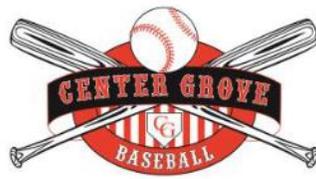




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Center Grove Youth Baseball Guidelines

I. Facilities.

- A. Parking is allowed in all designated areas. Parking is at your own risk.
- B. Obey a maximum speed limit of 10 mph throughout ballpark.
- C. Please help keep the park clean for everyone, Trashcans are available at every diamond and throughout the ballpark. ****Remember we are a volunteer organization!*** Parents, Coaches and Players are all asked to police all dugouts and under bleachers for trash.
- D. After each game, all teams are responsible for keeping the park looking great. Home Teams should be raking the diamond upon the completion of games and the Visiting Teams shall be collecting trash. If the cans are full, please volunteer yourself to dump in the dumpsters near the concession stand.

II. Game Preparation.

- A. Both teams are responsible for preparing the field for the games. This may include lining the diamond and, upon completion of the game, grooming the diamond. Infield practice is not guaranteed, but when available will begin fifteen (15) minutes before the start of the game. Each team gets approximately seven (7) minutes of infield practice with the visiting team going first and then the home team.
- B. All games will begin as close to the scheduled time as possible, which may limit the time available for infield practice. Infield practice between games will depend upon available time. Any available time will be divided equally between the two teams.
- C. In the event of rain on Friday night, all managers and coaches are requested to come to the field by 8:00 a.m. Saturday in an attempt to get the diamonds in shape and avoid a delay of any games that day.
- D. Managers and coaches should not assume that any game has been rained out. Your team is responsible for reporting to the field at the scheduled time unless otherwise instructed. The Officer of the Day present will make the decision. Updates will be sent out via email, posted on cgyouthbaseball.com and updated on Facebook (Center Grove Youth Baseball) and Twitter (@cgyouthbaseball).

III. Weekly Activities

- A. The maximum number of activities (games plus practices) allowed per week is three.



IV. Accidents

- A. All accidents or injuries must be reported immediately to the Officer of the Day as a matter of record. If the injury appears to be serious, keep the player still and contact the Officer of the Day. **Note: All injuries sustained during a game or practice requiring medical attention, must have an Accident/Injury report filled out by the Manager and submitted to the Safety Officer. See form in Appendix A.**

V. Replacement Players

- A. If a team should permanently lose a player or players after the draft, contact the Player Agent or League Director immediately. A permanent replacement player will be added (if available) in a timely fashion any time prior to the last two weeks of the regular season.

VI. Sportsmanship

- A. Managers and coaches are responsible not only for their own conduct, but the conduct of their players and fans as well. Please take notice of the following rules:
 - i. There shall be no jeering or distractions involving players, whether in the dugout or in the field.
 - ii. No profanity or obscene language will be tolerated on the part of anyone.
 - iii. No smoking in the dugouts or on/near the playing field by anyone.
 - iv. No foreign objects shall be thrown onto the field.
 - v. Please, do not question calls, we are all volunteers.
 - vi. All managers, coaches, parents, and fans are expected to set a positive example for their team.
 - vii. Poor Sportsmanship Issues will be reviewed as needed by the League's Executive Board and can result in suspension/removal from League

VII. Equipment

- A. The league will provide each player with a shirt and a hat. Players are responsible for gloves, helmets, bats, pants and cleats. Helmets may be available upon request.
- B. All bats with either the USA Baseball or USSSA 1.15 BPF stamp are eligible for use in the CGYB rec. and travel league programs. This includes small and big barrel diameters, including 2 1/4" up to 2 3/4". Bats must have ONE of these stamps to be eligible.



Rookie 4/5 Rules

The Rookie 4/5 League is an instructional/recreational league aimed at introducing the game of baseball to four and five-year-old players. Emphasis should be on having fun while teaching baseball fundamentals and good sportsmanship.

I. Games

- A. Games should start on time to increase the likelihood of a complete game. Time Limit for all games is one hour or three innings (whichever is first). Games may be shortened on account of darkness if, in the opinion of both coaches, it is too dark for play to safely continue.
- B. Each team shall provide three league issued game balls for use during games. Only league issued balls are acceptable.

