

**SOUTHWEST BASEBALL ASSOCIATION  
CLARKDALE PARK  
AUSTELL, GEORGIA  
9 & 10 YEAR OLD PLAYING RULES**

**Any rules not covered by the park rules, league rules, or Cal Ripken rules are covered by the Official Baseball Rules of Major League Baseball and the National Association of Professional Baseball Leagues**

1. Should games be scheduled on school nights, they shall begin no later than 8:00 P.M. and be completed no later than 10:00 P.M.
2. All make up games shall be rescheduled by President or Vice President, if time is permitting within the season playing schedule. Rain-out games will be rescheduled if time permits.
3. Officers, Coaches and other officials will maintain only the highest level of moral conduct. No drinking, cursing, abusive language or physical abuse of children will be permitted at any Association function. No smoking in the dugout.
4. The home team will be responsible for playing fields to be marked off properly.
5. Minimum age to play Mustang is 9 years of age, maximum age to play in the Mustang League is 10 years of age. The child cannot turn 11 prior to May 01, of the current playing season.
6. Practice will start on a date designated by the President.
7. Protest: (Please remember that the children only want to play ball and protest should be avoided at all cost! Please try to discuss the situation in a reasonable manner with the other coach/umpire before resorting to this.)
  - a. A \$25.00 cash protest fee must be deposited with the Rules & Grievances Chairperson, and/or the President or Vice President. If the protest is upheld the \$25.00 fee will be returned. If not the fee goes into the Association treasury.
  - b. Protest must be submitted before the next ball is pitched.
  - c. The protest is to be decided at the time of protest if possible.
8. After official registration ends and the team rosters are full, a waiting list will be formed in chronological order (by date) and should any vacancy in the proper age bracket come open, the first child will be placed on the team that has ten (10) or less players.
9. The home teams score book is the official score book. Scorekeepers shall check scores between innings if necessary. (Spring Only)
10. All children will be treated equally.

## ***Team Selection***

1. Teams will consist of a maximum of 12 players.
2. Team assignment cut-off will be after the second full week of play.
3. Teams will be picked on a date designated by the President.

## **Southwest Baseball-Skills Test Guidelines:**

1. Each Spring season Southwest Baseball Association will attempt to hold skills tests for players in ages 6-18. These tests will be conducted per a published schedule or re-scheduled if the SWBA Board deems it necessary.
2. Each Head Coach will be provided a hard copy of the players in his/her age group. Skills test are to be conducted in the following areas:
  - a. Batting
  - b. Fielding
  - c. Throwing
  - d. Running
3. All age groups will use the same basic worksheet for entering data, and all age groups will use a 1-10 ranking system for all skill areas. With 1 being the lowest ranking and 10 being the highest or best ranking in each skills area. All coaches must be present and/or send a representative to the skills test. All worksheets must be turned into the coordinator on the same day of the skill test or the rankings will not be included in the final numbers.
4. The President shall utilize the provided spreadsheet to combine coaches scores and arrive at the final ranking for each player. No draft rankings may be handed out until 1 hour before the start of a draft, no draft rankings may be e-mailed to anyone. Draft rankings are not to be disclosed by coaches or Board Members and doing so may result in disciplinary action.
5. Coaches children are to be ranked based on ability and must be ranked as a number one draft pick if they can not attend.
6. Although coaches children are given a certain time to test, no indication may be made on the skills test form that the player is a coaches child. Draft rankings shall indicate the players of head coaches.

### **DRAFT (Spring Season Only):**

Drafting procedures for all leagues will be as follows:

1. The draft will be conducted by the President, League Director and other Board Members as deemed necessary by the President and Vice President.
2. All players will enter into the draft each year, except for Pre-Ball & T-Ball and players returning to the same team IN THE SAME AGE GROUP as the previous spring season.
3. If any player is not ranked on the draft sheet, his/her name will be placed in the player pool and will be ineligible for the draft. Such players will be placed randomly on teams after the draft is complete via the hat pick. The number of teams in each division will be determined by the number of eligible registrants.
4. The President shall establish the method they desire to rank the players from top to bottom (i.e. if 60 players signed up and there are 6 teams, there will be 10 rounds of the draft).
5. Head Coaches are the only people that are permitted to draft for their team. Head Coaches may not have an Assistant coach or anyone else in the room with them while they are attending the draft. A Head Coach must request permission from the President at least 1 day prior to scheduled draft IF they are unable to attend and would like the Assistant Coach to attend the draft.
6. Children are not permitted in the draft room while drafts are in process.
7. The President may hand out final approved draft rankings to the Head Coaches no earlier than 30 minutes before the scheduled start of the draft.
8. Once draft rankings are approved they may not be changed.
9. Draft order will be determined by a lottery at the beginning of the draft, with each team drawing a number. The draft order will be recorded by the President or League Director in a worksheet designed for such.
10. The draft will begin with the #1 pick and use a serpentine draft method to complete the draft. Head Coaches will select in round one starting from draft number '1' to number 'x'. Round two will be in reverse order (i.e. x to 1). The order will alternate each round until the draft is completed.
11. If a team does not have a coach, the President or League Director will draft the team by selecting the next highest ranked available player. This team's draft order will be determined the same as all other teams.

