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RESPONSIBILITIES OF MANAGERS AND ASSISTANTS

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

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

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

- background check and sign the Manager's "Code of Conduct". If Managers or Assistants do not comply with these requirements their team will be placed below the teams which are in compliance in both draft order and selection of team name.
16. Managers are encouraged to secure a second Assistant after the draft and an extra team shirt will be provided. The added assistant is required to pass the rules test, agree to a background check and sign the Manager's "Code of Conduct" prior to assuming that role.
 17. Managers and Assistant Managers are to submit game results and pitch counts (in the Little League and Pony divisions) within 24 hours of the conclusion of a game. Division Directors are responsible for seeing that this requirement is carried out in a timely and accurate manner. Managers are also responsible for submitting all-star selections, umpire and player evaluations and other team information as may be requested by the League.
 18. Managers and Assistant Managers are to ensure that the fields are left free and clear of litter and other debris. Managers and Assistant Managers must be accountable to ensure that Franklin coaches, players, parents and fans are advised that we are guests on all of the fields we use and are prohibited from utilizing the surrounding areas as a restroom, or entering any of the neighboring buildings to use the restroom or under any other circumstances (exceptions: the Public Restroom (formerly known as the Kreger House) located just east of Kaline Field, and the porta-johns installed at various fields).
 19. All managers and assistants must umpire at least one game during the season. The game assignments will be in a younger Division than the team managed/coached and will be for a field umpire. Failure to comply with this requirement will result in suspension from the first playoff game. Managers/assistants may volunteer (and be compensated at the prevailing rate) to umpire additional games as vacancies occur.

GENERAL RULES OF FRANKLIN BASEBALL LEAGUE**A. Schedules**

All scheduling will be coordinated by the Scheduling Director in conjunction with Division Directors. All Prep, Continental, Little League, Pony, Novice, Intermediate and Senior Softball games (Monday through Friday) will start at 6:30 p.m.

Duration of all games, except in Prep 1 shall be 6 innings, or in the case of a tie after 6 innings shall continue until a winner is established. However, no inning may start after sundown on game day ("Sunset Rule"; times are published on FBL web site) or 2 hours past scheduled start time, whichever comes first. If, in the judgment of the Umpire, at any point it is too dark to safely play the Umpire may call the game and continuation at a later date will follow other applicable rules. However, any inning started must be completed, except that once a game has become Official as defined in Section H if the home team is in the lead at the conclusion of the first half of a started inning there is no need to complete the bottom half of the inning. The result or a need for replay of a game suspended due to these time limits will be according to the guidance in section B.

"Official Games" or specific Division rules.

NOTE: THE 2-HOUR RULE DOES NOT APPLY DURING PLAY-OFFS. Also note that the "sundown" restriction does not apply to games played on lighted facilities. However, no game can continue past 10:00 PM at Drake Park.

Any team that fails to have a representative in attendance in a mandatory Manager training session will not be allowed access to practice fields until they have scheduled a supervised practice through the scheduling director.

However, the Vice President of Operations may grant individual team waivers if requested by that team's Division Director and approved by the Director of Training.

RESCHEDULING

The Division Director must approve any rescheduling of games. Without the Director's approval, the game must be played as scheduled. All requests for rescheduling must be made a

minimum of forty-eight hours before the originally scheduled game.

B. Official Games

15/10-RUN RULE is in effect for the Little League and Pony Divisions - If after 4 innings (three and one-half innings if the home team is ahead) one team has a lead of fifteen (15) or more runs, or if one team has a ten (10) run lead after 5 innings (Four and one-half if the home team is ahead) the Manager of the team with the least runs will concede a victory to the opposing team. This rule does not apply during the Playoffs.

The **FIVE RUN RULE** is in effect for the Prep, Continental and all Softball Divisions. The rule is defined as the team at bat coming from behind in an inning and taking a five run lead, or the scoring of five runs in one inning which starts with that team tied or in the lead. ALL runs scored during the play when the fifth run is scored will count. In either five-run circumstance, the team in the field will come to bat regardless of the number of outs.