II. Pitching

- A. Coaches may pitch overhand or underhand to their own batters. The use of a batting tee can also be employed after a maximum of 6 pitches. The important issue is that the batter be given the best opportunity to put the ball in play.
- B. The coach must pitch from as close to within the pitching circle as possible while still being able to deliver pitches in the strike zone. The coach may pitch from a standing or kneeling position.
- C. The player in the pitcher's position ("pitcher's helper") will begin play behind the pitching rubber (or cone if no rubber) and within the pitching circle. A batting helmet with a face guard must be worn for protection.

III. Batting

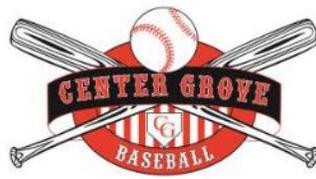
- A. The Visiting (Away) Team bats first.
- B. A batting order that includes all team members present will be established prior to the game and followed throughout the game.
- C. Once the game has started, a player arriving late will be inserted at the end of the batting order, unless that batting position has not yet occurred for the first time.
- D. No "on deck" batters allowed. The "on deck" batter must wait in the dugout until called to bat. The "on deck" batter is not allowed to pick up a bat until leaving the dugout to take a turn at bat. This is a safety rule that must be strictly adhered to.
- E. There will be no batting practice taken on the infield prior to the start of a game. Baseball soft toss into the fence or backstop is strictly prohibited.



- F. When a batting tee is used, position the tee directly in front of home plate. Align the batter's stance with home plate, not the tee, to achieve the proper arm extension and correct hitting position.
- G. There are no strikeouts. The entire batting order will bat each inning.
 - i. Each batter is allowed six pitches.
 - ii. If, after six pitches, a player has not hit a fair ball, the batting tee shall be used.
 - iii. Standard foul ball interpretation shall apply.
 - iv. No bases on balls allowed.

IV. Defensive Alignment

- A. Fill all infield positions first, and then station the remaining players in outfield positions. There will be no more than six players in the infield, including a catcher. The remaining players must be positioned in the outfield grass at a distance that is halfway between the infield dirt and the outfield fence. There will be no substitutions all players will play every inning.
- B. Catchers will be outfitted in full equipment. The catcher should be positioned in the batting circle that is four feet behind home plate. This four-foot positioning is a function of the need to ensure the safety of the catcher. Children of this age should not be expected to perform, as they will in later years, so they should not be positioned immediately behind the batter. Please adhere to the four-foot distance to adequately protect the catcher.
- C. It is expected that a minimum of nine players be present for each team to begin the game. Once again, this is an instructional league and, if both coaches agree, the game may proceed with fewer players. Note: For the integrity of the game and safety of the players, at least seven players must be present for each team to begin and end the game.
- D. Defensive coaches are allowed in the outfield with the players. Offensive coaches allowed on the field consist of only the base coaches and the pitcher. Coaches should not touch a "live" ball.



V. Base Running

- A. A runner must attempt to avoid contact on plays at the bases or home plate. It is expected that the runner will slide feet first in those situations. If the fielder has the ball, the runner should slide feet first when possible or make every attempt to avoid contact. If the fielder does not have the ball but is blocking the base or home plate, he is guilty of obstruction.
- B. There are no headfirst slides permitted unless returning to the last occupied base.
- C. On a defensive overthrow, no runners may advance. Only one defensive overthrow per batter.
- D. All runners must only take only one base each time the ball is put in play.



Rookie 6 Rules

The Rookie 6 League is a fun, instructional but competitive league designed to advance the players skills and prepare them for the next step. 6U is a 100% coach pitch league and is no longer tee ball. Diamonds are age appropriate and the rules are designed to protect, but not overload the players. Sportsmanship is still a point of emphasis.

I. Game Duration

- A. Games consist of six (6) innings or the time limit is met, whichever occurs first. A new inning will not be started if **1 hour and 15 minutes** has passed since the start of the game. **Games will be stopped promptly at 1 hour and 30 minutes.**
- B. A new inning begins when the third out is made in the previous inning.
- C. If one of the following occurs, the ½ inning will end:
 - i. After three (3) “fielding” outs made by the players in the field (not including strikeouts); which include caught pop fly, tag out, or force outs. Strikeouts do not count toward the number of team outs per ½ inning. *(Note: League Director has ability to adjust this rule anytime during the season to encourage player progression.)*
 - ii. A team bats through the full order of their line-up.
- D. Games may be shortened on account of darkness if, in the opinion of the Officer of the Day, it is too dark for play to safely continue. The Officer of the Day also has the authority to end the game.

