



***YOUTH BASEBALL
RULES AND REGULATIONS***

**Instructional,
Minor,
Major,
& Senior
Divisions**

Revised 2009

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Note: The following highlighting has been used throughout this book:

Minor Division only

Minor & Major Division only

Major Division only

Senior Division only

OFFICIAL REGULATIONS

THE TEAMS

- A.** The league shall establish the number of players on each team. The head coach of a team must register the team roster. All teams must be as equal in number and age as possible.
- B.** No more than the number of players established by the league may be in uniform during any game. Bat boys and/or bat girls are not permitted.
- C.** If a team head coach loses any player(s) on the team roster during the current season through illness, injury, change of address or other justifiable reason, another player may be obtained from the "Waiting List." The playing ability of the youngster shall not be considered a justifiable reason for replacement.
1. Head coach shall acquaint the commissioner of the league with the conditions which necessitate the request for replacement.
 2. If the commissioner agrees that the reasons are justifiable, the head coach may obtain the next player on the "Waiting List."

BASEBALL COACHES DUTIES

Attend or have a representative from your team attend all baseball committee meetings and all of your division meetings.

1. Head Coaches must pick 2 Assistant Coaches. (Only 3 shirts and 3 hats will be provided by the League.)
2. All coaches (Head and Assistant) shall sign a receipt stating that they have received and read the Beaverdam Youth League, Inc., "First Aid Quick-Reference Check List" booklet; and they understand that the Beaverdam Youth League, Inc., "By-Laws" require they have the booklet in their possession during games, practices, and other events involving the children they coach. The "First Aid Quick-Reference Check List" can be found at the end of the rulebook.
3. All coaches (Head and Assistant) must complete the NYSCA's (National Youth Sports Coaches Association) clinic for baseball.
4. Read and study the rule book; take it with you to practices and games.....DON'T LOOK FOOLISH!!!

5. Keep a policy of SAFETY, FUN, HOW TO PLAY.....in that order.
6. Keep track of all of your team's equipment and report all damaged or lost items to the "Equipment Manager".
7. Pick a "Team Parent". This person should help you out by taking care of things like: purchasing drinks for the team, fund-raising, making sure that the concession stand is manned on your nights, keep the team informed of schedule changes, maintain control in the dugout, organize the team for the 4th of July parade and keep score. You and your Team Parent should attend Team Parent meetings. A shirt and hat are provided for the team parent.
8. You will have a key to the shed, please turn it in at the end of the season. You may use the pitching machine and batting cage for your team. Please take care of the equipment and put the ;pitching machine back in the shed after use. CHILDREN ARE NOT ALLOWED IN THE SHED!!!!!! KEEP THE DOOR LOCKED AT ALL TIMES!!!!!!
9. When your team has the first game of the night and you are the home team; it is your responsibility to line the field. If you cannot make it, please call someone who can. When you are home team for the last game, it is also your responsibility to turn the lights off after the games end.
10. Please have your team pick up the trash around the dugout before they go get their drinks.
11. Please work out scheduling and other problems as adults. DO NOT aggressively argue these problems in front of the players.
12. Make sure each player on your team has a copy of the roster and schedule.
13. Have your team ready to play at the scheduled time. This means that the team should already be warmed up and your line up has been given to the opposing team.
14. Pleeeeeeeease.....step in to help umpire when needed!
15. All volunteers are required to allow Beaverdam Youth League, Inc., to conduct a background check of Head Coaches, Assistant Coaches, Board Members and any other individuals that have repetitive access to or contact with players or teams.

THE PLAYERS

A. Each candidate must present acceptable proof of age to the league commissioner before player selection is put into operation. When and if such formal proof of age is not available, the league commissioner shall gather as much documentary evidence as possible and promptly forward it to the BOARD OF DIRECTORS. If, in the opinion of the BOARD, such evidence is satisfactory, a statement to that effect will be sent to the league commissioner which shall be acceptable in lieu of a birth certificate.

B. The commissioner of the league must certify and be responsible for the eligibility of each candidate previous to the player selection.

C. The "League Age" of each candidate shall be recorded and announced at the player selection to guide the head coaches in making their selections.

D. Player registration form supplied by the Beaverdam Youth League, Inc. must be completed and filed before the cut off date. Registrations after this date will be placed on the waiting list.

E. Every player on a team roster will participate in each game for a minimum of six consecutive defensive outs and bat at least one time.

Minor & Major Divisions: All players shall be in the batting rotation. If a player is injured and cannot bat, they are removed from the batting order and no out is charged.

PENALTY: The player(s) involved shall start the next scheduled game and play no less than the mandatory time limit for both games. The Head coach shall for the:

First Offense -receive a warning from the commissioner.

Second Offense -penalty to be set by the BOARD OF DIRECTORS.

PITCHERS

A. Any player on a team roster may pitch.

B. If a player pitches in less than four innings, one calendar day of rest is mandatory. If a player pitches in four or more innings, three calendar days of rest must be observed. A player may pitch in a maximum of 6 innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.

Senior Division: May pitch in a maximum of 7 innings in a calendar week.

Example-if a player pitched in four or more innings on MONDAY and is still eligible, that player can pitch again on

FRIDAY.

C. A player once removed as a pitcher may not pitch again in the same game.

Senior Division: A player once removed as a pitcher and who remains in the game may re-enter as a pitcher once, if at least one batter has been retired or reached first base safely.

D. Not more than five pitchers per team shall be used in one game.

Exception: In case of injury to a fifth pitcher, an additional pitcher may be used.

E. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

Notes:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation. Officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Innings pitched in games declared 'no contest' or 'regulation draw games' shall be charged against pitcher's eligibility for that week. If resumed in the following week or weeks pitcher of record may continue up to 6 innings (**Senior Division: 7 innings**) or to the extent of remaining eligibility for calendar week.

Minor Division:

1. Only umpires or NYSCA certified coaches may load the pitching machine inside the "Free Hit Zone." During each at bat, this person MUST stay inside the circle until the play is over.

2. The pitching machine may be calibrated for each individual player. No more than (2) pitches per batter shall be allowed to calibrate the machine to the individual batter's strike zone. Any balls delivered out of the strike zone after the machine has been calibrated will go against batters (5) pitch limit.

3. If the machine delivers (2) consecutive balls out of the strike zone, the time will be called, and the machine shall be recalibrated.

4. The machine shall not be set at a speed of less than 40 miles per hour.

5. There will be (5) balls used during a game to help keep up with pitch count. Catcher shall catch and give ball to the umpire behind the plate.

SCHEDULES

- A.** The schedule of games for the regular season shall be approved by the commissioner.
- B.** All league play must be terminated by the opening date of school for the fall term.

SPECIAL GAMES

All games must be approved by the commissioner.

AWARDS

Value of awards and material gifts to individual players must be approved by the Beaverdam Youth League, Inc..

FIELD DECORUM

- A.** The actions of players, head coaches, coaches, umpires and league officials must be above reproach.
- B.** Uniformed players, news photographers, head coaches, coaches, and umpires only shall be permitted within the confines of the playing field just prior to and during games. Bat boys and Bat girls are not permitted. Except for the batter, base-runners, the player "on deck" and coaches at first and third bases, all players shall be on their benches in their dugouts or in the bull pen when the team is at bat. When the team is on defense, all reserved players shall be on their benches or in the bull pen.
- C.** Adult base coaches are permitted.
- D.** A head coach or coach shall not leave the bench or dugout except to confer with a player or an umpire.
- E.** The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches and dugouts.

OFFICIAL PLAYING RULES

1.00-OBJECTIVES OF THE GAME

1.01 Baseball is a game between two teams of nine players each, under direction of a head coach, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.

Minor Division: may use ten players per team.

1.02 The objective of each team is to win by scoring more runs than the opponent.

1.03 The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

1.04 The field shall be approved by the commissioner.

1.05 The ball shall be approved by the commissioner.

1.06 a. The bat shall be a smooth, round stick not more than 2- 1/4 inches in diameter at the thickest part and not more than 33 inches in length. The bat shall be made of wood or of material tested and approved by the commissioner.

Senior Division: The bat shall be a smooth, round stick not more than 2- 3/4 inches in diameter at the thickest part and not more than 36 inches in length.