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

In Continental, Little League, Pony and Intermediate and Senior Girls Softball:

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

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

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

SUSPENDED AFTER THE START OF THE 4TH INNING:

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

If a game is suspended after it has reached official status and the suspension occurs between innings there is not continuation unless the game is tied; the team in the lead is the winner. If the game is tied it will be continued with play of additional innings until a winner is determined. If the suspension occurs during an inning, regardless of which team is ahead or whether the game is tied, that inning must be completed according to Section C. - Continuations from the point of suspension. The continuation will last until a winner is determined. Note that if the home team is in the lead after the completion of the top of an inning there is no need continue play for the home team to bat in the bottom of that inning.

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

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

C. Continuations

1) For all divisions except Prep and Novice Softball, if a game has reached official length (first pitch of the 4th inning) and is tied, or an inning has commenced in a game that was tied but has not been completed, regardless of the score, and conditions which caused the game to be halted (Weather, darkness, sunset or time limit), then the game will be completed on the date the two teams meet again. The game will be continued from the point it was suspended. For clarification, tie games that have started an inning, but have not completed that inning, will continue from the point of suspension and not revert to the end of the last completed inning. The tie game must be completed prior to the start of the regularly scheduled game.

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

3) All tie games will be considered suspended games. If the suspended game is the last regularly scheduled game between the two teams, the game will be completed only if the outcome has a direct bearing on the final team standings for the regular season championship.

4) Prep and Novice Softball games will be final at the end of play for that day regardless of the score.

D. Equipment

All players must wear a complete team uniform, provided by the League, consisting of shirts, hats or visors, pants and stockings while a game is in progress. Wearing of visor is optional in the softball divisions. Shirts must be tucked in. Jackets, sweatshirts, etc. al. are requested to be worn under the team shirt; however, if they are not, all zippered items must be zipped. Pitchers may not wear long sleeved undershirts or jackets of a white or other light color and must not wear gloves or other items, e.g. rings, on their throwing hand.

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

Helmets must meet the current government standards.

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

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

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

Baseball Bat Restrictions

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

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

Small barrel bats (2 1/4" max.) with non-composite barrels are allowed in T-ball and Prep divisions.

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

3) Small Barrel (2 1/4") bats must display the USSSA 1.15 BPF certification logo OR display the words USSSA BPF 1.15.

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

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

Softball Bat Restrictions

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

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

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

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

Visit this link to the USSSA rules for more information on Softball Bat eligibility and BPF <http://www.ussa.com/softballbatmarks.pdf>

E. Eligibility

All players must be registered and have paid the required registration fee before they are issued a uniform and are permitted to participate in practices or scheduled games. For specific information on age eligibility for each division, please refer to the annual registration form.

F. Non-League Games

All non-League games must be approved in advance by the Board of Directors.

G. Playing Roster

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

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

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

the top of the third, the loaned player is the individual making the last out in the top of the second).

CALL UPS - If a team is aware that it will not be able to field 10 players for a game, the Manager of that team may "call up" a maximum of 3 players from the division immediately younger to the teams involved (with the consent of each player's Manager) in order to achieve a maximum number of 10 players to play the subject game. Note that only Prep 2nd graders can be called up to play in Continental. Said players may only play the outfield and must bat at the end of the batting order. Once a "called-up player" starts a game, he will be considered a member of that team for the remainder of the game and must play as provided in the Use of Players section above, even if a player on the team's roster arrives after the game has started.

All call up players must be identified to the umpire and opposing team Manager prior to the start of the game.

H. Score Keeping

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

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

Both team Managers are responsible for recording the first and last names of the umpires in their scorebook, prior to the start of a game. Immediately following each game, the Manager of the winning team must report the score, umpire evaluations, notable incidents, etc., into the FBL web site and to the respective Division Director if appropriate. Umpire Evaluations from the losing team Manager are also encouraged.

I. Game Preparation

1) The home team Manager is responsible for setting out the bases, removing foreign articles from the field before the game, and, with the help of the visiting team, policing the area following the game. For games at Franklin Church field the home team manager will be responsible for setting out the cones marking the boundary of the outfield in left field and also putting them away after the game. In addition, the home team will occupy the 3rd base dugout and will provide all umpire protective outer equipment (mask, chest protector, shin guards) as required for the division.

