City of Broadview Heights

Glenn R. Goodwin, Mayor

Department of Parks and Recreation

Dale A. Alexander, Director

BASEBALL/SOFTBALL RULES AND REGULATIONS

GENERAL REGULATIONS:

All participants including players, coaches, managers, parents and spectators are required to adhere to these policies.

1. All participants must exhibit good sportsmanship at all times.
2. Respect and cooperate with officials at all times.
3. Chatter and cheering must be of positive nature and directed to ones' own team. Abusive and vulgar language will not be tolerated.
4. Everyone will practice safety and injury prevention.
5. All participants are required to demonstrate a positive attitude and set a good example of behavior. Keep the game in proper perspective. It is supposed to be fun.
6. Facilities, fields, and equipment will be treated with care.

All participants must promote the adherence to the Code of Conduct. Any violation of the Code of Conduct will result in the following:

1. Immediate ejection from that game and dismissal from the facilities for the remainder of the day/night.
2. Any ejection will result in an additional two game suspension from the facilities.
3. Any manager or coach ejected from two or more games during the season may not be permitted to manage or coach the following season pending review by the City Athletic Director.
4. Any physical contact done in anger or in an attempt to intimidate will result in immediate expulsion from participating in the program indefinitely.
5. If any offender is asked to leave the grounds and fails to do so, the game will be suspended until the offender leaves the premises. Failure to do so may result in a forfeit.

ROLE OF PARENT

Parents must shoulder responsibility and take initiative to make our program successful. Practically speaking, the baseball program is an adult, volunteer work project, constructed, supervised, and assisted by parents who desire to make its benefits extend to their children. Each parent should join in the total effort. In addition to the various administrative and service capacities in the program, qualified adult volunteers must be enlisted as team managers, coaches, and umpires. It is not enough that candidates for these important roles have previous experience in the game. Managers and coaches should demonstrate leadership ability, and the know-how to work with young children. Teamwork, good sportsmanship, and discipline are attainable goals of the program. There is a place and a job for all.

MANAGERS AND COACHES

1. Each team's manager and coaches must remain behind the fence in the bench area unless coaching a base. At no time will the manager or any of his coaches or players stand behind the backstop.
2. Only the Manager is permitted to go on the field to discuss a call with the umpire.
3. For safety injury prevention, any jewelry exposed to the wrist, ear, neck, ankle, or any other part of the body will be the manager's responsibility to deem whether it is safe. The Umpire may request that the jewelry be removed.
4. No manager or coach is permitted out of the dugout area to assist their defense on the field of play, except in 7/8 boys and Girls leagues.
5. **At no time will the manager or the coaches be permitted to smoke, or use any tobacco products while in the vicinity of the playing area.**
6. The home team furnishes the official scorer and maintains the official score sheet. It is recommended that both teams keep scores sheets and compare them at the end of each half inning. Managers should turn in lineups to scorekeepers before the game. The managers must make notification of lineup changes to the official scorekeeper and the opposing manager.
7. It is a manager's responsibility to make sure that the opposing manager plays all his players the number of innings required by the league rules.
8. Each manager must report scores to League Director weekly.
9. Uniforms will be issued by the Recreation Department. All players are required to wear the issued uniform for the entire season.

DRAFT OF PLAYERS

1. All players who have previously played will be rated according to hitting and fielding as well as knowledge of the game. Use of last year's evaluation forms and the managers' input will be the guides at the managers only draft meeting. Ratings of players can be discussed and changed prior to the team draft on draft night by the majority of managers' vote.
2. On draft day the League Director MAY present the managers the option to receive teams as assigned by the League Director or select teams by draft.
3. Late entries will go to the League Director who will place late entries on teams **of his discretion** so equality remains in the league.
4. Any late registrant after the draft will be assigned to a manager different from the manager he/she had the previous year.
5. No trading of players is allowed between managers without director and city approval (penalty, invalid roster – forfeiture of games played).

GENERAL RULES FOR PLAYERS

1. All leagues follow Major League Baseball, NHFS, or ASA rules, whichever is appropriate with exceptions supplemented by the Recreation Department.
2. No player can change leagues at the time of registration without filling out a league change request form. All requests will be the decision of the athletic coordinator and the recreation director.
3. For safety injury prevention, exposed jewelry such as wristwatches, bracelets, neck chains, or earrings **MUST NOT** be worn during a game. Starter post earrings must be covered with band-aids. Also for safety reasons, no gum or candy should be in players' mouths as they may choke on it.
4. All team members who are not involved in fielding, batting or coaching are to remain in the dugout/bench area.
5. The Umpire will eject any player charged with unsportsmanlike conduct from that game.
6. Any player ejected from a game will count as an out in the continuous batting order. If the ejection of a player drops the team below the minimum number of players the game will be considered a forfeit.

7. Any player who is ejected from a game for any reason shall also be suspended for an additional two games.
8. No player shall wear metal cleats in any recreational league. Rubber or plastic cleats or tennis shoes are permitted.

EQUIPMENT AND FACILITIES

1. The Recreation Department will provide bats, catcher's equipment, bases, and similar team equipment. All persons should be mindful that such equipment is public property and should be protected from loss and misuse. Players can provide their own equipment if they like. It should be properly tagged with the players' name. It is your responsibility if your bat is missing. Bats must conform to hardball/softball specifications. For 7 and 8 year old Boys and Girls Leagues, T-ball bats are permissible.
2. All equipment is to be stacked behind the benches or sidelines.
3. Equipment, including bats and protective helmets, must not be thrown as a display of unsportsmanlike conduct. Penalty may include ejection from the game.
4. All city equipment must be turned into promptly at the conclusion of the season.
5. Boys Baseball teams should supply one new ball. Slow Pitch Softball only the home team will supply one new ball.
6. Chest protectors and face masks/helmets are to be worn by all catchers. Shin Guards are mandatory for all non-slow pitch leagues.
7. No metal spikes may be worn in any recreational league.
9. HARDBALL ONLY (from 9 league and up).
    a. **It is recommended that all players should wear athletic supporters. For safety reasons all catchers must wear a protective cup. If a team cannot field a catcher with a cup the game will be forfeited.**
    b. All catchers must wear a throat guard on their facemask.
10. All diamonds will be prepared and maintained by the Recreation Department.

