

MAPLE PARK LEAGUE DIRECTIVES AND RULES

LEAGUE DIRECTIVES **(Revised 11/2010)**

ARTICLE I: PHILOSOPHY

The Maple Park Baseball League is conducted for the youth of Florence. It is designed to afford youngsters an opportunity to participate in an atmosphere of friendly competition against other youngsters of their own age. Of highest priority and concern is that all players, coaches, parents, spectators and other individuals relating to the league participate under the guidelines of Christian principles. It is the belief and philosophy that concern for the participants' personal growth is far more important than the game of baseball. We believe the emphasis should be placed on achievement through dedication, industriousness, cooperation with our fellowman and fair play rather than on winning a contest. It is the hope of the league each youngster will learn new skills, make new friends and have fun through a competitive sport.

ARTICLE II: BOARD OF DIRECTORS

The Board of Directors shall consist of all officers of the league. The Board shall conduct all business of the league. They will maintain and establish rules and regulations for the league. Majority vote is needed to add or delete any portion of the Directives and Rules at the annual meeting in October. A two-thirds vote by the entire Board will be required to change any Directive during the present season. Meetings may be called at any time by the requests of the President, Vice-President or Senior Commissioner. There is a two-term limit for all Board members; however, re-election to current Board positions may occur after the two-year term limit with mandatory voting and majority approval from the Board members present at the October annual meeting.

ARTICLE III: BOARD OF DIRECTORS MEMBERSHIP

Active membership is open to all persons in the Florence area who aspire to the philosophy of the league and who have been recommended by a present member and approved by the present membership. Membership is made up of the President, Vice-President, Senior Commissioner, Junior Commissioner of each area, Secretary, Treasurer, Website/Fundraising Manager, Equipment Manager, Team Mom Director and Concessions Director. Officers shall be elected in October and assume duties November 1st, effective one year.

ARTICLE IV: DUTIES OF OFFICERS

PRESIDENT:

It is the President's responsibility to direct the league program in a manner that will result in a recreation outlet being provided for as many youth as possible. It is also the President's duty to encourage all officials, workers, and team members in the program to abide by the rule of good sportsmanship and to help build a program that will result in obedient, patriotic, and God loving youth.

The President shall also:

Attend and preside over all meetings.

Sign all written agreements of the league, to include co-signing checks for payments.

Assure that the rules and regulations for the local program are adhered to.

Be the ultimate arbitrator in any dispute or protest concerning the league.

Assign duties to members, officers, and other workers in the league. This will include appointing committees and directors as needed.

Request from the Board of Directors all nominations for new officers in September.

Conduct an annual meeting in November for the officers for the purpose of explaining the purpose of the league and reviewing the rules and regulations.

Conduct a meeting in February/March for coaches in the league. The purpose of this meeting will be to update rules, check uniforms and equipment, and discuss conduct and sportsmanship for coaches.

Perform public relation activities including appearances before any group in order to aid the league.

Recommend yearly and long-range objectives to the league for their consideration and action.

Act as primary contact for Maple Park Baseball League concerning all national, state, and city organizations associated with Dixie Youth Baseball.

Assist in preparing end of year financial statements.

VICE-PRESIDENT:

In the absence of the President, assume the President's responsibilities. Serve out President's term, if needed.

The Vice-President will attend all meetings and assist the President in any duties.

The Vice-President shall also:

Be responsible for all trophies or annual awards for the past season's activities, including trophies for the departing 12 year olds.

Serve as or assign director of all local tournaments.

Appoint head coaches with help from remainder of Board members each year in December or January for the coming year (returning coaches have option).

Conduct meeting in March for coaches in the league in absence of the President.

Attend as many games as possible and observe the conduct of all coaches, players, and fans with an attempt to improve the sportsmanship of all concerned.

Acquire and schedule umpires and scorekeepers.

Coordinate and organize any opening and closing ceremonies for the league with assistance from the Board of Directors.

SECRETARY:

The Secretary shall have the following duties:

Take minutes at all meetings and distribute to Board Members in a timely manner.

Issue notices of all meetings.

Send a thank you note to team and sign sponsors and head coaches at the conclusion of the season.

Handle all league correspondence.

Be responsible, along with the Senior Commissioner, for having coaches complete their roster forms immediately after the draft is completed.

Submit to the City of Florence-Parks & Leisure Services a copy of the league rules, guidelines, and rosters no later than 30 days after the close of registration. No Exceptions.

Be responsible for updating League Directives and Rules as changes occur during each season.

TREASURER:

The Treasurer will provide an annual report to the Board of Directors in October stating the fiscal and financial progress made during the year.

The Treasurer shall also have the following duties:

Keep records of all transactions of the league. These should be kept in the form of a cash journal, account journal, and the checkbook.

Collect and deposit money.

Co-sign checks for payments.

Contact league sponsors by December 1st of each year. This contact will be to maintain public relations and to determine that the sponsor will remain active for the coming year.