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

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

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

3) During the umpire meeting the managers will exchange full line ups including fielding rotations, and (for Little League and Pony Divisions) a list of players ineligible to pitch due to pitch count rules; copies will also be provided to the umpires.

Lineups and fielding assignments must comply with the rules for player participation in Section J and also the additional rules for the specific divisions. Managers are free to make changes to these assignments during the game provided that the applicable participation rules are still followed. However, the opposing manager and the umpires must be notified of such changes as they occur.

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

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

J. Player Participation

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

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

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

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

5) All players will bat in rotation.

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

the game and a one-game suspension for the manager of the offending team.

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

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

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

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

K. Catcher Readiness to Play

1) In a situation where there are two outs and the next half inning's catcher is on base, there will be an optional replacement of that catcher with a pinch runner to minimize delays. The pinch runner will be the player making the second out, and this will have no effect on the batting order or the catcher's or pinch runner's rights to continue in the game.

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

L. Safety

1) All batters (both at the plate and on deck), all base runners, and any players coaching first or third base, shall be required to wear a batting helmet. Following a play, players are required to keep their helmet on until they enter the dugout, or bench area in the case of fields without dugouts. Following an initial warning from the umpire after a first occurrence of a player removing their helmet before returning to the dugout or bench area, an out shall be declared for each subsequent infraction for that team.

2) Metal spikes are not allowed in any division.

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

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

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

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

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

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

9) Following an injury involving a blow to the head the player shall be immediately removed from play for the remainder of the contest. If the player exhibits signs, symptoms, or behaviors consistent with a concussion (as listed on the concussion fact sheet; can include some or all of loss of consciousness, headache, dizziness, confusion, or balance problems), or if the manager suspects that the player has a concussion, he/she should take the following steps: 1. Remove the player from play; 2. Ensure the player is evaluated by an appropriate health care professional - not try to judge the seriousness of the injury him/her self; 3. Inform the player's parents or guardians about the known or possible concussion and give them the fact sheet on concussion; and 4. Allow the player to return to play only with permission from an appropriate health care professional.

M. Collision Rule

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

N. Time Outs

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

O. Mound Visits/Pitcher Removal

The pitcher must be removed from the pitching position when a Manager, Assistant Manager, or Assistant visits the mound for the second time in an inning. It is considered to be a mound

visit when a Manager or Assistant crosses the base line to talk to the pitcher regardless of when this occurs, i.e. both during and between innings. It is also a mound visit if the Manager or Assistant employs the catcher or other player to relay instructions or advice to the pitcher or, in the judgement of an umpire, delays the game by excessively giving instructions and advice from the dugout.

P. Bat Throwing

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

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

Q. Runner Assistance/Interference

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

R. Umpires

Arrangements have been made to have umpires available for all scheduled games and special events. Single umpires shall be in attendance for Prep and Novice Softball games. Two umpires shall be in attendance at all Continental, Little League, Pony, and Intermediate and Senior Girls Softball games. Both team Managers are responsible for recording the first and last names of the umpires in their score book, prior to the start of the game. Once the game has begun, the umpire is in full charge.

The umpire has the full authority to remove any player, Assistant or Manager from the game should such disciplinary action be necessary. Prior to the start of each game, the two Managers and umpire are required to go over specific ground rules for the field on which they are playing. **NO VERBAL ABUSE OF UMPIRES WILL BE TOLERATED AND ANY PHYSICAL ABUSE OF AN UMPIRE WILL RESULT IN IMMEDIATE EJECTION FROM THE GAME AND DISMISSAL FROM THE LEAGUE.** Immediately following each game, the Manager of the winning team is to report the score, umpire evaluations, notable incidents, etc., into the FBL web site and to the respective Division Director if appropriate. Losing team Managers are encouraged to submit umpire evaluations as well.

S. Lack of an Umpire

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

T. No Harassment / Unsportsmanlike Conduct

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

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

U. Rule Discussion/Protest

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

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

The protesting Manager will have 48 hours to file the protest with the Division Director along with a \$50.00 filing fee. The Division Director will provide all information to the Rules and Umpire Committee, which will have the sole authority to decide upon a final resolution within 48 hours of the filing of the protest. If the protest is upheld, the fee will be returned and the game will be replayed from the exact point of the protest the next time the two teams meet. If the protest is denied, the

\$50.00 will be forfeited to the League and the original outcome of the game will stand.