GAME RULES

1. The official game time will be indicated on the official league schedule
2. Regulation/minimum Number of Players
    a. Teams must field the REGULATION number of players if the required numbers are present. The REGULATION number of players for hardball and softball is ten. Pony and Boys High School is nine.
    b. Teams unable to field the MINIMUM number of players 15 minutes after the scheduled starting time must forfeit the game. The MINIMUM number of players is eight (8).
    c. If injury or illness drops a team below the MINIMUM number, the game may be resumed at a later date at the point of injury.
3. Player Substitution/Call Up Rule
    a. It is the manager's responsibility to see that a team is fielded with the REGULATION number of players.
    b. In the event of a player shortage due to vacations or illness, the team affected may request players from a lower recreation league to increase the team to the REGULATION number of players. This rule may only be used when a team cannot field a REGULATION NUMBER OF PLAYERS.
    c. Any move up players first obligation is to his/her assigned team and may consent to play only if they don't have a regularly scheduled game at that time.
    d. For safety reasons, move up players should only be those players with appropriate ability in the lower league. Move up players must play an outfield position and bat last and wear the uniform issued to the team they play for, or different color shirt. A Manager will not issue a team shirt to a call up player.
    e. At all times the players on the team roster MUST play ahead of the call up player. The call up player may not replace a roster player. In the event a roster player arrives after the start of a game the call up player may continue to play be must sit out every other inning. The new player will bat last behind the call up player.

   f. Prior to the start of the game, the manager with move up players must notify the opposing manager, scorekeeper and umpire.
   g. Any violation of the move up rule will constitute a forfeiture of any game or games that the player participated in illegally.
4. The team listed first on the schedule will be the home team.
5. Field Conditions for all games will be the responsibility of the Recreation Department. The rain-out phone line will be updated by 4:00 PM during the week and by 9:00 AM on weekends. Additional updates may be required depending upon weather conditions. However, do not assume an update will be made.
6. Procedure for Suspended Game
   a. The umpire may temporarily suspend a game, when, in the judgment of the umpire, conditions pose a safety hazard (weather, light failure, field conditions, etc.).
   b. The game will be temporarily suspended immediately if the umpire observes lighting.
   c. Players, coaches, and managers, must remain within the vicinity of the playing field during a temporary suspension and seek appropriate shelter during inclement weather to await the decision by the umpire to resume play. Teams risk a forfeit if they leave before the umpire's decision.
   d. Once the game is temporarily suspended, the umpire will determine within 30 minutes, the status of the game.
   e. When an umpire determines that play cannot be resumed, all games, which end prior to becoming official, will be replayed as a new game. Games that cannot be resumed after becoming official will use the ending score, provided the losing team has at least as many completed times at bat as the winning team. If not, the score reverts to the previous inning's score.
   f. If play is suspended during a game the suspension time will not count against the time limit.
7. All leagues will have a time limit to play a regulation game. However, there is no time limit to play on OFFICIAL game (minimum number of innings). NO inning is permitted to start (after the game is official) once the time limit has been reached. A full regulation game is permitted, provided the last inning has been started prior to the time limit. Games may go extra innings if time permits. NO GAME SHALL BE STOPPED IN THE HOME HALF OF AN INNING IF THE TIME LIMIT HAS BEEN EXCEEDED, UNLESS THE HOME TEAM IS AHEAD.
8. In the event a game starts later than the scheduled time (for example: player shortage, weather, etc.), the time limit shall begin when the umpire declares "PLAY BALL".
9. Games that are tied which have reached the time limit shall remain tied. As a result, teams shall be given points to determine the league standings.
10. At the end of the regular season, a playoff games can be held to determine a division champion if a tie occurs, except in the 8 and under Boys and Girls Leagues.
11. Any violation of the pitching rules constitutes a forfeiture of the game. The game will not be replayed.
12. No batter will be declared out if he/she is unable to bat in the consecutive batting order due to injury, illness or leaving the facility.
13. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. DELIBERATE AND FORCEFUL CONTACT WILL NOT BE TOLERATED.
14. No head first slides are not permitted unless going back to a previous base. The penalty is calling the runner out.
15. Batters releasing their bats in an unsafe manner, in the judgment of the umpire, will be given an individual warning. A second occurrence by the same batter will result in the batter being declared out.
16. Any player arriving late to a game must be placed at the bottom of the batting order.

TOURNAMENT RULES – Recreation Teams

1. All Tournament Rules take precedence over any other conflicting rules.
2. Placement of teams in tournament brackets is the sole responsibility of the league director. A process of placing the first place team and the second place team in separate brackets is encouraged.
3. Time limits will remain in effect for all games except championship games and tie games. A winner must be determined therefore no ties will be allowed. All games that are stopped due to weather, light

failure, etc., that have not reached the minimum number of innings will be suspended games and resumed at the point which the game was stopped.

4. All protests will be resolved immediately on the field by the umpires and the designated booster tournament official.
5. It is the responsibility of the manager to field his/her team for all scheduled and rescheduled tournament games. Failure to field a team at the scheduled or rescheduled time will result in forfeiture.
6. A coin toss will determine the home team for tournament play.

