



2009 RULES
&
REGULATIONS

Table of Contents

Section I – The League

A. League Age4
 B. Boundaries4
 C. Team Formation4
 D. Team Names5
 E. Player Eligibility5
 F. Player Assignment5
 G. Managers and Coaches6
 H. League Schedules6
 I. Playing Rules6
 J. The Playing Field7
 K. Dugout Assignment/Scorekeepers/Team Responsibilities/Lineup Card7
 L. Equipment7
 M. Game Clock8
 N. Warm-up9
 O. Game Safety9
 P. Illegal Contact9
 Q. Run Rule “Mercy Rule”9
 R. Sportsmanship10
 S. Jewelry Restriction10
 T. Blood Rule10
 U. Inclement Weather Rules10
 V. Protests, Forfeits and Ejections10
 W. League Standings12
 X. Tournament Play12
 Y. Practices12
 Z. Umpires12

Section II – 6U League (4U, 5U & 6U)

A. Game Times13
 B. Length of Game13
 C. Time In and Time Out13
 D. Must Play Rule13
 E. Defensive Players14
 F. Run Limit14
 G. Strikes14
 H. The Batter14
 I. Runners14
 J. The Batting Tee15
 K. Bunting15
 L. Infield Fly Rule15
 N. Managers and Coaches15

Section III – 8U League (7U & 8U)

A. Game Times16
 B. Length of Game16
 C. Must Play Rule16
 D. Run Limit16
 E. Defensive Players17
 F. Courtesy Runner17

G. Bunting	17
H. Infield Fly Rule.....	17
I. Coach Pitch Rules	17
J. The Pitcher (Player Pitch Only).....	18
K. The Runner (Player Pitch Only).....	18

Section IV – 10U League (9U & 10U)

A. Game Times.....	20
B. Length of Game.....	20
C. Time Out	20
D. Must Play Rule	20
E. Run Limit.....	21
F. Pitching	21
G. Courtesy Runner	21
H. Batter’s Box Rule.....	21
I. Stealing Home.....	22

Section V – 12U League (11U & 12U)

A. Game Times.....	23
B. Length of Game.....	23
C. Time Out	23
D. Must Play Rule	23
E. Pitching	23
F. Courtesy Runner	24
G. Batter’s Box Rule.....	24
H. Batting.....	24
I. Stealing Home.....	25

Section VI – 14U League (13U & 14U)

A. Game Times.....	26
B. Length of Game.....	26
C. Time Out	26
D. Pitching	26
E. Courtesy Runner	27
F. Batter’s Box Rule.....	27
G. Batting.....	27
H. Stealing Home	28

Section VII – 16 & 18U League (15U, 16U, 17U & 18U)

A. Game Times.....	29
B. Length of Game.....	29
C. Time Out	29
D. Pitching	29
E. Courtesy Runner	30
F. Batter’s Box Rule.....	30
G. Batting.....	30
H. Designated Hitter.....	31
I. Stealing Home.....	31

**NOTE: Items highlighted denote changes, additions or updates for 2009.
Blue items denote items relocated for clarification.**

SECTION I THE LEAGUE

(NOTE: The rules in this section apply to all League levels, unless otherwise noted.)

A. LEAGUE AGE

1. 6U League: (4, 5 and 6) must be 4 years old before March 20 and cannot be 7 years old before May 1st.
2. 8U League: (7 and 8) must be 7 years old before May 1st, and cannot be 9 years old before May 1st.
3. 10 League: (9 and 10) must be 9 years old before May 1st, and cannot be 11 years old before May 1st.
4. 12U League: (11 and 12) must be 11 years old before May 1st, and cannot be 13 years old before May 1st.
5. 14U League: (13 and 14) must be 13 years old before May 1st, and cannot be 15 years old before May 1st.
6. 16U League: (15 and 16) must be 15 years old before May 1st, and cannot be 17 years old before May 1st.
7. 18U League: (17 and 18) must be 17 years old before May 1st, and cannot be 19 years old before May 1st.

B. BOUNDARIES

The Executive Board of Directors shall determine league boundaries.

C. TEAM FORMATION

1. All Leagues.
 - a. A team sanction fee may be required. The amount of the fee will be determined annually by the Executive Board of Directors.
 - b. No team shall be allowed to form or dissolve unless approved by the Executive Board of Directors.
 - c. Each team shall consist of a maximum of fifteen (eighteen in the 16U & 18U Leagues) or a recommended minimum of twelve players whose names shall be registered with the Commissioner of the League.
 - d. Each team can have any combination of its particular age group. The Commissioner of the League will assign players as needed.
 - e. When "age pure" divisions are used within a league, team in the lower age level of their league-level may have as many as two (2) players of the upper age level of their league-level and still be considered a lower-age level team. (Examples: a 9U team may have up to 2 10-year olds and still be considered a 9U team. However, a 10U team cannot have any 11-year old player on the team, as the 11-year olds are considered to be in a different league-level.)
 - f. A full roster will be carried by each team as long as players are available in the players pool.
 - g. The MBI Player Pool is available for teams in need of players. Once a pool player has been assigned to a team, that player **MUST** appear on the team's final roster. If a pool player leaves the assigned team for any reason, the League Commissioner must be notified immediately. Any team manager or head coach whose team is found to be utilizing Pool Players for a "tryout pool" will be required to appear before the Executive Board for possible disciplinary actions.

- h. Roster Additions – The deadline for adding player(s) to a team’s roster shall be at 11:59 p.m. on the 14th day of the league’s regular season. During the 14-day window, players may be added only with the approval of the League Commissioner. After the 14-day window, the Executive Board will rule on all roster addition requests.

2. Pool Teams.

If all teams are full, and sufficient players remain in the Player Pool for a given league, the League Commissioner will attempt to recruit a manager to form a team consisting of the remaining pool players.

D. TEAM NAMES

1. Team names must be submitted to the Executive Board of Directors for approval. The Executive Board of Directors shall have final approval on team names and shall deny the use of any team name deemed inappropriate for youth baseball.
2. The oldest continuous youth baseball team in existence in Mesquite Baseball Inc is the 12U Kiwanis. In order to secure our link to the past and pay tribute to the importance of Charles Creech, long time Kiwanis manager, to Mesquite Baseball Inc., it is hereby proclaimed that the Kiwanis team name will remain unchanged.

E. PLAYER ELIGIBILITY

1. A player’s fee is required from each player to play in Mesquite Baseball Incorporated. This money is used for expenses of the league (mainly umpires, trophies, insurance, and etc.). The Executive Board of Directors will determine the amount of the fee.
2. Date of birth of players shall be certified by birth certificates, hospital certificates, baptismal certificates or equivalent religious or legal documents, which must be presented to a league official prior to the league’s first regularly scheduled game.
 - a. Photostat copies of any of the above certificates are acceptable.
 - b. Documents presented as proof of date of birth must be legible and must bear the signature of an authorized official of the issuing agency.
 - c. Notarized statements from parents are not acceptable.
3. Any special player eligibility requirements must be presented to and approved by the Executive Board of Directors prior to player participation.
4. No player may participate in a league game if he/she is wearing a cast of any kind.
5. No player may be listed on the roster of more than one MBI team during any one season.