Follow up and gather all sponsor checks for the year.

Provide monthly progress reports on the financial status of the league.

Prepare end of season financial statement and present copy to the City of Florence.

SENIOR COMMISSIONER:

The Senior Commissioner shall have the following duties:

Coordinate and call any special meetings with area Junior Commissioners.

Supervise the draft selection and review system with all coaches.

Coordinate pre-draft evaluations and registrations.

Provide Junior Commissioners with league information and rulings as needed so they may inform their area coaches.

Help with the recruitment of coaches and sponsors.

Be a primary consultant for league directives and rules.

Assign late sign-up players to teams.

Prepare game and practice schedules for the season, including rain-out scheduling.

Be responsible, along with the Secretary, for having the coaches complete their roster forms immediately after the draft is completed.

WEBSITE/FUNDRAISING MANAGER:

The Website/Fundraising Manager shall have the following duties:

Organize fundraising projects for the league and coordinate responsibilities with the league officers and coaches.

Issue cut materials for fundraising projects and work with the Team Mom Director and Treasurer to take up all monies turned back into the league from sponsors and the projects.

Be the primary contact person with the website company.

Coordinate with other Board Members to make sure the website is maintained and information such as rain-out information, scheduling, scores, standings, league rules, and other important information is current and accurate.

JUNIOR COMMISSIONERS FOR AREAS:

Junior Commissioners shall have the following duties:

Help with registration, pre-draft evaluations, and draft.

Provide all information to their area teams and coaches in a timely manner.

Help recruit coaches and sponsors.

Help the Equipment Manager issue, replace, and retrieve all equipment from the teams in their respective areas.

Check on returning coaches each year.

Be accessible to help solve and avoid potential problems.

Help in administering rules.

EQUIPMENT MANAGER:

The Equipment Manager shall have the following duties:

Tag all equipment.

Keep inventory lists on equipment.

Keep records of issued and returned equipment.

Issue out and take in all equipment from head coaches.

EQUIPMENT MANAGER (Continued):

Purchase equipment for the league. Single purchases over \$500.00 require majority approval from the Board of Directors.

Coordinate the ordering and issuing of team uniforms.

CONCESSIONS DIRECTOR:

The Concessions Director shall have the following responsibilities:

Be in charge of the everyday workings of the canteen.

Set the schedule for teams to work in the canteen and coordinate it with the Team Mom Director.

Order and stock all materials for the canteen.

Supervise the running of the canteen during all games or have it supervised.

Coordinate with the Treasurer on paying of all invoices.

Schedule board members for daily opening and closing of the facilities.

Schedule board members for periodic cleaning of restrooms.

Co-sign checks.

TEAM MOM DIRECTOR:

The Team Mom Director shall have the following duties:

Solicit from teams a team parent representative.

Work with the Website/Fundraising Manager and team parents on distribution of project, canteen, and picture information for teams.

Contact team parents and remind them of fundraising, picture, and canteen schedules.

Keep records of all turned in monies from teams.

Deposit monies from fundraising projects.

Schedule and coordinate team pictures.

Purchase sponsors' plaques. Plaques should be delivered by the coach of the sponsored team or by a member of the Board of Directors.

TEAM MOM DIRECTOR (Continued):

Distribute end of the year park and coach evaluation forms.

ARTICLE V: FINANCIAL ARRANGEMENTS

All business transactions will be conducted by check and/or debit card with the signature of (2) Board members on the accompanying receipt. Checks and/or receipts must be signed by two of the following Board members – President, Treasurer or Concessions Director. Check signature cards must be signed at the bank the league chooses to use when changes in officers occur.

Sponsor fees will be \$325.00 per year. This fee will be to provide jerseys with the sponsor's name on them and for the other needs of the league deemed necessary by the league. Jersey's will be worn in games only (not in practice). Also, they will not be worn in any place that would bring discredit to our sponsors. Sponsors will not include alcoholic beverage companies, tobacco product companies or anyone else deemed unsatisfactory by the league Board.

Dissolution: In the case of this action, all funds and equipment will become the property of the City of Florence – Parks and Leisure Services Department. For the purpose of this clause, relocating the league to another park will not constitute dissolution of the league Board.

ARTICLE VI: ATTENDANCE RULE

Any member missing three (3) consecutive meetings without justifiable reason (verified by the President or Vice-President) will be discharged as a member of the Board. If any member misses five (5) meetings and/or fails to fulfill their duties of park opening/closing within a year, a mandatory vote of the Board will be held to determine whether the member will continue to serve.

LEAGUE RULES *(Revised 11/2010)*

Dixie Youth Baseball rules will govern play unless changed in the following By-Laws

Rule 1: AGES AND DIVISIONS OF PLAYERS

Pee Wee:	5 & 6 years old
Small Fry:	7 & 8 years old
Minors:	9 & 10 years old
Majors:	11 & 12 years old

Cut off date is April 30th of the existing year. Birth certificates are on file with the City of Florence – Parks & Leisure Services Department. All players must play within their age group.