GAME SCHEDULES

1. The Recreation Department will schedule all games. No exceptions. The umpire assignor will be notified of rescheduled games.
2. All make up games and playoff games shall be completed within one week of the final scheduled league game.
3. Not all rainout games will be rescheduled when rain causes cancellations near the end of the season. The League Director ultimately will decide which games shall be rescheduled (if any) to determine league champion.

LEAGUE REGULATIONS						
AGE	**REGULATION GAME**	**OFFICIAL GAME**	**TIME LIMIT**	**BASE DIS.**	**PITCH DIS.**	**BALL TYPE**
T-Ball (5-6)	None	None	1 Hr.	50'	20' - 30'	Soft-Tee
Minor B (7)	5 Innings	3 Innings	1 Hr. 15 Min.	54'	35' (Coach)	RIF 5
Minor B (8)	5 Innings	3 Innings	1 Hr. 15 Min.	54'	35' (Machine)	RIF 10
Pigtail (7-8)	5 Innings	3 Innings	1 Hr. 15 Min.	54'	25' (Coach)	11”Soft
Minor A (9)	6 Innings	4 Innings	1 Hr. 15 Min.	60'	35'	RIF 10
Minor A (10)	6 Innings	4 Innings	1 Hr. 45 Min.	60'	40'	RIF 10
Ponytail (9-10)	6 Innings	4 Innings	1 Hr. 15 Min.	60'	35'	11” White
Boys Majors (11-12)	6 Innings	4 Innings	2 Hr. 0 Min.	70'	51'	
Girls Majors (11-13)	7 Innings	5 Innings	1 Hr. 15 Min.	60'	40'	11" White
Pony (13-14)	7 Innings	5 Innings	2 Hr. 0 Min.	80'	54'	
Girls High School (14-18)	7 Innings	5 Innings	1 Hrs. 15 Min.	65’	46’	11” White
Boys High School	7 Innings	5 Innings	2 Hrs. 15 Min.	90'	60'6"	
Co-ed Softball	7 Innings	5 Innings	1 Hr. 15 Min.	65'	46'	12" RIF10

TEE-BALL LEAGUE RULES

Game Rules

1. All games will take place at the Broadview Heights soccer fields off of Lazzaro Blvd. No game score or league standings will be kept.
2. All team players will bat and play the field each inning.
3. Team up to bat will bat through their entire line up. **Recommendation:** Use the same batting order (1,2,3…) the entire season, but start with a different number each game so everyone gets to "go first". The kids will remember who they follow in the batting order, which keeps the game moving.
4. Clear the bases after 3 outs. Take the field after the last person in the batting order has batted.
5. Pitching to a batter is permitted, but limited to 3 or 4 pitches. If a batter fails to make contact in the allotted pitches a tee should be used. (5 year old T-Ball must use a tee).
6. NO sliding!
7. Every player should have the opportunity to play all defensive positions. **Recommendation:** Assign players to a position for an entire game (instead of switching every inning). The kids seem to learn and understand the positions better when they stay there longer rather than bouncing them around to a new position before they really understood the one they just played. This also keeps the flow of the game moving.
8. Be sure to teach players not to throw the bat. Some kids may need reminders during the season. If a player does not seem to be learning the proper way to drop the bat during games, they should be called "out" after two warnings have been issued during a game. Make sure the player's parents are aware of the safety issue involved.

Game Coaches

1. 2-3 coaches are permitted in the field to assist with positioning.
2. The pitcher and catcher (coaches) should be from the team up to bat.
3. A 1st base and 3rd base coach should also be used when batting.
4. **Most Important! Bench Coach.** A bench coach keeps the kids in the correct batting order and maintains control on the bench. A must!

Game Notes

1. The focus of T-ball is to introduce the game of baseball by teaching the basic fundamentals of the sport. Batting, fielding, throwing and the basic rules of the game should be introduced.
2. **Keep the games moving**. Have your positions and batting order predetermined and keep kids hustling on and off the field.
3. Don't be afraid to instruct during the game. These kids learn something new on almost every play.
4. Encouragement and positive reinforcement is crucial at this age. **Recommendation:** Discuss this with parents and ask them to cheer, but not yell instructions during the game. This only confuses the players when more than one person is yelling (sometimes different) instructions at them when they are playing.
5. One base at a time—Unless the ball is hit to the outfield, players should advance one base at a time.

SOFTBALL LEAGUE RULES

PIGTAIL LEAGUE RULES

General Rules

1. ASA rules apply except where otherwise needed.
2. An inning shall consist of 3 outs or a maximum of 6 runs.
3. Pitching will be an underhand pitch by the manager or a coach.
4. Balls and strikes will not be called. The batter will have 6 pitches to hit the ball in fair territory or be called out (no strike outs).
5. The manager/coach pitcher should not instruct the batter when to swing.
6. If the pitcher is hit by a bated ball, all play will immediately stop and the play will be called dead (The pitch will not count against the batter).
7. Team must use a continuous batting order.
8. Every player in the line-up must bat.
9. Batters will have 6 pitches to hit the ball into play.
10. No bunting.
11. No Lead Offs – Runners should only leave base after ball is hit. Warning only at this age.
12. A Courtesy runner is allowed only due to an injury sustained in the game. The last out will be the courtesy runner.
13. After the ball is hit, runner(s) may advance at their own risk to the next base(s), or until the ball is in possession of the pitcher (In this case the pitcher represents the defensive team) or in the general pitching area. The general pitching area will be a 16' radius circle (marked with chalk) around the pitcher's mound. Once play has stopped, ½ way marks will be place between all bases and be the deciding factor whether the runner can advance or must return to the last base touched (This will be a judgment call by the umpire). All overthrows to any base will result with the runner being awarded one base and play stopped.
14. Borrowing from the opposing team is allowed. If the minimum of 9 players show and a catcher is needed, a manager may field a volunteer substitute to catch. This catcher will be considered neutral: They cannot tag or throw runners out and caught foul tips will not be considered as an out.
15. Managers must field and bat their entire roster of players. 7 infielders consisting of a first baseman, second baseman, third baseman, short-stop, pitcher position, catcher, and a short infielder (plays approximately five (5) feet behind second base). The remaining players should be positioned in the outfield (grass). Late arriving players can be put into the field as they arrive.
16. Defensively, any 2 managers/coaches will be allowed on the grass area of the playing field. Offensively, any 3 managers/coaches will be allowed on the playing field; pitch, first base, third base.