F. PLAYER ASSIGNMENT

1. Approved team managers are free to fill their roster as they see fit, without regard to city boundaries. If a manager accepts a player from the MBI player pool, that player must appear on the team’s final roster, unless the League Commissioner is notified.
2. Player Refusal
 - a. A player leaving a team during the season goes into the player pool for that season and may be re-assigned to another team ONLY with the approval of the Executive Board.
 - b. In all cases, the Commissioner of the League shall be notified.
 - c. A player may exercise this option only once in each league.

3. If a team loses a player, he/she shall be replaced by the next available player in the player pool. Replacement players may be assigned ONLY with the approval of the Executive Board.
4. Final rosters will be due at the time of team registration. No changes will be made to rosters without the League Commissioner and the Executive Board of Directors approval. If any player is deleted for any reason, the Commissioner of the League must be notified.

G. MANAGERS AND COACHES

1. All managers, coaches and the designated Team Mom(s) must submit an application for approval by the Executive Board of Directors. Managers are responsible for the selection of their coaches. Each applicant must be at least 18 years of age.
2. Managers are responsible for the conduct of their coaches, players, parents and fans.
3. Each team is allowed one Manager and three coaches on the playing field or in the dugout. 8U and 6U ONLY, one manager and four coaches.
4. During the game, on-field coaches, managers and team moms are permitted on the field, outside of their designated dugout, provided that they remain within the width boundaries of their team's dugout and not further than 5 feet from their dugout fence. This rule does not apply to coaches who, by rule, are allowed to be on the field, in foul territory positioned as defensive coaches in the 4u/5u/6u leagues, or to the offensive team's base coaches.
5. While at bat, each team is allowed one coach at first and third base. A coach or coaches cannot switch coaching boxes during an inning.
6. Anyone under age 18 coaching a base shall wear a helmet while coaching.
7. Managers of both teams will submit a report to the Commissioner of their league within 48 hours of the ejection of any manager, coach, player, or spectator from a ball game. The Executive Board of Directors, after review of the report, may assess additional penalties.
8. Executive Board members of MBI will be allowed to manage or coach in league play.

H. LEAGUE SCHEDULES:

1. Scheduling and rescheduling of games shall be the responsibility of the League Scheduler who shall be appointed by the Executive Board.
2. Under no conditions shall league officers require a team to play more than two regular season games in one calendar day.
3. All scheduled games that are rained out or postponed will be rescheduled to be played as soon as possible, given field availability. The rescheduling of games shall be the responsibility of the League Scheduler.

I. PLAYING RULES

MBI play shall be governed by the current Official Baseball Rules as released through the office of the Commissioner of Major League Baseball, with the exception of the variations contained in the following rules, which are MBI-specific. All rule changes or additions shall be submitted in writing at least two weeks prior to the scheduled rules meeting.

J. THE PLAYING FIELD

League	Base Path Distance	Pitching Distance
4U, 5U & 6U	55 feet	35 feet
7U & 8U	60 feet	38 feet
9U & 10U	65 feet	46 feet
11U & 12U	70 feet	50.5 feet
13U & 14U	80 feet	54 feet
15U thru 18U	90 feet	60.5 feet

K. DUGOUT ASSIGNMENT/SCOREKEEPERS/TEAM RESPONSIBILITIES/LINEUP CARD

1. The home team will occupy the THIRD base dugout unless otherwise designated by the scoreboard or dugout signage and is responsible for setting out the bases for the game.
2. The home team will furnish a scorekeeper, and that person will be the official scorekeeper.
3. Each team at every game will be responsible for cleaning up the trash in their dugout and around the field and stands.
4. Home team of the last game will be responsible for picking up the bases and putting them away. Penalty for failure to comply with any part of this rule is the suspension of the team manager for the next two consecutive league games.
5. When lineup cards are exchanged prior to the start of the game, players must be listed either by first initial and last name or by first name and last name. Players may not be listed solely by nicknames.
6. Each team may have no more than two (2) buckets on the field during play. Each bucket must be directly in front of the dugout and must be occupied during play so that they may be quickly removed in the event of a foul ball in the vicinity.

L. EQUIPMENT

1. Headgear

Batters and runners are required to wear bill type gear, which gives protection to temples, ears, and base of skull, and top of head. All headgear purchased after January 1, 1986 must be NOSCAE approved, and have a NOSCAE stamp affixed.
2. Catchers
 - a. Catchers in all leagues must wear a chest protector, protective headgear and a mask with an external throat guard.
 - b. Catchers in all leagues must wear shin guards.
 - c. Team managers / coaching staff are STRONGLY ENCOURAGED to require any player that plays catcher (all leagues except 5u/6u) to wear a protective cup or equivalent protective equipment.
3. Footwear

All leagues may wear rubber or nylon cleats. NO STEEL CLEATS ALLOWED in league play, except in 13U and above (older) Leagues.
4. Uniforms

- a. Each player's uniform shall have a unique number for identification. Team uniforms shall be similar in appearance and shall consist of a jersey (tee shirt), baseball pants, baseball hat, socks and proper footwear. The team shall have team uniforms by the first game of the season.
- b. It is recommended that all male players wear athletic supporters.
- c. Each manager and coach shall be attired with a team jersey or matching shirts numbered for identification. Violation of this rule will result in removal from game.
- d. Players' and Coaches' shirts shall be tucked in, and hats worn straight and level with the bill facing to the front. Violation of this rule will result in removal from the game.
- e. All on-field managers and coaches shall wear closed-toe athletic-type shoes.

5. Baseballs

League	Home Team	Visiting Team
6U	1 ball	None
8U	1 ball	1 ball
10U	1 ball	1 ball
12U	2 balls	1 ball
14U	2 balls	2 balls
16U & 18U	2 balls	2 balls

6. Bats

- a. Wooden, metal or graphite bats, manufactured specifically for baseball, which are round and not more than 2 ¾ inches (7.0 cm) in diameter at the thickest part, nor more than 42 inches in length, are acceptable.
- b. Softball bats are not permitted.
- c. Tee-Ball bats may only be used in the 4u, 5u and 6u leagues.

M. GAME CLOCK

1. Game Start Times:

- a. The scheduled starting time for the first game of a day will be the scheduled time.
- b. The scheduled starting time for the second and subsequent games of a day will be 15 minutes following the completion of the previous game or the scheduled time whichever is later.

2. Game Clock Rules:

- a. The official game time will start at the first warm-up pitch from the game mound by the home team's starting pitcher.
- b. The umpire will announce to the scorekeepers the game's start time, and the umpire shall be the official timekeeper.
- c. If any team cannot field its team within fifteen minutes after scheduled starting time, the umpire will declare forfeiture. If both teams have at least eight players present, the game will be played as scheduled. The ninth (and tenth when applicable) batter will constitute an out.
- d. After the expiration of time has been confirmed, the game will either be called or continued based on the situation of the game:
 - i. If the team batting is behind in the score, the inning continues until completion.
 - ii. If the home team is batting and has the lead, the game is declared over.
 - iii. (7U – 18U) If the score is tied after time has expired or after the regulation number of innings have been played (whichever occurs first), ONLY ONE additional inning will be played, regardless of the amount of time which has elapsed since the start of the game. The regulation run rule for that inning shall apply. If the score is tied after the one extra inning, then the game shall end in a tie. (Example: If the "extra" inning

were to be the 4th inning, then whatever run rule would normally apply to the 4th inning shall apply to the "extra" inning.