V. Ejections

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

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

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

4) Spectators are also expected to set an example of good sportsmanship. If a spectator becomes disruptive, the umpire will ask the Manager of the appropriate team to instruct the spectator to comply with the no harassment rules. This will serve as an initial warning to that spectator. If the spectator continues to disrupt the game or harass players or umpires, the umpire shall have the right to eject the spectator from the playing area. Removal of any spectator will be the

responsibility of the appropriate Manager. Spectators who are ejected from a game by the umpire will not be allowed to attend the next game.

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

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

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

W. Backstop Distraction

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

X. Smoking and Alcoholic Beverages

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

Y. Parent Pickup after Games

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

Z. Tornado Warnings, Lightning/Thunder & Rainouts

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

RAINOUT GAMES

A game shall be considered a rainout if dangerous or hazardous weather or field conditions prevent the start of play or cause the stoppage of play prior to the game becoming official. In Tee-Ball, Prep and Novice Softball games will be cancelled if the temperature at 5pm is 45 F or colder.

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

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

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

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

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

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

AA. Tie Breakers

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

- 1) Participation by the Managers and Assistants in League Mandated Training Sessions and having passed the Rules Test.
- 2) W-L-T record
- 3) # wins
- 4) Head to Head W-L-T record
- 5) Head to Head run differential (two-way ties only)
- 6) Total runs allowed
- 7) Coin toss

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

BB. GROUND RULES

A. General Ground Rules

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

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

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

B. Special Ground Rules by Field

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

CC. General

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

PREP DIVISION RULES

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

A. Use of Players

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

B. General

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

- 4) The home team will furnish the game ball, bases, and batting tee.
- 5) The player assigned the pitching position shall be thirty to thirty-five feet from home plate.
- 6) The umpire will say "play ball" and the batter will then attempt to hit the ball from the tee, or attempt to hit the pitched ball.
- 7) ALL players will have the option to hit off the tee or be pitched to underhand/overhand for the first four games. In each game, once the player chooses to have his/her Manager pitch to them, it will be noted in the score book and that player must continue to receive pitching for the remainder of the game. (A player can start the game hitting off the tee, but once pitched to may not hit from the tee for the rest of that game.) After four games, all players will be pitched to underhand or overhand.
- 8) There will be no strikeouts off the tee. The batter will continue to swing until contact is made and the ball travels the required distance to be in play (fair territory). A batted ball must travel 10 feet before it is considered fair. There will be a ten foot arc directly in front of the plate going from the 1st base line to the 3rd base line to determine the distance necessary for a hit ball to be in play.
- 9) When Managers pitch, four strikes will constitute an out. The fourth strike will have to be a complete miss of the ball. There will be no walks. If the batter has not hit a fair ball after eight pitches, the batter is automatically out.
- 10) When pitching, it is recommended that the Manager or Assistant be a minimum of twenty-five (25) feet from the batter.
- 11) If the Coach pitcher chooses to use a bucket or a similar item to sit on, or a base or similar item to kneel on, it is permitted; however, if a batted ball strikes such item, the ball will be considered "foul", the batter will remain at bat, and the count will continue with the pitch ruled as a foul ball.
- 12) LIVE BALL - The ball shall remain live after it is hit into fair territory until it is controlled by an infielder (catcher, pitcher, first baseman, second baseman, shortstop, or third baseman) within the dirt or grass of the infield. Control is defined as the infielder holding the ball above his/her head in an attempt to

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

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

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

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

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

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

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

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

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

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

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

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

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

21) Every team Manager or Assistant should umpire one Prep Division game as part of our training program.

CONTINENTAL DIVISION RULES

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

A. Use of Players

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

B. Pitching Rules

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

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

7) Intentional walks are prohibited.