Rule 2: COACHING STAFFS

Each team can have a maximum of one Head Coach and up to three assistants. No one else can act in a coaching manner with the team and all coaches must be certified through the City of Florence – Parks & Leisure Services Department. A coach is defined as a person who attends 75% of all team functions to include games and practices. If a coach does not meet this requirement during the year, he will be placed on probation for at least one year. The only exceptions will be if he/she quits with no child on the team, long illness, death, moving, job changes or justifiable exceptions as seen by the Board. All coaches must attend a mandatory coaches meeting on rules and conduct in February/March. Current NYSCA cards must be presented and verified before coaches will be allowed to participate.

Rule 3: TEAM SELECTIONS

Head coaches' children are automatically placed on their team. Their selections order will be automatically counted and determined according to the number of all-star teams in the division the player played in the previous year.

1. With one all-star team the previous year and the child was an all-star, he or she will be counted as a first round pick.
2. With one all-star team the previous year and the child was not an all-star, he or she will be counted as a third round pick.
3. With two all-star teams the previous year and the child was an all-star, he or she will be counted as a second round pick.
4. With two all-star teams the previous year and the child was not an all-star, he or she will be counted as a fourth round pick.

Each team should strive to have the same number of each age group on their team. For example, in the Majors division, the commissioner handling the draft will evaluate the number of returning 12 year olds and the number registering for the league and tell each team how many 12 year olds they must choose in the draft. They can pick these 12 year olds at any point in the draft they

wish. The same applies for all other divisions. Once this has been established, the team's rotation will be as follows based on the previous year's standings.

EXAMPLE:	6 th place:	Pick #1, #12, #13, etc.
	5 th place:	Pick #2, #11, #14
	4 th place:	Pick #3, #10, #15
	3 rd place:	Pick #4, #9, #16
	2 nd place:	Pick #5, #8, #17
	1 st place:	Pick #6, #7, #18

If an unusual circumstance or situation arises before or during the draft, the problem will be decided by the Board Members present. The final determining authority will be the League President.

Teams will draft in order until the number of players on their roster reaches 10 players (this includes returning players and non-drafted additions). At that point, the team having 10 players will not select a player in subsequent rounds until all teams have 10 players on their roster. After all teams have 10 players, the draft will be completed with all teams participating. This will apply until teams have 12 players. If teams have 11 or 12 players, all teams will be evened out at 9 players. Should a team have 9 or 10 returning players (including non-drafted players), they will draft in the first round and then sit out subsequent rounds until all teams have an equal number of players.

All players will be chosen by the verbal draft. All players must be chosen and any others that register after the draft will be assigned to teams by the Senior Commissioner in order of draft position. After draft is complete, sibling and returning player rule does not apply.

RULE 4: EVALUATIONS

All new players in each division are encouraged to attend try-outs. Any new player to the park not attending try-outs for any reason will have their name placed face down on the draft table. A coach may draw at random from the pool of players at any time during the draft, provided it is his or her turn to select. If a coach chooses an 8 year old (Small Fry), 10 year old (Minors), 12 year old (Majors), and the team is not eligible, the child's name will be placed back in the pool and another selection will be made.

RULE 5: LATE SIGN-UPS

Anyone signing up after the draft, but before the last cut-off date will be assigned by the Senior Commissioner in order of which team is next pick. Late sign-ups must attend one team practice before being allowed to play in a game.

RULE 6: STARTING NEW TEAMS

A new team in Small Fry, Minors, or Majors will get the first two draft picks in the first round, then the first pick in the second round. In the third round, the team will get three picks and then fall back into the rotation as the first pick in subsequent rounds.

RULE 7: GAMES

All games will begin on time and within 20 minutes after the one prior to it ends. One hour and 45 minutes is the time limit for all games. Starting time for the game will be written on the scorebook by the head scorekeeper for that game. An inning will not be stopped once started, even if the home team is leading and batting unless a ten (10) run lead for the Majors and Minors is met after the first half of the fourth inning. In this case, the scoreboard will be cleared. This only applies to a game that is less than six innings. A new game will not start after 8:30pm.

Grace Period: There will be a ten minute grace period for the first game only.

Tie Games: If a game results in a tie after the 1 hour and 45 minute time limit, the game will resume as time allows. If a game cannot be completed within a reasonable time, the game will be resumed at a later date determined by the rain out policy and/or the rain out committee.

RULE 8: EQUIPMENT

Complete uniforms are required to be worn by all players during games. Complete outfit consists of: solid-colored pants of the same color, league provided jerseys, shoes, and league provided socks or leggings, and league provided hats. Coaches should wear league provided jerseys and hats bearing their sponsors names during games. No player will be allowed to participate in games without complete uniforms. Face masks and chin straps must be worn on batting helmet.