- e. A new inning starts IMMEDIATELY upon the home team making the third out. If time has not expired, another inning will be played.
- f. During the school year no new inning will start after 11:00 p.m., except Friday and Saturday nights.

N. WARM-UP

- 1. Time permitting, each team will be allowed a minimum of 5 minutes and a maximum of 10 minutes warm-up.
- 2. Teams may not use the infield for warm-ups.
- 3. Both teams shall complete their warm-ups and clear the field by five minutes before game start time to allow time for meeting between the managers and umpires.
- 4. Teams may not exit the dugout to watch the opposing pitcher warm up on the mound. Only the current batter plus the on-deck batter may be on the field when the opposing pitcher is warming up on the mound.
- 5. Pitcher Warm-up:
 - a. Starting pitchers and new pitchers shall be allowed no more than eight (8) warm-up pitches from the mound.
 - b. Pitchers who pitched in the prior inning shall be allowed no more than five (5) warm-up pitches from the mound between innings.

O. GAME SAFETY

- 1. First slung bat by a batter constitutes a warning by the umpire. The next slung bat and any other during the game by the same batter constitutes an out. (Rule applies to all ages.)
- 2. Due to the proximity of the on-deck circle to the batter's box, the on-deck batter shall always occupy the on-deck circle behind the current batter. This applies even if the application of this rule results in the on-deck batter occupying the circle on the opponent's side of the field. This rule is in place to protect on-deck batters from sharply-hit foul balls.

P. ILLEGAL CONTACT

Intentional contact with a defensive player or any act of an offensive player leaving his/her feet (i.e. leaping, hurdling, or jumping), other than when the offensive player is sliding into a base or when jumping over a batted ball, will result in the offensive player being called out. Effect: The runner is out, the ball is dead, and all other runners must return to the last base touched at the time of the collision. If the act is determined to be flagrant, such as, but not limited to hitting, elbowing, or striking with the forearm, the offender shall be dismissed from the game. Any 4u-8u player committing flagrant contact determined by the umpire will be called out and given a warning on the first offense. If the same player is involved in a second incident of flagrant contact in the same game, the player will be called out and dismissed from the game. A game dismissal is not an ejection and the dismissed player will be eligible to participate in the team's next game.

This does not imply a mandatory slide rule, but if there is contact, the runner puts himself in danger of being penalized if he is not sliding. This rule is not intended to supersede the obstruction rule of the Official Baseball Rules.

The base line belongs to the runner and any defensive player without the ball in his/her possession has no right to block the pathway of the runner attempting to reach the base. The fielder should be there only when he/she is fielding the ball or when he/she already has the ball. Effect: The base runner will be awarded the base.

Unless a runner is trying to avoid a tag, he/she can create his/her own base path toward the next base. The only exception to this rule is that the runner must remain in the base lane when running from home plate to first base.

Q. RUN RULES “MERCY RULE”

The game will be considered completed when a team is leading their opponent by:

- 4U/5U & 6U: Fifteen (15) runs after three innings, or
 Ten (10) runs after four or more innings.

- 7U & 8U: Ten (10) runs after four or more innings.

- All other age divisions: **Twenty (20) runs after two innings, or**
 Fifteen (15) runs after three innings, or
 Thirteen (13) runs after four innings, or
 Ten (10) runs after five innings.

When time expires, if the losing team cannot mathematically tie the score (due to inning run rule limits), the game will be stopped and considered complete.

R. SPORTSMANSHIP

There is zero tolerance for bad language, abusive behavior and fighting from any manager, coach, team member, parent or fan. Penalty: Up to a season suspension and ineligibility for post-season tournament play.

Individuals who are participants in a given game (players, coaches, managers, dugout personnel) may not use tobacco products of any kind during the game – whether of or off the field. Violators shall be ejected from that game without benefit of a “grace warning”. (Normal “one plus one” ejection rule does not apply to tobacco violations).

Noisemakers are prohibited from all MBI facilities. (Including, but not limited to: coin- or rock-filled containers, air horns, excessively loud music)

S. JEWELRY RESTRICTION

Players shall be prohibited from wearing jewelry in any game. **(Exception: Medical Alert bracelets)**. One warning will be given per **TEAM** – followed by player ejection for ensuing infractions by players of the team for the remainder of the game.

T. BLOOD RULE

Any player, coach or umpire with visible bleeding or blood on clothing must leave the game until the bleeding has been stopped and the injury bandaged (if necessary).

Each team is encouraged to always have a first-aid kit available during all practices and games.

U. INCLEMENT WEATHER RULES

1. Only the President, Executive Vice President, VP of Major Leagues, VP of Minor Leagues or VP of Instructional Leagues may rule that any given field is unplayable due to rain or excessive moisture.
2. The plate umpire can suspend a game in the case of inclement weather for up to 15 minutes. No game will be delayed more than twice or 30 minutes.
3. Umpires have the authority to make a "game time" decision regarding the playability of the baseball field.

V. PROTEST, FORFEITS, and EJECTIONS

1. Protests:
 - a. Protest based on a play, which involves an umpire's judgment, is not permitted.
 - b. If the protest is based on an interpretation of the rules, the objecting manager must protest at the time the play occurs and notify each umpire, the opposing manager, and both scorekeepers that the game is being played under protest and the nature of the protest. Both scorekeepers will note in the scorebook the point where the game was protested. Both scorekeepers will also note the nature of the protest. Each umpire shall note on his/her scorecard that the game was played under protest. The protesting manager must submit a written protest report, to any league official (MBI Executive Board Member) within 72 hours of completion of the game.
 - c. If the Protest Committee upholds the protest, the game concerned shall be replayed from the point of protest.
 - d. The Protest Committee (appointed by the President of the Executive Board) shall handle all protests. A representative from each team involved must be present. The Commissioner of the league involved in the protest shall not have a vote. Protests are to be heard within seven days after being formally filed.
 - e. Unless both managers agree upon termination of the game, any team manager or other adult leader who withdraws a team from the playing field prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section. The team manager must submit a written report to the Executive Board of Directors within 48 hours as to the reason the team was removed from the field of play early.
 - f. There will be no grounds for official protest after the official scorecard(s) is signed.
 - g. 4U/5U/6U has no protest.
 - h. For purposes of standings, the final score of forfeited games shall be as follows:
 - a. Five-inning game: Final score shall be 5-0
 - b. Six-inning game: Final score shall be 6-0
 - c. Seven-inning game: Final score shall be 7-0.
2. Forfeits:
 - a. The penalty for the use of a player who is ineligible for any reason is forfeiture of the game in which the player participated whether or not there is a formal protest during the game. Additionally, the manager permitting said player to participate would be suspended for one (1) game.
 - b. The playing of an ineligible player may be protested at any time within one (1) week of the game in question.
 - 1) An ineligible player is one who is legally a member of the league but who is ineligible to pitch because of a pitching regulation or rule violation. An ineligible player is also ineligible to play in a particular game because he/she has been in the line-up and has been removed from the game, or has been declared ineligible for other causes.
 - 2) For the purpose of interpreting this rule, a player shall not be considered in violation of the rules until at least one legal pitch has been thrown after the violation has occurred.
 - 3) The home team scorekeeper shall be the official scorekeeper. At the end of each inning the Head Umpire should check each scorekeeper to correct any discrepancies.

