



PLAYING RULES

1. There will be a six (6) run limit per $\frac{1}{2}$ inning.
2. It is **mandatory** that each player play a **minimum** of two innings in the field within the first four innings of each game.
3. If a player is injured, sick, or misses a turn at bat for any reason, he/she cannot re-enter the game. If a player becomes injured or sick while on base, the player making the last out will pinch run for him/her. If a player becomes injured by being hit with a batted ball in the face, throat or head, or if, in the judgment of the umpire, there is an injury that is deemed serious, time will be called immediately and all players will be awarded one (1) base if the injury is to an infielder and two (2) bases if the injured player is an outfielder.
4. The week shall begin on Saturday and end on Friday. **For the nine thru twelve year old age groups:** If a pitcher has pitched three full innings and throws one pitch in the fourth inning, he/she shall not pitch again for 48 hours from the time they leave the pitcher's mound. During regular season play, the maximum innings a pitcher may pitch per week shall be eight (8). During tournament play, the maximum innings will not exceed twelve (12). **For the thirteen/fourteen year old age group:** if a pitcher has pitched four full innings and throws one pitch in the fifth inning, he/she shall not pitch again for thirty-six hours after leaving the pitcher's mound. During regular season play, the maximum innings a pitcher may pitch per week will be twelve (12). Violation for infraction of this rule will result in forfeiture of the game. .
5. Players arriving after the start of a game will be placed at the end of the batting order with no penalty as long as the batting order has not batted around. After that, the player is ineligible to enter the game.
6. Games may start and play with only eight players. Exception: Three & Four year olds.
7. If an inning begins before time expires, the complete inning will be played unless the home team is ahead. However, no new innings will commence unless there is a tie. Time limits are as follows:
 - i. 5 & 6-Year Olds 55 minutes
 - ii. 7 & 8-Year Olds 1 Hour & 10 Minutes
 - iii. 9 & 10-Year Olds 1 Hour & 30 Minutes
 - iv. 11 & 12-Year Olds 1 Hour & 40 Minutes
 - v. 13 & 14-Year Olds 1 Hour & 40 Minutes
8. In the event of a tie at the end of a game, one additional inning will be played to try to break the tie. If the tie remains unbroken after the extra inning, the game will be officially recorded as a tie.

9. The Home Team will be responsible for providing an **adult** scorekeeper to keep the official scorebook and the Visiting Team will be responsible for providing an **adult** to work the score brain. It is the responsibility of the last home team of the day to ensure that the official scorebook, score brain and equipment bag (if applicable) is returned to the concession stand. The home team coach of the first game is responsible for lining the field. There will be **no** coaching from the scorekeeper's booth. No children are allowed in the scorekeeper booth during games.
10. The head coach is, **at all times**, responsible for the conduct of their assistant coaches, players and parents. Poor sportsmanship will not be tolerated. **One** warning will be given to the offending party. Violation of these and any other conduct rules generally accepted as community standards shall constitute grounds for immediate expulsion from the Association event. Repeat offenses may bar future participation in South Cherokee events if so determined by the Baseball Board of Directors. This shall apply to all coaches, parents, players and spectators.
11. Arguing with the umpires will not be tolerated and may result in ejection from the game. **Any** coach or player that is ejected from a game for any reason shall be required to sit out their next scheduled game. **No exceptions.**
12. 3&4 league coaches are allowed to pitch to players; please limit to 3 pitches before using the tee. The 5-year-olds in the 5&6 league will have a total of seven attempts to put the ball in play; he/she may use the tee after four pitches. 6-year-olds will have a total of five pitches, with players called out after three swinging strikes. If a batter does not swing at the 5th pitch, the batter will be called out. If a batter fouls off the fifth pitch, the batter continues to hit until he swings and misses or puts the ball into play.
13. For all age groups: if a male catcher squats down behind home plate, they must wear a cup. A chinstrap is optional equipment on batting helmets.
14. Each Head Coach will be furnished with one dozen game balls. Each coach must provide a **wrapped** game ball to the Home Plate Umpire at the start of each game.
15. The first time a player slings the bat, a warning will be given. If the player slings the bat a second time, he/she will be called out.
16. All eligible players will be in the batting lineup. All three, four, five, and six year old players will play up to 10 (4 OF) in the field each inning and may have two coaches in the outfield. Outfield coaches **MUST** remain on the grass and **behind** the outfield players. The penalty for this infraction shall be a delayed dead ball option to the offense once the play is complete.
17. A coach may never touch a player, either to advance the runner or to hold a runner on base. This will result in an immediate out. In all coach pitch leagues, as soon as the ball is hit, the coach-pitcher must immediately retrieve the bat and leave the field of play. The offensive coach (pitcher) that does not attempt to get off the field and interferes with the defensive player keeping him from making a play will result in the runner being called out. No runners will advance.
18. Coaches **CANNOT** run up and down the baseline or outside the fences coaching the players. If there is no coaching box drawn, the base coaches must remain in the vicinity of the base. The coach will be replaced after one warning of this violation. With the exception of the base coaches, all players and coaches **MUST** remain in the dugouts throughout the game.
19. For the 5, 6, 7, and 8 year old leagues, the coach may pitch anywhere from in front of the 20 foot foul arc to the pitching circle. He may not cross the foul line or enter the pitching circle. He must keep one foot on or straddle the pitching line. Failure to do so will result in the defensive team getting the choice of the play or re- bat.

20. Should a question arise as to the interpretation of the playing rules, only the head coach may appeal or protest. A protest which involves an umpire's judgment may not be made. The only legal protest is one in which there is a violation of playing rules which will result in the replaying of the game from the point of the infraction or the use of an ineligible player or substitute and which will result in forfeiture of the game by the offending team. The protesting coach must immediately notify the umpire that the game is being played under protest. The time of the protest, the infraction and the exact image of the field at the time of the infraction shall be made in the official scorebook. An appeal play will be handled in a similar manner. The Head Coach shall ask for, and be granted, time. The appeal will be made to the umpire who made the call and, at his discretion, can either accept help from or deny help from, the second umpire.

21. The Baseball Board of Directors is responsible for closing the park and releasing the teams from play due to inclement weather. Any coach that releases their team without Board of Director approval shall forfeit the game. Umpires **do not** have the authority to release teams.

22. A total of four (4) Adults, including the team mother, are allowed in the dugouts during games. **No Exceptions.**