Picture Day: Complete uniforms are mandatory for players and coaches in order to participate.

RULE 9: PROTESTS AND COMPLAINTS

Protests must be made on the spot and before the next play or must be put in writing as outlined in the Dixie Youth Baseball Handbook.

Complaints concerning either coaches, officers or any phase of the league must be put in writing and given to a member of the Board of Directors for discussion.

Protest Committee: President, Vice-President, Senior Commissioner, Junior Commissioner from the affected area, Secretary, Treasurer and Equipment Manager

RULE 10: RESTRICTIONS

Appearance: All members of the league have an obligation to conduct themselves as decent and concerned persons. No alcohol or tobacco will be used at any time when there are players around. No profanity will be used at any time.

Coaches: All head coaches and their assistants must be approved by the Board each year. Suspension for one week from all team functions will occur if a coach is removed from the game for any disciplinary reason and they must meet with the Board for possible reinstatement to team activities.

Failure to complete games will not be allowed and will be dealt with by the Board of Directors.

RULE 11: BROTHERS-SISTERS

Parents or guardians can request siblings play on the same team or not. If the request is made, siblings are placed on the same team, provided they are in the same age group. Their selection in the draft will be automatically counted and determined as follows:

1. With one all-star team the previous year and the sibling was an all-star the previous year, he or she will be counted as a first round or subsequent pick.
2. With two all-star teams the previous year and the sibling was an all-star the previous year, he or she will be counted as a second round or subsequent pick.
3. If the sibling was not an all-star, he or she will be counted as a fourth round pick.

If all siblings are trying out, then when one is selected, all siblings in that age group belong to that team. They will be counted as back-to-back picks. Siblings signing up late may not be placed on the same team.

RULE 12: OFFICIALS

At no time will a coach approach an official during and/or after a game with a complaint or problem dealing with the game. If there is a problem, the coach must take it up with the Junior Commissioner from their area, Senior Commissioner, Vice-President or President of the league. An un-sportsmanlike approach to an official after the game calls for a one week suspension from all team activities and then a meeting before the Board to see if they will be reinstated to coach the team.

RULE 13: PLAYING TIME (*Minors and Majors only*)

Free substitution will be allowed on defense. Coaches must notify scorekeeper of defensive changes. Each player must play a minimum of six (6) defensive outs in each game. All players

on the team will be listed on the line-up sheet prior to the start of the game. Any player arriving after the start of the game (first pitch) must miss their next turn at bat before they will be eligible to enter the game on offense. They must wait until the completion of the inning to enter the game on defense.

The line-up for the game will list the starting players and all other players will be listed in the substitute areas next to or under the player they will be alternating batting with for that game. Only one substitute per batting spot will be allowed. The two players in the batting slot will alternate bats when their slot comes up in the order and these are the only slots where the substitute may bat unless an injury or ejection occurs in the game. If a player does not get to bat at least one time in a game and play 6 defensive outs due to an unusual game situation, (playing only 2 innings on defense or not getting to their turn at bat) then the player must start the next game and bat at least twice and play 12 defensive outs in that game.

PENALTY: The coach shall for the:

FIRST OFFENSE:	Receive a written warning.
SECOND OFFENSE:	Receive a suspension for the next scheduled game and forfeit the game just played.
THIRD OFFENSE:	Receive a suspension for the remainder of the season and forfeit the game just played.

Major and Minor league coaches will be required to sign the official scorebook immediately after each game. At that time they can discuss with the board members on duty all participation issues arising from the game just completed and take note of the number of pitcher's innings used. Each coach must sign both pages of scorebook.

Exceptions to the Nine-Player Rule: A game may be started and completed with eight (8) players. (Local 8 rule adopted on April 5, 2006) If a player arrives late, they will be added to the end of the batting order.

Players Arriving Late: If a player arrives to the game after the completion of two (2) innings, NO participation rules have to be met. If a player arrives to the game before the completion of two (2) innings, ALL participation rules must be met.

NOTE: IF A PLAYER ARRIVES AFTER THE COMPLETION OF TWO (2) INNINGS, THE HEAD COACH WILL NOTIFY THE UMPIRE OF THEIR ARRIVAL. FAILURE TO NOTIFY THE UMPIRE WILL RESULT IN THAT PLAYER HAVING TO MEET ALL PARTICIPATION REQUIREMENTS.

RULE 14: TOTAL PLAYERS PER TEAM

Teams are required to fill their rosters up to 12 players unless insufficient numbers of players make it impossible. If a player is lost, the coach must notify the Senior Commissioner immediately to allow for a replacement.

RULE 15: TEN RUN RULE

A ten run lead rule will be used for the Majors and Minors. If the visitor team is leading by the appropriate number of runs after 4 innings or if the home team is leading by the appropriate number of runs after 3-1/2 innings, the game is called. However, the bottom half of the fourth inning can be finished with the scoreboard cut off.