3. Ejection Penalties.

- a. In the event that any player or coach is ejected from the game, he/she will be subject to the following penalties:
 - 1) First ejection – removal from the game, plus one more game.
 - 2) Second ejection – removal from the game, plus three more games.
 - 3) Third ejection – indefinite suspension pending review by the Executive Board of Directors.
 - 4) Tee-ball has a no tolerance policy; if a coach or manager is thrown out they are out until a board review.
 - 5) If a player, coach or fan is ejected from a game, the penalty game(s) shall be served at the team's next game(s).
- b. Post-ejection substitute. In the event that a player is ejected from a game, and no eligible substitutes are available, the last player removed from the game shall return to the lineup, subject to regular pitching rules. If the manager does not designate the last substitute, the opposing manager will designate the substitute. (During games in which batting order consists of the entire roster, when the batting position of an ejected player comes up, that position shall NOT be counted as an out, except in a case where the team falls below 9 batters (or 10 batters, where applicable).

W. LEAGUE STANDINGS

Championship of a league is determined by:

- 1. Winning Percentage. Tie games shall count as ½ win and ½ loss. Winning percentage will be calculated by dividing the number of wins (including ½ wins) by the number of games played.
- 2. Single-elimination playoff game. If an odd number of teams finish with the same winning percentage, one team will be given a bye based on a coin flip.
- 3. Playoff games will be played by regular season league rules and will be scheduled by the Executive Board of Directors, with no allowance for team scheduling requests.
- 4. Standings will not be tracked or posted for the 4-year old T-Ball Division.

X. TOURNAMENT PLAY

- 1. MBI encourages players and teams to participate in tournaments in addition to regular MBI League play. Note that it is the team manager's responsibility to ensure knowledge of and compliance with the playing rules and eligibility requirements of the tournament's sanctioning organization.
- 2. PRESEASON TOURNAMENT - If a preseason tournament is needed for forming divisions in any league, the teams deemed necessary must participate in the tournament.
- 3. CITY CHAMPIONSHIP – If a City Championship Tournament is held, the rules and format of the tournament shall be announced prior to the beginning of the regular season.

Y. PRACTICES

- 1. MBI may designate practice fields by League. If a team elects to practice on a field for which they are not scheduled, they must relinquish the field if a scheduled team in the designated league arrives to utilize the facility. Failure to relinquish the field will result in a minimum of a two (2) game suspension of the team manager/coach in charge of the practice.

Z. UMPIRES

1. All umpires are hired by the MBI Executive Board.
2. The President and Vice Presidents (Executive VP, VP of Major Leagues, VP of Minor Leagues, and VP of Instructional Leagues) shall be responsible for the oversight of the umpires.
3. An umpire may not work in a division where they are related to a player, coach or manager.
4. An umpire may not work in a division where they are manager or coach on a team in the same division.

SECTION II – 4/5U/6U LEAGUE

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game. The official game time will start at the first warm-up pitch from the game mound by the home team's starting pitcher. The umpire will announce to the scorekeepers the game's start time, and the umpire shall be the official timekeeper.

B. LENGTH OF GAMES

1. Regulation games shall be five innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. Games can end in a tie only after 6 innings have been played or the umpire calls the game due to darkness. Tied games that affect league standings will be resolved based on Section I, Paragraph K.
3. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section I, Paragraph Q.
 - b. One hour and fifteen minutes have elapsed since the beginning of the game. (5u & 6u)
 - c. One hour has elapsed since the beginning of the game (Age 4 Division only)
4. A game shall be considered COMPLETE if at least 4 innings have been played. If the HOME team is ahead, the game shall be considered COMPLETE if at least 3 1/2 innings have been played.

C. TIME IN AND TIME OUT

1. Time in begins when the ball is placed on the tee.
2. When the ball is in possession of the infielder and in the umpire's judgment all play on runners has ceased, the umpire shall call time out.

D. MUST PLAY RULE

1. A player or players may be substituted or returned during a game anytime that the ball is dead. (There shall be only one defensive time out per half inning). The batting order shall remain the same as presented to the Head Official at the start of the game.
2. All 4/5U/6U teams shall bat the entire roster of players who are present.
3. All players in uniform must participate in two (2) defensive innings (six outs) per game providing four innings are completed, unless shortened by the time limit.
4. Any injured or sick player who has to leave the game is out of that game and will be scratched from the line-up. This will not constitute an out except for teams that now have fewer than ten (10) players in the line-up.
5. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. **No late-arriving player will be denied participation in a game.** He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.

E. DEFENSIVE PLAYERS

1. Each team may field a maximum of ten and a minimum of eight players when playing defense. Teams MUST have a minimum of eight players present to play a game. When playing with eight players, the 9th and 10th spots in the batting order shall constitute an out. When playing with nine players, the 10th spot in the batting order shall constitute an out.
2. The tenth defensive player will be stationed in the outfield. All four outfielders must play at least twelve (12) feet behind the base line.
3. No defensive player can be positioned any closer than 35 feet from home plate until the ball is hit.
4. The pitcher must remain in contact with the pitching rubber until the ball is hit.

F. RUN LIMIT

A half inning will end after three outs or five (5) runs are scored. The fifth inning will have a ten (10) run limit. The sixth inning will have a five- (5) run limit.

G. STRIKES

1. The batter is allowed five (5) strikes. Hitting the rubber part of the "T" without hitting the ball will be a strike. Measuring up at the "T" with a bat, if the ball is placed on the "T" will be a strike.
2. An arc will be drawn twelve feet from the back point of home plate. Any batted ball that does not go beyond this arc will be considered a foul ball.
3. The pitcher must make a pitching motion to the batter before the batter can swing. If the batter swings before the pitching motion is made, the batter will be charged with a strike.

H. THE BATTER

Managers and coaches may not touch a batter who is in the batters box.

I. RUNNERS

1. Base runners will not be allowed to freely advance in the case of an overthrow.
 - a. An overthrow shall be defined as a ball that passes the first or third base foul line after having been thrown by a fielder who was attempting to make a play on a runner.
 - b. In the event of an overthrow, base runners will be awarded only the base to which they were running at the time that the ball crossed the foul line.
 - c. Exception #1: In situations where a runner is running from 3rd base to home, and the defensive team is attempting to make a play on that runner at home plate, the ball will not be considered dead, and time will NOT be called until AFTER that runner has scored. (The intent of this exception is to ensure that the defensive team has an opportunity to make a putout at home plate.)
 - d. Exception #2: In the event of an overthrow on the 1B side of the field, time will not be called until the batter/runner either reaches 1B safely or is put out trying to do so. (The intent of this exception is to ensure that the defensive team gets full opportunity to put out the batter/runner.) However, in enforcement of this exception, other runners must stop at the base to which they were running at the time that the ball crossed the 1B line. This exception in no way applies to overthrows at the 3B line.
2. Any player leaving the base before the ball is hit will be called out.