NOTE: No laminated or experimental bats shall be used.

b. The bat handle, for not more than 16 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance, which extends past the 16 inch limitation, shall cause the bat to be removed from the game.

Senior Division: The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance, which extends past the 18 inch limitation, shall cause the bat to be removed from the game.

NOTE: If the umpire discovers that the bat does not conform to (b) above at a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

c. Colored bats are acceptable.

1.07 a.1 All players on a team shall wear uniforms identical in color, trim and style; see UNIFORM in Definition of Terms.

a.2 Nothing may be added or removed from the uniform furnished by Beaverdam Youth League, Inc.

a.3 Any part of an undershirt exposed to view shall be of a uniform solid color for all players on a team.

a.4 No player whose uniform does not conform to that of his teammates shall be permitted to participate in the game except pickup players.

b.1 Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length.

b.2 No player shall wear ragged, frayed or slit sleeves.

c. No player shall attach to his uniform tape or other material of a different color from his uniform.

d. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.

e. Glass buttons and polished metal shall not be used on a uniform.

f. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate.

g. Shoes with metal spikes or metal cleats are not permitted.

1.08 The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size or weight consistent with protecting the hand.

Minor Division: *The catcher may wear any type baseball glove or mitt.*

1.09 The first baseman may wear a glove or mitt not more than twelve inches long from top to bottom and not more than eight inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt.

1.10 Each fielder, other than the first baseman or catcher, may use or wear a glove not more than 12 inches long nor more than 7 3/4 inches wide, measured from the base of the thumb crotch to the outer edge of the glove.

Senior Division: *Each fielder, other than the first baseman or catcher, may use or wear a glove not more than 12 inches long nor more than 8 inches wide, measured from the base of the thumb crotch to the outer edge of the glove.*

1.11 a. The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.

b. No pitcher shall attach to his glove any foreign material of a color different from the glove.

c. No pitcher shall wear sweat bands on wrists.

1.12 The league shall provide in the dugout of the offensive team, seven protective helmets which must meet the commissioner's approval. Use of the helmet by the batter, all base runners and coaches is mandatory. Use of helmets by adult coaches is optional.

1.13 All male players must wear athletic supporters. Catchers (male) must wear the metal, fiber or plastic cup type. Catchers must wear long model chest protectors with neck collar, throat guard, shin guards and a catcher's helmet, all of which must be approved by the commissioner. Catchers must wear a mask, throat protector and catcher's helmet during practice, pitcher warm up and games.

2.00-DEFINITION OF TERMS

ADJUDGED is a judgement decision by the umpire.

AN APPEAL is the act of a fielder in claiming violation of the rules by the offensive team.

A BALK is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

Minor Division: Machine pitch no balk.

A BALL is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

Minor Division: If a machine pitched ball hits a batter when pitched, no free base will be awarded to that batter.

A BASE is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A BASE COACH is a team member who is stationed in the coach's box at first or third base to direct the batter and the runners.

A BASE ON BALLS is an award of first base granted to a batter who, during his time at bat, received four pitches outside the strike zone.

Minor Division: A BASE ON BALLS shall not be awarded to any batter.

A BATTER is an offensive player who takes his position in the batter's box.

BATTER-RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

THE BATTER'S BOX is the area within which the batter shall stand during his time at bat.

THE BATTERY is the pitcher and the catcher.

Minor Division: Machine is the pitcher.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field. There must be a responsible person in the dugout to maintain control of the

players at all times.

A BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

Minor Division: Bunting is not allowed.

A CALLED GAME is one in which, for any reason, the umpire-in-chief terminates play.

A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if the fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.

A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk.

If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

THE CATCHER is the fielder who takes his position back of the home base.

THE CATCHER'S BOX is that area within which the catcher shall stand until the pitcher delivers the ball.

A COACH is a team member appointed by the head coach to perform such duties as the head coach may designate, such as but not limited to acting as a base coach.

A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.

THE DEFENSE (OR DEFENSIVE) is the team, or any player of

the team, in the field.

A DOUBLE-HEADER is two regularly scheduled or rescheduled games, played in immediate succession

A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

a. A force double play is one in which both putouts are force plays.

b. A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays; runner on first, one out; batter grounds to first baseman, who steps on first (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example; bases loaded, no outs, batter grounds to third baseman, who steps on third base (one out), then throws to catcher for the second out (tag play).

DUGOUT (see definition of bench)

A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third bases, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory, touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

FAIR TERRITORY is that part of the playing field within, and including the first and third base lines, from home base to the bottom or the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

A FIELDER is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the

batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A FLY BALL is a batted ball that goes high in the air in flight.

A FORCE PLAY is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

A FORFEITED GAME is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6 to 0, for violation of the rules.

A FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball.

A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch, if it is a rebound, unless the ball has first touched the catcher's glove or hand.

FREE HIT ZONE (Minor Division) is a six foot diameter circle chalked around the pitching machine. Players **ARE NOT** allowed to field a ball in this area.

A GROUND BALL is a batted ball that rolls or bounces close to the ground.

THE HOME TEAM is the team that takes the field first at the start

of the game.

THE HEAD COACH is a person appointed by the commissioner to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

(a) The head coach shall always be responsible for the team's conduct, observance of the official rules and deference to the umpire.

(b) If a head coach leaves the field, that head coach shall designate the assistant coach as a substitute and such substitute head coach shall have the duties, rights and responsibilities of the head coach.

ILLEGAL (OR ILLEGALLY) is contrary to these rules.

AN ILLEGAL PITCH is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) when the pitcher delivers the pitch with a foreign substance applied to the ball. Rosin can be applied to the hand; (3) a quick return pitch.

Penalty for (1) is a balk, for (2 & 3) check rule 8.02 (a).

AN ILLEGALLY BATTED BALL is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

AN INFIELDER is a fielder who occupies a position in the infield.

AN INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a ball will be an "infield fly," the umpire shall immediately declare "infield fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "infield fly if fair."

The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE: If a declared infield fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If declared infield fly falls untouched to the ground, outside the base lines, and bounces fair before passing first or third base, it is an infield Fly.

Minor Division: *(The Infield Fly Rule is not used for this age group).*

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

AN INNING is that portion of a game within which the teams alternate on offense and defense. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

INTERFERENCE: (a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or runner out for interference, all other runners shall return to the last base that was, in the judgement of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

Minor Division: *If a coach, while in the pitching circle, interferes with a batted ball, it will be considered "No Pitch".*

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) when a fair ball touches an umpire in fair territory before passing fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball. On any interference the ball is dead.

THE LEAGUE is a group of teams who play each other in a prearranged schedule under these rules for the league championship.

THE LEAGUE COMMISSIONER shall enforce the official rules, resolve any disputes involving the rules, and determine any protested games.

LEGAL (OR LEGALLY) is in accordance with these rules.

A LIVE BALL is a ball which is in play.

A LINE DRIVE is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgement of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL RULES are the rules in this book

OFFICIAL SCORER is the home team score keeper.

AN OUT is one of the three required retirements of an offensive team during its time at bat.

AN OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (OR OVERSLIDING) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

A PENALTY is the application of these rules following an illegal act.

THE PERSON of a player or an umpire is any part of his body, his clothing or his equipment.

A PITCH is a ball delivered to the batter by the pitcher.

Minor Division: *A PITCH is a ball delivered to the batter by the pitching machine.*

A PITCHER is the fielder designated to deliver the pitch to the batter.

Minor Division: *The pitching machine is considered the pitcher.*

THE PITCHER'S PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.

THE PITCHING MACHINE is the device used to deliver the ball in the Minor Division.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

A QUICK RETURN is a pitch made with obvious intent to catch a batter off balance. Check Rule 8.02 (a) (7).

REGULATION GAME. See Rule, 4.10 and 4.11.

A RETOUCH is the act of a runner in returning to a base as legally required.

A RUN (SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third, and home bases in that order.

A RUN-DOWN is the act of the defense in an attempt to put out a runner between bases.

A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION is one of the two legal pitching positions.

SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt. **Minor Division:** *Squeeze Play is not allowed.*

A STRIKE is a legal pitch which meets any of these conditions-

- a. Is struck at by the batter and is missed;
- b. Is not struck at, if any part of the ball passes through any part of the strike zone;
- c. Is fouled by the batter when there is less than two strikes;
- d. Is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike);
- Minor Division:** *Bunting is not allowed.*
- e. Touches the batter's person as the batter strikes at it (dead ball);
- f. Touches the batter in flight in the strike zone; or
- g. Becomes a foul tip (ball is live and in play).