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

C. General

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

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

3) **STEALING** – Continental 1: A base runner may only steal third base from second base. Continental 2: Base runners may steal 2nd base from first base and may steal 3rd base from 2nd base. In both Continental 1 and 2 there is no stealing of home and a base runner may advance only one (1) base on a play involving a steal

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

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

- a) The umpire declares the ball is foul,
- b) The batter and all runners have been put out,

- c) The batter and all runners have scored,
 - d) The ball is in the possession of the pitcher within 5 feet of the pitcher's rubber,
 - e) The umpire has called time out. An umpire will only call a time out when, in his/her judgement, all possible activity of the play has concluded, i.e. all runners are on bases with no further possibility or intention of advance and no further possibility for the fielding team to put runners out.
- 6) FIELD DISTANCES
- a. Bases are sixty (60) feet apart.
 - b. Pitching distance is forty-four (44) feet.
- 7) If the catcher drops the third strike, the batter is still out and the base runners can advance at their own risk (consistent with Section 8 Stealing, above).
- 8) The infield fly rule is not in effect in this division.
- 9) Players sliding headfirst into any base shall be called out.
- 10) The FIVE RUN RULE is in effect. See General Section B for a complete description.
- 11) In a season in which Continental Divisions 1 and 2 are combined to form a single Division the Continental 1 rules will apply.

LITTLE LEAGUE DIVISION RULES

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

A. Use of Players

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

B. Pitching Rules

- 1) No pitcher may pitch more than sixty-five pitches during any day. No pitcher may pitch more than 6 outs during the first half of the season and no more than 9 outs per game during the balance of the season. The Score keepers for both teams must agree to pitch counts and outs pitched after each inning. Pitch counts must be posted by both teams within 24 hours after the game.
- 2) Once the pitcher has been removed from the game as a pitcher, he/she cannot return as a pitcher to that game.
- 3) Three calendar days of rest must be observed when a pitcher throws between 51 to 65 pitches in a day; two days' rest for 35 to 50 pitches; one day of rest for 21 to 35 pitches; zero days when 20 or less pitches are thrown in a single day.
- 4) A pitcher who reaches their pitch count limit may not play the Catcher position for the remainder of that game and in any additional game on the same day.

5) If a pitcher reaches the pitch-count limit for their day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. In a game suspended by darkness, weather or other causes and resumed at a later date, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility at the time of the make-up but not to exceed the number of outs restrictions in effect during the original game and the number of outs recorded will transfer to the continuation game.

"Pitching eligibility, as it pertains to pitch count limits, will be determined entirely by the player's eligibility on the date of the resumption. As long a pitcher did not reach the maximum out limit during the original game and is eligible to pitch under the applicable pitch count rules on the date the game is continued, he is allowed to pitch until he reaches the maximum number of outs remaining for that pitcher at the time the original game was suspended.

6) The use of a pitcher in violation of Rules 1-5 above will result in forfeit of the game. Protests are to be handled in accordance with General Rule "U".

7) CONTACT WITH THE PITCHING RUBBER – The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed.

8) BALKS are judgment calls, and will be called only when:
a. the pitcher is pitching from the windup and stops his/her motion before delivering the pitch, or he/she attempts to throw to any base other than home. No balks will be called when the pitcher is pitching from the stretch (set) position.
b. the pitcher is in contact with the rubber while not in possession of the ball.

9) ALLOWABLE PITCHES - Although not condoned by the League, breaking pitches such as curve balls are allowed.

- 10) Intentional walks are prohibited.
- 11) Pitchers will be entitled to warm-up pitches, and the time allowed shall be the lesser of eight pitches or two minutes.

C. General

1) FIELD DISTANCES

- a. Bases are seventy (70) feet apart.
- b. Pitching distance is forty-eight (48) feet.

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

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

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

5) **LEADING OFF BASE** - Following the completion of a play and the pitcher is ready to deliver the next pitch, base runners are not allowed to leave the base until the pitch has been hit by the batter or has crossed the plate. If a base runner leaves the base early, in the judgment of the Umpire, the first such infraction in a game by a team shall result in a warning for that team.

6) If a base runner leaves the base early, in the judgment of the Umpire, after that warning has already been given to that team, a base runner shall be called out.