II. Pitching

- A. Coaches will pitch the entirety of each game. Coaches will pitch to their own team and must pitch overhand from the pitcher’s plate of 40-42’.
- B. The player in the pitcher’s position (“pitcher’s helper”) will begin each play behind the pitcher’s plate and within the pitching circle. A batting helmet with a faceguard must be worn by the “pitcher’s helper”.

III. Batting

- A. A batting order which includes all team members present will be established prior to the game and followed throughout the game.
- B. Once the game has started; a player arriving late will be inserted at the end of the batting order unless the batting position has not yet occurred for the first time.



- C. No “on deck” batters allowed. The “on deck” batter must wait in the dugout until called to bat. The “on deck” batter is not allowed to pick up a bat until leaving the dugout to take a turn at bat. This is a safety rule that must be strictly enforced.
- D. No bunts are allowed.
- E. The following batting rules apply:
 - i. Strikeouts occur through swings not “called strikes”.
 - ii. Each batter is allowed three (3) swinging strikes.
 - iii. Every pitch after the sixth (6th) pitch will automatically be a called strike.
 - iv. If, on the third strike, the batter misses the ball, the batter is out. A Player’s at-bat will continue if Batter foul tips.
 - v. No base on balls is allowed.
- F. There will be no batting practice taken on the field immediately prior to the start of a game. Baseball soft toss into the fence or backstop is strictly prohibited. Provided it does not interfere with another team, tennis balls or plastic golf balls may be used for batting practice only in the outfield area.

IV. Defensive Alignment

- A. Ten (10) players are allowed in the game at the same time defensively. The defensive team shall use four (4) outfielders, equally spaced apart.
- B. In an attempt for all players to experience as many positions as possible, we encourage rotating positions in the field each new inning.
- C. A minimum of nine (9) players must be present for each team to begin the game.
- D. After the start of the game, if a team is unable to play the game with a minimum of nine players, then the game cannot continue.

V. Base Running

- A. A runner must attempt to avoid contact on plays at the bases or home plate. It is expected that the runner will slide in those situations. If the fielder has the ball, the runner should slide when possible or make every attempt to avoid contact. The runner may be called out if he does not slide and a collision occurs. If the fielder does not have the ball but is blocking the base or home plate, he is guilty of obstruction.
- B. There are no head-first slides permitted unless returning to the last occupied base.



- C. A maximum of one (1) extra base on a hit or defensive overthrow may be taken. The extra base is not automatic, runners advance at their own peril. (Rule of thumb- if you wouldn't advance in a HS game, don't send the runner).
- D. No steals are permitted.
- E. Runners shall not advance on a "passed ball".
- F. "Courtesy runners" do not apply since all players are in the batting order.

VI. Special Notes

- A. Each team shall supply at least one new game ball for use during the game.
- B. The Home Team will occupy the dugout along the third base line.
- C. Base coaches may be adults only. There are no more than four adults allowed in the dugout or playing field. One adult must always be in the dugout.
- D. All players must be in full uniform identical in color and style to participate. This includes, but is not limited to, baseball caps, shirts, and pants. The catcher's mask must have a dangling throat guard.
- E. To help keep the game moving, have your catcher keep his shin guards on if he is not one of the first three batters in an inning. After his turn at bat, promptly have him put his catcher's gear back on.
- F. The infield fly rule is **not** in effect for this league.



Single A (40/60) Rules

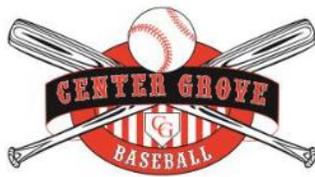
The Single A League is an instructional/recreational league focusing on building players fundamentals while introducing the competitive aspect to the game of baseball. Emphasis should be on having fun while teaching baseball fundamentals, team play and good sportsmanship.

I. Games

- A. Games consist of six (6) innings or the time limit is met, whichever occurs first. A new inning will not be started if **1 hour and 30 minutes** has passed since the start of the game. **Games will be stopped promptly at 1 hour and 45 minutes.** A new inning begins when the third out is made in the previous inning. Games may be shortened on account of darkness if, in the opinion of the Officer of the Day, it is too dark for play to safely continue. The Officer of the Day also has the authority to end the game.
- B. A maximum of 5 runs may be scored for the first 4 innings. Unlimited runs may be scored in the last 2 innings.
- C. Mercy Rule is 18 runs after 4 innings and 15 runs after 5 innings.