THE STRIKE ZONE is that space over home plate which is between the batter's armpits and the bottom of the knees when the batter assumes natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

A SUSPENDED GAME is a called game which is to be completed at a later date.

A TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

A THROW is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A TIE GAME is a regulation game which is called when each team has the same number of runs.

"TIME" is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

A TRIPLE PLAY is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

THE UNIFORM as supplied by League must be worn by all players and coaches.

A WILD PITCH is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND-UP POSITION is one of the two legal pitching positions.

3.00 - GAME PRELIMINARIES

3.01 Before the game begins the umpire shall-

(a) Require strict observance of all rules governing team personnel, implements of play and equipment of players;

(b) Be sure that all playing lines are marked with non-caustic lime, chalk or other white material distinguishable from the ground or grass.

(c) Receive from the league a supply of baseballs. The umpire shall be the sole judge of the fitness of the balls to be used in the game.

(d) Be assured by the league that additional balls are immediately available for use if required.

(e) Have possession of at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when-

(1) A ball has been batted out of the playing field or into

the spectator area;

(2) A ball has become discolored or unfit for further use;

(3) The pitcher request such alternate ball.

3.02 No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sandpaper, emery paper or other foreign substance.

PENALTY: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once.

3.03 A player in the starting lineup who has been removed for a substitute may re-enter the game once, in any position in the field, provided:

(1) The substitute has played defensively for a minimum of six consecutive outs.

(2) A pitcher may not re-enter the game as a pitcher.

(3) Only a player in the starting lineup may re-enter the game.

(4) **Senior Division:** *The substitute has completed one time at bat*

NOTE. (1) Should injury or illness prevent a head coach from fielding eight players, the head coach may, without penalty of forfeiture, replace injured or ill players with a player previously in the lineup-but, only if use of all other eligible players has exhausted the roster. This provision does not apply with respect to a player or players ejected from the game. If a team is unable to field eight players for reasons of ejection of a player and no eligible substitute is available, previously used players may not enter the game.

NOTE. (2) Senior Division: *When two or more substitute players of the defensive team enter the game at the same time, the head coach shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such player's position in the team's batting order and the umpire-in-chief shall notify the official scorer. The umpire-in-chief shall have authority to designate the substitute's places in the batting order, if this information is not immediately provided.*

3.04 Courtesy runners are permitted with opposing coaches approval.

3.05 (a) The pitcher named in the batting order handed to the umpire-in-chief, as provided in rules 4.01 (a) and 4.01 (b) shall pitch to the first batter or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgement of the umpire-in-chief, incapacitates the pitcher from further play as a pitcher.

(b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness, which in the umpire-in-chiefs judgement, incapacitates the pitcher from further play as a pitcher.

3.06 The head coach shall immediately notify the umpire-in-chief of any substitution and shall state to the umpire-in-chief the substitute's position.

Senior Division: *The head coach shall immediately notify the umpire-in-chief of any substitution and shall state to the umpire-in-chief the substitute's place in the batting order.*

3.07 The umpire-in-chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.

3.08 (a) If no announcement of a substitution is made, the substitute shall be considered to have entered the game when-

- (1) If a pitcher, the substitute takes position on the pitcher's plate and throws one warm up pitch to the catcher;
 - (2) If a batter, the substitute takes position in the batter's box;
 - (3) If a fielder, the substitute reaches the position usually occupied by the fielder being replaced and play commences;
 - (4) If a runner, the substitute takes the place of the runner being replaced.
- (b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09 Players, head coaches and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. Head coaches or assistant coaches may warm up a pitcher at home plate or in the bull pen or elsewhere at any time.

3.10 (a) The head coaches of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two head coaches cannot agree, the commissioner or a duly delegated representative shall make the determination.

(b) The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty minutes after play has been

suspended. The umpire may continue suspension as long as there is any chance to resume play.

NOTE: Play shall stop at the first flash of lightning. Play may resume after 15 minutes of last sight of lightning.

3.11 Double Headers, with the same teams involved will try to be avoided.

3.12 When the umpire suspends play, "Time" shall be called. At the umpire's call of "play" the suspension is lifted and play resumes. Between the call of "time" and the call of "play" the ball is dead.

3.13 The league will establish ground rules to be followed by all teams in the league.

3.14 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

3.15 No person shall be allowed on the playing field during a game except uniformed players, head coaches and coaches, umpires and news photographers authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

3.16 When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference.

APPROVED RULING; If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

3.17 Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, pickup players, head coaches, assistant coaches, and team parent shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once. Bat boys and/or bat girls are not permitted.

3.18 The league shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.

4.00-STARTING AND ENDING THE GAME

4.01 The umpires shall proceed directly to home plate where they shall be met by the head coaches of the opposing teams, just preceding the established time to begin the game. In sequence--

(a) The home team head coach shall give the batting order to the official score keeper and opposing head coach.

(b) Next, the visiting head coach shall give the batting order to the official score keeper and opposing head coach.

(c) As soon as the home team's batting order is handed to the official score keeper, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted or resumed on account of weather or the conditions of the playing field.

(See note 3.10 B)

4.02 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take position in the batter's box, the umpire shall call "play" and the game shall start.

4.03 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

(a) The catcher shall be stationed directly back of the plate. The catcher may leave that position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the liner of the catcher's box until the ball leaves the pitcher's hand. **PENALTY:** Balk.

(b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.

(c) Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.

(d) Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

Minor Division: *A player is placed on the outside of the "Free Hit Zone" and assumes the position of pitcher. One foot must be touching the edge of the circle even with the pitching mound (rubber). This player may stand on either side of the "Free Hit Zone".*

4.04 The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order except as covered by rule 3.03.

Minor & Major Divisions: *All players shall be in the batting order.*

4.05 The offensive team shall station two coaches on field during its time at bat, one near first base and one near third base.

Coachers shall-

(1) Be eligible players of their team; or adult head coach or assistant coaches.

(2) Remain within the coaches' boxes at all times.

(3) Talk to members of their own team only. An offending coacher shall be removed from the coaches' box.

4.06 No head coach, coach or player, shall at any time, whether from the bench or the playing field or elsewhere--

(1) Incite, or try to incite, by word or sign, a demonstration by the spectators;

(2) Use language which will in any manner refer to or reflect upon opposing players, head coach, coach, an umpire or spectators.

(3) In the umpire's judgement any member of the offensive team makes any move calculated to cause the pitcher to commit a balk. FIRST, warn the player and/or head coach. If continued, remove the player and/or head coach from the game or bench.

(4) No fielder shall take a position in the batter's line of vision, with deliberate intent to distract the batter. The offender shall be removed from the game.

4.07 When a head coach, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.

4.08 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues-

PENALTY: The umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The head coach of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

4.09 How a team scores-

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

EXCEPTIONS: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter-runner before touching first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the

result of a base on balls, hit batter or any other play with the bases full which forces the runners to advance, the umpire shall not declare the game ended until runners forced to advance have touched the bases to which they are forced (appeal play).

Minor & Major Divisions: *No more than 5 runs may be scored per inning per team. When the fifth run scores it shall constitute the third out, EXCEPT the last inning shall be played until three outs have been obtained by each team.*

Senior Division: *If either team is ahead by 10 or more runs, they shall be declared the winner if they have completed 5 or more innings; or the home team is ahead by 10 or more runs after 4 ½ innings.*

4.10 (a) A regulation game consists of 6 innings (**Senior Division: 7 innings**), unless extended because of a tie score, or shortened **(1)** because the home team needs none of its half of the 6th inning (**Senior Division: 7th inning**) or only a fraction of it; **(2)** because the umpire calls the game.

NOTE: Any inning starting 1 hour and 20 minutes after start time shall be declared the last inning unless previously declared.

Senior Division: *Any inning starting 2 ½ hours after the start time of the game, shall be declared the last inning unless previously declared.*

(b) Games ending with a tie score after regulation play shall be played 1 additional inning, If the game is still tied it shall be declared a tie, only to be completed at the convenience of both teams at a later date, if necessary for the standings.