3. Any runner missing a base that does not make an attempt to return to the missed base will be called out.

J THE BATTING TEE

The batting tee will be placed on top of home plate and adjusted by the umpire or coach.

K. BUNTING

No bunting will be allowed.

L. INFIELD FLY RULE

There will be no infield fly rule.

M. MANAGERS AND COACHES

1. When their team is on defense, managers and coaches are not allowed on the playing field. When their team is on defense, teams may position one coach in foul territory on the 1B side and one coach in foul territory on the 3B side. These coaches are to be positioned no less than 10 feet beyond 1B and 3B, respectively.
2. No managers or coaches are allowed behind the fence in back of home plate.

SECTION III – 7U/8U LEAGUE

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game. The official game time will start at the first warm-up pitch from the game mound by the home team's starting pitcher. The umpire will announce to the scorekeepers the game's start time, and the umpire shall be the official timekeeper.

B. LENGTH OF GAMES

1. Regulation games shall be six innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section I, Paragraph Q.
 - b. One hour and thirty minutes has elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday (Sunday through Thursday) games during the school year.
4. A game shall be considered COMPLETE if at least 4 innings have been played. If the HOME team is ahead, the game shall be considered COMPLETE if at least 3 1/2 innings have been played.

C. MUST PLAY RULE

1. A player or players may be substituted or returned during a game anytime that the ball is dead. The batting order shall remain the same as presented to the Head Umpire at the start of the game.
2. All 8U teams shall bat the entire roster of players present.
3. All players in uniform must participate in two (2) defensive innings (six outs) per game providing four innings are completed.
4. In the event a player becomes ill or is injured during a game; he/she will be scratched from the lineup. This will not constitute an automatic out except for teams that now have fewer than ten (10) players in the line-up.
5. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. **No late-arriving player will be denied participation in a game.** He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.

D. RUN LIMIT

A "5-run rule" is in effect. No team may score more than five (5) runs in innings 1 through 5. The sixth and subsequent innings will have an unlimited run limit.

E. DEFENSIVE PLAYERS

1. Each team may field a maximum of ten and a minimum of eight players when playing defense. Teams MUST have a minimum of eight players present to play a game. When playing with eight players, the 9th and 10th spots in the batting order shall constitute an out. When playing with nine players, the 10th spot in the batting order shall constitute an out.
2. The tenth defensive player shall be stationed in the outfield. All four outfielders must be stationed a minimum of twelve feet behind the baseline.

F. COURTESY RUNNER

When there are 2 outs in any inning, a courtesy runner will be allowed to replace a catcher who is on base. The batter making the last (2nd) out will be designated as the courtesy runner. This will not constitute a substitution. If a team has 9 or fewer players, there will be no courtesy runner.

G. BUNTING

1. The batter is allowed to bunt or fake bunt in **player pitch**.
2. The batter is **not** allowed to bunt or fake bunt in **coach pitch**.

H. INFIELD FLY RULE

There will be no infield fly rule.

I. COACH PITCH RULES

1. Each player is allowed five pitches, fouls included, or three strikes, whichever occurs first. However, an at-bat may not end with a foul ball. If the last pitch is hit foul, the at-bat will continue. (Unless foul ball is caught in the air)
2. No walks are permitted, even if a pitched ball strikes a player.
3. The pitcher/coach will only be either the offensive team manager or an offensive team coach.
4. The pitcher/coach must be in contact with the rubber while pitching and must pitch overhand. No kneeling or pitching from the knee is permitted.
5. After a fair hit ball, the pitcher/coach must leave fair territory in a direction opposite the direction the ball was hit until the ball is called dead. Penalty: 1st offense shall warrant a warning. 2nd offense during same game shall result in the pitcher/coach being removed from the pitching position for the remainder of that game.
6. While on the field of play, the pitcher/coach may not communicate with the batter, runners or coaches in any manner whatsoever. Penalty: 1st offense shall warrant a warning. 2nd offense during same game shall result in the pitcher/coach being removed from the pitching position for the remainder of that game.
7. The catcher will be positioned in the normal baseball position.
8. Runners may not steal. The runner may not leave the base until the ball has crossed home plate on a hit ball. Penalty: The runner will be called out.
9. Any runner who, in the judgment of the umpire, misses a base without making an attempt to return to that base shall be called out, after time has been called. This is only applicable if the runner safely reaches the next base.

10. The pitcher/player must be parallel to the pitching rubber and no more than 5 feet to the left or right of the pitching rubber until after the ball is thrown.
11. When a batted ball hits the Coach Pitcher, the following rules shall apply:
 - a. If, in the judgment of the umpire, the coach did NOT make a legitimate attempt to get out of the way of the batted ball, then the batter shall be declared out. No runners shall advance.
 - b. If, in the judgment of the umpire, the coach DID make a legitimate attempt to get out of the way of the batted ball, then the ball becomes dead and a "no pitch" is declared. No runners shall advance.

J. THE PITCHER (8U PLAYER PITCH ONLY)

1. Any team member may pitch subject to the following rules
 - a. A pitcher shall not be allowed to pitch in more than two innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than four (4) innings in one calendar week.
 - c. If a pitcher hits three batters in an inning he must be removed from the mound.
2. Pitchers in violation of pitching rules shall be considered ineligible and subject to the penalties specified in Section 1, Paragraph H.
3. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching two or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched three or more innings to the actual time he/she enters the game to pitch.
4. Managers and coaches collectively shall be limited to two (2) mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one-inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound.
5. Managers shall report all pitching changes to the home plate umpire at the time of the change and verify it with the official scorekeeper. Failure to report a pitching change shall result in both pitchers being charged with the innings. The innings charged to the pitcher removed shall not make him ineligible for that game but will be added to the total innings in a calendar week. As soon as a pitcher delivers one pitch to the batter, he/she shall be considered as having pitched a full inning.
6. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.
7. If a relief pitcher comes in cold, the umpire shall allow him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings, no more than ten warm-up pitches will be allowed.
8. The pitcher shall keep his pivot foot touching the pitcher's plate.
9. A balk is deleted from the rules.
10. An illegal pitch is:
 - a. A pitch delivered to the batter when the pitcher does not have his/her pivot foot touching the pitcher's plate.
 - b. A quick pitch.
 - c. An illegal pitch shall be considered NO PITCH.