RULE 16: ALL-STARS

The coach that wins the divisional championship will have the right to coach the All-Stars, provided the league board approves. They may also, with board approval of selections, pick their assistants from the head or assistant coaches in their age division.

Each coach will submit a list of players from their team they feel should be considered for All-Star play to the Senior Commissioner by the 8th game of the season. The Senior Commissioner will accumulate the list and pass it back out to the head coaches, by game 10. Prior to the voting, head coaches will have the opportunity to add additional players from their respective divisions to the list. Each head coach will then vote on 12 players from the list they feel should be on the All-Star team. At least 9, but no more than 11 players will be selected by this vote, and will be placed on the All-Star team. The remaining player(s) will be chosen by the prospective All-Star coach from the submitted ballot.

EXAMPLE: The vote is taken and 10 players receive the most votes without a tie-breaker entering in. The 10 players will be placed on the team and the prospective All-Star coach will choose the remaining 2 players. If 9 receive the most votes they will be placed on the team and the prospective coach will choose 3 players from the submitted ballot. If 11 players receive the most votes, they will be placed on the team and the prospective coach will choose 1 player from the submitted ballot.

EXAMPLE: If 8 players or less receive the most votes, they will be automatically placed on the team. The remaining players tied for the most votes will be submitted to the head coaches for a re-vote. Once the number of players on the team reaches 9 or more, the voting will stop and the prospective head coach will choose the remaining players needed from the submitted ballots.

Three (3) board members (President, Vice-President, Senior Commissioner and/or Junior Commissioner of the Area) must be present at all All-Star elections.

All-star coaches will contact players selected after closing ceremonies.

If a child quits All-Stars for any absence deemed unacceptable by the board, that child will not be allowed to play in All-Stars the next season.

Each child is required by DYB (Tournament Rules 2004 IV; Section A) to play in a minimum of nine (9) local league games to be eligible for All-Stars unless specifically granted an exception by the State Director.

RULE 17: AWARDS

Only what the league gives out is permitted to be given to players. Teams may not go out and purchase trophies or medals for their individual teams for any reason. It is recommended that Participation Certificates be given to all league participants. Failure to abide by this rule could result in a coaching suspension.

RULE 18: ENDING AN INNING – MINORS DIVISION ONLY

In the Minors Division games only, a half inning of play will consist of three (3) outs or nine batters, whichever may come first. The ninth batter must strike out or hit the ball. Striking out the ninth batter, putting the ninth batter out at first base, catching a fly ball hit by the batter or tagging home plate can make the final out. No runs can be scored after an out is made. If there are base runners when the ninth batter comes to bat, the base runners may advance a base every time the batter is pitched four balls. If enough balls are pitched, the base runners can score. If there are no base runners, the pitching of balls to the ninth batter cannot produce any runs. The head coach is responsible for notifying the home plate umpire of the last batter. If he/she fails to notify the umpire before the last batter finishes his bat, the batter is out and all runs scored during his bat are negated.

RULE 19: SPLIT SCHEDULE INFORMATION

Season schedule will be divided into a first half and second half. There will be a first half and second half winner in the Small Fry, Minors, and Majors Division. If different teams win the first and second half, there will be a playoff game at the end of the season to determine the overall season champion for that division. If one team wins both halves there will be no play off and that team will be their division's season champion. The draft order for the following season will be determined by the overall record of each team within their division.

RULE 20: PLAYER CONDUCT

Player misconduct will not be tolerated. Appropriate action is at the discretion of the game umpire. Ejections may be appealed before the Board of Directors. Players will be automatically ejected from the game when a:

1. Player uses profanity.
2. Player throws a helmet or hat in disgust.
3. Player attempts a fake tag.
4. Player leaves the field during a game without the permission of the umpire.
5. Player engages in a fight.
6. Player deliberately attempts to hurt or injure another player.
7. Player deliberately crashes into a player who is holding the ball and waiting to make a tag.
8. Player intentionally blocks a base while not in possession of the ball.

Players are reminded that the following will not be permitted during a game. A violation will result in a warning. A second warning in the same game will result in ejection from the game:

1. Calling an opponent by a derogatory name.
2. Deliberately distracting an opponent by verbal or physical action.
3. Pounding the dugout with a bat.
4. Wearing or using improper equipment.

Any player ejected from a ballgame due to poor conduct as described under this rule will be ineligible to participate in the team's next game and practice. They must, however, attend the next game the team plays in uniform and sit with the team in the dugout. Failure to do so will result in that player being suspended from all team activities (games and practices) until the requirement is fulfilled. If they are put out a second game, they will be suspended from any team activities for a minimum of one week and must meet before the Board with parent(s) or legal guardian(s) for possible reinstatement. A third ejection will follow with an automatic ejection from the league.