PONYTAIL LEAGUE RULES

1. TEAMS shall consist of 10 defensive players 4 of whom shall be a minimum of 30 feet from the baseline.
2. PLAYERS are to play a minimum of 3 innings defensively, but all players present are to bat all 6 innings or length of game. No play shall sit 2 consecutive innings. Each player must play at least 1 inning in the infield and 1 inning in the outfield.
3. The pitchers mound is to be 35 ft. from home plate
   - Pitching Arc must be 3 to 10 feet.
   - 3 warm up pitches between innings
   - 5 warm up pitches for NEW pitchers any time throughout the game.
   - Batter hit by pitch is a ball, no base awarded.
   - No intentional walks
   - Pitchers can pitch a TOTAL of three innings max per game. Three innings do not need to be consecutive,

4. It is up to each coach to control the base runners, please use fair play to dictate how far a runner goes on the bases. Once the ball gets to an infielder ALL play stops. Advancing on an overthrow or a missed throw is not fair play at this level.

DEAD BALL/ENDING OF A PLAY

1. When a ball is hit to the outfield the base runner or runners may advance until safe, out or until the ball is caught by any of the infielders in the perimeter of the infield (the dirt). If the infielder is taking a relay in the outfield the play will not be considered dead until the infielder retrieving the ball is in the infield area (the dirt) or has thrown the ball back to one of the other infielders and one of them has caught the ball in the perimeter of the infield (the dirt). If there is a play at a specific base, the base runner has the option of staying at that base or proceeding to the next base. If the base runner does not proceed, the base runner will either be safe or out. The base runner or any other base runners will not be allowed to advance any further and the play is dead. If the ball does get by the infielder on the throw in from the outfield the base runner may advance one base only. If the base runner attempts to advance, the base runner may be thrown out, if there is an error on that play, the base runner will not be allowed to advance any further.

   A base runner will never be awarded more then one base for an error on any given play at any base. We are trying to encourage the players to throw to the proper infielder or base. (A base runner more than half way to 2nd base, 3rd base or Home when the ball is ruled dead is awarded that base. Otherwise, the base runner will return to the base he was coming from.)

   We are playing Softball, so we encourage managers and coaches not to turn the baseball game into a track meet.

   <u>There will be no pitching circle that the ball has to pass into or through for the play to stop.</u>

2. A PLAYER shall not run in to a fielder trying to catch the ball or make a play. PENALTY – THE RUNNER IS OUT. A FIELDER may not block a base to prevent a runner from being safe. PENALTY – THE RUNNER IS AUTOMATICALLY SAFE.
3. SLIDING – Runners are not permitted to slide at any time into any base. PENALTY – ONE TEAM WARNING AND THEN THE RUNNER SHALL BE CALLED OUT.
4. RUNNING – Runners are not permitted to lead off the base. <u>The runner can not leave the base until the batter hits the ball.</u>
5. INFIELD FLY RULE – There is NO infield fly rule. Fly balls must be caught in all instances to be considered an out.
6. TAGGING UP – Runners are permitted to tag up and advance. However, if a play is made on the runner in an attempt to get a double play, the runner may advance. Players must always return to a base and touch it before advancing. If a player does not re-touch the base, he must return to that base, based upon the umpire's judgment. No appeals.

GIRLS MAJORS LEAGUE RULES

1. A fielded team will consist of 10 players, four of whom are outfielders who will play a minimum of 20 feet behind the base path. This rule applies only to the 11-13 year old leagues.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
3. As a minimum, a player must play every other inning in the field. All teams will use a continuous batting order.
4. A pitched ball must have an arc of at least 6 feet from the ground before the ball reaches home plate. The pitched ball shall not reach the height of 12 feet at the highest point above the ground.
5. There will be no Intentional base on balls.
6. The first fouled third strike in this league is an out (ASA rule).
7. The infield fly rule will NOT be used in this league.
8. A mercy rule of 15 runs after 4 innings will be in effect.
9. There will be no Intentional base on balls. If in the judgment of the umpire this rule is violated the incident will be reported by the umpire to the league director.
10. MANAGERS AND COACHES only, along with the players, will be allowed on the playing field during any league game. This will be STRICTLY ENFORCED. On defense, NO manager/coaches will be allowed on the playing field.

11. A base runner will never be awarded more then one base for an error on any given play at any base. We are trying to encourage the players to throw to the proper infielder or base. (A base runner more than half way to 2nd base, 3rd base or Home when the ball is ruled dead is awarded that base. Otherwise, the base runner will return to the base he was coming from.)
12. We are playing Softball, so we encourage managers and coaches not to turn the game into a track meet.