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

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

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

PONY DIVISION RULES

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

A. Use of Players

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

B. Pitching Rules

- 1) No pitcher may pitch more than seventy-five pitches during any day. No pitcher may pitch more than 6 outs during the first half of the season and no more than 9 outs per game during the balance of the season. The Score keepers for both teams must agree to pitch counts and outs pitched after each inning. Pitch counts must be posted by both teams within 24 hours after the game.
- 2) Four calendar days rest must be observed when a pitcher throws 76 or more in a day. Three calendar days of rest when a pitcher throws between 61 to 75 pitches in a day; two days rest for 46 to 60 pitches; one day of rest for 31 to 45 pitches; zero days when 30 or less pitches are thrown in a single day.
- 3) A pitcher who reaches their pitch count limit may not play the Catcher position for the remainder of that game and in any additional game on the same day.
- 4) If a pitcher reaches the pitch-count limit for their day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the

third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. In a game suspended by darkness, weather or other causes and resumed at a later date, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility at the time of the make-up but not to exceed the number of outs restrictions in effect during the original game and the number of outs recorded will transfer to the continuation game. Pitching eligibility, as it pertains to pitch count limits, will be determined entirely by the player's eligibility on the date of the resumption. As long a pitcher did not reach the maximum out limit during the original game and is eligible to pitch under the applicable pitch count rules on the date the game is continued, he is allowed to pitch until he reaches the maximum number of outs remaining for that pitcher at the time the original game was suspended.

5) The use of a pitcher in violation of Rules 1-5 above will result in forfeit of the game. Protests are to be handled in accordance with General Rule "U".

5) CONTACT WITH THE PITCHING RUBBER - The pitcher must have one foot in contact with the pitching rubber when delivering a pitch. (Field conditions such as a deep hole in front of the pitching rubber should be taken into consideration.) The umpire can rule "no pitch" if this rule is not followed.

6) ALLOWABLE PITCHES - Although not condoned by the League, breaking pitches such as curve balls are allowed.

7) Intentional walks are prohibited.

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

C. General

1) FIELD DISTANCES

a. Bases are eighty (80) feet apart.

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

2) USE OF NEW BASEBALLS - Each Manager shall provide TWO new baseballs to the umpire at the start of each game.

- 3) Head-first slides are not permitted. A dive back to a base shall not be considered a head-first slide.
- 4) The 15/10-RUN RULE is in effect. See General Section B for a complete description.

NOVICE GIRLS SOFTBALL DIVISION RULES

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

A. Use of Players

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

B. General

- 1) Novice games shall be five innings in duration. A game that is tied after this number of innings shall be considered a tie and not be extended or replayed.

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

return to the base last touched, and the pitch will be counted as a strike on the batter.

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

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

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

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

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

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

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

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

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

17) PROTEST – The League will provide an umpire for all games and the umpire will have COMPLETE CHARGE of all activities on the diamond and in the immediate vicinity. There will be no

protested games. The umpire's decision at the time of the call is final.

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

19) Every team Manager or Assistant should umpire one Novice Division game as part of our training program.

INTERMEDIATE GIRLS SOFTBALL DIVISION RULES

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

A. Use of Players

- 1) All players must wear a complete team uniform consisting of team jersey and pants. League-provided visors are optional.
- 2) All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) Players not at bat, on deck or in the field must remain in the dug-out (with exception of a pitcher warming up with a catcher).
- 4) There will be 10 defensive players in the field at one time. They will comprise a regular infield and four outfielders. The outfielders must remain beyond the skin of the infield when playing their position.
- 5) **CATCHER EQUIPMENT** - Catchers are required to wear a mask, protective headgear, chest protector, and shin guards.
- 6) Although not required, it is recommended that batter's protective helmet be fitted with a full face guard which meets NFHS standards.

B. Pitching Rules

- 1) No pitcher may pitch more than nine outs per game. Once the pitcher has been removed from the game as a pitcher, he/she can-not return as a pitcher to that game.
- 2) A player may pitch on two successive days.
- 3) A player shall be allowed to pitch a maximum of 30 outs (36 outs during playoff weeks) in any one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- 4) Once a pitcher is replaced by a new player/pitcher she cannot return to the player/pitcher position.
- 5) A player/pitcher shall be replaced after yielding four balls to any batter. The pitcher shall be replaced by the batting team's

Manager or Assistant. The following are the possible scenarios that could exist when the Manager/Assistant pitcher enters the game:

4 balls, 0 strikes - coach gets to pitch 3 pitches to the batter
4 balls, 1 strike - coach gets to pitch 2 pitches to the batter
4 balls, 2 strikes - coach pitches 1 pitch and the batter swings and misses, that is the third strike and the batter is OUT. Coach does not pitch another pitch.
4 balls, 2 strikes - coach pitches 1 pitch, batter does not swing. Coach pitches 2nd pitch to the batter.