RULE 21: PLAYERS CHANGING TEAMS

In the event a player requests permission to be released from one team in order to re-enter the draft for the following season, the following procedures will be followed:

1. A written request must be made by the player and his parent/legal guardian requesting release from the original team, asking permission to re-enter the draft, and stating the reason(s) for this request. This written request must be sent to the League Board of Directors.
2. The Board of Directors will, upon receiving such a request, schedule a meeting that must include the player, parents/legal guardian and the Board.
3. The Board of Directors will, upon receiving all relevant information, decide whether or not permission is granted, allowing the player to re-enter the draft. The player and parent/guardian will be informed of the Board's decision immediately or as soon as possible.

RULE 22: PRE-SEASON PRACTICE

Any team wishing to start informal practices with returning players may do so. No prospective players outside of the returning team members will be in attendance at these practices once the league registration has begun. Returning players will not be required in any way to attend.

RULE 23: PRACTICE

Due to Church schedules, Sunday practices are discouraged and Wednesday nights should be alternated among teams. To encourage efficiency and productive use of practice and game time, while minimizing the time away from family, school work, etc., total time for practices and games combined will be limited to 8 hours per week with no more than 2 hours per day.

RULE 24: MAXIMUM IN A DUGOUT

The maximum number of people allowed in a dugout during playing of a regularly scheduled game shall be four NYSCA certified adult managers plus their players. If four adult managers are used, three can be coaching and one can remain in the dugout but cannot coach.

RULE 25: STOPPAGE OF PLAY FOR INJURIES

The umpire will have full authority to stop play in the event of what is perceived to be a serious injury to a player. Stoppage of play is completely at the umpire's discretion and should follow, not be limited to, the following guidelines:

1. Play should be stopped in the event of a player being struck by a line drive, if and only if, the child appears to be injured.
2. Play should be stopped anytime a player is struck in the head or face by a batted or thrown ball.
3. Play should be stopped at any other time deemed necessary by the umpiring crew, if in their opinion, medical attention is required.

In the event of a stoppage of play, the following guidelines should be used to determine a fair ruling on the positions of runners and batter:

1. If the ball remains in the infield, play will be automatically stopped. The batter will be awarded first base, and all other runners will advance one (1) base.
2. If the ball is delivered to the outfield, play will be automatically stopped and the batter will be awarded the equivalent of a ground rule double. All other runners will be awarded the appropriate bases according to the rules of a ground rule double.

Because stoppage of play is an umpire's discretion call, it cannot be argued by coaches.

RULE 26: RAINOUTS

When a team is ten (10) runs ahead after three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

Games shortened by curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination.

Games rained out during the first half of the season on Monday or Tuesday will be made up on Wednesday of the same week. Games rained out during the first half of the season on Thursday or Friday will be made up on Saturday of the same week if at all possible. If conditions such as no available slot on Saturday or a team being required to play a double header arises, Sunday will be used as a make up day instead of Saturday. DYB pitching rules will be enforced.

Games rained out during the second half of the season will first be scheduled to fill up the designated rain out week at the end of the season. After this “rain out week” fills up, the same manner as in the paragraph above will be followed. DYB pitching rules will be enforced.

A rain out committee consisting of the Senior Commissioner, Vice-President, and Junior Commissioner of the affected area has been established to handle issues that may arise.

SMALL FRY LEAGUE RULES:

(A) AA Playing Field:

- 1) The bases will be 60 feet apart.
- 2) The pitching rubber will be located 46 feet from the back edge of home plate.
- 3) A 12-foot-diameter circle will be used for the pitching area.
- 4) A 20-foot circle will be drawn around the home plate area.

(B) AA Coaches:

- 1) There must be four NYSCA certified coaches listed on each team’s official roster. **A NYSCA certified coach must remain in the dugout at all times to watch the players.** Only three NYSCA certified coach listed on the official roster will be allowed on the playing field at one time to coach on offense (two base coaches and one pitching coach). Only one NYSCA certified coach will be allowed on the playing field at one time on defense.
- 2) The head coach is the only person who may confer with the umpires about a play or rule situation, and is the only person who is allowed to alert the umpire of the 10th batter.

(C) AA General Rules:

- 1) Teams will consist of 12 players, ages 7 and 8 as of May 1st and 4 NYSCA certified coaches.
- 2) Each team will play and bat a maximum of ten (10) players per inning. Bases will be cleared of all runners when three outs are made, with the exception of the last batter. Batting will continue each inning until all batters have batted. A team may play with eight or nine players, but must always field a catcher on defense and take an out in the batting lineup for every batting slot without a player listed on offense. The head coach must declare where these outs for missing players will be taken in the lineup before the beginning of each inning.
- 3) Four (4) complete innings will be a game unless the home team is ahead by more than 10 runs after three innings. However, the fourth inning can be played with the scoreboard off if both coaches agree. Each player must play at least 2 innings in a 4

inning game. If a game is shortened due to the run rule and the fourth inning is not played, the player who only received one inning of play must start the next game.