(c) If a game is called, it is a regulation game **(1)** if four innings have been completed; **(2)** if the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in four completed half-innings; **(3)** if the home team scores one or more runs in its half.

NOTE: For score keeping purposes, all batting, fielding and pitching records shall be disregarded. However, the pitcher shall be charged with the number of innings pitched in the current calendar week.

4.11 The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

(a) The game ends when the visiting team completes its half of the last inning if the home team is ahead.

(b) The game ends when the last inning is completed, if the visiting team is ahead.

(c) If the home team scores the winning run in its half of the last inning, the game ends immediately when the winning run is scored.

EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter-runners on base are permitted to score, in accordance with the base-running rules, and the game

ends when the batter-runner touches home plate.

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the last inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

(d) A called game ends at the moment the umpire terminates play.

EXCEPTION: If the game is called during an uncompleted inning in each of the following situations:

- (1)** The visiting team scores one or more runs to tie the score in the uncompleted inning, and the home team does not score in the uncompleted inning.
- (2)** The visiting team scores one or more runs to take the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in the uncompleted inning.

(e) A regulation game that is tied after four or more completed innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with rule 4.10 (a) and 4.10 (b).

NOTE: When game is halted, pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest and has pitching eligibility in the calendar week in which the game is resumed. For score keeping purposes, it shall be considered the same game, and all batting, fielding and pitching records will count.

EXAMPLE: RULE 4.11

	1	2	3	4	5	6
Visitors	0	0	0	0	4	5
Home	0	0	0	0	4	

Game called in top of the fifth inning on account of rain. Score reverts to last completed inning (4th) and the home team is the winner 5 to 4.

4.12 TIE games halted due to weather, curfew or light failure shall be resumed (if necessary) from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A pitcher can pitch in both games on the same day subject to the six-inning per week (**Senior Division: 7 innings per week**) limitation provided in regulation (PITCHERS - B). The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the

rules governing substitution. Any player may be replaced by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the lineup unless covered by rule 3.03.

EXAMPLE: RULE 4.12

Tie game halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game

	1	2	3	4	5	6
Visitors	0	0	0	0	4	5
Home	0	0	0	0	4	

Game called in top of 6th inning, visiting team batting with two out, no base runners - this is a tie game. Resume the game in the top of the 6th, visiting team at bat, two out.

4.13 Double Headers-See rule 3.11 and 4.12.

4.14 The umpire-in-chief shall order the playing field lights turned on whenever in such umpire's opinion darkness makes further play in daylight hazardous.

4.15 A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team-

(1) Being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game; unless such delay, in the umpire's judgement, is unavoidable;

(2) Refuses to continue play unless game was terminated by the umpire;

(3) Fails to resume play, after game was halted by the umpire, within one minute after the umpire has called "play".

(4) Fails to obey within a reasonable time the umpire's order to remove a player from the game;

(5) After warning by the umpire, willfully and persistently violates any rules of the game.

(6) Employs tactics designed to delay or shorten the game.

4.16 If a game cannot be played because of the inability of either team to place eight players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the commissioner for a decision.

NOTE: Teams may play with a minimum of 8 players. They may pick-up a maximum of 2 players registered with other teams in the division. All pickup players must play the outfield. If regular

team players come in late, the pickup players must be removed from the game and replaced by the team players at the end of the current half inning.

Note: Pick-up players must register with the home team score keeper. If 1 team needs a player or players, the home team score keeper shall place players in the order in which they signed up. If both teams need a player or players, the home team score keeper shall flip a coin to determine which team gets the first child on the list and then alternate from team to team until both teams have enough to play. (Pick-up players must be from the same division).

4.17 A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place 8 players on the field (4.16).

4.18 Forfeited games shall be so recorded in the score book and the book signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the league commissioner within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

4.19 Protesting Game:

(a) Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgement. Equipment which does not meet specifications must be removed from the game and shall not be the basis for a protest.

(b) The head coaches of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the head coach or acting head coach may not leave the dugout until receiving permission from the umpire.

(c) Protest shall be made as follows:

(1) The protesting head coach shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.

(2) Following such notice the umpire shall consult with the associate umpires. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.

(d) Protest made due to use of ineligible player may be considered only if made to the umpire before the final out of the game. Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game shall

be continued under protest or not as the protesting head coach decides.

(e) Any protest for any reason whatsoever must be submitted by the head coach first to the umpire on the field of play and then in writing to the league commissioner within 24 hours. The umpire-in-chief shall also submit a report immediately.

(f) The commissioner, umpire-in-chief and the Board of Directors shall hear and resolve any such protest as above, including playing rules. If protest is allowed, resume game from exact point when infraction occurred.

NOTE 1: This does not pertain to charges of infractions of playing rules or regulations such as field decorum or actions of league personnel or spectators which must be considered and resolved by the Board of Directors.

NOTE 2: All league officials are urged to take precautions to prevent protest. When a protest situation is imminent, the potential offenders should be notified immediately. Example: should a head coach, official scorer, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or the start of the next inning of play, the fact should be brought to the attention of the head coach of the team involved. Such action should not be delayed until the infraction has occurred.

5.00-PUTTING THE BALL IN PLAY-LIVE BALL

5.01 At the time set for beginning the game the umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take position in the batter's box. As soon as all players are in position the umpire-in-chief shall call "play".

5.02 After the umpire calls "play" the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair hit out of the playing field).

5.03 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

5.04 The offensive team's objective is to have its batter become a runner, and its runners advance.

5.05 The defensive team's objective is to prevent offensive

players from becoming runners, and to prevent their advance around the bases.

5.06 When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

5.07 When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

NOTE: See rule 4.09 (a) Note 1.

5.08 If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

5.09 The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when-

(a) A pitched ball touches a batter, or the batter's clothing, while in a legal batting position; runners, if forced, advance (See rule 6.08);

Minor Division: *Batter does not get base and runners do not advance.*

(b) The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If catcher's throw gets the runner out, the out stands. No umpire's interference;

(c) A balk is committed, runners advance (see penalty 8.05);

(d) A ball is illegally batted either fair or foul; runners return;

(e) A foul ball not caught, runners return, the umpire shall not put the ball in play until all runners have retouched their bases;

(f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. Runner hit by fair ball is out;

NOTE: If fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced.

(g) A pitched ball lodges in the catcher's or umpire's mask or paraphernalia; runners advance.

5.10 The ball becomes dead when the umpire calls "Time". The umpire-in-chief shall call "Time"-

(a) When in said umpire's judgement, weather, darkness or

similar conditions make immediate further play impossible;

(b) When light failure makes it difficult or impossible to follow the play;

(c) When an accident incapacitates a player or an umpire;
 (1) If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play.

(d) When a head coach requests "Time" for substitution, or for conference with one of the players;

(e) When the umpire wishes to examine the ball, to consult with either head coach, or for any similar cause;

(f) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. Runners advance one base, ball is dead;

NOTE: If a fielder, after making a catch, steps into a bench but does not fall, the ball is in play and runners may advance at their own peril.

(g) When an umpire orders a player or any other person removed from the playing field;

(h) Except in the cases stated in paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while play is in progress.

5.11 After the ball is dead, play shall be resumed when the pitcher takes position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "Play". The plate umpire shall call "Play" as soon as the pitcher takes position on the plate with possession of the ball.

6.00-THE BATTER

6.01 (a) Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

(b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

6.02 (a) The batter shall take position in the batter's box promptly when it is said batter's time at bat.

NOTE: To help speed up the game; batter must keep one foot inside the batter's box when receiving signals from the coach or any other circumstances that would delay the game.

(b) The batter shall not leave that position in the batter's box after the pitcher comes to "set position", or starts a windup.

PENALTY: If the pitcher pitches, the umpire shall call "ball" or "strike" as the case may be.

(c) If the batter refuses to take position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue; but if the batter does not take proper position before three strikes are called, that batter shall be declared out.

6.03 The batter's legal position shall be both feet within the batter's box.

APPROVED RULING: The lines defining the box are within the batter's box.

6.04 A batter has legally completed a time at bat when put out or becomes a runner.

6.05 A batter is out when--

(a) A fair or foul ball (other than a foul tip) is legally caught by a fielder;

(b) A third strike is legally caught by the catcher;

(c) *Minor & Major Divisions:* *A third strike is caught or not caught by the catcher;*

Senior Division: *A third strike is not caught when first base is occupied before two are out;*

(d) Bunting foul on a third strike.