11. A calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday.

K. THE RUNNER (8U PLAYER PITCH ONLY)

1. Each runner, including the batter-runner, may, at the risk of being tagged out, advance one base on an overthrow anytime the ball stays within the boundaries of the playing area.
2. After the first overthrow, no additional overthrows will count until after the next pitch.
3. Runners are not permitted to lead off bases until the ball being pitched has crossed home plate. Penalty: The runner will be called out.
4. When the ball crosses home plate after a pitch, a runner may, at the risk of being tagged out, advance from first to second or from second to third base.
5. Base runners may not steal from third base to home plate. He/she may step off the base after the pitched ball crosses home plate at the risk of being tagged out. He/she may only advance from third to home in the following cases:
 - a. Batted ball.
 - b. Forced to advance.
6. When player pitchers are used, a third strike is an out even if the catcher drops or misses the ball.

SECTION IV – 9U/10U LEAGUE

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game. The official game time will start at the first warm-up pitch from the game mound by the home team's starting pitcher. The umpire will announce to the scorekeepers the game's start time, and the umpire shall be the official timekeeper.

B. LENGTH OF GAMES

1. Regulation games shall be six innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if
 - a. A team is leading by the run rules found in Section I, Paragraph Q.
 - b. One hour and forty minutes has elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday (Sunday through Thursday) games during the school year.
4. A game shall be considered COMPLETE if at least 4 innings have been played. If the HOME team is ahead, the game shall be considered COMPLETE if at least 3 1/2 innings have been played.

C. TIME OUT / GAME CLOCK

1. The game clock shall not be stopped when time out is called.
2. The game clock shall be stopped anytime during the game when a player is injured and cannot be removed from the field within 2 minutes of the injury.

D. MUST PLAY RULE

1. A player or players may be substituted or returned during a game anytime the ball is dead
Exception: A pitcher may not return to the mound after being removed from the mound. The batting order shall remain the same as presented at the start of the game.
2. All 10U League teams shall bat the entire roster of players present.
3. All players in uniform must participate in two (2) defensive innings (six outs) per game providing four or more innings are completed.
4. In the event a player becomes ill or is injured during a game; he/she will be scratched from the lineup. This will not constitute an automatic out except for teams that now have fewer than nine (9) batters in the lineup.
5. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.
6. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.

E. RUN LIMIT

A "6-run rule" is in effect. No team may score more than six (6) runs in innings 1 through 4. Unlimited runs are allowed in any inning after the 4th.

F. PITCHING

1. Any team member may pitch subject to the following rules
 - a. A pitcher shall not be allowed to pitch in more than six innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than nine innings in one calendar week.
2. Pitchers in violation of pitching rules shall be considered ineligible and subject to the penalties specified in Section 1, Paragraph H.
3. A pitcher may not return to the mound after being removed from the mound.
4. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he/she enters the game to pitch.
5. Managers and coaches collectively shall be limited to two (2) mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound.
6. Managers shall report all pitching changes to the home plate umpire at the time of the change and verify it with the official scorekeeper. Failure to report a pitching change shall result in both pitchers being charged with the innings. The innings charged to the pitcher removed shall not make him ineligible for that game but will be added to the total innings in a calendar week. As soon as a pitcher delivers one pitch to the batter, he/she shall be considered as having pitched a full inning.
7. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.
8. If a relief pitcher is forced to enter the game "cold" as a result of injury to the current game pitcher, the umpire shall him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings no more than eight warm-up pitches will be allowed.
9. A calendar week is from 12:01 a.m. Monday until 12:00 midnight the following Sunday night.

G. COURTESY RUNNER

When there are 2 outs in any inning, a courtesy runner will be allowed to replace a catcher who is on base. The batter making the last (2nd) out will be designated as the courtesy runner. This will not constitute a substitution. If a team has 9 or fewer players, there will be no courtesy runner.

H. BATTER'S BOX RULE

A batter must keep at least one foot in the batter's box between pitches. If a batter steps out of the batter's box, the team will be charged with their offensive time-out for the inning. On the second violation and/or if the time out has already been used, the umpire may charge the batter with a strike.

The batter can step out of the box if the defensive team has called a time out or if the umpire calls a time out.

I. STEALING HOME

If a runner from 3rd base is attempting to steal home, or participating in an attempted squeeze play, the following shall apply:

1. The batter must either take the pitch or attempt to bunt. (Batter may not “swing away”)
2. Failure of the batter to adhere to this rule will result in:
 - a. The batter is out.
 - b. All runners shall return to the base they occupied when the pitch was thrown.
 - c. First occurrence during a game will result in a warning to the 3rd base coach.
 - d. Second occurrence during a game will result in the ejection of the 3rd base coach.

NOTE: When bases are loaded with 2 out and full count on the batter, this rule shall not apply. However, the runner from 3rd base shall not run hard to the plate.

J. NO SLASHING

A slash bunt is the action of squaring to bunt in order to move the infield and/or distract the pitcher, and then swinging away. On the first offense, if a batter squares to bunt then swings away at the pitch, with or without runners on base, the batter shall be declared out. The runners (if any) will return to the base occupied at the time of the pitch, and the third base coach will be given a warning.

On the second slashing offense by a team in the same game the above rule shall apply. In addition, the third base coach shall be ejected from the game.

SECTION V – 11U/12U LEAGUE

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game. The official game time will start at the first warm-up pitch from the game mound by the home team's starting pitcher. The umpire will announce to the scorekeepers the game's start time, and the umpire shall be the official timekeeper.

B. LENGTH OF GAMES

1. Regulation games shall be seven innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section I, Paragraph Q.
 - b. One hour and forty minutes has elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday year (Sunday through Thursday) games during the school.
4. A game shall be considered COMPLETE if at least 4 innings have been played. If the HOME team is ahead, the game shall be considered COMPLETE if at least 3 1/2 innings have been played.

C. TIME OUT / GAME CLOCK

1. The game clock shall not be stopped when time out is called.
2. The game clock shall be stopped anytime during the game when a player is injured and cannot be removed from the field within 2 minutes of the injury.

D. MUST PLAY RULE

1. All players in uniform must participate in one (1) defensive inning (3 outs) and make a plate appearance in the game providing the game goes five or more innings. If for some unforeseen reason, a player in uniform does not appear in the game, he/she must start the next game and must make a plate appearance.
2. In the event a player becomes ill or is injured during the game; he/she will be scratched from the line-up. This will not constitute an automatic out except for teams that now have fewer than nine (9) players in the line-up.
3. When a player arrives late to a game:
 - a. If the team is batting the entire roster, then the late player will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.
 - b. If the team is batting either 9 players, or 10 players (using EH), then the late player may enter the game as a substitute per the rules governing substitutes in section H-3 below.
 - c. He or she must participate in a minimum of one defensive inning, if there are at least two defensive innings to be played after the player arrives.

4. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.