II. Defensive Alignment

- A. Ten (10) players are allowed in the game at the same time defensively. The defensive team shall use four (4) outfielders, equally spaced apart. Outfielders must play halfway between the edge of the infield and the fence. Make sure outfielders are positioned properly each inning – this should be enforced by all coaches. Games can start with 9 players. Pitcher's Helper must be even with or behind the rubber.
- B. In an attempt for all players to experience as many positions as possible, we encourage rotating positions in the field each new inning.
- C. A minimum of nine (9) players must be present for each team to begin the game.
- D. After the start of the game, if a team is unable to play the game with a minimum of eight players, then the game cannot continue.
- E. Players must play at least 4 defensive innings per game. Players must play 1 inning in the infield each game – move them around and let them play more during the regular season despite their skill level. Please try to give kids the chance to play multiple positions during the regular season.



III. Pitching

- A. Players will pitch the first 1 inning for the first 3 games. After the 3rd game it will be player pitch for 2 innings. Coaches will pitch the final 5 innings in the first 3 games, and the final 4 innings the rest of the season. **Coaches must pitch overhand from the rubber with 1 foot on the rubber as you are releasing the ball.**
- B. The Pitching Rubber is to be Forty (40) feet from home plate.
- C. Players will only be allowed to pitch 1 inning per game and no more than three (3) consecutive games.
- D. One Mound Visit per inning will be allowed.
- E. It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required rest days below:

Daily Max (Pitches per Game)	0 Days Rest	1 Days Rest	2 Days Rest
50	1-20	21-35	36-50

IV. Batting

- A. All players will bat. A batting order which includes all team members present will be established prior to the game and followed throughout regardless of whether the player is in the game defensively.
- B. Regular baseball during player pitch with expanded strike zones.
- C. During coach pitch, batter gets 6 pitches to hit the ball. If they foul off the 6th pitch, they get another pitch, etc. Batters can strike out before the 6th pitch. Swinging strikes and foul balls count as strikes. No called strikes on coach pitch.

V. Base Running

- A. 1 base on an overthrow, even if the defense tries to throw it again.
- B. Runners are not to advance if the ball is “Under Control” in the infield. “Under Control” does not necessarily mean in a player’s glove. If you would not run in a high school game, you are not to run in this game. Do not make 8-year old players look bad. No headfirst slides unless back into a base. No Lead Off’s and No Steals.



VI. Coaching

- A. Both teams are required to keep a scorebook. The home team will be considered the official book and must report scores and pitch counts within 24 hours to "*director's email*". Scorekeepers should confirm score and pitch count with opposing scorekeeper after each inning.
- B. The Home team will be in the third base dugout.
- C. No Defensive coaches on the playing field. Defensive coaches may position themselves inside the dugout or along the dugout fence out of the flow of play. Offensive Coaches will be the base coaches and pitcher (when applicable), all other coaches shall remain in the dugout.
- D. Coaches – We will not put up with arguing with umpires about calls. Please talk with your parents and other coaches about harassing umpires during the games. If there are any issues, please notify my ASAP.

VII. Special Notes

- A. Teams with 13 Players will be allowed an additional defensive player, to be placed in the outfield only



Minor League (46/65) Rules

The Minor League is fun but competitive league designed to advance the players skills and introduce them to a more complete game of baseball.

I. Games

- A. Games consist of six (6) innings or the time limit is met, whichever occurs first. A new inning will not be started if **1 hour and 30 minutes** has passed since the start of the game. **Games will be stopped promptly at 1 hour and 45 minutes.** A new inning begins when the third out is made in the previous inning. Games may be shortened on account of darkness if, in the opinion of the Officer of the Day, it is too dark for play to safely continue. The Officer of the Day also has the authority to end the game.
- B. 5 runs may be scored in the first 4 innings. Unlimited Runs in the final 2 innings.
- C. Mercy Rule is 15 runs after 4 innings and 12 runs after 5 innings.