FASTPITCH SOFTBALL LEAGUE RULES 9-11

1. A fielded team consists of ten (10) players, four of whom are outfielders who will play a minimum of twenty (20) feet behind the base path.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
3. As a minimum, a player must play every other inning in the field. No player can sit out a second inning until all players have sat out one inning. Violations of this will be reported to the league commissioner and NRBB. All players must play at least one inning in the infield during the first three innings.
4. The pitcher may stand with one foot on and one foot behind the pitching rubber.
5. The dropped third strike rule is not in effect.
6. The infield fly rule will be in effect.
7. Base runner may leave the base when the ball crosses the plate; only one stolen base allowed per pitch per base runner allowed. Stealing of home is not permitted. Any base runner leaving his base before the ball has crossed the plate will result in a warning being given to his team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch. After (1) team warning, any offending player shall be declared "OUT". A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch.
8. A mercy rule of 15 runs after 4 innings will be in effect.
9. Innings 1-4 will end with either 3 outs or 8 runs. The 5th inning will have no run limit.
10. No intentional base on balls will be permitted. Violations will be reported to the league commissioner and head umpire for disciplinary action.
11. Call up players will be allowed from slow pitch 9-10 year old league or slow pitch 7-8 year old league.
12. All pitchers shall pitch no more than 3 innings per game. 1 pitch constitutes pitching for 1 inning.
13. ANY OTHER RULES GOVERNING PLAY IN THIS LEAGUE SHALL REFER TO NHFS SOFTBALL RULES.

FASTPITCH SOFTBALL LEAGUE RULES 12-15

1. A fielded team consists of ten (10) players, four of whom are outfielders who will play a minimum of twenty (20) feet behind the base path.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
3. As a minimum, a player must play every other inning in the field. No player can sit out a second inning until all players have sat out one inning. Violations of this will be reported to the league commissioner and NRBB. All players must play at least one inning in the infield during the first three innings.
4. The pitcher may stand with one foot on and one foot behind the pitching rubber.
5. The dropped third strike rule is in effect.
6. The infield fly rule will be in effect.
7. Base runner may leave the base when the ball crosses the plate; only one stolen base allowed per pitch per base runner allowed. Stealing of home is not permitted. Any base runner leaving his base before the ball has crossed the plate will result in a warning being given to his team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch. After (1) team warning, any offending player shall be declared "OUT". A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch.
8. A mercy rule of 15 runs after 4 innings will be in effect.
9. No intentional base on balls will be permitted. Violations will be reported to the league commissioner and head umpire for disciplinary action.

10. A pitcher throwing an illegal pitch is afforded a verbal warning from the umpire. Subsequent infractions result in awarding all base runners 1 base.

ANY OTHER RULES GOVERNING PLAY IN THIS LEAGUE SHALL REFER TO NHFS SOFTBALL RULES.

GIRLS HIGH SCHOOL

1. A fielded team will consist of 10 players, four of whom are outfielders who will play a minimum of 30 feet behind the base path.
2. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
3. As a minimum, a player must play every other inning in the field. All teams will use a continuous batting order.
4. A pitched ball must have an arc of at least 6 feet from the ground before the ball reaches home plate. The pitched ball shall not reach the height of 12 feet at the highest point above the ground.
5. There will be no Intentional base on balls. If in the judgment of the umpire this rule is violated the incident will be reported to the league commissioner and the head umpire for disciplinary action.
6. The first fouled third strike in this league is an out (ASA rule).
7. The infield fly rule will be used in this league.
8. A mercy rule of 15 runs after 4 innings will be in effect.
9. ANY OTHER RULES GOVERNING PLAY IN THESE LEAGUES SHALL REFER TO ASA SOFTBALL RULES GOVERNING EACH PARTICULAR AGE BRACKET.

BASEBALL LEAGUE RULES

MINOR B 7 YEAR OLD LEAGUE RULES

LITTLE LEAGUE RULES WILL BE FOLLOWED WITH THE FOLLOWING EXCEPTIONS

General Rules

1. TEAMS shall consist of 11 defensive players on the field – 6 infielders and 5 outfielders. (Standard infield position players). Games can begin with a minimum of 9 players (or whatever number managers agree to). Selection of a starting lineup is the responsibility of the manager.
2. PLAYERS should report to the field approximately ½ hour before game time. This time will be devoted to the teaching of good baseball habits, rules, general baseball knowledge, lineups and warm-up sessions.
3. PLAYERS are to play a minimum of **3 innings defensively**, but all players present are to bat all of the game. No player can sit more than one inning before every players sits one inning.
4. Innings shall consist of 3 outs or 5 runs,
5. Scoring shall only be kept for purposes of keeping track of the 5 run rule. Emphasis is not on winning/losing but learning the game of baseball.
6. There are no forfeited games because one team cannot field 9 players. The team with more players to provide the other team with defensive players based on need of opposing team.
7. MANAGERS AND COACHES only, along with the players, will be allowed on the playing field during any league game. This will be STRICTLY ENFORCED. On defense, any two managers/coaches will be allowed on the playing field (in outfield). On offense, any three manager/coaches will be allowed on the playing field-one to pitch, and one to coach for first and third base. A fourth coach should maintain order in the dugout/batting order to move the game along.
8. PITCHING will be Overhand by a manager or coach. Any foul ball or foul tip caught by the catcher shall be called an out (waive the "over the batter's head rule" however, the ball must be caught, not trapped).
9. Batters are not allowed to bunt.

10. A batter will receive a maximum of 6 pitches to swing at. After the sixth pitch, the batter will be called out. If the batter fouls off the sixth pitch, he will still be called out. (If the coach/pitcher or umpire is hit by a batted ball, the ball is dead and this will not count towards the 6 pitches.) <u>There will be no strikeouts after three pitches (only after the sixth pitch.)</u>.