E. PITCHING

1. Any team member may pitch subject to the following rules:
 - a. A pitcher shall not be allowed to pitch in more than seven innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than ten innings in one calendar week.
2. Pitchers in violation of pitching rules shall be considered ineligible and subject to the penalties specified in Section 1, Paragraph H.
3. A pitcher may not return to the mound after being removed from the mound.
4. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he enters the game to pitch.
5. Managers and coaches collectively shall be limited to two mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound (injury time out does not).
6. Managers shall report all pitching changes to the home plate umpire at the time of the change and verify it with the official scorekeeper. Failure to report a pitching change shall result in both pitchers being charged with the innings. The innings charged to the pitcher removed shall not make him ineligible for that game but will be added to the total innings in a calendar week. As soon as a pitcher delivers one pitch to the batter, he/she shall be considered as having pitched a full inning.
7. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.
8. If a relief pitcher is forced to enter the game "cold" as a result of injury to the current game pitcher, the umpire shall allow him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings no more than eight pitches shall be allowed.
9. A calendar week is from 12:01 a.m. Monday until 12:00 midnight the following Sunday night.

F. COURTESY RUNNER

When there are 2 outs in any inning, a courtesy runner will be allowed to replace a catcher who is on base. The courtesy runner shall be a player who has not yet entered the game. If all players already entered the game, the batter making the last (2nd) out will be designated as the courtesy runner. The E-H is not eligible to be the courtesy runner. This will not constitute a substitution. If a team has 9 or fewer players, there will be no courtesy runner.

G. BATTER'S BOX RULE

A batter must keep at least one foot in the batter's box between pitches. If a batter steps out of the batter's box, the team will be charged with their offensive time-out for the inning. On the second violation and/or if the time out has already been used, the umpire may charge the batter with a strike.

The batter can step out of the box if the defensive team has called a time out or if the umpire calls a time out.

H. BATTING

1. EXTRA HITTER RULE - The EH position may be used, provided it is present on the ORIGINAL line-up, when the line-up is turned in at the start of a game. Teams using the EH position will have 10 (ten) batters in their lineup. Any player assigned to the EH position for an ENTIRE game, MUST start the next game in an on-field defensive position. Teams may use “free substitution”, that is, a player who starts the game as the EH may enter the game at a defensive position in exchange for a defensive starter who then becomes the EH. However when such a change occurs, the batting order DOES NOT CHANGE.
2. BATTING ENTIRE LINEUP (OPTIONAL) – At the pre-game meeting with the umpires, a coach can declare that he/she will bat their entire roster present at the game. All players still must play 1 defensive inning, but free substitutions will be allowed (pitcher is the exception). Once a coach exercises this option and if at any time for whatever reason, the team is reduced to nine players – an out shall be recorded when the 10th player was scheduled to bat. If one coach elects to bat his/her entire line-up, the opposing coach is not obligated to bat his/her entire line-up.
3. SUBSTITUTES:
 - a. Team batting nine (9) players or utilizing EH Rule - Any player who begins the game as a substitute may enter the game in exchange for a defensive starter. When this occurs, the substitute assumes the spot in the batting order which had belonged to the starter whom he/she is replacing. A starter who was removed from the game in favor of a substitute MAY later re-enter the game ONLY if he/she takes the place of the player who was the substitute who took his/her original spot in the lineup. If a player who is listed as a substitute on the ORIGINAL lineup enters the game, and is later removed from the game, he MAY NOT re-enter the game under any circumstances, except when batting the entire roster present.
 - b. Batting Entire Line-up Option – When a team exercises its option to bat the entire roster present, the team is allow free substitution of any of the defensive players, except the pitcher.

I. STEALING HOME

If a runner from 3rd base is attempting to steal home, or participating in an attempted squeeze play, the following shall apply:

3. The batter must either take the pitch or attempt to bunt. (Batter may not “swing away”)
4. Failure of the batter to adhere to this rule will result in:
 - e. The batter is out.
 - f. All runners shall return to the base they occupied when the pitch was thrown.
 - g. First occurrence during a game will result in a warning to the 3rd base coach.
 - h. Second occurrence during a game will result in the ejection of the 3rd base coach.

NOTE: When bases are loaded with 2 out and full count on the batter, this rule shall not apply. However, the runner from 3rd base shall not run hard to the plate.

J. NO SLASHING

A slash bunt is the action of squaring to bunt in order to move the infield and/or distract the pitcher, and then swinging away. On the first offense, if a batter squares to bunt then swings away at the pitch, with or without runners on base, the batter shall be declared out. The runners (if any) will return to the base occupied at the time of the pitch, and the third base coach will be given a warning.

On the second slashing offense by a team in the same game the above rule shall apply. In addition, the third base coach shall be ejected from the game.

SECTION VI – 13U/14U LEAGUE

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game. The official game time will start at the first warm-up pitch from the game mound by the home team's starting pitcher. The umpire will announce to the scorekeepers the game's start time, and the umpire shall be the official timekeeper.

B. LENGTH OF GAMES

1. Regulation games shall be seven innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if
 - a. A team is leading by the run rules found in Section I, Paragraph Q.
 - b. One hour and forty minutes has elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday year (Sunday through Thursday) games during the school.
4. A game shall be considered COMPLETE if at least 4 innings have been played. If the HOME team is ahead, the game shall be considered COMPLETE if at least 3 1/2 innings have been played.

C. TIME OUT / GAME CLOCK

1. The game clock shall not be stopped when time out is called.
2. The game clock shall be stopped anytime during the game when a player is injured and cannot be removed from the field within 2 minutes of the injury.

D. PITCHING

1. Any team member may pitch subject to the following rules
 - a. A pitcher shall not be allowed to pitch in more than seven innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than twelve innings in a calendar week.
2. Pitchers in violation of pitching rules shall be considered ineligible and subject to the penalties specified in Section 1, Paragraph H.
3. A pitcher may not return to the mound after being removed from the mound.
4. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he enters the game to pitch.
5. Managers and coaches collectively shall be limited to two mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound (injury time out does not).

6. Managers shall report all pitching changes to the home plate umpire at the time of the change and verify it with the official scorekeeper. Failure to report a pitching change shall result in both pitchers being charged with the innings. The innings charged to the pitcher removed shall not make him ineligible for that game but will be added to the total innings in a calendar week. As soon as a pitcher delivers one pitch to the batter, he/she shall be considered as having pitched a full inning.
7. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.
8. If a relief pitcher is forced to enter the game "cold" as a result of injury to the current game pitcher, the umpire shall allow him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings no more than eight pitches shall be allowed.
9. A calendar week is from 12:01 a.m. Monday until 12:00 midnight the following Sunday night.

E. COURTESY RUNNER

When there are 2 outs in any inning, a courtesy runner will be allowed to replace a catcher who is on base. The courtesy runner shall be a player who has not yet entered the game. If all players already entered the game, the batter making the last (2nd) out will be designated as the courtesy runner. The E-H is not eligible to be the courtesy runner. This will not constitute a substitution. If a team has 9 or fewer players, there will be no courtesy runner.

F. BATTER'S BOX RULE

A batter must keep at least one foot in the batter's box between pitches. If a batter steps out of the batter's box, the team will be charged with their offensive time-out for the inning. On the second violation and/or if the time out has already been used, the umpire may charge the batter with a strike. The batter can step out of the box if the defensive team has called a time out or if the umpire calls a time out.