12. At the time the draft order is recorded each team will identify both coach's children and the rounds in which they appear. This information will also be recorded in the above worksheet.
13. Allowable consideration will be given for transportation problems in placing players on teams, but is not guaranteed.
14. Southwest Baseball Association reserves the right to place players on teams due to extenuating circumstances as determined by the President and agreed to by the League Director.
15. Parents have the option to name one (1) manager for which they will not allow their child to play. This must be given in writing to the President prior to the draft.
16. Sons/Daughters of the manager and one (1) coach will automatically be assigned to their teams. The draft will then be made from the rankings.
17. Head Coaches and 1 assistant coaches child, if they assessed will be placed into the draft in the round they were ranked (i.e. if child was ranked to be in the 5<sup>th</sup> round – he/she must be placed in that round). If both the coaches children fall in the same round, then one will be taken in that round and the other in the next round.
18. After the coach's children are recorded, the President or League Coordinator will identify all returning players to the team and the rounds in which they appear. If they were unable to assess, they will drafted in the 1<sup>st</sup> round and continue into the second round, etc if there are more than 1 returning player that did not attend the skills assessment.
19. After the draft order is recorded, the league coordinator will identify any special cases, such as siblings that are to be drafted together. The higher ranked person will be the team's choice in the round they are picked and the lower ranked person will be drafted in the round they appear or the next draft round if such round has passed.
20. If both the Head Coach and Assistant Coaches' children are returning players to the team in the same age group from last spring season, the their children are placed on the team as a returning players in the correct round as ranked. The returning head coach then gets 1 additional lock of an Assistant Coach.
21. Here is the order of the draft:
  - a. Draft numbers are chosen by random pick
  - b. In draft order, head coaches will identify all returning players in their assessed round.
  - c. New coaches to that age group identify their child in their assessed round.
  - d. In draft order, each coach will have one lock, typically the assistant coach's child will be placed in their assessed round.
  - e. The draft begins in draft order with all remaining players.

- f. (If either the coach's son, the lock or a returning did not asses they will be place in the highest available round during this process.)
22. Coaches may select a player from a lower round if they chose to.
23. No player will be taken from the hat until all players are drafted in the rounds, hat players will be the last players taken.
24. Each player must accept the draw of the draft as the determination of the team on which they will play, provided that all requests received in writing by the President from parents requesting not to play for 1 Manager or Coach have been considered.
25. There shall be no trades.
26. All draft sheets must remain in the draft room at the conclusion of the draft.
27. No discussion of rankings is permitted outside of the draft room or outside of the Board of Directors.
28. Should a player choose not to be coached by a particular head or assistant coach no discussion between the coach(es) and that player or their family may take place unless such is initiated by the player's family.
29. Players registering after the draft will be put on teams only if there is room on the rosters. Players will be placed on the team that was scheduled to draft next.
30. All players will be drafted according to league rules. Players will be added to the team that was scheduled to draft next when the player pool was exhausted. If a team has lost a player since the draft they will automatically be assigned the next available player (s) until such time that they have the same roster size as when the draft was completed.
31. No refunds of any kind are made after team selection.

## ***Fall Baseball***

1. The Fall-Ball program intended to be a season of instruction and having fun. All players move up an age bracket from where they played in the spring. This will allow the players to start learning the new age group rules and some different positions. The Fall-Ball season is a non-competitive season.
2. We encourage playing the participants in positions they may not get a chance to play in the spring season. We ask that coaches teach the players how the game is played, techniques, of the game, the responsibilities of each player's position(s) on the field, good sportsmanship, etc.

3. All games will be played within time limits only.
4. Because Fall-Ball is a non-competitive season, there is no skills assessment, only draft of non-ranked players.