II. Defensive Alignment

- A. Players must play at least 3 defensive innings. Please give kids the chance to play multiple positions, including infield, during the regular season. The Tournament is an opportunity to play more competitively.
- B. No Rule on infield/outfield playing time requirements. Coaches discretion about playing position as long as playing time is equitable.
- C. Ten (10) players are allowed in the game at the same time defensively. The defensive team shall use four (4) outfielders, equally spaced apart. Outfielders must play halfway between the edge of the infield and the fence. Make sure outfielders are positioned properly each inning – this should be enforced by all coaches. Games can start with 9 players.
- D. A minimum of nine (9) players must be present for each team to begin the game.
- E. After the start of the game, if a team is unable to play the game with a minimum of nine players, then the game cannot continue.
- F. Catchers are required to protective cups
- G. Infield Fly Rule is in effect.
- H. Defense Must stop the lead runner to halt play.



III. Batting

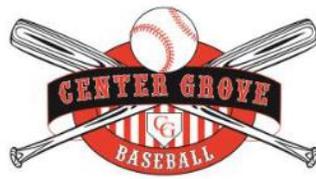
- A. All players will bat. A batting order which includes all team members present will be established prior to the game and followed throughout regardless of whether the player is in the game defensively. If a player arrives after the start of a game, they must go to the end of the lineup and the opposing coach must be notified.
- B. No on deck circle – all players must remain in the dugout prior to batting.
- C. Big Barrel Bats are allowed provided the USA/USSSA stamp is visible and intact.
- D. Hands are considered part of the bat. If a pitched ball hits the batter’s hand when no swing is attempted, it is a fall foul.
- E. Batters may not advance on dropped 3rd strikes.
- F. No fake bunts

IV. Pitching

Daily Max (Pitches per Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
75	1-20	21-35	36-50	51-65	66+

- A. Players will pitch all 6 innings. Umpires will be utilizing an expanded strike zone.
- B. The Pitching Rubber is to be Forty-Six (46) feet from home plate.
- C. If 4 batters reach base without a hit (walks + hit by pitch) in an inning then the pitcher must be removed.
- D. If a player plays the Catcher position more than 2 innings, then they may not pitch on the same day. If the player catches 2 full innings or less, they may pitch a maximum of 35 pitches. If a player pitches even one pitch, they cannot catch more than 2 innings in the same game.
- E. It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required rest days below:

*Ex: If a Pitcher has 51-65 pitches on Saturday, they cannot pitch until the following Thursday. Rest Days would be: Sunday, Monday, Tuesday, and Wednesday



V. Base Running

- A. No headfirst slides allowed, unless returning to a base.
- B. No Lead off's.
- C. For the following rules a "passed ball" will be defined as a pitch that has exited the dirt area surrounding home plate; including any pitch where the ball is blocked by the catcher but goes into the grass area surrounding home plate.
 - i. Baserunners may advance, at their own peril, 1 base on a passed ball. Direct Steals will be prohibited.
 - ii. Any baserunner who steals on a pitch not ruled a passed ball may still be tagged out, but will be sent back to the original base upon time being called.
 - iii. Baserunners shall not advance to home plate by reason of a passed ball.
 - iv. If a baserunner decides to return to their original base during play, they must continue back to the base (no intentional pickle). One warning will be issued per game, subsequent instances will be deemed delay of game and runner will be out.
 - v. Courtesy baserunner rule is in effect. There must be two outs and you may only pinch run for the player who played catcher in the previous inning. The pinch runner must be the last player who recorded an out, and the player who is being run for must return to the catcher's position.
 - vi. A Batter who has been walked may only advance to first base.

VI. Coaching

- A. A Maximum of 4 Managers/Coaches on the field per team, including scorekeeper.
- B. Each teams scorekeepers should compare score and pitch count after each inning. Home team is the official score book and should report the score of the game as well as pitch counts for all pitchers involved in the game within 24 hours to "[director's email](#)".
- C. Coaches – We will not put up with arguing with umpires. Please talk to assistant coaches, parents and fans about not harassing umpires during the games. Please reiterate that an expanded strike zone is in effect.
- D. Infield Fly Rule is in affect.
- E. Defense Must stop the lead runner to halt play.



Major League (50/70) Rules

The Major League (5th, 6th and 7th Grades) is fun but competitive league designed to advance the players skills and prepare them for the next step.