G. BATTING

1. EXTRA HITTER RULE - The EH position may be used, provided it is present on the ORIGINAL line-up, when the line-up is turned in at the start of a game. Teams using the EH position will have 10 (ten) batters in their lineup. Any player assigned to the EH position for an ENTIRE game, MUST start the next game in an on-field defensive position. Teams may use "free substitution", that is, a player who starts the game as the EH may enter the game at a defensive position in exchange for a defensive starter who then becomes the EH. However when such a change occurs, the batting order DOES NOT CHANGE.
2. BATTING ENTIRE LINEUP (OPTIONAL) – At the pre-game meeting with the umpires, a coach can declare that he/she will bat their entire roster present at the game. All players still must play 1 defensive inning, but free substitutions will be allowed (pitcher is the exception). Once a coach exercises this option and if at any time for whatever reason, the team is reduced to nine players – an out shall be recorded when the 10th player was scheduled to bat. If one coach elects to bat his/her entire line-up, the opposing coach is not obligated to bat his/her entire line-up.
3. SUBSTITUTES:
 - a. Team batting nine (9) players or utilizing EH Rule - Any player who begins the game as a substitute may enter the game in exchange for a defensive starter. When this occurs, the substitute assumes the spot in the batting order, which had belonged to the starter whom he/she is replacing. A starter who was removed from the game in favor of a substitute MAY later re-enter the game ONLY if he/she takes the place of the player who was the substitute

- who took his/her original spot in the lineup. If a player who is listed as a substitute on the ORIGINAL lineup enters the game, and is later removed from the game, MAY NOT re-enter the game under any circumstances, except when batting the entire roster present.
- b. Batting Entire Line-up Option – When a team exercises its option to bat the entire roster present, the team is allow free substitution of any of the defensive players, except the pitcher.
4. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.
 5. When a player arrives late to the game:
 - a. If the team is batting the entire roster, the player will be added to the end of the lineup, even if the entire lineup has already batted.
 - b. If the team is batting only 9 players, or 10 (using EH), then the late player MAY enter the game as a substitute, per the rules governing substitutes in section G-3 above.

H. STEALING HOME

If a runner from 3rd base it attempting to steal home, or participating in an attempted squeeze play, the following shall apply:

5. The batter must either take the pitch or attempt to bunt. (Batter may not “swing away”)
6. Failure of the batter to adhere to this rule will result in:
 - a. The batter is out.
 - b. All runners shall return to the base they occupied when the pitch was thrown.
 - c. First occurrence during a game will result in a warning to the 3rd base coach.
 - d. Second occurrence during a game will result in the ejection of the 3rd base coach.

NOTE: When bases are loaded with 2 out and full count on the batter, this rule shall not apply. However, the runner from 3rd base shall not run hard to the plate.

I. NO SLASHING

A slash bunt is the action of squaring to bunt in order to move the infield and/or distract the pitcher, and then swinging away. On the first offense, if a batter squares to bunt then swings away at the pitch, with or without runners on base, the batter shall be declared out. The runners (if any) will return to the base occupied at the time of the pitch, and the third base coach will be given a warning.

On the second slashing offense by a team in the same game the above rule shall apply. In addition, the third base coach shall be ejected from the game.

SECTION VII - 16U & 18U LEAGUES

Rules are identical for 16U and 18U Leagues with the following exceptions.

- 18U teams may carry a minimum of 12 or a maximum of 18 players of league age 17 and 18.
- 16U teams may carry a minimum of 12 or a maximum of 18 players of league age 15 and 16.

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game. The official game time will start at the first warm-up pitch from the game mound by the home team's starting pitcher. The umpire will announce to the scorekeepers the game's start time, and the umpire shall be the official timekeeper.

B. LENGTH OF GAMES

1. Regulation games shall be seven innings or one hour fifty minutes, unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if
 - a. A team is leading by the run rules found in Section I, Paragraph Q.
 - b. One hour and fifty minutes has elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday (Sunday through Thursday) games during the school year.
4. A game shall be considered COMPLETE if at least 4 innings have been played. If the HOME team is ahead, the game shall be considered COMPLETE if at least 3 1/2 innings have been played.

C. TIME OUT / GAME CLOCK

1. The game clock shall not be stopped when time out is called.
2. The game clock shall be stopped anytime during the game when a player is injured and cannot be removed from the field within 2 minutes of the injury.

D. PITCHING

1. Any team member may pitch subject to the following rules
 - a. A pitcher shall not be allowed to pitch in more than seven innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than twelve innings in a calendar week.
2. Pitchers in violation of pitching rules shall be considered ineligible and subject to the penalties specified in Section 1, Paragraph H.
3. A pitcher may not return to the mound after being removed from the mound.
4. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he/she enters the game to pitch.

5. Managers and coaches collectively shall be limited to two mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound (injury time out does not).
6. The manager shall report all pitching changes to the home plate umpire at the time of the change and verify it with the official scorekeeper. Failure to report a pitching change shall result in both pitchers being charged with the inning. The innings charged to the pitcher removed shall not make him/her ineligible for that game but will be added to the total innings in a calendar week. As soon as a pitcher delivers one pitch to the batter, he/she shall be considered as having pitched a full inning.
7. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.
8. If a relief pitcher is forced to enter the game "cold" as a result of injury to the current game pitcher, the umpire shall allow him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings, no more than eight pitches shall be allowed.
9. A calendar week is from 12:01 a.m. Monday until 12:00 midnight the following Sunday night.

E. COURTESY RUNNER

When there are 2 outs in any inning, a courtesy runner will be allowed to replace a catcher who is on base. The courtesy runner shall be a player who has not yet entered the game. If all players already entered the game, the batter making the last (2nd) out will be designated as the courtesy runner. The E-H is not eligible to be the courtesy runner. This will not constitute a substitution. If a team has 9 or fewer players, there will be no courtesy runner.

F. BATTER'S BOX RULE

A batter must keep at least one foot in the batter's box between pitches. If a batter steps out of the batter's box, the team will be charged with their offensive time-out for the inning. On the second violation and/or if the time out has already been used, the umpire may charge the batter with a strike. The batter can step out of the box if the defensive team has called a time out or if the umpire calls a time out.

G. BATTING

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 - j. Batting Entire Line-up Option – When a team exercises its option to bat the entire roster present, the team is allow free substitution of any of the defensive players, except the pitcher.
4. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.
5. When a player arrives late to the game:
- a. If the team is batting the entire roster, the player will be added to the end of the lineup, even if the entire lineup has already batted.
 - b. If the team is batting only 9 players, or 10 (using EH), then the late player MAY enter the game as a substitute, per the rules governing substitutes in section G-3 above.

H. DESIGNATED HITTER

A designated hitter may be used for the pitcher.

I. STEALING HOME

If a runner from 3rd base is attempting to steal home, or participating in an attempted squeeze play, the following shall apply:

- 7. The batter must either take the pitch or attempt to bunt. (Batter may not “swing away”)
- 8. Failure of the batter to adhere to this rule will result in:
 - a. The batter is out.
 - b. All runners shall return to the base they occupied when the pitch was thrown.
 - c. First occurrence during a game will result in a warning to the 3rd base coach.
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