## ***Coaching***

1. Head Coaches are selected by the President & Vice President as volunteers from within the organization. Each Head Coach must fill out a coaches application form and must pass a criminal background check prior to the selection of teams.
2. Anyone may volunteer to be a Head Coach or Assistant Coach. However, no Head Coach will be allowed to Head Coach two teams in the same season at the same time.
3. Coaches are chosen based off of seniority in the following order:
  - a. Returning Head Coach from Spring Season of the previous year to the SAME AGE GROUP.
  - b. Returning Assistant Coach taking over as Head Coach, from the previous year to the SAME AGE GROUP.
  - c. Head Coach moving up to age group with CONSECUTIVE Spring season seniority.
  - d. Assistant Coach moving up to age group with CONSECUTIVE Spring Season seniority.
  - e. Parent moving up to age group with previous playing consecutive Spring Season seniority.
4. The Board of Directors reserves the right to remove or deny any Head Coach at any time from their responsibility with a majority vote from the Board or after automatically after 3 ejections.
5. Any Assistant Coach will be removed from their responsibility after 2 ejections.
6. Only three (3) adult coaches (21 or over) will be allowed on the field per team, and one (1) adult in the dugout. A maximum of four (4) adults are allowed in the dugout.
7. Coaches must remain in the dugout behind the fenced area at all times unless their team is on the field. Example: first or third base coach. Coaches must remain in the coach's box.
8. Coaches must call time-out before coming out of the dugout or the coach's box. No coach may approach the official until properly calling time out. Note: The penalty for ignoring this rule is automatic ejection.
9. All coaches will clean up their dugout before leaving the field.

## ***Game Length***

1. One complete game consist of a minimum of two (2) innings or one and one half (1 ½) hours of play. If an inning is started before the 1 ½ hours of time limit, both teams will bat and complete that inning.
2. A game will be six (6) innings in duration and each inning shall be played with a maximum of five (5) runs scored per team or three (3) outs. If a team leads by fifteen (15) or more runs after three (3) innings or ten (10) or more runs after four (4) innings the game shall be terminated and the team with the most runs shall be declared the winner. This constitutes a complete game.

## ***Player Eligibility***

1. A minimum of eight (8) players are required to play a game. A team with less than 8 players will forfeit the game. It will be an option of the coaches of each team if they would like to use the field for a practice game during their allotted time.
2. All players on a team shall wear association issued uniforms (hat, jersey & socks) and matching baseball pants (color to be determined by the parents and coaches of each team and purchased by the child's parents)
3. If undershirts are worn they will be a solid color (not white). The undershirt color must be consistent on a team.
4. When the batter approaches the plate, the batter's number must be visible at all times while bating and must be visible while in the field - no jackets over the uniforms.
5. Any child on the field playing and not paying attention to the game, if his safety is in jeopardy, may be removed from the field.
6. Continuous Batting Order: All coaches will hand in an official line up to the official scorekeeper and opponents. The team scorekeeper will list all players on their team playing in that game. This will show each player in the batting order. Any player not listed will not participate in the game, unless the player gets to the field within a 15 minute grace period. If a player comes to a game within 15 minutes of the starting of the game, he can be added to the bottom of the batting order. Note: Any player not in the dugout within the 15 minute grace period will not play in that game. The 15 minute grace period does not affect the starting time of the game - there will be no delay of games for this reason.
7. In case of an injured player please note the following options: (Option must be made prior to the next batter batting)
  - a. Player may be removed from the game and or batter order and the team will not be penalized with a continued out. If this option is taken the player will not be allowed to return during the remainder of the game.

- b. Player may remain in the batting order, and the team will take an automatic out upon his turn at bat, until the player returns at his/her discretion.
  - c. Players leaving the game due to not feeling like playing or sickness will continue to incur an out each time they are due to bat.
8. If a ball game goes more than two (2) innings, each player on a team roster must play in the field six (6) outs and must come to bat. Any child not playing two (2) innings in the previous game will start in the next game.
9. All male players will wear a cup and support at practice and games.
10. A catcher is required to wear full catcher's equipment in warm-ups and in games.

### ***Batting***

1. If a batter slings a bat or helmet, the batter will be called out, and all other runners will be returned to the base they were at prior to the violation.
2. The player must be prepared to bat at his turn. No delay of game will be allowed for coach instruction at the time of bat while the player is at the plate.
3. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of the either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
4. If a play is made at home plate, the batter must get out of the batter's box or the runner will be out. If there are two outs, the batter will be out and the runner does not score.
5. The infield fly rule will be played according to official baseball rules. At the time the umpire calls the infield fly based on his /her judgment if the ball can be easily caught ball with runners at first and/or second base, the umpire will stop the game after the play is completed and explain to the kids what has just transpired. It will be the position of the association and all coaches to turn full control of the game over to the umpire for education of the children regardless if any coach/parent disagrees with the call. We as an association will honor the call regardless of our personal belief. This rule is a judgment call and all coaches will be expected to adhere to this rule.

### ***Base Running***

1. In case of injury, the base runner is awarded only the base he is running to, provided there is interference or he is hit by a thrown ball.