DEAD BALL/ENDING OF PLAY

1. When a ball is hit to the outfield the base runner or runners may advance until safe, out or until the ball is caught by any of the infielders in the perimeter of the infield (the dirt). If the infielder is taking a relay in the outfield the play will not be considered dead until the infielder retrieving the ball is in the infield area (the dirt) or has thrown the ball back to one of the other infielders and one of them has caught the ball in the perimeter of the infield (the dirt). If there is a play at a specific base, the base runner has the option of staying at that base or proceeding to the next base. If the base runner does not proceed, the base runner will either be safe or out. The base runner or any other base runners will not be allowed to advance any further and the play is dead. If the ball does get by the infielder on the throw in from the outfield, the base runner may advance one base only. If the base runner attempts to advance, the base runner may be thrown out, if there is an error on that play, the base runner will not be allowed to advance any further.
2. A base runner will never be awarded more than one base for an error on any given play at any base. We are trying to encourage the players to throw to the proper infielder or base. (A base runner more than half way to 2nd base, 3rd base, or Home when the ball is ruled dead is awarded that base. Otherwise, the base runner will return to the base he was coming from.)
   We are playing baseball, so we encourage managers and coaches not to turn the baseball game into a track meet.
3. There will be no pitching circle that the ball has to pass into or through for the play to stop.
   THE BALL and all play is dead of the coach/pitcher is hit by a batted ball. Umpires hit by a batted ball is in play. The ball is also considered dead when thrown outside the regulation playing field (past the fences defining the playing field). A batted ball hit through or that bounces over the outfield fence in fair territory on Diamond 6 will constitute a ground-rule triple.
4. SLIDING- Runners are not permitted to slide at any time into any base. PENALTY –ONE TEAM WARNING AND THEN THE RUNNER SHALL BE CALLED OUT.
5. RUNNING –Runners are not permitted to lead off the base. <u>The runner can not leave the base until the ball is hit by the batter.</u>
6. INFIELD FLY RULE –There is NO infield fly rule. Fly balls must be caught in all instances to be considered an out.
7. TAGGING UP- Runners are NOT permitted to tag up and advance. However, if a play is made on the runner in an attempt to get a double play, the runner may advance. Players must always return to a base and touch it before advancing. If a player does not re-touch the base, he must return to that base, based upon the umpire's judgment. No appeals.

MINOR B 8YEAR OLD LEAGUE RULES

General Rules

1. TEAMS shall consist of 11 defensive players on the field – 6 infielders and 5 outfielders. (Standard infield position players). Games can begin with a minimum of 9 players (or whatever number managers agree to). Selection of a starting lineup is the responsibility of the manager.

2. PLAYERS should report to the field approximately ½ hour before game time. This time will be devoted to the teaching of good baseball habits, rules, general baseball knowledge, lineups and warm-up sessions.

3. PLAYERS are to play a minimum of **<u>3 innings defensively</u>**, but all players present are to bat all of the game. No player can sit more than one inning before every players sits one inning.

4. **<u>PLAYERS must sit on the benches</u>** behind the fence in the dugout when mot on the playing field defensively. There will be no on-deck circle for safety reasons. Do not allow players to warm-up outside of the dugout. This will be STRICTLY ENFORCED.

5. Innings shall consist of 3 outs or 5 runs, plus additional base runners who score until the ball is taken out of play. It is possible to score more than 5 runs per inning. NO RUNNER is to intentionally hold at third base as a strategy to score more than 5 runs. A minimum of 3 ½ innings must be played to constitute a game.

6. Scoring shall only be kept for purposes of keeping track of the 5 run rule. Emphasis is not on winning/losing but learning the game of baseball.

7. Infield Fly Rule will NOT be used in this league.

8. No Bunting is permitted

Pitching Machine Rules

1. The pitcher's position must be played by a player on the defensive team (except if the team is only able to field 8 players). This player must have at least one foot touching or inside the circle.
2. A coach of the offensive team will "feed" the machine. The coach is required to present the ball to the batter, being sure the batter is ready, before dropping it into the machine.
3. A batted ball hitting the machine, generator, electric cord in fair territory, or coach feeding the machine will be a "no pitch" dead ball and replayed. A batted ball hitting the cord in foul territory will be a foul ball and not replayed.
4. A batted ball that deflects off a fielder (or his glove) that hits the machine, generator, cord or "feeder" coach will be live and in play.
5. A thrown ball hitting the machine, generator, or cord will be live and in play.
6. A thrown ball hitting the "feeder coach" will be dead and all runners and the batter will advance one base from the time of the throw.
7. The pitching machine will not be adjusted for each batter. It should be set at an average height and speed before the game and left alone.
8. A player, offensive or defensive, tripping over the cord will be live, no special actions or considerations will be given.

DEAD BALL/ENDING OF PLAY

1. When a ball is hit to the outfield the base runner or runners may advance until safe, out or until the ball is caught by any of the infielders in the perimeter of the infield (the dirt). If the infielder is taking a relay in the outfield the play will not be considered dead until the infielder retrieving the ball is in the infield area (the dirt) or has thrown the ball back to one of the other infielders and one of them has caught the ball in the perimeter of the infield (the dirt). If there is a play at a specific base, the base runner has the option of staying at that base or proceeding to the next base. If the base runner does not proceed, the base runner will either be safe or out. The base runner or any other base runners will not be allowed to advance any further and the play is dead. If the ball does get by the infielder on the throw in from the outfield, the base runner may advance one base only. If the base runner attempts to advance, the base runner may be thrown out, if there is an error on that play, the base runner will not be allowed to advance any further.
2. A base runner will never be awarded more than one base for an error on any given play at any base. We are trying to encourage the players to throw to the proper infielder or base. (A base runner more than half way to 2nd base, 3rd base, or Home when the ball is ruled dead is awarded that base. Otherwise, the base runner will return to the base he was coming from.) We are playing baseball, so we encourage managers and coaches not to turn the baseball game into a track meet.
3. There will be no pitching circle that the ball has to pass into or through for the play to stop.
   THE BALL and all play is dead of the coach/pitcher is hit by a batted ball. Umpires hit by a batted ball is in play. The ball is also considered dead when thrown outside the regulation playing field (past the fences defining the playing field). A batted ball hit through or that bounces over the outfield fence in fair territory on Diamond 6 will constitute a ground-rule triple.

