the pitcher, and where the ball is not controlled by the intended player. (A player simply dropping a thrown ball is not an overthrow).
- d. Play is dead once pitcher position defensive player has control of the ball within the pitcher's circle. All runners must return to their last legally entitled base. The defensive team will not attempt to utilize this rule to prevent a runner from advancing, who is in the process of attempting to reach the next base.
  - i. It will be the umpire's judgment that determines the position of a runner once the pitcher has the ball. All decisions made by the umpire in this matter are final.
- e. There will be no stealing of HOME base. There will be no advancing of base runners on a passed ball, including missed throws made back to the pitcher, or

extended walks to second base in an attempt to force a throw to second base. This rule applies to the first (1st) half of the season for HOME base.

#### **4. Rookie**

- a. The game will start at 6:00pm & 7:45 p.m. and no new inning shall start after 90 minutes from the Umpires call of the start time. The official scorekeeper will be the keeper of the regulation time.
- b. The team at bat shall be retired when three (3) outs are made or when three (3) runs are scored in the first three (3) innings. From the fourth (4th) inning on, it shall be limited to five (5) runs or three (3) outs.
- c. A maximum of 5 pitches will be thrown to each batter overhand unless the 5th pitch is fouled. If fouled, pitches continue to be thrown until batter either swings and misses, does not swing or the ball is put into play. If the batter strikes out before the 5th pitch, the batter is out.
  - i. Pitching coach must wear a glove.
- d. All players on the roster will be placed on batting order and will bat during their turn at bat. If a player is unable to bat, he may be skipped upon agreement by both managers on the field. No more than one overthrow per play and no more than 1 base advance on any overthrow. For the purposes of this rule, an overthrow shall be defined as the first throw made following a ball put into play by a batter, which passes the intended player (not a cutoff man), be that a base player position, or the pitcher, and where the ball is not controlled by the intended player. (A player simply dropping a thrown ball is not an overthrow).
- e. Play is dead once pitcher position defensive player has control of the ball within the pitcher's circle. All runners must return to their last legally entitled base. The defensive team will not attempt to utilize this rule to prevent a runner from advancing, who is in the process of attempting to reach the next base.
  - i. It will be the umpire's judgment that determines the position of a runner once the pitcher has the ball. All decisions made by the umpire in this matter are final.
- f. A defensive player must be placed in the pitcher's position to the left, or right with one foot on the dirt. Only adults are allowed in the coaching boxes. If a rostered team coach is available. Parents and practice coaches are not allowed to be in the coaching box.
- g. There will be no stealing of ANY base. There will be no advancing of base runners on a passed ball, including missed throws made back to the pitcher, or extended walks to second base in an attempt to force a throw to second base.

## 5. AA

- a. The starting time shall be 6:00 pm. & 7:30 pm. Game is over after 75 minutes from the Umpires call of the start of time and the current batter finishes his at bat.
- b. The team at bat shall be retired when three (3) outs are made or when three (3) runs are scored in the first three (3) innings. From the fourth (4th) inning on, it shall be limited to five (5) runs or three (3) outs.
- c. A player may not advance on a hit by pitch in the AA division; a hit by pitch will also count as one of the 5 maximum pitches thrown.
- d. A maximum of 5 pitches will be thrown to each batter overhand unless the 5th pitch is fouled. If fouled, pitches continue to be thrown until batter either swings and misses, does not swing or the ball is put into play. If the batter strikes out before the 5th pitch, the batter is out.
  - i. Pitching coach must wear a glove.
- e. All players on the roster will be placed on batting order and will bat during their turn at bat. If a player is unable to bat, he may be skipped upon agreement by both managers on the field. No more than one overthrow per play and no more than 1 base advance on any overthrow. For the purposes of this rule, an overthrow shall be defined as the first throw made following a ball put into play by a batter, which passes the intended player (not a cutoff man), be that a base player position, or the pitcher, and where the ball is not controlled by the intended player. (A player simply dropping a thrown ball is not an overthrow).
- f. Play is dead once pitcher position defensive player has control of the ball within the pitcher's circle. All runners must return to their last legally entitled base. The defensive team will not attempt to utilize this rule to prevent a runner from advancing, who is in the process of attempting to reach the next base.
  - i. It will be the umpire's judgment that determines the position of a runner once the pitcher has the ball. All decisions made by the umpire in this matter are final.
- g. Only 10 defensive players can be on the field. The 10th player must play an outfield position not directly behind and up close to 2nd base.
- h. A defensive player must be placed in the pitcher's position to the left, or right with one foot on the dirt. Only adults are allowed in the coaching boxes. If a rostered team coach is available. Parents and practice coaches are not allowed to be in the coaching box.

- i. There will be no infield fly rule in the AA division.
- j. There will be no stealing of ANY base. There will be no advancing of base runners on a passed ball, including missed throws made back to the pitcher, or extended walks to second base in an attempt to force a throw to second base.

## **6. Tee Ball**

- a. Games will be less than an hour in length.
- b. Cones will be set up in attempt to keep players in place as to avoid dog piles.
- c. Coaches should move kids in between bats in attempt to equalize play for all participants.

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