4) If a game is shortened by curfew, rain, or any other cause, the game shall be resumed from the point of interruption. The original lineups will be used for the resumed game. Players not listed in the original lineups but present at the resumed game will be considered a late arrival. Refer to the Rainout rules for details on scheduling of rainouts.

5) Coaches will give the scorekeeper their lineup for all four innings at least 10 minutes before the game starts. No changes in the lineup will be allowed, except for injuries or late-comers. Failure to comply with this rule throughout the season will result in a warning for the first offense and subsequent suspensions from coaching in those games thereafter. In the case of extra innings, the lineups will start over from the first inning and continue until the game is finished. Lineups will consist of players first and last names, and their numbers. **Any player arriving late is required to play at least one inning.**

6) Only the players and NYSCA certified coaches from each team will be allowed inside the playing area. Coaches will keep all equipment inside the dugout at all times.

7) All players must be in full uniform to participate. A uniform will consist of the team's official hat and jersey, baseball pants and socks, and cleats or tennis shoes.

8) EQUIPMENT: All equipment must be Dixie Youth Baseball Approved.

(D) AA Pitching

1) *Coach Pitcher*: The team at bat will furnish a NYSCA-certified coach from their official roster to pitch to their team. The coach will have his back foot in contact with the rubber when he pitches the ball. The coach who is pitching is responsible for getting out of the way of a hit or thrown ball. If he intentionally interferes with the ball or the fielder, the runner is out. The coach shall exit the playing field behind the play to avoid interference. If the coach pitcher is accidentally hit by the ball, the ball is live and should be played as a live ball. The coach pitching can only coach the batter before the pitch is delivered to the plate, and cannot coach in any other aspect once the ball is live. Failure to comply with this rule will result in a verbal warning for the first offense and removal from the game for the second offense. Teams may change pitching coaches at any time in the inning if needed. Coaches must pitch from an upright position and the ball must be thrown overhand. A pitch cannot be delivered from the kneeling position.

2) *Player Pitcher*: The defensive team will place a player in the designated area at the pitcher position. The player in the pitching area must have at least one foot inside the designated 12-foot pitching circle when the ball is pitched, must stand in position either on the left or right side of the coach pitcher or behind the coach pitcher, and must not be any closer to the batter than the pitching rubber. The player pitcher cannot leave the circle until the ball hit and must not interfere with the coach pitching. Penalty for not following these rules: the offensive coach has the option of accepting any part of the play

or taking a no pitch. **The player pitcher must wear a batting helmet with face mask and chin strap while playing the pitcher position.**

3) To stop the play, both feet of the player in the pitching area must be within the circle and he shall have the ball under control in his possession. A pitcher or other player catching a hit ball within the circled area behind the pitching rubber, may make a play to any base, without time being called if it is the opinion of the umpire that the play was continuous. A pitcher or any other player may run through the circle to make a play on a runner if it is continuous.

(E) Batting and Base Running

1) **BATTER'S BOX:** There will be a batter's box drawn at home plate. Batters must bat from inside the box. The size of the box will be 2 ft x 4 ft. A batter making contact with the ball with either foot completely outside the batter's box will be called out.

2) Each batter will be given three (3) strikes or swings unless foul tipped. If the batter takes more than three good pitches without swinging, the umpire will give a warning to coach pitcher followed by calling strikes.

3) Coaches will be allowed to position each batter only once per inning.

4) No walks, bunting, hit batter, or catcher's interferences will be allowed. Catcher's interference will be a no pitch and intentional bunting will be a strike.

5) **SLUNG BATS:** The umpire shall give one warning per team to the Head Coach; the second slung bat for that team will be an automatic out regardless of the player.

6) No loud chanting or calling swing at the opposing team.

7) No infield fly rule will be used.

8) A play can be made on base runners at any time until the ball is dead. The ball is dead when the player playing the circled area around the pitching rubber receives the ball and has control with both feet within the circled area or if all base runners are forced to stop or return to base under the threat of making an out. Base runners may advance at anytime at their own risk. **There are no HALFWAY MARKS.** If the runner has left the base before time is called or the ball is returned to the player pitcher in the circle, that runner may advance. When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead and time shall be called. If a member of a defensive team causes one runner to stop or return to a base and then makes a play on another base runner, the ball is live and all base runners may advance at their own risk. Runners may advance on a fly ball that is caught fair or foul at their own risk.

9) No stealing is allowed. Base runners must be in contact with the base when the ball is pitched and can only advance when the ball gets to the plate. If a player leaves the base too soon, the defensive coach has the option of taking any portion of the play or a no pitch.

10) Any runner will be out, while the ball is alive, if they are aided or interfered with by their coach attempting to help them with the play in a manner such as touching or pushing them.