4. SLIDING- Runners are not permitted to slide at any time into any base. PENALTY –ONE TEAM WARNING AND THEN THE RUNNER SHALL BE CALLED OUT.

5. RUNNING –Runners are not permitted to lead off the base. <u>The runner can not leave the base until the ball is hit by the batter.</u>

6. TAGGING UP- Runners are NOT permitted to tag up and advance. However, if a play is made on the runner in an attempt to get a double play, the runner may advance. Players must always return to a base and touch it before advancing. If a player does not re-touch the base, he must return to that base, based upon the umpire's judgment. No appeals.

MINOR A 9YEAR OLD LEAGUE RULES

GENERAL RULES

1. A fielded team will consist of 10 players, four of whom are outfielders who will play a minimum of 20 feet behind the base path.
2. As a minimum, a player must play at least every other inning. No player can sit out a second inning until all players have sat out one inning.
3. All teams shall use a continuous batting order, batting the entire roster.
4. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
5. Five (5) runs or three (3) outs ends the inning.
6. The infield fly rule is NOT in effect.
7. No Bunting is permitted.

Pitching Machine Rules

1. The pitcher's position must be played by a player on the defensive team (except if the team is only able to field 8 players). This player must have at least one foot touching or inside the circle.
2. A coach of the offensive team will "feed" the machine. The coach is required to present the ball to the batter, being sure the batter is ready, before dropping it into the machine.
3. A batted ball hitting the machine, generator, electric cord in fair territory, or coach feeding the machine will be a "no pitch" dead ball and replayed. A batted ball hitting the cord in foul territory will be a foul ball and not replayed.
4. A batted ball that deflects off a fielder (or his glove) that hits the machine, generator, cord or "feeder" coach will be live and in play.
5. A thrown ball hitting the machine, generator, or cord will be live and in play.
6. A thrown ball hitting the "feeder coach" will be dead and all runners and the batter will advance one base from the time of the throw.
7. The pitching machine will not be adjusted for each batter. It should be set at an average height and speed before the game and left alone.
8. A player, offensive or defensive, tripping over the cord will be live, no special actions or considerations will be given.

MINOR A 10 YEAR OLD LEAGUE RULES

GENERAL RULES

1. A fielded team will consist of 10 players, four of whom are outfielders who will play a minimum of 20 feet behind the base path.
2. As a minimum, a player must play at least every other inning. No player can sit out a second inning until all players have sat out one inning.
3. All teams shall use a continuous batting order, batting the entire roster.
4. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
5. Five (5) runs or three (3) outs ends the inning.
6. The infield fly rule is in effect.

PITCHING

1. A pitcher may pitch a total of three (3) innings in any one game. Pitchers can pitch 6 innings per week.
2. One pitch in any inning constitutes an inning pitched.
3. A pitcher removed from the mound cannot return to the mound in the same inning. He can return in the same game as long as there is no violation of any other pitching rule.
4. A manager may confer with the pitcher no more than once in any one inning. A second trip to the mound in one inning shall require a change of the pitcher.

5. A dropped third strike or called third strike will result in a batter being declared out.
6. There will be no Intentional base on balls. If in the judgment of the umpire this rule is violated the incident will be reported to the league commissioner and the head umpire for disciplinary action.
7. The balk rule will not be in effect.

Base Running

1. No base runner may advance except by a battered ball or walk.
2. Any base runner leaving his base before the ball has been hit will result in a warning being given to his team at the time of the infraction. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch. After (1) team warning, any offending player shall be declared "OUT". A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch.

BOYS MAJORS LEAGUE RULES

GENERAL RULES

1. Any player arriving late for a game will be inserted into the playing field rotation when the team begins a new inning in the field of play, and must play a minimum of every other inning. If the team is at bat when the player arrives he will be inserted in the lineup at the end of the batting order.
2. All teams shall use a continuous batting order, batting entire roster.
3. No changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
4. The infield fly rule is in effect.
5. A mercy rule of 12 runs after 4 innings will be in effect.
6. For the safety all players, no aluminum bats may be used that reflect a weight/length differential greater than a negative 7 (-7). Any player stepping into the batters box with an illegal bat in hand will be called out. NO WARNINGS WILL BE ISSUED. If a player leaves the dugout with an illegal bat, the batter will be declared out. If a player uses and illegal bat and puts a ball in play the runners advanced during the at bat will be returned to their original base. If a player uses the same illegal bat a second time they will be ejected from the game. If a team used the illegal bat a third time the Manager will be ejected. Managers are asked to inform and remind all players of this rule prior to the beginning of every game. .