2. A base runner hit by a batted ball will be called out. Batter and other runners may advance to the base they are going to.
3. If a base runner runs into a fielder while the fielder is making a play on the ball, the base runner will be called out.
4. If a base runner runs into a fielder and the fielder was in the base line and not making a play on the ball, the base runner will be awarded the base they are going to.
5. Runners at first and second bases may steal base, when the ball crosses home-plate. But runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has reached or passed the batter. Runners in violation of this rule will be given a warning on the first offense. On the second offense the runner will be called out and the pitch will be declared as a dead ball. At mid-season, full stealing will be allowed at all bases (Spring Only). If a runner is stealing home and crosses the midway point between third and home the batter must not take a full swing. (Bunting will be allowed) If a batter takes a full swing and in the umpires judgment the runner has exceeded the mid-way point, the batter and runner will both be called out and the Head Coach will be ejected from the game (Spring Only).
6. When a base runner is advancing from third base to home plate, he is required to slide or otherwise try to touch home plate without a bodily collision with the catcher. If the base runner intentionally tries to run over the catcher, or otherwise interfere with play, the base runner will be called out. At this time the runner will be removed from the batting order and the remainder of the game. At the time of said player's next scheduled bat, no further outs will be incurred by his team due to player's removal. Intent will be determined by the home plate umpire.

## ***Pitching***

1. All games played will be played following Official Cal Ripken Baseball Rules & Regulations regarding balls, strikes, and walks.
2. Kid pitchers shall pitch from the forty four foot pitching rubber.
3. Pitch Count for this age group is 55 pitches per calendar day.
4. Pitchers shall not be allowed to pitch in more than three (3) innings in one calendar day.
5. Pitchers, when pitching in more than one (1) game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch more than three (3) innings.
6. Pitchers shall not be allowed to pitch in more than six (6) innings in any one calendar week. A calendar week is from 12:01 A.M. Monday to 12 midnight the following Sunday.

7. Pitchers, after pitching in three innings on the same calendar day, shall have 48 hours of rest before pitching again. The 48 hours of rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
8. As soon as a pitcher delivers one pitch to a batter, that pitcher shall be considered as having pitched in one inning.
9. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games or exhibition games.
10. Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position shall be permitted to pitch again in the same game.
11. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
12. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties as defined in the Official Cal Ripken Rule Book.
13. The coach will be responsible for reporting all pitchers names and number of innings pitched to the concession stand at the end of each game. Innings will be tracked by the Rules & Grievances committee to ensure compliance to the above rules.
14. The Balk rule will be played according to Official Cal Ripken Rules.

### ***All Star Team Selection***

1. At a time designated by the President, an All Star Head Coach for each age group will be selected by a majority vote of the Head Coaches in that age group. If a decision can not be reached. The Head Coach with most seniority will be chosen. If there is still no determination, the Board of Directors will determine the Head Coach by a majority vote. Season standings will at no point count in the selection process of the Head Coach for the All Star Team.
2. At a time designated by the President, each Head Coach will NOMINATE players for the All Star team. It is in the best interest of the players and the teams that the Head Coach only nominate players that are considered the top players of his team and not the entire team. Nominations should at no time be discussed with the players or others parents.
3. The Head Coach will approach the parents of players he wishes to nominate and have them fill out the All Star nomination agreement. This agreement does not guarantee the child playing time or a spot on the All Star team. It is intended only to make sure the parents are aware of the financial and time obligation of being chosen to the team.

4. A list of nominations for each team are compiled and all Head Coaches will spend time evaluating all of the nominations.
5. Each nomination must have a completed All Star Nomination Agreement Form BEFORE the vote begins. If there is no form, the child is removed from the vote with no opportunity to make the team.
6. At a time designated by the President, all Head Coaches of the same age group will meet and cast their vote for the top 9 players from the nomination list. Head Coaches are NOT ALLOWED to vote for any of the nominated players off of their own team.
7. The votes are tallied and the top 9 players with the most votes automatically make up the core of the team.
8. If there is a tie to determine the top 9 players, then players will be added to the team up to 12 players.
9. If there is no tie and 9 players are clearly selected, the Head Coach of the All Star team can choose the 3 remaining players from the approved nominated players.
10. The All Star team in the 9-10 year old age group will carry no more than 12 players.
11. The complete dues must be received from the All Star Players before uniforms are purchased. If dues are not received, the player will be dropped from the team.
12. The All Star team will be announced at closing ceremonies. No player shall be announced prior to this date.
13. No All Star team may practice prior to the date selected by the President.
14. If a player quits the team for any reason, it is the Head Coaches decision to allow the player to return the team.
15. Once All Star teams are chosen, they are run at the expense and direction of the team.
16. No playing time is guaranteed on the All Star team.