Minor Division: *Bunting is not allowed.*

(e) The batter attempts to hit a third strike and is touched by the ball;

(f) A fair ball touches said batter before touching a fielder;

(g) After hitting or bunting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgement there was no intention to interfere with the course of the ball, the ball is alive and in play;

(h) After hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.

(i) After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;

(j) In running the last half of the distance from home to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgement in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

(k) A preceding runner shall, in the umpire's judgement, intentionally interfere with a fielder who is attempting to catch a

thrown ball or to throw a ball in an attempt to complete a play.

(I) An infield fly is declared.

Minor Division: *The "infield fly" rule is not used.*

Minor Division: *Each batter gets a maximum of five pitches to put the ball in play. The batter is out after the fifth pitch. Three strikes at a missed ball is an out. (If the last pitch is a foul the batter is still alive.)*

6.06 A batter is out for illegal action when

(a) Hitting an illegally batted ball;

(b) Stepping from one batter's box to the other while the pitcher is in position ready to pitch;

(c) Interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.

(d) Carelessly throwing the bat after hitting the ball.

Minor Division: *Throwing the bat after 1 team warning.*

6.07 Batting out of turn-

(a) A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter. **(1)** The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play, the umpire shall **(1)** declare the proper batter out; **(2)** nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, error, a base on balls, a hit batter or otherwise.

Minor Division: *No base on balls will be awarded to any batter.*

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.

(c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.

(d) **(1)** When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; **(2)** When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up

with the name following that of the legalized improper batter.

APPROVED RULINGS

To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows:
Abel-Baker-Charles-Daniel-Edward-Frank-George-Henry-Irwin.

Play (1). Baker bats, with the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. **RULING:** In either case, Abel replaces Baker, with count 2 balls and 1 strike.

Play(2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles. **RULING:** (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

Play(3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel. **RULING:** (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because the advance to third resulted from the improper batter batting a ball. Daniel is called out and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

Play(4). With the bases full and two out, Henry bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately or (b) after a pitch to George. **RULING:** (a) Frank is called out and no run scores. George is the proper batter to lead off the second inning; (b) Henry stays on third and three runs score. Irwin is the proper batter.

Play (5). After play (4) (b) above, George continues to bat. (a) Henry is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper lead-off batter in the second inning? **RULING:** (a) Irwin became the proper batter as soon as the first pitch to George legalized Henry's triple; (b) Henry. When no appeal was made, the first pitch to the lead-off batter of the opposing team legalized George's time at bat.

Play (6). Daniel walks and Abel comes to bat. Daniel was an improper batter and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is proper batter. There is no appeal and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out, or becomes a runner. Edward does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter

is Baker. Baker walks. Charles is the proper batter. Charles files out. Now Daniel is the proper batter, but Daniel is on second base. Who is the proper batter? **RULING:** The proper batter is Edward. When the proper batter is on base, that batter is passed over, and the following batter becomes the proper batter.

6.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when--

(a) Four "balls" have been called by the umpire;

(b) The batter is touched by a pitched ball which the batter is not attempting to hit unless (1) the ball is in the strike zone when it touches the batter, or (2) the batter makes no attempt to avoid being touched by the ball;

Minor Division: *If a batter is hit with a pitched ball, no free base will be awarded to that batter.*

NOTE: If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if that batter makes no attempt to avoid being touched.

APPROVED RULING: When the batter is touched by a pitched ball which does not entitle that batter to first base, the ball is dead and no runner may advance.

(c) The catcher or any fielder interferes with the batter. If a play follows the interference, the head coach of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all runners advance at least one base, the play proceeds without reference to the interference;

(d) A fair ball touches an umpire or a runner on fair territory before touching a fielder.

Minor Division: *Any batted ball that comes to a stop in the "Free Hit Zone" is dead, and the batter is awarded first base. Any batted ball that comes in contact with the machine is dead. The batter is awarded first base. All base runners advance one base.*

NOTE: If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

6.09 The batter becomes a runner when

(a) A fair ball is hit;

(b) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;

(c) A fair fly ball passes over a fence or into the stands. Such hit entitles the batter to a home run when all bases have been

legally touched.

(d) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and runners shall be entitled to advance two bases;

(e) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery or vines on the fence or which sticks in a fence or scoreboard in which case the batter and the runners shall be entitled to two bases;

(f) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;

(g) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run.

NOTE: If deflection occurs off fielder's glove below the top of the fence that batter shall be entitled to two bases.

(h) Senior Division: *The third strike called by the umpire is not caught, provided (1) first base is unoccupied or (2) first base is occupied with two out.*

7.00-THE RUNNER

7.01 A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

7.02 In advancing, runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of rule 5.09. In such cases, the runner may go directly to the original base.

7.03 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

Minor Division: *On a batted ball, runners are allowed to advance only one (1) base when an error on a throw to a base occurs. When this error occurs, the runners advance at their own risk.*

7.04 Each runner, other than the batter, may, without liability to be put out, advance one base when

- (a) There is a balk;
- (b) The batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance;
- (c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field;

NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.

7.05 Each runner including the batter-runner may, without liability to be put out, advance--

- (a) To home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgement, would have gone out of the playing field in flight is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel;
- (b) Three bases, if a fielder deliberately touches a fair ball with a cap, mask or any part of that fielder's uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril;
- (c) Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and batter may advance to home plate at that batter's own peril;
- (d) Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
- (e) Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play;
- (f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;
- (g) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of wire screen protecting spectators. The ball is dead. When such wild throw is the first play

by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners when the wild throw was made.

(h) One base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into the stand or a bench, or over or through a field fence or backstop. The ball is dead;

(i) One base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

Minor Division: *No base on balls will be awarded to any batter.*

NOTE: If the batter becomes a runner on a wild pitch which entitles the runner to advance one base, the batter-runner shall be entitled to first base only.

7.06 When the obstruction occurs, the umpire shall call or signal "obstruction".

(a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgement, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties if any as in that umpire's judgement will nullify the act of obstruction.

7.07 Any runner is out when--

(a) (1) Running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interferences with a fielder fielding a batted ball; or (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or (3) the runner does not slide or attempt to get around a fielder when a defensive play is eminent.

(b) Intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball;

(c) That runner is tagged, when the ball is alive, while off a base;

EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base.

APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely. (2) If a

base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgement, that runner touches or occupies the point marked by the dislodged bag.

(d) Failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play;

(e) Failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if oversliding or overrunning the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced;

(f) Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance;

(g) Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;

(h) passes a preceding runner before such runner is out;

(i) After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;

(j) Failing to return at once to first base after overrunning or oversliding that base. If attempting to run to second the runner is out when tagged. If after overrunning or oversliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or the base is tagged;

(k) In running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision.

7.08 It is interference by a batter or runner when

(a) After a third strike the batter hinders the catcher in an attempt to field the ball;

(b) After hitting or bunting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair

territory and, in the umpire's judgement, there was no intention to interfere with the course of the ball, the ball is alive and in play;

(c) The batter intentionally deflects the course of a foul ball in any manner;

(d) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;

(e) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of teammate or team mates;

(f) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;

(g) If, in the judgement of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner;

(h) If, in the judgement of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter runner out for interference and shall also call out the runner who advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference;

(i) In the judgement of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base;

(j) With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;

(k) In running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgement, interferes with the fielder taking the throw at first base or attempting to field a batted ball;

(l) The runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;

(m) A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball, if in the judgement of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference. **PENALTY FOR INTERFERENCE:** The runner is out and the ball is dead.

7.09 Any runner shall be called out on appeal-

(a) After a fly ball is caught the runner fails to retouch the base before said runner or the base is tagged;

(b) With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged;

APPROVED RULING: (1) No runner may return to touch a missed base after a following runner has scored. **(2)** When the ball is dead no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched a base beyond the missed base.

(c) The runner overruns or over slides first base and fails to return to the base immediately, and said runner or the base is tagged;

(d) The runner fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field. (The defensive team has left the field when no players remain in fair territory).

An appeal is not to be interpreted as a play or an attempted play.

Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed).

NOTE: Appeal plays may require an umpire to recognize an apparent "fourth out". If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is

more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has "left the field" when all players have left fair territory on their way to the bench or dugout.

7.10 The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.11 Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

7.12 Major Division: When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher in the catcher's box ready to receive delivery of ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

Minor Division: No base stealing is allowed.

The violation by one base runner shall affect all other base runners--

(a) When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results;

(b) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

(c) When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.

NOTE: See exceptions following this rule.

EXCEPTION: If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.

EXAMPLES:

- (1) Runner on first leaves too soon, batter reaches first safely, runner goes to second.
- (2) Runner on second leaves too soon, batter reaches first safely, runner returns to second.
- (3) Runner on third leaves too soon, batter reaches first safely, runner returns to third.
- (4) Runner on first leaves too soon, batter hits clean double, runner goes to third only.
- (5) Runner on second leaves too soon, batter hits clean double, runner goes to third only.
- (6) Runner on third leaves too soon, batter hits clean double, runner returns to third.
- (7) All runners on base will be allowed to score when the batter hits a clean triple or home run, regardless of whether any runner left too soon.
- (8) Runners on first and second, either leaves too soon, batter reaches first safely, runners go to second and third.
- (9) Runners on first and second, either leaves too soon, batter hits clean double, runner on first goes to third, runner on second scores.
- (10) Runners on first and third, either leaves too soon, batter reaches first safely, runner on first goes to second, runner on third remains there.
- (11) Runners on first and third, either leaves too soon, batter hits a clean double, runner on first goes to third, runner on third scores.
- (12) Runners on second and third, either leaves too soon, batter reaches first safely, neither runner can advance.
- (13) Runners on second and third, either leaves too soon, batter hits a clean double, runner on third scores, runner on second goes to third.
- (14) Runners on first, second and third, any runner leaves too soon, batter hits clean double, runners on second and third score, runner on first goes to third.
- (15) Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted or hit within the infield, all runners advance one base except runner advancing from third. Runner advancing from third is removed, no run is scored and no out charged. If on the play, a putout at any base results in an open base, runner who occupied third base returns to third base.
- (16) Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch, each runner will advance one base and a run will score

NOTE: For purpose of these examples, it is assumed that the batter-runner remains at the base last acquired safely.

8.00-THE PITCHER

Minor Division: See Pages 3 and 4.

8.01 Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

Pitchers shall take signs from the catcher while standing on the rubber.

(a) The Windup Position. The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot.

NOTE: When a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on, or in front of and touching but not off the pitcher's plate, and the other foot free, that pitcher will be considered in a Windup Position.

(b) The Set Position. Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch". But if the pitcher so elects, that pitcher shall come to Set Position before delivering the ball to that batter.

NOTE: Major Division: The pitcher need not come to a complete stop. See rule 7.11.

(c) At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw.

(d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.

(e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

8.02 The pitcher shall not--

(a)(1) Bring the pitching hand in contact with the mouth or lips while in the 10 ft. circle surrounding the pitching rubber;

PENALTY: For violation of this part of the rule the umpire shall immediately call a ball, warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

- (2)** Apply a foreign substance of any kind to the ball;
- (3)** Expectorate on the ball, either hand or the glove;
- (4)** Rub the ball on the glove, person or clothing;
- (5)** Deface the ball in any manner;
- (6)** Deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. (The pitcher is of course allowed to rub off the ball between the bare hands;)
- (7)** Deliver a "quick" return pitch.

PENALTY: For violation of any part of this rule 8.02 (a), (2 thru 7) umpire shall call pitch a ball and warn pitcher.

If play occurs on violation, head coach of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at the end of play.)

(b) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner;

PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher can be removed from the game.

(c) Intentionally pitch at the batter. If, in the umpire's judgement, such violation occurs, the umpire shall warn the pitcher and the head coach of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall eject the pitcher from the game.

8.03 When a pitcher takes position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

8.04 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "ball".

NOTE: The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take position on the rubber promptly.

8.05 If there is a runner, or runners, a balk occurs when-;

- (a)** The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery;
- (b)** The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;
- (c)** The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base;
- (d)** The pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- (e)** The pitcher makes an illegal pitch;
- (f)** The pitcher delivers the ball to the batter while not facing the batter;
- (g)** The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;
- (h)** The pitcher unnecessarily delays the game;
- (i)** The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch;
- (j)** The pitcher, while touching the plate, accidentally or intentionally drops the ball;
- (k)** The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

Minor Division: *No base on balls will be awarded to any batter.*

PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first base on a hit, an error, a base on balls, a hit batsman or otherwise, and all other runners advance at least one base in which case the play proceeds without reference to the balk. When balk is called, if pitch is delivered, it will be considered neither a ball nor a strike unless the pitch is ball four (4) awarding the batter first base and forcing all runners on base to advance.

Minor Division: *No base on balls will be awarded to any batter.*

APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which they are entitled at their own risk.

APPROVED RULING: A runner who misses the first base to which that runner is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

8.06 The following rule governs the visit of the head coach or coach to the pitcher at the foul line; **Senior Division: Coaches may go to the pitching mound.**

- (a)** This rule limits the number of visits a head coach or coach

may make to any one pitcher in any one inning;

(b) A third trip to the same pitcher in the same inning will cause this pitcher's automatic removal;

(c) The head coach or coach is prohibited from making a third visit while the same batter is at bat.

A head coach or coach may not confer with any other defensive player. The catcher may be included in visit with pitcher.

9.00-THE UMPIRE

9.01 (a) The commissioner shall appoint one or more umpires to officiate at each league game. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

NOTE: Plate umpire must wear mask, shin guards and chest protector. Male umpire must wear protective cup.

(b) Each umpire is the representative of the league, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, head coach or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.

(c) Each umpire has the authority to rule on any point not specifically covered in these rules.

(d) Each umpire has the authority to disqualify any player, coach, head coach or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

(e) All umpires have authority at their discretion to eject from the playing field **(1)** any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc., and **(2)** any spectator or other person not authorized to be on the playing field.

9.02 (a) Any umpire's decision which involves judgement, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, head coach, coach or substitute shall object to any such judgement decision.

(b) If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the head coach may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

(c) If a decision is appealed, the umpire making the

decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

(d) No umpire may be replaced during a game unless injured or ill.

9.03 (a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).

(b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

9.04 (a) The umpire-in-chief shall stand behind the catcher. This umpire usually is called the plate umpire. The umpire-in-chief duties shall be to:

(1) Take full charge of, and be responsible for, the proper conduct of the game;

(2) Call and count balls and strikes;

(3) Call and declare fair balls and fouls except those commonly called by the field umpires;

(4) Make all decisions on the batter;

(5) Make all decisions except those commonly reserved for the field umpires;

(6) Decide when a game shall be forfeited;

(7) Inform the official scorer of the official batting order; and any changes in the lineups and batting order, on request;

(8) Announce any special ground rules.

(b) A field umpire may take any position on the field best suited to make impending decisions on the bases. A field umpire's duties shall be to;

(1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;

(2) Take concurrent jurisdiction with the umpire-in-chief in calling "time", balks, illegal pitches, or defacement or discoloration of the ball by any player;

(3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

(c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no head coach or player present. After consultation, the umpire-in-chief shall determine which decision shall prevail, based on which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05 (a) The umpire shall report to the commissioner within 24 hours after the end of a game all violations of the rules and other incidents worthy of comment, including the disqualification of any head coach, coach or player, and the reasons therefore.

(b) When any head coach, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, head coach, coach or player, the umpire shall forward full particulars to the league commissioner within 24 hours after the end of the game.

(c) After receiving the umpire's report that a head coach, coach or player has been disqualified, the league commissioner shall require such head coach, coach or player to appear before at least three members of the Board of Directors to explain his conduct. In the case of a player, the head coach shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

9.06 Umpires shall not wear shoes with metal spikes or cleats.

INSTRUCTIONAL DIVISION ONLY

LEAGUE OBJECTIVES

To help beginning players learn the rules and skills of baseball while having fun and making friends.

COACHING METHODS CONSISTENT WITH OBJECTIVES

Rotation of players to learn positions during the year (as safety allows).

Play all players as evenly as possible.

Base Running should be realistic, not overly aggressive.