11) A runner missing a base will be called out only if the opposing coach makes an appeal to the umpire before the next pitch is delivered. If the last batter misses a base, the appeal must be before the last defensive player leaves the field.

(F) Last Batter Rules:

1) A 20-foot circle (10 foot radius) will be drawn around the home plate area. The only player that can put the tenth batter out at home is the pitcher and catcher. Only the catcher and pitcher can tag home plate on the last batter. Everyone else must play their position. No other player besides the pitcher and catcher may enter the home-plate circle on the last batter. The only exception will be to field a batted ball. No infielder will be allowed to back up on the grass area and no outfielder will be allowed to play the infield. Outfielders cannot run the ball into the plate on the last batter. Failure to abide by these rules will result in all runs scored.

2) The last batter can be out only by a strike out, a caught fly ball, a force out at first base or by tagging home plate with the ball in possession. A put out at first means third out and no runs score. No runs can score after home plate is tagged. No runner can be tagged out and last batter can only be forced out at first. A ball that bounces over the fence or is considered a ground rule double will be counted as a homerun.

3) The head coach is responsible for notifying the home-plate umpire of the last batter. If he does not and the batter makes contact with a pitch, the batter will be called out and any runs that score are negated.

(G) Defensive and Coaches Rules:

1) Any ball viewed as intentionally thrown over the fence in any way by a defensive player on the tenth batter will be considered a homerun

2) Coaches will be allowed to coach at each baseline but must stay within the marked off area. Only one (1) defensive coach will be allowed on the field and must remain within the coach's box. Only one (1) coach will be permitted on the field at a time to confer with the defense during a time out. Defensive coach cannot talk to their players when the pitcher is throwing the ball. Failure to abide by these rules will result in a charged time-out and a warning for the first offense and automatic ejection from the game for the second offense. Only two time outs per inning will be allowed except for an injury.

- 3) Coaches cannot switch players on defense once the inning has started (first pitch). Where the player starts is where he must finish.
- 4) A coach's box will be drawn 3 feet x length of dug-out. If the coach steps out of the box while the ball is in play, a time-out will be charged for the first time. If he steps out a second time, he will be ejected from the ballgame.
- 5) If the coach coaching the base path leaves the coach's box, the team will be issued a warning. The second offense results in an automatic ejection from the game.
- 6) Any coach being ejected for any reason must meet with the Board of Directors before resuming coaching duties.
- 7) **CATCHERS:** Catchers must bat in one of the first six batting orders. Catchers should wear protective cups. No team will be permitted to switch catchers during an inning except due to injuries. Catchers must retrieve the ball after each pitch and throw the ball back to the pitcher. A catcher must be in the squatting position when the ball is pitched. All teams must field a catcher, regardless of the situation.

PEE WEE RULES:

- 1) Bases will be located equally 55 feet apart.
- 2) A reduced injury "incredi-ball" will be used. Regular practice balls and regular baseballs are not to be used in games or during practices.
- 3) Each game will consist of three (3) complete innings or one (1) hour time limit. Bases will not be cleared of all runners when three outs are made. Each coach is required to submit a completed lineup before the beginning of each game. No substitutions or changes in the batting order will be allowed except in the case of injury, sickness, or absentee child.
- 4) The scoreboard will not be turned on. Coaches are highly discouraged from keeping score. They are encouraged to instruct parents not to make a judgement about who won or lost the game.
- 5) Standings will not be kept.
- 6) No All-Stars will be selected in the Pee Wee Division.
- 7) There will be 13 players on a team. All 13 players will play on defense and all 13 players will bat each inning. If all 13 players are not present, then the team will bat and play with the number of players that have arrived for the game. Example: Team A begins a game with 10 players, Team B begins with 12 players. Team A will bat 10 players in the inning and field 10 players. Team B will bat 12 players and field 12 players. The emphasis is on participation.

- 8) No post-season awards (trophies, plaques, etc.) will be given by the coaches or team parents. Only awards given out by the league are allowed. All Pee Wee players will receive a participation trophy at closing ceremonies.
- 9) The batting tee can be used at any time during the game.
- 10) There is a maximum of 4 NYSCA certified coaches allowed on the team. Coaches will be allowed to stand in the outfield to coach players.
- 11) A maximum of one base may be awarded to any player as a result of an overthrow to any base or on the return throw to the pitcher. Play stops once the pitcher is in control of the ball and has both feet inside the pitcher's circle.
- 12) Coaches are encouraged to pitch to players as often as possible. Coaches will pitch from the forward rubber located 40 feet from home plate. One foot must be in contact with the rubber upon delivery of the ball to home plate. A pitch cannot be delivered from the kneeling position.
- 13) There will be no limit on foul balls. Strikes will be called when a player completely misses the ball and/or hits the tee. A player hitting a foul ball on the third strike will not be called out. A batted ball which does not completely leave the home plate circle is considered a foul ball.
- 14) Players shall not abuse home plate.