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

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

C. General

- 1) Intermediate Girls Softball shall be played with an 11" softball. Each manager will provide one new ball to the umpires at the start of each game.
- 2) The pitching distance shall be thirty-five (35) feet.
- 3) Strike Zone – The strike zone shall be from the top of the shoulders to the bottom of the knees when the batter is in a natural stance.
- 4) A double base will be used at first base. The white base is placed in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive

player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, she must return to the white base. There will be no advances by any runner on an overthrow to first base.

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

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

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

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

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

SENIOR GIRLS SOFTBALL DIVISION RULES

The rules for the Senior Girls Softball Division shall be governed by the Official High School Softball rules published by the National Federation of State High School Associations, with the additions and/or clarifications stated below:

A. Use of Players

- 1) All players must wear a complete team uniform consisting of team jersey and pants. League-provided visors are optional.
- 2) All players must play a minimum of two innings in the infield, which consists of the following positions: P, C, 1B, 2B, 3B, SS.
- 3) Players not at bat, on deck or in the field must remain in the dug-out (with exception of a pitcher warming up with a catcher).
- 4) There will be 9 defensive players in the field at one time. They will comprise a regular infield and three outfielders. The outfielders must remain beyond the skin of the infield and a minimum of 10 feet behind the baselines when playing their positions.
- 5) **CATCHER EQUIPMENT** - Catchers are required to wear a mask, protective headgear, chest protector, and shin guards.
- 6) The batter must wear a protective helmet with full face guard which meets NFHS standards.

B. Pitching Rules

- 1) No pitcher may pitch more than nine outs per game. Once the pitcher has been removed from the game as a pitcher, he/she can-not return as a pitcher to that game.
- 2) A player may pitch on two successive days.
- 3) A player shall be allowed to pitch a maximum of 30 outs (36 outs during playoff weeks) in any one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- 4) **Contact with the Pitching Rubber** – The pitcher must adhere to all of the pitching rules defined in the National Federation of State High School Associations. Field conditions, such as a deep hole in front of the pitching rubber shall be taken into consideration. The umpire can rule “no pitch” if these

conditions aren't followed. There are no balks. Umpires should review this rule with the Managers at the start of each game.

C. General

- 1) **STRIKE ZONE** - The strike zone shall be from the top of the arm pits to the bottom of the knees when the batter is in a natural stance.
- 2) **FIELD DISTANCES**
 - a. Bases are sixty (60) feet apart.
 - b. Pitching distance shall be forty (40) feet.
 - c. Pitchers Circle shall be sixteen feet in diameter.
- 3) **USE OF NEW SOFTBALLS** - Each Manager shall provide ONE new softball to the umpire at the start of each game.
- 4) A double base will be used at first base. The white base is placed in fair territory, and the orange half is placed in foul territory. On a batted ball with a play at first, the defensive player uses the white base, and, to avoid collision, the batter/runner uses the orange base on the first attempt at first base. Should the runner reach or go beyond first base, she must return to the white base.
- 5) **LEADING OFF BASE** - Base runners are not allowed to leave the base until the ball leaves the pitchers hand. Baserunners are allowed to advance on throwbacks from the catcher.
- 6) **STEALING** - Runners may attempt to steal all bases. However, after safely reaching second base on a steal, the runner shall not be allowed to advance past second base including on an overthrow. All other base runners can attempt to advance at their own risk.
- 7) Players sliding headfirst into any base shall be called out.
- 8) Intentional walks are prohibited.
- 9) The infield fly rule is not in effect in this League.
- 10) The batter may not attempt to advance to 1st base on a dropped 3rd strike.
- 11) The **FIVE RUN RULE** is in effect. See General Section B for a complete description.