Teach fundamental baseball in depth.

Coaches who are pitching should help the defensive team as appropriate, such as ensuring players are ready before each pitch, encouraging infielders to retrieve short hit balls, etc.

ADDITIONS AND CHANGES TO BASIC BASEBALL RULES

No score keeping or declaration of winning or losing teams.

Parents will be used as umpires. If none are available; use the base coaches, alternating duty between teams.

Games shall last a maximum of 6 innings; but any inning starting 1 hour and 15 minutes after start time shall be declared the last inning, unless previously declared.

The defense shall consist of a pitcher, catcher, 1st baseman, 2nd baseman, 3rd baseman, shortstop and 4 outfielders.

All players shall be in the batting rotation.

Coaching staff.

-Offense: Two base coaches and one pitcher are allowed on the field during the game. There must be a coach or team parent in the dugout at all times to supervise the players.

-Defense: Two coaches are allowed on the field during the game. There must be a coach or team parent in the dugout at all times to supervise the players in the dugout.

A player may switch from the "pitch" to the "tee" or vice versa during a game, but not during the same "At Bat".

Batter may have a maximum of 5 swings at the ball on the tee. If after 5 swings the batter fails to make the ball travel at least 5 feet in fair territory, he/she shall be declared out. (Bat must not hit the tee); **or** Batter may have 5 pitches from his/her coach. If the batter fails to hit a fair ball; or to foul the ball on the third swing or the 5th pitch, he/she shall be declared

out.

Runners may only attempt to advance 1 additional base on an overthrow. Runners may only attempt to advance more than 1 base on a clean hit to the outfield. Runners may not steal or lead off bases.

The half inning is complete once 3 outs are made or 10 batters bat.

There will be no use of the "Infield Fly" rule.

BLASTBALL DIVISION ONLY

Each game will be at least two innings long; the game can continue after two innings but will be stopped after 45 minutes.

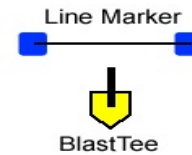
During each inning each player will get a chance to bat.

No score or outs will be taken.

When the outfielders catch/get the ball they will yell "Blastball" but the runner will continue to run to the Blastball base and blow the horn.

The batter will have four chances to hit the ball off the tee; then the coach will assist the batter.

Set up:



The distance between the BlastTee and Line Marker is considered "foul."

The cone is placed on the third base line to indicate a foul line.

IMPORTANT

Carry your rule book. It is better to consult the rules and hold up the game long enough to decide a knotty problem than to have a game protested and possibly replayed.

**FIRST AID
QUICK-REFERENCE
CHECK LIST**

March 1999

The Beaverdam Youth League, Inc. has compiled this booklet as a quick reference guide for First Aid. The Beaverdam Youth League, Inc. , however, makes no guarantee as to, and assumes no responsibility for, the correctness, sufficiency or completeness of such information or recommendations. Other or additional safety measures may be required under particular circumstances.

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Eye Injuries **Object embedded in eye**

1. Do not remove an embedded object.
2. Place padding over object.
3. Place disposable drinking cup over impaled object.
4. Cover uninjured eye with dressing and tape into place.
5. Keep the victim flat on back.
6. Seek medical attention.

Loose object in eye

Attempt, in order, each procedure until one is effective:

1. Pull upper eyelid down.
2. Pull lower lid down and look at inner surface while the victim looks up. If object seen, flush gently with water.
3. Invert upper eyelid over matchstick or Q-tip. If object seen, flush gently with water.

Note: If successful, medical attention is usually not needed.

Cut on eye

1. Do not apply pressure. Cover both eyes with gauze pads. Keep the victim in semi-reclining position.
2. Seek medical attention.

Blunt injury to eye

1. Keep the victim flat on back with eyes closed. Place cold pack gently on bony area for 15 minutes.
2. Seek medical attention.

Fainting

Fainting is a temporary loss of consciousness. It may indicate a more serious condition.

Care

1. Prevent the victim from falling.
2. Elevate legs 8 to 12 inches if injury is not suspected.
3. If vomiting occurs or is anticipated, turn victim on the side.
4. Loosen any tight clothing.
5. Check breathing and pulse.
6. Do not give anything to eat or drink.
7. Seek medical attention if the victim:
 - A. Is more than 40 years old.
 - B. Has repeated attacks of unconsciousness.

- C. Loses consciousness while sitting or lying down.
- D. Faints for no apparent reason.
- E. Does not waken within 4-5 minutes.

Head and Spine Injuries

Signals

1. Changes in consciousness, loss of balance, seizures.
2. Severe pain or pressure in the head, neck, or back.
3. Tingling or loss of sensation in the hands, fingers, feet, or toes.
4. Partial or complete loss of movement of any body part.
5. Unusual bumps or depressions on the head or over the spine.
6. Blood or other fluids draining from the ears or nose.
7. Heavy external bleeding from the head, neck, or back.
8. Impaired breathing or vision as a result of injury.
9. Nausea, vomiting, or persistent headache.
10. Bruising of the head, especially around the eyes and behind the ears.

Care

1. Check the scene and the person.
2. Send someone to call for an ambulance.
3. Keep the person's head and spine from moving. Support the person's head in line with the body.
4. Check consciousness and breathing. If the person is not breathing, try to lift the chin without tilting the head back, pinch the nose, and give two slow breaths.
5. Check for pulse. Give rescue breathing or CPR as necessary.
6. Control bleeding.
7. Keep the victim from getting chilled or overheated.
8. Do not move person unless absolutely necessary. If the person must be moved, do it carefully without twisting or bending the body. If alone, use the person's clothes to drag the person to safety while supporting the head and neck in the best way possible.

Heat-Related Illness

Heat cramps and heat-related illnesses are progressive conditions caused by overexposure to heat. If recognized in the early staged, heat-related illness can usually be reversed. If not, it may progress to a life-threatening condition.

Heat Cramps

Signals

1. Painful muscle spasms, usually in the legs and abdomen

Care

1. Have person rest in a cool place.
2. Give cool water or a commercial sports drink.
3. Lightly stretch and gently massage the muscle.
4. Do not give salt tablets.
5. Watch for signals of heat illness.

Heat Illness

Signals

Early Stages:

1. Cool, moist, pale, or flushed skin.
2. Headache, nausea, dizziness.
3. Weakness, exhaustion.
4. Heavy sweating.

Late Stages:

1. Red, hot, dry skin.
2. Changes in level of consciousness.
3. Vomiting.

Care

1. Move person to a cool place.
2. Loosen tight clothing.
3. Remove perspiration-soaked clothing.
4. Apply cool, wet cloths to the skin.
5. Fan the person.
6. If conscious, give cool water to drink.

If person refuses water, vomits, or starts to lose consciousness:

1. Send someone to call for an ambulance.
2. Place person on side.
3. Continue to cool by placing ice or cold packs on person's wrists, ankles, groin, and neck and in armpits.
4. Continue to check breathing and pulse.

Insect Bites or Stings

Signals

1. Stinger may be present.
2. Pain.
3. Swelling.
4. Possible allergic reaction.

Care

1. Remove the stinger – scrape it away or use tweezers.
2. Wash wound.
3. Cover.
4. Apply a cold pack.
5. Watch for signals of allergic reaction.

If Victim is Allergic

1. Seek medical attention immediately.
2. Keep sting area lower than heart.
3. If insect bite kit is available follow directions before using.
4. Monitor breathing and pulse and treat accordingly.

Muscles, Bones, and Joints

(Sprains, Strains, Contusions, Dislocations, and Fractures)

Signals

1. Pain
2. Bruising and swelling.

Care

1. Check the scene and the person.
2. Rest the injured part.
3. Apply ice or a cold pack to control swelling and reduce pain. Place a towel or cloth between the source of cold and the skin.

4. Avoid any movement or activity that causes pain.

If you suspect a serious injury

1. Immobilize the injured part to keep it from moving.
2. Send someone to call an ambulance.

When to call for an ambulance

1. Deformity is present
2. Feels or sounds like bones are rubbing together.
3. "Snap" or "Pop" heard or felt at time of injury.
4. An open wound on or around the injury site; bone ends may or may not be visible.
5. Inability to move or use the affected part normally.
6. Injured area is cold and numb.
7. Injury involves the head, neck, or back.
8. Person has trouble breathing.
9. Cause of the injury suggests that the injury may be severe.