I. Games

- A. Games consist of six (6) innings or the time limit is met, whichever occurs first. A new inning will not be started if **1 hour and 30 minutes** has passed since the start of the game. **Games will be stopped promptly at 1 hour and 45 minutes.** A new inning begins when the third out is made in the previous inning. Games may be shortened on account of darkness if, in the opinion of the Officer of the Day, it is too dark for play to safely continue. The Officer of the Day also has the authority to end the game.
- B. 5 runs may be scored in the first 4 innings. Unlimited Runs in the final 2 innings.
- C. Mercy Rule is 15 runs after 4 innings and 12 runs after 5 innings.

II. Playing Time

- A. Every player must play equitably in all games. This is recreational baseball, and we want all players to have similar opportunities in all games.
 - i. Opposing coach's dispute needs to involve other coach first (respectfully). If no solution is reached, please find director or other appropriate league member on location for the day.
- B. No Rule on infield/outfield playing time requirements. Coaches discretion about playing position as long as playing time is equitable.
- A. In an attempt for all players to experience as many positions as possible, we encourage rotating positions in the field each new inning.
- B. A minimum of eight (8) players must be present for each team to begin the game.
- C. After the start of the game, if a team is unable to play the game with a minimum of eight players, then the game cannot continue.



III. Pitching

- A. It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required rest days below:

Daily Max (Pitches per Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
85	1-20	21-35	36-50	51-65	66-85

*Ex: If a Pitcher has 66-85 pitches on Saturday, they cannot pitch until the following Thursday. Rest Days would be: Sunday, Monday, Tuesday, and Wednesday

- B. If a player plays the Catcher position more than 2 innings, then they may not pitch on the same day. If the player catches 2 full innings or less, they may pitch the full pitch calendar above. If a player pitches even one pitch, they cannot catch more than 2 innings in the same game.
- C. Balks will be called by umpire discretion. If deemed to be an intentional act there will be no warning and bases awarded. If deemed to be unintentional, one warning shall be issued, subsequent occurrences shall result in bases being awarded.

IV. Batting

- A. All players will bat. A batting order which includes all team members present will be established prior to the game and followed throughout regardless of whether the player is in the game defensively. If a player arrives after the start of a game, they must go to the end of the lineup and the opposing coach must be notified.
- B. If batting out of order occurs and the opposing coach appeals – the batter that should have hit is deemed out.
- C. No on deck circle – all players must remain in the dugout prior to batting.
- D. Big Barrel Bats are allowed provided the USA/USSSA stamp is visible and intact.
- E. Hands are considered part of the bat. If a pitched ball hits the batter’s hand when no swing is attempted, it is a fall foul.

V. Base Running

- A. Leadoffs and Steals are allowed.
 - i. Gentleman’s agreement – no open steals if team is up by 8 or more runs. You may advance on passed balls no matter the score.



B. Dropped 3rd Strike

- i. If runner on first base and less than 2 outs, the batter is out. The play is live and runner on first base can advance at their own peril.
- ii. If no runner on first base and less than 2 outs, Batter may attempt to reach first base. Defense must throw the ball to first base or tag the batter to record the out. Base runners are live at time of dropped third strike.
- iii. If there are 2 outs, regardless of base runners, Catcher must throw the ball to first base or tag the batter to record the out. Batter and Base Runners are Live.
- iv. If the batter makes any movement towards the dugout, they will be called out (umpire discretion).

C. Feet first sliding is a requirement.

- i. If play at a base other than 1st is imminent, runners must slide.
- ii. No Running into the catcher at the plate (must avoid contact).
- iii. Exception – when leading off and pitcher attempts pick off play, runners may slide headfirst back into the bag.
- iv. Umpires shall warn the coaches before the game. Any headfirst slide unless excepted will result in the runner being out.

VI. Coaching

- A. Both teams are required to keep a scorebook. The home team will be considered the official book and must report scores and pitch counts within 24 hours to “*director’s email*”. Scorekeepers should confirm score and pitch count with opposing scorekeeper after each inning.
- B. We expect full sportsmanship from coaches, players and fans. At no time should any fan or coach disrespectfully argue with an umpire’s judgement or engage in negative dialogue with opposing coaches, players, or fans.
- C. Head Coach (only) can ask umpire for clarification on any call. They must do so by calling time and respectfully asking the umpire for clarification.
- D. All decisions made by the league director (or league member if applicable) are final in games.
- E. Any disrespectful conduct by coach, player, or fan will be reviewed by the League Director and League and could result in a suspension and/or banishment from the league.