T-Ball Division Guidelines, Procedures & Rules

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

A. Schedules

- For T-Ball, the practices are scheduled immediately prior to the games. T-Ball games/practices are scheduled at the St. Owen Church Field and the Echo North Field on Mondays, Wednesdays, Fridays and Saturdays. The time listed on the schedule is when the practice time starts. Practices last 60 minutes followed by a 2-inning game (usually about 45-60 minutes).
- Weekday practices/games start at 5:30pm, and Saturday games usually start at 10:00am or 2:00pm. So weekday games will commence at 6:30pm, and Saturday games at either 11:00am or 3:00pm.
- There are no standings or playoffs.

B. Safety and Equipment

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

C. Games

1. We will not keep score. If you want to track your players and their progress, that's fine, but no winners or losers at this age.
2. The visiting team bats first and occupies the first base dugout/bench. The home team occupies the third base dugout/bench.
3. Each game will be 2 innings – every player bats and every player plays in the field.
4. The entire team will bat; the fielders will attempt to make an out. Even if making an out the runner will remain on the base. When the entire team has batted the team at bat will take the field and the team in the field will bat. There is no five run rule. The practice/game will end 120 minutes after scheduled start time for your session.
5. All batters will hit off the tee for the entire season.
6. No walks or strikeouts.
7. Ball must travel 10 feet or it is a foul.
8. Bases are to be set 50 feet apart.
9. Players must stop at 1st base (singles only).
10. No stealing.
11. One base at a time – final hitter of the inning gets a grand slam.
12. May have 2-3 coaches in the field while playing defense.
13. Please give a courtesy warning to opposing coach for your “big” hitter – keeping safety in mind always.
14. Rainouts will NOT be re-scheduled. Tell your team to show up for every game. If, when you reach the field, conditions will not allow for a safe and fun experience, get together with the other team manager, and decide on the appropriate action. Please wait until you arrive at the field to make that decision.
15. Please remind everyone about collecting trash, and under no circumstances leave the field after your session without making sure it is perfectly clean. Do not assume anyone else will take out the trash. If the garbage can is full or not there, there is a supply of plastic bags in your equipment bag to use if necessary. These fields are not our fields and

we borrow them so therefore, help us keep in good standing with our field partners.

D. Guidelines and Procedures

- 1) To ensure safety, be particularly aware of drill/game situations where bats are being swung and make sure players are wearing helmets whenever they are batting or are on base.
- 2) **BENCH CONTROL** is an extremely important safety issue and it is a big help in keeping things running smoothly. A helpful technique is to have your players sit on the bench in their batting order and keep their “walking around time” to a bare minimum. A written batting order/beginning of an inning playing position summary, to be posted on a clipboard on the dugout fence, is also a big help.
- 3) Two teams will be meeting at the same time for the “practice”. Please share the time – one team in the outfield area while other has the infield. The first team listed in the schedule is the “home team” and the second is the “visiting team”. The home team gets the field first; the visitors get it 30 minutes after the starting time for that practice. The practice time should not exceed 60 minutes.
- 4) Structure your practice time in terms of “stations”. Have the players grouped in 2-3 players for one group and have them rotate between each station. Some of the stations you should consider when formulating your practice: fielding, throwing, hitting off the tee, catching a basic whiffle ball, throwing into a hoola-hoop secured to the fence, throwing the ball to first base, review infield/outfield positions, and running the bases.
- 5) Assign one of your parents to manage the bench, the whole season if possible.
- 6) You will need a 1st base coach and a 3rd base coach every game.
- 7) Again, depending on your style, get several parents to volunteer and help you with the situations, etc. If you’re doing “snacks” make sure to assign a parent so you can include that in your schedule for the season.

- 8) Remember, encouraging **ONE POSITIVE** thing a player does will impact them in the long run over a negative.
- 9) **GAME BALL!** At the end of every game, assign a game ball to the kid who did something right or noteworthy. Insist that your players sit on the bench at the end of the game, while you give the game ball to a specific player. Keep track of each week and who received the game ball. You should be able to reward the game ball to each player throughout the season (some games two players may need to each receive a ball). Write on the ball with a black sharpie; the date and their name. The players **LOVE** this! **HAVE A BLAST!!!**