PITCHING

1. Players are permitted to pitch (3) consecutive innings in any one game.
2. One pitch in any inning constitutes an inning pitched.
3. A pitcher once removed from the mound cannot return to the mound in the same game.
4. A manager may confer with the pitcher once per inning. A second visit to a pitcher on the mound in one inning shall require removal of the pitcher.
5. There will be no Intentional base on balls. If in the judgment of the umpire this rule is violated the incident will be reported to the league commissioner and the head umpire for disciplinary action.
6. The balk rule will NOT be in effect.
7. The dropped third strike rule will be in effect.
8. Pitchers are not permitted to throw curve balls. Off speed pitches are permitted. The umpire will warn a pitcher if he throws a curve ball. If the pitcher throws a second curve ball the umpire will have him removed from the mound.

BASE RUNNING

1. The base runner(s) is permitted to advance one (1) base at the risk of being put out per pitch.
2. No leadoffs are permitted.
3. Delayed stealing when the catcher throws the ball back to the pitcher is not permitted.
4. Any base runner(s) leaving the base before the pitch crosses the plate shall be declared out. A pitched ball at the time of the infraction shall be declared by the umpire to be a dead ball—no pitch. There will be NO warnings.

PONY LEAGUE RULES

GENERAL RULES

1. A fielded team will consist of 9 players.
2. As a minimum, a player must play at least every other inning.
3. This league will use continuous batting order batting the entire roster.
4. NO changing of positions once an inning has begun, unless determined by removal of the pitcher or injury to a player.
6. A mercy rule of 12 runs after 3 innings will be in affect.
7. A speed up rule for the catcher is permitted with 2 outs.
8. For the safety all players, no aluminum bats may be used that reflect a weight/length differential greater than a negative 7 (-7). Any player stepping into the batters box with an illegal bat in hand will be called out. NO WARNINGS WILL BE ISSUED. If a player leaves the dugout with an illegal bat, the batter will be declared out. If a player uses and illegal bat and puts a ball in play the runners advanced during the at bat will be returned to their original base. If a player uses the same illegal bat a second time they will be ejected from the game. If a team used the illegal bat a third time the Manager will be ejected. Managers are asked to inform and remind all players of this rule prior to the beginning of every game.

PITCHING

1. A pitcher may pitch a total of 12 consecutive outs per game.
2. A pitcher once removed from the mound may not return to pitch but may play any other position in the field.
3. The balk rule will be in effect. Each pitcher will receive a total of one (1) warning when the umpire calls a balk. Subsequent balks by the same pitcher shall result in the award of the appropriate balk penalties.

BOYS HIGH SCHOOL LEAGUE RULES

GENERAL RULES

1. A fielded team will consist of 9 players.
2. All players present at the game (excluding call up players):
   a. Must play a minimum of three innings in the field.
   b. A player arriving late to a game only is required to play a minimum of half the game he is present for.
3. The league will use a continuous batting order batting the entire roster.
4. A mercy rule of 12 runs after 4 innings will be in effect.
5. A player playing on a recreation team must not be playing for any other baseball team.
   This league is for recreational purposes only.
6. To keep the pace of the game moving, a courtesy runner will be permitted for the catcher with two (2) outs. This runner will be the player retired at the end of the previous inning or the last batter retired. This rule is optional and does not have to be used every time the catcher reaches base.
7. For the safety all players, no aluminum bats may be used that reflect a weight/length differential greater than a negative 5 (-5). Any player stepping into the batters box with an illegal bat in hand will be called out. NO WARNINGS WILL BE ISSUED. If a player uses an illegal bat and puts a ball in play prior to the notice of the umpire, the batter will be declared out. If runners advanced during the at bat, the runners will be returned to their original base. Managers are asked to inform and remind all players of this rule prior to the beginning of every game.

PITCHING

1. A pitcher may pitch 10 innings in two days. A pitcher may not pitch **three** consecutive days. There is no limit to the number of innings a pitcher can pitch in a week. This rule also applies to make-ups.
2. A pitcher once removed from the mound may NOT return to pitch but may play any other position in the field.

CO-ED SOFTBALL 16-20

1. A fielded team will consist of 10 players, 5 boys and 5 girls, 4 of whom will alternate in the outfield, 4 in the infield (not necessarily alternating, and 1 pitcher and catcher alternating. Outfielders must play 150ft from home plate
   a. The minimum number of players to begin a game is eight (8).
   b. A Team may begin the game with 3 girls or 3 boys but must have 8 players total.
   c. If a team plays with 3 boys/girls, they may play with 9 fielders, provided that the ninth player is the catcher and the same gender as the pitcher. (i.e. a team with 3 girls may have a male pitcher and catcher and the three girls can play fielding positions.)
   d. The maximum number of players in the field is 10, 4 of whom must play the outfield no closer than 150 ft from home plate. If a field is not lined the umpire shall indicate to both teams the approximate position of this line.
2. A Boy/Girl or Girl/Boy batting order will be used regardless of the boy/girl ratio.
   (i.e. If a team has 6 boys and 4 girls the 6 boys will bat in the same order, and the girls will bat in their own order) (ex. Batting Order B1, G1, B2, G2, B3, G3, B4, G4, B5, G1, B6, G2, B1, G3, etc.)
3. Any player arriving late will be placed at the bottom of the order provided they stay with the same batting format as described above.
4. A team will have 15 minutes from the scheduled start time to field a minimum team. After that a forfeit will be declared.
5. A pitched ball must have an arc of at least 6 feet from the ground before the ball reaches home plate. The ball shall not reach higher the 12 feet at its highest point above the ground.
6. There will be no intentional bases on balls
   a. If a male batter is walked, he is awarded 2 bases the next female batter has the option of taking first base or batting.
7. The infield fly rule will be in effect.
8. A mercy rule of 20 runs after 4 and 15 runs after 5 will be in effect.
9. First fouled third strike batter will be declared out. (ASA rule)
10. Any other rules governing play in these leagues shall refer to ASA softball rules governing each particular age bracket.