Wounds

A wound is an injury to the skin and soft tissues beneath it. Damage to blood vessels causes bleeding. When caring for wounds, it is important to take precautions to protect yourself against the transmission of disease.

Follow these simple procedures:

1. When possible, ask the injured person to help you.
2. Wear latex gloves or place a barrier between you and the person's blood
3. Wash hands with soap and water immediately before and after providing care.

Signals

1. Cuts, scrapes, punctures, or other breaks in the skin.
2. Bleeding, bruising; area may swell.

When to Call for an Ambulance

1. Bleeding that cannot be stopped.
2. Wounds that show muscle or bone, involve joints, gape widely, or involve hands or feet.
3. Large or deep wounds.
4. Large or deeply imbedded objects in the wound.
5. Human or animal bites.
6. Any wound that would leave an obvious scar, such as on the face.
7. Skin or body parts that have been partially or completely torn away.

Care

1. Check the scene for safety.
2. Send some to call an ambulance.
3. Cover the wound with a sterile gauze pad and *press* firmly against the wound (use your bare hand to apply pressure only as a last resort).
4. If dressing becomes soaked with blood, do not remove it. Apply additional dressings on top.
5. Elevate the injured area above the level of the heart if you do not suspect broken bones.
6. Cover gauze dressings with a roller bandage to maintain pressure.

If bleeding doesn't stop:

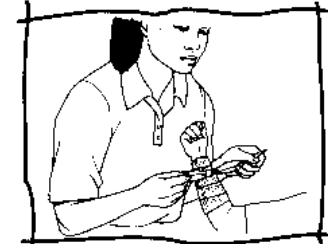
1. Apply additional dressings and bandages.
2. Squeeze the nearby artery against the bone underneath
Arm: Inside of the upper arm, between the shoulder and elbow.
Leg: Crease at the front of the hip, in the groin.

Controlling Bleeding

1. Apply direct pressure and elevation.



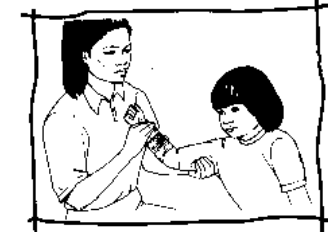
2. Apply a bandage.



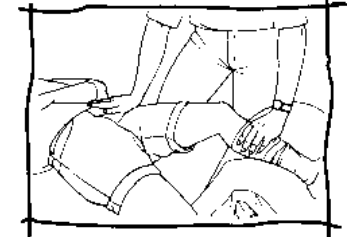
If bleeding doesn't stop:

3. Apply pressure to a nearby artery.

ARM



LEG



Special Situations

Bruises

1. Apply ice or a cold pack to help control pain and swelling. Place a cloth between source of cold and skin to prevent injury.
2. Elevate injured part to reduce swelling.

Impaled (pierced) Object

1. Send someone to call an ambulance.
2. Do not remove the object.
3. Bandage bulky dressings around the object to support the object in place.
4. Bandage the dressing in place.

Nosebleed

1. Have person lean slightly forward.
2. Pinch the nostrils together for about 10 minutes.
3. Apply an ice pack to the bridge of the nose.

If bleeding doesn't stop

1. Apply pressure on upper lip just beneath the nose.
2. Seek medical attention.

Chest

1. Send someone to call an ambulance.
2. Refer to Impaled Object.
3. Cover the wound with a sterile dressing or clean cloth and bandage in place.
4. If bubbles are forming around wound, cover with plastic or material that does not allow air to pass through. Tape dressing in place, leaving one corner open to allow air to escape when person exhales.

Mouth and Cheek

If no serious head or spine injury is suspected:

1. Have person lean slightly forward or place on his or her side.
2. For inside the cheek: Place folded sterile dressings inside the mouth against wound.
3. For outside the cheek: Apply direct pressure using a sterile dressing.
4. For tongue or lips: Apply direct pressure using a sterile dressing. Apply cold to reduce swelling and ease pain.

Teeth

1. Have person bite down on a rolled sterile dressing in the space left by the tooth.
2. Save any displaced teeth. Place them in milk, if possible, or water. Pick the tooth up by the crown (white part), not the root.
3. Call your dentist immediately for instructions on further care.

Abdominal Injury

1. Refer to Impaled Object if that is the problem.
2. Keep person lying down with knees bent, if possible.

If organs are exposed:

3. Do not apply pressure to organs or push back inside.
4. Remove any clothing from around wound.
5. Apply moist, sterile dressings or clean cloth loosely over wound.
6. Keep dressing moist with warm water.
7. Place a cloth over dressing to keep organs warm.

Blow to Abdomen

1. Place the victim on one side in case of vomiting. No liquids.
2. Seek medical attention if needed.

Beaverdam Youth League, Inc. Code of Conduct for Parents and Players

Beaverdam Youth League, Inc. (BYL) is comprised solely of volunteers including the Board of Directors, League Commissioners, Coaches, Team Parents, and more. They give of their time to provide the players with a superior program that teaches and competes in a safe and enjoyable environment. This Code of Conduct for Parents and Players will be given to each parent/player to read, sign and return to Beaverdam Youth League.

Code of Conduct for Players:

Players are expected to comply with the following. Failure to comply could result in disciplinary action including suspension from 1 game to expulsion from the sports program at the discretion of the BYL Board.

- I will have a “team first” attitude, by displaying positive sportsmanship, and appropriate demeanor during on and off the field activities.
- I will not engage in unsportsmanlike conduct with any umpires, coaches, players or parents, such as booing and taunting, refusing to shake hands, or the use of foul language or gestures.
- I will show respect and courtesy to all other players, coaches, umpires, and spectators at every game, practice or BYL-related event.
- I will take responsibility for my own actions
- I will inform my coach of any physical limitations or injuries that may affect the safety of myself and others.
- Players are expected to treat all equipment with appropriate care. Damage caused due to misuse or abuse may result in charges for replacement costs in addition to disciplinary action.

- Players are prohibited from the use of drugs, alcohol and tobacco, on and off the field.

Code of Conduct for Parents:

Parents of all BYL players are expected to comply with the following:

- I will be a positive role model for my child and encourage sportsmanship by showing respect, courtesy, and positive support for all players, coaches, umpires, and spectators at every game, practice, or other BYL-related event.
- I will place the emotional and physical well-being of my child ahead of a personal desire to win.
- I will support coaches working with my child, in order to encourage a positive and enjoyable experience for all.
- I will remember that this game is for the youth – not for adults and I will do my very best to make youth sports fun for my child.
- I will contact my child’s coach when my child will be absent from practices, games, or other events.
- I will inform my child’s coach about any physical limitations or injuries that may affect the safety of my child or others.
- Parents are prohibited from engaging in any kind of unsportsmanlike conduct with any official, coach, player, or other parent such as booing and taunting, refusing to shake hands, or the use of profane language or gestures.
- Parents are prohibited from encouraging any behaviors or practices or games that would endanger the health and well-being of other players.
- Parents are prohibited from ridiculing or yelling at other children, other players, coaches or umpires for any reason.
- Parents are expected to respect the umpires and their authority and are prohibited from questioning, discussing, or confronting officials or coaches at the game field.

- Parents are prohibited from the use of drugs, alcohol, and tobacco at practices, games, or other BYL-related events, unless otherwise posted.
- I will also follow rules established by the Old Dominion Girls Softball League (ODGSL) and Babe Ruth, Inc. Girls Softball.

Failure to comply with any of these rules and expectations could result in the following:

- First Offense: Removal from practice and game facilities for a 1 week period.
- Second Offense: Suspension from any BYL-related event for the remainder of the season.
- Third Offense: Permanent removal from the BYL athletic program.

I have read and agree to abide by the aforementioned rules and guidelines. I understand that violations of the Player or Parent Code of Conduct could result in disciplinary action as stated above. If a concern or problem should arise, I will respectfully address it with my child's coach. Should an acceptable resolution not be reached, then I will address it with the league commissioner. If a resolution cannot be reached after speaking with the league commissioner, I will submit a written, formal complaint to the BYL Board of Directors. The decision of the BYL Board will be final.

Player Signature

Parent/Guardian Signature

Date

NOTES: