



2018 HANDBOOK

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SUMMARY OF CHANGES FOR 2018

The following rule modifications/clarifications were approved for the 2018 season. See specific section for details.

- Page 4: PRE-DRAFT- Clarified authority in point 1 and modified point 6
- Page 4: DRAFT PROCEDURES- clarified point 8 on registration
- Page 7: MANAGER/COACH EXPECTATIONS- point 13 modified to attend a coaches clinic from PCA
- Page 10: Coach, Bench, Field Conduct & Safety- point 4 added penalties, point 19 was added
- Page 12: Equipment; BAT- added new USA stamped bats and the phase out time for other bats
- Page 17: BASEBALL PLAYING RULES – Revised **all** pitching restrictions to Pitch Smart Initiative standards.
- Page 21: CO-ED COACH PITCH 4-7- point 6 max number of pitches thrown
- Page 22: SPECIAL RULES FOR PINTO – point 12 added including playoffs, point 13 clarified f ii.
- Page 29: Special Rules for 10U- revised point 4 added points 6 and 7
- Page 30: Special Rules for 8U- revised point 8 adding leadoffs added point 12
- Page 32: POST-SEASON TOURNAMENT (PLAYOFF) RULES SPRING & FALL- revised point 2
- Page 32: Fall Ball Program- revised point 8 adding softball pitching limits
- Matrix back cover- Added Pitch Smart Initiative pitching restrictions and Pinto/Maverick base path changed

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CODE OF ETHICS

The following Code of Ethics has been adopted by the PAC and all participants, coaches, and parents are expected to pledge to follow:

- The academic, emotional, and physical well-being of the players is placed above the desire to win.
- A safe playing situation for the players.
- The game is for the players and not the adults.
- To report any and all violations of the code of ethics to the appropriate commissioner.
- I will not nor allow others to make unsportsmanlike or uncomplimentary remarks to opponents, PAC officials, umpires, or spectators, including profanity or obscene gestures.
- I will not make any derogatory or other remarks that serve to incite my players, spectators, or others against the umpires.

To expect an environment that is free of drugs, tobacco, alcohol, and refrain from their use at all youth sports event.

COACHES

- I will treat each player as an individual, remembering the large range of emotional and physical development that exists within any age group.
- I will treat all injuries, minor and major, as serious and take prompt action.
- I will do my best to organize practices that are fun and challenging for all players
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will respect and support the PAC, umpires, scorers, and others charged with conducting the game.
- I will be knowledgeable in the rules of baseball & softball, and teach these rules to my players.
- I will use those coaching techniques appropriate for each of the skills that I teach.

PARENTS

- I will require that my child reads and follow the Code of Ethics.
- I will do my best to make sure youth sports are fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials with respect.
- I will commit to team schedules, practices, games, and tournaments.

PLAYERS

- I will attend every game and practice I can, and notify the coach if I cannot.
- I will expect to receive a fair and equitable amount of playing time. I will do my very best to listen and learn from my coaches.
- I will work hard and play as a team in every practice and game- win or lose.
- I deserve to have fun and will alert parents and coaches if it stops being fun!
- I will do my very best in school
- I will learn that sports are an opportunity to learn and have fun.
- I will commit to valuing team goals over individual accomplishments.
- I will be willing to accept positive constructive criticism.

PLAYER DRAFT RULES

PRE-DRAFT

1. The Division Commissioner will convene a meeting inviting all managers. The purpose is to review the previous year's ratings for each player. When a rating is believed to be unwarranted as either too high or low, by a majority of the managers who are present the rating will be changed. The Vice President with the assistance of the commissioner also has the authority to make the necessary changes to any ratings to help ensure correct evaluations. All managers may not have knowledge of all the players since some will have changed leagues. They will abstain from voting regarding a change in rating.
2. Each Division Commissioner will provide a list of all ratings (sheets) to each manager with the age of players.
3. When possible, player evaluations will be held for players ages 7 and above to provide information on nonrated players and establish a rating for them.
4. A lottery will be used to determine the order of the draft. The team with the 1st pick in the 1st round will have the last pick in the 2nd round, the 1st pick in the 3rd round, and so on.
5. Assignment of team names will be conducted after the player draft lottery. Board members will have first selection, followed by Division Commissioner(s), and then reverse order of the player draft lottery.
6. Managers may nominate one Courtesy Coach prior to the draft, subject to the Division Commissioner(s) and Board approval. To be eligible, the Courtesy Coach must be:
 - a. A member in good standing with the PAC Board.
 - b. Nominated to the Division Commissioner(s) by the draft.

DRAFT PROCEDURES

1. Only team managers will attend and participate. If a manager is unavailable, a designate approved by the Division Commissioner may exercise the draft right for the manager.
2. Only a Manager's and Courtesy Coach's son/daughter is reserved from being selected by other teams.
3. A Manager's and Courtesy Coach's son/daughter shall be the first player selected prior to that manager selecting any other similarly rated or lower rated player (for example: a "3" rated younger manager's son/daughter must be selected prior to that manger selecting any "3" rated younger or lower rated player). The Division Commissioner may decide to combine the "3" and "4" ratings together. In that instance, a "3" rated older player would be the manager's selection that round. If the ratings system uses a different scale, it will be adjusted as needed.
4. The Draft will be open for rated players with a manager having the opportunity to choose any rated player during any round (with the exception of their son/daughter). Non-rated players will be drafted with cards face down in a blind draft format. The Division Commissioner will determine the round(s) for the drafting of nonrated players.
5. PONY Rules state that no team may list more than eight (8) older players on a team roster. The Division Commissioner may, at his/her discretion, adjust age distribution for all ages within their Division.
6. No trading of players will be allowed at any time during or after the draft.
7. Each Division Commissioner will arrange for a member of the PAC board or a member of the Rules committee who is not personally connected with the draft as a manager or Division Commissioner, to be present to record the draft picks and file a report with the board. PAC board members are not required to attend Players drafts but are welcomed to do so and assist as needed.
8. After the Draft has concluded, teams with lesser number of players will receive new players in Draft order as new players register. The same procedure will be used to fill vacancy caused by injury, resignation, etc. Registrations will only be accepted up to one week prior to opening day.
9. At the conclusion of the Draft, each manager will complete a roster sheet for his/her team and file it with the Division Commissioner. These will be submitted to the appropriate Division Vice President. Managers are to call players within 48 hours of draft's conclusion.

TOURNAMENT TEAM GUIDELINES

PURPOSE: To provide a program for those players who wish to play an increased number of games against teams after the PAC in-house program. The board determines the number of eligible teams each year.

Baseball: The PAC will provide standard uniforms, equipment, insurance, and pay the Pony Tournament entry fee for each tournament team.

Softball: The PAC will provide standard uniforms, equipment, insurance, and pay the entry fee to one sanctioned tournament with PAC Board approval for the amount

TO QUALIFY:

1. Team Manager and two (2) Coaches are subject to Board approval, with final selection of coaching candidates after the tryouts.
2. Tryouts for the team are by open invitation. Notice of try-out date, time, and venue will be made available through PAC website no less than 14 days prior to the try-out date. Independent evaluators selected by the PAC board will evaluate players. Results will be posted on the PAC website. Final roster will be submitted to the appropriate Vice President.
3. All players must be registered and an active participant in the PAC in-house program.
4. All selected baseball players for the tournament teams must meet the specified eligibility requirements as set forth in the current PONY Baseball Rules and Regulations.
5. All softball players may try out for their age appropriate softball tournament team regardless of the division that they played in the current in-house spring season.

PROCEDURE:

1. In-house scheduled practices and games will take precedence over tournament team practices and activities.
2. Funding: Tournament team may fundraise for entry fees for additional tournaments, as approved by the appropriate VP, but cannot actively solicit PAC Sponsors. Team may receive funds from PAC Sponsors with board approval.
3. Additional fees may be levied from player's families on the tournament teams with appropriate VP approval.
4. All funds will be placed in a reserve PAC account for each tournament team. Funds are only for the current tournament season and any excess funds will revert to the general PAC account.
5. Field time for practice will be scheduled through the appropriate Division Commissioner and approved by the appropriate Vice President (Baseball,/Softball).
6. All parents or legal guardians must provide copy of Birth Certificate and sign official medical release prior to participation.

GENERAL RULES, PENALTIES, AND EXPECTATIONS FOR MANAGERS, COACHES, PARENTS, AND PLAYERS

1. NO SMOKING at any time in the vicinity of the immediate playing areas or in the dugout areas during the season while a practice or game is in progress.

Penalty:

1 st offense:	Minimum	One (1) game suspension.
2 nd offense:	Minimum	Two (2) game suspension.
3 rd offense:	Minimum	Out for the season.

2. NO DRINKING of alcoholic beverages at any time or place while a game or practice is in progress.

Penalty: Out for the season, board approval prior to reinstatement the following year

3. Ejection from a game. Penalty:

1 st offense:	Minimum	One (1) game suspension.
2 nd offense:	Minimum	Two (2) game suspension.
3 rd offense:	Minimum	Out for the season

NOTE: Failure to leave the playing field and immediate area after an ejection will result in a season suspension and require board approval for reinstatement the following year.

4. Fighting at a game or practice.

Player-Penalty:

1 st offense:	Minimum	One (1) game suspension.
2 nd offense:	Minimum	Two (2) game suspension.
3 rd offense:	Minimum	Out for the season.

Adult – Penalty: Out for the season.

5. ILLEGAL SUBSTANCES as defined by Illinois State Law. Possession or use.

Penalty: Out for the season.

6. Theft of, or intentional damage to, property of the PAC or others.

Penalty: Subject to review by the PAC board.
The offender must make full restitution.

7. Other offenses for which a penalty, a suspension, or ejection from the league include but is not limited to the following items (subject to review by the PAC board):

- Profane language
- Disruptive behavior
- Disrespect to manager/coach
- Absenteeism
- Disregard of manager, parent, and / or player expectations
- Intimidating behavior
- Un-Sportsmanlike conduct

8. The above listed penalties are a minimum and are not subject to appeal. Incidents involving conduct penalties may be reviewed by the Conduct Review Committee.

9. There must be two (2) background checked adults present at all practices and games.

10. All suspensions must be served on the next game(s) played, is the responsibility of the manager to enforce and communicate to the league commissioner, and will carry-over to the next season if the offense occurs at the end of the season. A suspended person is not allowed in the immediate playing area before, after, or during the game(s) they are suspended.

MANAGER/COACH EXPECTATIONS

1. Develop the skills of all players on the team to the best of each individual player's ability giving particular emphasis to any fundamental skills identified for that league.
2. Promote team sportsmanship, good bench behavior, and set a positive tone for the team and spectators. Lead by example by showing respect for umpires, players, coaches, managers, and others with whom you have contact during the season.
3. Provide a safe environment during both practices and games.
4. Monitor and take care of all PAC equipment issued to my team and to assist in the cleaning and maintenance of the dugouts and ball fields used by my team.
5. Promptly return equipment issued to my team on or before the designated date or make other arrangements.
6. Complete Player & Umpire Evaluation sheets promptly, providing the fairest possible rating for each player.
7. Escort the concession person to his/her car if playing the final game of the day at that park.
8. Follow the general and respective league PAC rules.
9. Turn off lighting after last game.
10. Manager or Pre-game designate will be the only persons allowed to discuss a rule interpretation with the umpire.
11. Maintain fields before and after each game.
12. During games is responsible to keep players and coaches in the dugout unless they are on defense, baserunning, hitting, or on deck. All others must be in the dugouts, regardless of the field. Managers, coaches, or players, are never allowed in front of the dugout fence while the ball is in play, NO EXCEPTIONS.
13. Managers: Required to attend a mandatory coaching clinic.
14. No cell phones or wireless communication devices may be used by any coach while on the field.

*** FAILURE TO COMPLY WITH THE ABOVE EXPECTATIONS MAY AFFECT INDIVIDUAL'S MANAGER STATUS WITHIN PAC.**

PARENTS EXPECTATIONS

1. Assist my child in attending team practices and games.
2. Assist my child by working on necessary fundamentals at home between practices and games.
3. Support my child and the team through attendance at games and by offering encouragement to the team, the manager, and the coaches.
4. Show good sportsmanship toward opposing players, managers, coaches, and umpires.
5. Parents are not allowed in the dugout area, allowing the Managers and Coaches to run the team.
6. Have fun and enjoy watching my child's team play ball because that is what youth baseball/softball is about.
7. It is expected that the parents will work on the fields prior to games. 8. It is expected that the parents will complete a Manager's Evaluation Form prior to the end of the season.

PLAYER EXPECTATIONS

1. Be on time for practice and inform the manager if unable to attend a practice.
2. Arrive at the game at the time designated by the manager and provide the manager advance notice if unable to attend a game.
3. Cooperate with the manager, coach and teammates by following the team rules which include:
 - Remaining in the dugout during the game.
 - Keeping the dugout area clean by disposing of litter properly. - Taking care of equipment issued to the team.
4. Promote team unity by encouraging the other players on my team.
5. Show good sportsmanship for opposing players, managers, coaches and umpires.
6. Work on skills at home between scheduled practices and games.

CONDUCT REVIEW COMMITTEE

(Overview)

PURPOSE

To review any personal conduct-related issues that occur within the framework of PAC activities that require additional attention and provide a recommendation for further sanction against the parties involved, if so warranted.

Any sanctions recommended by the CRC would be above and beyond those mandatory penalties listed in the PAC Handbook. Any personal conduct-related issue that occurs at any PAC activity involving Managers, Coaches, Players, Parents, Spectators, Umpires, or PAC Board Members is subject to a review by the CRC. PAC activities shall include practices, tryouts, evaluations, games, tournaments, meetings, and any other events or gatherings not listed but subject to oversight by the PAC Board of Directors. Any PAC member, as defined by PAC By-Laws, can also request a CRC Review in writing to the appropriate Vice President (Baseball, Softball, Travel or Fall Ball.)

PERSONAL CONDUCT STANDARD

Personal conduct subject to Review is defined as actions that are harmful, dangerous, racist, or detrimental to the positive image of the PAC and its members.

CRC Review is optional if any of the following conduct/events occur:

- Manager/Coach Contest Ejection
- Spectator/Parent Contest Ejection
- Player Contest Ejection

CRC Review is mandatory if any of the following conduct/events occur:

- Fighting
- Verbal Abuse/Threatening Behavior
- Use of tobacco, alcoholic beverages or other banned substances in violation of PAC Policy, Park District Rules, Village Ordinances, or Illinois law.
- PAC/Park District Property Abuse/Destruction
- Serious violations of Park District or Village rules or ordinances.
- Any other conduct or occurrence as dictated by the PAC Board

COMMITTEE STRUCTURE

The CRC will have a Chairman, the PAC Executive Vice-President, as its only permanent member. When a review is warranted, the CRC Chairman will determine and assemble the appropriate active committee members. For game-related incidents, there will be a minimum of four (4) additional committee members, depending upon the playing division involved:

- 1) Division Commissioner
- 2) Division Umpire Assigner
- 3) Vice President (Baseball, Softball, Travel, or Fall Ball)
- 4) Member of the PAC Board of Directors Executive Committee

For non-game related incidents, the CRC Chairman will assign three (3) or more committee members, to include at least one member of the Executive Committee.

REVIEW PROCESS CONCLUSION

The CRC Chairman will prepare a Recommendation of Action Report that will be presented to the PAC Board of Directors Executive Committee. The PAC Board of Directors Executive Committee will render a decision based on the CRC Recommendation of Action Report and report their decision to the appropriate Vice President of Baseball or Softball. The Vice President will inform the individual/individuals of the sanctions instituted, if any, and insure that the Committee's sanctions are followed. The PAC Board of Directors Executive Committee has the right to defer a decision and call for the full PAC Board of Directors to review the issue. The decision of the PAC Board of Directors Executive Committee or, if deferred, the PAC Board of Directors is final.

GENERAL PLAYING RULES FOR ALL LEAGUES

1. **A game** will consist of (See matrix last page) innings or until time limit is reached. No inning will be started after (See matrix last page). Extra innings will be played if the score tied and the time limit has not been met. If the time limit is met and the home team is leading or took the lead and at bat, then the game will be called official at the point the time limit is met. Time of game shall be governed by umpire based on actual start of game (not scheduled start time), and new inning continuation shall be based on the time of last out of previous inning. (i.e. if the last out in the 4th inning of a Mustang game is made at the 1:39 mark, the 5th inning will start, regardless of when the first pitch is made.)
 - a. All regular season, in-house softball and baseball games will have a maximum playing time of 15 minutes beyond the division's time limit. Once this time the maximum time is reached the game will stopped and the official game score will be recorded as the results of the last completed inning.
2. **Mercy Rule** - If a team is leading an opponent by ten (10) or more runs in baseball or twelve (12) or more runs in softball and the minimum number of innings have been played as detailed in the matrix on the back cover (Note - home team does not need to bat in the bottom of inning if leading by ten (10) runs), the game shall be terminated and the team with the ten (10) run lead shall be declared the winner.

NOTE- In divisions where a maximum number of runs can be scored in an inning and a team is unable to score enough runs in an inning for the mercy rule not to be invoked their turn at bat should still be completed if they have not reached the minimum innings for Mercy rule. **Example** Team A is a mustang team as leading Team B 16 to 0 going into the 4th inning. Team B's at bat should still be completed prior to invoking the Mercy rule **provided time limit not yet expired, at time it should be called.**
3. The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where ten (10) or more players are listed to bat, a player not able to bat due to injury sustained during the game will be skipped in the batting order and not recorded as an out. In a game where nine (9) batters are listed to bat, a player not able to bat due to an injury sustained during the game will be skipped in the batting order and recorded as an out. Teams will be allowed to start and finish a game with eight (8) players and the ninth spot in the batting order will be recorded as an out.
4. When replacing a player on a team to prevent a forfeit or to avoid falling below 9 players, replace with equal or lower rated player from within the same league who will play the outfield only and will bat last. A team may only use the same substitute once per season. The commissioner must approve substitutions. If the commissioner is unavailable, the opposing manager may grant approval, but the commissioner must be notified that the substitution was made. If a player from the team that has a substitute shows up, the substitute will play at least two (2) innings and bat once.
5. The home team will keep the Official Scorebook.
6. Any game suspended prior to becoming an official game (See matrix last page) shall be resumed at a later date from the exact spot at which it was suspended. Managers need to record in their scorebooks the time at which the game was suspended, the balls, strikes, outs, base runners, Pitchers, elapsed game time and any other information necessary to resume the game. Scorebooks of the opposing teams should be in agreement and each scorebook initialed by the opposing manager before leaving the park.
7. Pitchers removed, for any reason, during the suspended game will not be permitted to pitch in the continuation game (See PITCHING rule #5). Example: Pitcher removed in 2nd inning. Game suspended in 3rd inning. Pitcher removed in 2nd inning will not be eligible to pitch when game is resumed.

PLAYING TIME

1. Each eligible player will play at least three (3) full innings per game if time allows. Any combination of three (3) innings played in compliance with league rules will suffice. Players not playing their three (3) innings due to the "slaughter" rule, weather, injury, etc. will be required to play the first three (3) innings in the next game. First violation of this rule by the manager will result in the forfeiture of the game. Second violation of this rule will result in the suspension of the manager for the season.
2. Managers are required to give equal playing time to all players on the team. This includes innings on the bench, infield innings and outfield innings played. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions.
3. Free substitution of all players will be allowed except for the pitcher. Players may be removed from and reentered into a game any number of times.

COACH, BENCH, FIELD CONDUCT, & SAFETY

1. Managers are encouraged to distribute the total number of innings played in the field by each player over the course of the season as equitably as possible. Exceptions to this rule include players who do not uphold the Player's expectations.
2. Managers are expected to experiment with the positioning of players at different defensive positions. The child's ability, safety, and comfort are factors that must be considered when positioning players at different positions.
3. No protests are allowed for any reason. All umpire decisions are final.
4. Both managers will report the score, pitchers used, innings pitched for softball/pitch count for baseball, and the umpire patch number(s) to the Division Commissioner within twenty-four (24) hours after the game.
Note: Missing/untimely/incomplete game reports will result in the following: 1st offense a warning, 2nd offense a warning, 3rd offense a 1 game suspension, each offense thereafter will be determined by CRC Committee.
5. The home team will keep the Official Scorebook.
6. Make up games will be scheduled through the commissioner (including traveling teams), and every reasonable attempt will be made to make-up all games but extended periods of bad weather may cause the cancellation of some games.
7. A coach, player, substitute, attendant or other bench personnel shall not:
 - a. leave the dugout during a live ball for an unauthorized purpose;
 - b. fake a tag without the ball;
 - c. carelessly throw a bat;

PENALTY: At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected

- d. commit any unsportsmanlike act to include, but not limited to,
 1. use of words or actions to incite or attempt to incite spectators demonstrations,
 2. use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting or baiting.
 3. behavior in any manner not in accordance with the spirit of fair play;
 4. be in live ball territory (excluding team's bullpen area) during the opponent's infield practice prior to the start of the game.
 5. any member of the coaching staff who was not the head coach (or designee) leaves the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.
- e. be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or one of the nine players on defense; f. charge an umpire;

PENALTY: The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender and then eject him if he repeats the offense. The warning or ejection shall be made at the end of playing action. Failure to comply shall result in the game being forfeited. For coaches who violate d (1-5), e, or f, the umpire may (1) restrict the offender to bench/dugout for the remainder of the game or (2) eject the offender. Any coach restricted to the bench shall be ejected for further misconduct. A coach may leave the bench/dugout to attend to a player who becomes ill or injured.

- g. deliberately throw a bat, helmet, etc.;
- h. initiate malicious contact on offense or defense;
- i. call "Time" or use any command or commit any act for the purpose of causing a balk; or
- j. use tobacco or tobacco-like products within the confines of the field.
- k. leave their positions or bench area for the purpose of fighting or physical confrontation.

PENALTY: The umpire shall eject the offender from the game. Failure to comply shall result in game being forfeited. In (h), the ball is immediately dead, if on offense, the player is ejected and declared out, unless he has already scored. If the defense commits the malicious contact, the player is ejected; the umpire shall rule either safe or out on the play and award the runner(s) the appropriate base(s).

8. The umpire will keep the official time for the game. It is expected the first game for the day will start at the scheduled time. For other games, if the start time is different than the scheduled time, the umpire will announce the official start time

9. Base runners approaching any base will be required to either slide or avoid contact when there is a contested play at those bases. "Bowling over" or "plowing into" defensive players will not be tolerated. The offensive player involved in the interference shall be called out and all base runners must return to the last base touched at the time of the interference. Interpretation of the **intent and degree of contact rests solely with the umpire.**
10. **INCLEMENT WEATHER PROCEDURES**
1. When thunder is heard, and/or cloud to ground lightning is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play **immediately.**
 2. Instruct the managers to move their teams out of the dugouts and away from the field to a place of safety.
 3. Notify umpires on nearby fields, in case they are not aware of the weather issue, then leave the field for a place a safety.
 4. Thirty Minute Rule:
 - a. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
 - b. Any subsequent thunder or lightning after the beginning of the 30-minute count, the clock resets and another 30-minute count begins.
 - c. **There are no exceptions to this rule!**
 - d. 45 minutes will be the maximum time a game will be suspended if there are games to be played after the game suspended for inclement weather. After 45 minutes delay, the game will be suspended, cancelled, and/or considered complete based on the rules for the Division or league involved. If it is a travel game with teams that have traveled to Plainfield the umpires, at their discretion, may extend the 45 minute maximum wait time if there are no games scheduled after said game.
11. Stopping a game, at any point, for an injured player is at the sole discretion of the umpire(s), with the safety of the injured player being the determining factor of when play is stopped. If play is stopped in the middle of a play, the umpire(s) will determine where base runners are to be placed and it is solely at their discretion.
12. Any batter who unintentionally throws a bat whether the ball is batted fair or foul, and a safety issue is present, the umpire shall call the batter out. The ball is a dead ball and all runners returned to the bases occupied prior to the pitch. No warning is required.
13. Intentional Throwing of Equipment (bats, helmets, etc.) will not be permitted. The first infraction will result in an ejection.
14. Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets, necklaces (including cloth or string types) or other hard cosmetic or decorative items. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.
EXCEPTION: Unadorned devices, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair.
15. All Divisions will use courtesy runners as a way to speed up the game. Courtesy runners are optional anytime for the pitcher and catcher, mandatory with two (2) outs for the catcher. The pitcher and catcher that the courtesy runner is being utilized for must be the pitcher and catcher for the subsequent defensive inning. The courtesy runner used will be the last batted out recorded (Excluding SWS).
16. Chatter: Managers, Coaches and Players may cheer their own team, but cannot direct anything against the opposing team.
17. No manager will attempt to stall. If a manager attempts to stall, the umpire will determine whether the manager will be suspended, pending PAC Board of Directors review.
18. Fake Bunt then swing or hit the ball is strictly prohibited. The ball is dead, the batter is out and all runners returned to the base they occupied at the time of the pitch. Both managers are also warned, repeat will result in ejection of the head coach.
 - a. SWS is exempt from the above rule per PAC board approval
19. Managers are expected to follow the Pitch Smart Initiative for baseball. If pitchers are over count or do not have enough rest, then there will be a penalty for managers. 1st offense – 1 game suspension, 2nd offense – 2 game suspension, 3rd offense – removed as a manager for the remainder of the season.
20. A pattern of pitch count discrepancy could lead to a review by the CRC Committee.

EQUIPMENT

Below are the general guidelines for approved equipment. If not covered below then please refer to the NFHS baseball rules or the ASA rules for softball. Any equipment judged by the umpire to be potentially dangerous is illegal.

BAT

The bat can be either aluminum, wood, or composite material and be free of any dents, rattles, cracks, or rough edges. For **Baseball** they must bear the BESR logo or listed as approved for little league and/or pony play and will be required to be stamped with BPF of 1.15" or less. For **Softball** they must bear the approved by ASA logo. Wood bats need not have an approved label but be free of cracks or breaks and be smooth in construction. The bat shall consist of the following components:

1. Bat restrictions by divisions-
 - a. SOFTBALL ALL DIVISIONS- Must have the ASA approved logo.
 - b. BASEBALL-
 - i. PINTO, MAVERVICK, & COACH PITCH- will be restricted to 2 1/4 inch or less diameter bats with no weight restrictions.
 - ii. MUSTANG, BRONCO & PONY – will be restricted to 2 5/8 inch or less diameter bats with no weight restrictions
 - iii. COLT, PALOMINO- will be restricted to 2 5/8 inch or less diameter bats with a maximum of a drop 3 weight to length restriction and no more than 36 inches in length. Bats should comply with NFHS restrictions and have the BBCOR approved label. (P. 12)

- All levels will be allowed to use 2018 USA stamped bats up to 2 5/8' in diameter.
- All levels are permitted to use 2017 USSSA Bats and prior bats as long as the following dimensions are honored and managed by parents and coaches alike as noted above. These will not be allowed beyond Fall 2019.
- It is **EVERY** coach's responsibility to ensure these rules are followed as written.

HELMET

It is mandatory for on-deck batters, batters, runners, retired runners, players/students in the coaches' boxes as well as non-adult bat/ball shaggers to wear a batting helmet that meets the NOCSAE standard. The batting helmet shall have extended ear flaps that cover both ears and temples and also display the NOCSAE stamp and the exterior warning statement. The warning statement may be affixed to the helmet in sticker form, or it may be embossed at the time of manufacture.

1. Face guards permanently attached to the NOCSAE helmet are required for ALL SOFTBALL and the Mustang, Pinto, Maverick, and Shetland Baseball divisions.
2. Chin Straps are required for ALL SOFTBALL DIVISIONS.

PENALTY: When an umpire observes anyone who is required to wear a batting helmet deliberately remove his batting helmet while in live-ball territory and the ball is live (non-adult ball/bat shaggers required to wear batting helmet in live-ball area even if ball is dead), the umpire shall issue a warning to the coach of the involved team, unless the ball becomes dead without being touched by a fielder or, after being touched, goes directly to dead-ball area. A subsequent violation of the rule MAY result in ejection.

CATCHER

1. The catcher shall wear, in addition to a head protector, a mask with a throat protector, body protector, protective cup (male only), and baseball protective shin guards.
2. The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps). A throat protector, which is either a part of or attached to the catcher's mask, is mandatory. A throat protector shall adequately cover the throat.
3. While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup (male only).

DEFINITIONS

Unless noted the definitions are for both baseball and softball.

Appeals- A play or rule violation on which the umpire does not make a ruling until requested by a coach or player

1. Types of appeals:
 - a. Missing a base, either advancing or returning (live or dead-ball appeal).
 - b. Leaving a base on a caught fly ball before the ball is first touched (live or dead-ball appeal). c. Batting out of order (dead-ball appeal only).
 - d. Attempting to advance to second base after making the turn at first base overrunning first base (live-ball appeal only).
2. Methods by which an appeal may be made:
 - a. Live. An appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if she is still on the playing field (even if she is standing on another base).
 - b. Dead. The dead-ball appeal may be made:
 1. Once all runners have completed their advancement and time has been called, the coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.
 2. If the ball has gone out of play, runners must be given the opportunity to complete their base running responsibilities before the dead-ball appeal can be made.
 3. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called.
 4. If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire would again call "time" and allow the appeal.
3. When. Appeals must be made:
 - a. before the next legal or illegal pitch;
 - b. at the end of an inning, before all infielders have left fair territory and the catcher vacates her normal fielding position; or
 - c. on the last play of the game, before the umpires leave the field of play.
4. Advance. Runners may advance during a live-ball appeal play.
5. May Not Return. A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
 - a. she has reached a base beyond the base missed or left too soon and the ball becomes dead.
 - b. she has left the field of play; or
 - c. a following runner has scored.
6. More Than One Appeal. More than one appeal play may be made but guessing games should not be allowed.
7. Plate and Missed Tag. If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly. If no tag is made, the umpire should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.
8. Missing First Base Before the Throw Arrives. If a runner passes first base before the throw arrives, she is considered to have touched the base unless an appeal is made. If an appeal is made, it must be made prior to the runner returning to first base while the ball is live.
9. Force Out. If an appeal is honored at a base to which a runner was forced to advance, no runs would score if it was the third out.
10. Tag-ups. If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored before the legal appeal would count.
11. Fourth-out Appeal. An appeal may be made after the third out as long as it is made properly. (i.e. one out with runner on first and third. The batter hits a fly ball that is caught. Each runner leaves her base before the caught ball is touched. An appeal is made at first base for the third out. The defensive team then makes an appeal at third base before the infielders leave the infield. The runner on third would then be declared out also, and the run would not count.)

A balk is an illegal act committed by the pitcher with a runner(s) on base which entitles each runner to advance one base.

A base on balls is an award of first base (often referred to as a “walk”) if a batter receives four such balls. The batter must go immediately to first base before time-out is called.

An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

A fair ball is a batted ball which:

- a. settles on fair territory between home and third base or between home and first base; or
 - b. contacts fair ground on or beyond an imaginary line between first and third base; or
 - c. is on or over fair ground when bounding to the outfield past first or third base; or
 - d. first falls on fair ground on or beyond first or third base; or
 - e. touches first, second or third base; or
 - f. while on or over fair territory, touches the person of an umpire or player, their clothing or equipment; or
 - g. while over fair ground passes out of the playing field in flight.
1. A fly ball or line drive, which passes over or inside first or third base in flight and curves to foul ground beyond such base, is not a fair hit; but a hit which goes over or through the fence is a fair hit if it is over fair ground when it leaves the field.

A batter-runner is a player who has finished a time at bat until he is put out or until playing action ends.

A bunt is a fair ball in which the batter does not swing to hit the ball, but holds the bat in the path of the ball to tap it slowly to the infield. If an attempt to bunt is a foul ball, it is treated the same as any other foul ball, except that if the attempt is by a batter who has two strikes, such batter is out.

A catch is the act of a fielder in getting secure possession in his hand or glove of a live ball in flight and firmly holding it, provided he does not use his cap, protector, mask, pocket or other part of his uniform to trap the ball. The catch of a fly ball by a fielder is not completed until the continuing action of the catch is completed. A fielder who catches a ball and then runs into a wall or another player and drops the ball has not made a catch. A fielder, at full speed, who catches a ball and whose initial momentum carries him several more yards after which the ball drops from his glove has not made a catch. When the fielder, by his action of stopping, removing the ball from his glove, etc., signifies the initial action is completed and then drops the ball, will be judged to have made the catch. The same definition of a catch would apply when making a double play. It is considered a catch if a fielder catches a fair or foul ball and then steps or falls into a bench, dugout, stand, bleacher or over any boundary or barrier, such as a fence, rope, chalk line, or a pregame determined imaginary boundary line from the field of play. Falling into does not include merely running against such object.

It is not a catch when a fielder touches a batted ball in flight which then contacts a member of the offensive team or an umpire and is then caught by a defensive player.

A crow hop (SOFTBALL ONLY) is the replant of the pivot foot prior to delivering the pitch.

A charged conference is a meeting which involves the coach or his non-playing representative and a player or players of the team.

A pregame conference is a meeting involving the umpires, both head coaches and team captains (if available) near home plate. The meeting should begin approximately five minutes prior to the game.

A foul is a batted ball:

- a. which settles on foul territory between home and first base or between home and third base; or
- b. that bounds past first or third base on or over foul territory; or
- c. that first falls on foul territory beyond first or third base; or
- d. that, while on or over foul territory, touches the person of an umpire or a player or any object foreign to the natural ground; or
- e. that touches the ground after inadvertently being declared foul by an umpire.

A foul tip is a batted ball that goes directly to the catcher's hands and is legally caught by the catcher. It is a strike and the ball is in play.

An illegal pitch is an illegal act committed by the pitcher:

BASEBALL- with no runner on base, which results in a ball being awarded the batter. When an illegal pitch occurs with a runner, or runners, on base, it is ruled a balk.

SOFTBALL- is a ball to the batter and any runners on base advance one base or if hit the offense has the option to take the play.

An illegally batted ball is a pitch contacted by the batter:

- a. with an illegal bat.
- b. when any part of either foot is in contact with the plate at the time of contact with the ball.
- c. when one or both feet are on the ground and entirely outside the lines of the batter's box at the time of bat-ball contact.

An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair."

Initial Play- A fielder is considered to be making an initial play on a fair batted ball when she:

- a. Has a reasonable chance to gain control of a ground ball that no other fielder except the pitcher) has touched.
- b. Has a reasonable chance to catch the ball in flight or catch the ball in flight after it touches another fielder.
- c. Fails to gain control of the batted ball and is within a step and a reach (in any direction) of the spot of the initial contact. (**SOFTBALL ONLY-** in baseball only points a & b apply)

Offensive interference is an act (physical or verbal) by the team at bat:

- a. which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play; or
- b. when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or
- c. a coach physically assists a runner during playing action.

Obstruction is an act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play or when a catcher or fielder hinders a batter. When obstruction occurs, the ball becomes dead at the end of playing action and the umpire has authority to determine which base or bases shall be awarded the runners according to the rule violated.

- **A fake tag** is an act by a defensive player without the ball that simulates a tag. A fake tag is considered obstruction.
- The fielder without possession of the ball denies access to the base the runner is attempting to achieve.

A strikeout is the result of the pitcher getting a third strike charged to a batter. This usually results in the batter being out, but does not so result if the third strike is not caught and the batter-runner legally reaches first base.

The pitcher's 16-foot circle- (SOFTBALL ONLY) is used for the look-back rule. A pitcher is in the 16-foot circle when both feet are within or partially within the line. The feet may touch the line and extend outside the line.

A tag out is the put out of a runner, including the batter-runner, who is not in contact with his base when touched with a live ball, or with the glove or hand when the live ball is held securely therein by a fielder. The ball is not considered as having been securely held if it is juggled or dropped after the touching, unless the runner deliberately knocks the ball from the hand of the fielder.

A throw out is a putout caused by a throw to first base to retire a batter-runner, or to any other base to which a runner is forced or is required to retouch.

A penalty is the action taken by the umpire against a player, coach or team for a rule infraction. Penalties include:

- a. restricting the coach to the dugout;
- b. ejecting an offending player or coach;
- c. declaring a batter or runner out;
- d. awarding a base to a batter or runner;
- e. awarding a ball to a batter (for an illegal pitch when there is no runner or for delay by the pitcher); f. charging a batter with a strike (for delay);
- g. forfeiting a game; or
- h. removing non-players from the bench or field.

A pitch ends when the pitched ball:

- a. is secured by the catcher,
- b. comes to rest,
- c. goes out of play,
- d. becomes dead,
- e. or the batter hits the ball (other than a foul tip).

The pitcher's pivot foot

SOFTBALL- is that foot which is in contact with the ground, as opposed to the non-pivot foot with which the pitcher steps toward home plate

BASEBALL- The pitcher's pivot foot is that foot with which the pitcher contacts the pitcher's plate when he delivers the ball. For example, the pivot foot is the left foot for a left-handed pitcher

A run is the score made by a runner who legally advances to and touches home plate.

A runner is a player of the team at bat who has finished his time at bat and has not yet been put out. The term includes the batter-runner and also any runner who occupies a base.

A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder.

A slide is illegal if:

- a. the runner uses a rolling, cross-body or pop-up slide into the fielder, or
- b. the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
- c. the runner goes beyond the base and then makes contact with or alters the play of the fielder, or
- d. the runner slashes or kicks the fielder with either leg, or
- e. the runner tries to injure the fielder, or
- f. the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

Touching is contact with, and there is no distinction between the act of touching or by being touched. The term applies to contact with any part of the person or his clothing if the clothing is reasonably well fitted. This includes:

- a. a pitched ball touching a batter, or
- b. a batted ball touching a batter or any runner, or
- c. the catcher touching the bat, or
- d. a player touching a base, or
- e. a ball touching a player or non-player.

The playing field includes both fair and foul territory. Any other areas beyond the playing field are defined as being outside the playing field (dead ball area). Any wall, fence, barricade, rope, wire, marked or imaginary line is considered a part of the playing field. Any areas beyond those boundaries are outside the playing field.

BASEBALL PLAYING RULES

Play will be governed by the PAC rules listed in this book and those not covered here by NFHS official baseball rules.

PITCHING RESTRICTIONS

1. No Pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
3. Once the umpire-in-chief signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count will be at that point.
4. A pitcher is charged with the number of pitches in the specific calendar day and week which they are pitched. This includes playoff games, postponed games, suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
5. One day is defined as a 24-hour time period, two days as a 48-hour time period, etc.
6. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
7. A pitcher cannot pitch more than 1 game in a day (excluding Colt/Palomino) Note – It is not recommended that Colt/Palomino level pitch more than one game in a day.

PITCHING OVERVIEW

The pitcher shall pitch while facing the batter from either a windup position or a set position. The position of his feet shall determine whether he will pitch from the windup or the set position. He shall take his sign from the catcher with his pivot foot in contact with the pitcher’s plate. The pitching regulations begin when he intentionally contacts the pitcher’s plate. Turning the shoulders to check runners while in contact with the pitcher’s plate in the set position is legal. Turning the shoulders after bringing the hands together during or after the stretch is a balk. He shall not make a quick-return pitch in an attempt to catch a batter off balance. The catcher shall have both feet in the catcher’s box at the time of the pitch.

For the **wind-up position**, the pitcher is not restricted as to how he shall hold the ball. A pitcher assumes the windup position when his hands are: (a) together in front of the body; (b) both hands are at his side; (c) either hand is in front of the body and the other hand is at his side. The pitcher’s non-pivot foot shall be in any position on or behind a line extending through the front edge of the pitcher’s plate. He is limited to not more than two pumps or rotations. After he starts his movement to pitch, he must continue the motion without interruption or alteration. With his feet in the wind-up position, the pitcher may only deliver a pitch or step backward off the pitcher’s plate with his pivot foot first. After the pitcher has placed his pivot foot clearly behind the plate, he has the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, he may lift his non-pivot foot in a step forward, a step sideways, or in a step backward and a step forward, but he shall not otherwise lift either foot.

For the **set position**, the pitcher shall have the ball in either his gloved hand or his pitching hand. His pitching hand shall be down at his side or behind his back. Before starting his delivery, he shall stand with his entire non pivot foot in front of a line extending through the front edge of the pitcher’s plate and with his entire pivot foot in contact with or directly in front of the pitcher’s plate. He shall go to the set position without interruption and in one continuous motion. He shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and his glove at or below his chin. Natural preliminary motions such as only one stretch may be made. During these preliminary motions and during the set position until a delivery motion occurs, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting, or he may lift his pivot foot in a step backward off the pitcher’s plate which must be in or partially within the 24-inch length of the pitcher’s plate. In order to change to the wind-up position, he must first step clearly backward off the pitcher’s plate with his pivot foot first. After the pitcher has placed his pivot foot on the ground clearly behind the plate, he then has the right to throw or feint to a base the same as that of any other infielder.

PENALTY: The ball is dead immediately when an illegal pitch occurs. If there is no runner, a ball is awarded the batter. If there is a runner, such illegal act is a balk. In both situations, the umpire signals dead ball.

Each legal pitch shall be declared by the umpire as a strike, ball, fair or foul hit or a dead ball. A pitch dropped during delivery and which crosses a foul line shall be called a ball. Otherwise, it will be called no pitch. A pitch dropped during delivery with at least one runner on base would be a balk if it does not cross a foul line.

When a pitcher is attempting to field a batted or thrown ball or is throwing to a base while his pivot foot is clearly off his plate, his status is that of an infielder except that if a batted ball passes but does not touch him and then strikes an umpire or a runner, the ball may become dead because of interference

INFRACTIONS BY PITCHER

Illegal acts include:

- a. applying a foreign substance to the ball;
- b. spitting on the ball or glove;
- c. rubbing the ball on the glove, clothing or person if the act defaces the ball; d. discoloring the ball with dirt;
- e. bringing the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball;
- f. wearing any items on the hands, wrists or arms that may be distracting to the batter;
- g. wearing or placing tape, bandages or other foreign material (other than rosin) on the fingers or palm of his pitching hand that could come in contact with the ball;
- h. wearing a glove/mitt that includes the colors white or gray;
- i. wearing exposed undershirt sleeves that are white or gray.

NOTE: Under umpire supervision, the pitcher may dry his hands by using a finely meshed cloth bag of powdered rosin. He may rub the ball with his bare hands to remove any extraneous coating.

PENALTY: For defacing the ball (a-d), the ball is dead immediately. The umpire may eject the pitcher. If such defaced ball is pitched and then detected, it is an illegal pitch. For infraction (e), a ball shall be awarded each time a pitcher violates this rule and subsequently engages the pitching plate. For infraction (f-i), the infraction must be corrected before the next pitch. In (f), the umpire has sole authority to judge whether or not an item is distracting and shall have that item removed.

Balk. If there is a runner or runners, any of the following acts by a pitcher while he is touching the pitcher's plate is a balk:

- a. any feinting toward the batter or first base, or any dropping of the ball (even though accidental) and the ball does not cross a foul line.
- b. failing to step with the non-pivot foot directly toward a base (occupied or unoccupied) when throwing or feinting there in an attempt to put out, or drive back a runner; or throwing or feinting to any unoccupied base when it is not an attempt to put out or drive back a runner; c. making an illegal pitch from any position;
- d. failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as he habitually uses in his delivery;
 1. If the pitcher, with a runner on base, stops or hesitates in his delivery because the batter steps out of the box and/or holds up his hand to request "Time," it shall not be a balk. The umpire shall call "Time" and begin play anew.
- e. taking a hand off the ball while in a set position, unless he pitches to the batter or throws to a base or he steps toward and feints a throw to second or third base as in (b); or
- f. failing to pitch to the batter when the entire non-pivot foot passes behind the perpendicular plane of the back edge of the pitcher's plate, except when feinting or throwing to second base in an attempt to put out a runner.

It is also a balk if a runner or runners are on base and the pitcher, while he is not touching the pitcher's plate, makes any movement naturally associated with his pitch, or he places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.

BASEBALL AWARDS

<u>ACTIVITY</u>	<u>AWARD</u>
1. Illegal pitch	1. The pitch is ruled a ball
2. Pitch touches batter	2. Batter awarded first except when no effort to avoid pitch
3. Pitch touches runner	3. All runners advance one base except when pitch
4. Illegally batted ball	4. Batter is out. Runners return
5. Intentionally hitting ball second time	5. Batter is out. Runners return
6. An uncaught foul	6. Runners return to bases occupied at time of pitch
7. Interference by runner or retired runner (including malicious contact)	7. Interferer is out, also batter-runner if interference prevented a double play at first base. Interferer is out and so is another runner if interference prevented a double play on the latter. Other runners return.
8. Interference with fielder attempting to catch foul fly ball	8. Runner is out and another runner is out if interference prevented a possible double play
9. Interference by others connected with team	9. Runner is out. Other runners return
10. Fair ball over fence in flight or prevented by spectator or player's detached equipment	10. Award all runners home base
11. Fair ball touches a spectator	11. Award or penalize according to umpire's judgment
12. Fair ball bounces over, through or lodges in fence or lodges in player's uniform or equipment	12. Award all runners two bases from base occupied at time of pitch
13. Fair ball touches runner before it touches an infielder or after it passes any infielder except the pitcher and another fielder has a play	13. Hit runner is out. Batter awarded first base and credited with single. Others return to base occupied at time of interference unless forced by batter-runner
14. Fair batted ball touches umpire before it touches a fielder or passes any fielder except the pitcher	14. Runners return to bases occupied at time of pitch unless forced by batter-runner. Batter awarded first base and credited with a single .
15. A thrown ball, not by pitcher from plate, goes into bench, stand, through or over fence	15. Award all runners two bases
16. A pitch or ball thrown by pitcher from plate goes into stand, bench, over or through fence, backstop, or touches a spectator (in live ball area) or lodges in umpire's or catcher's equipment	16. Award all runners one base
17. Umpire handles a live ball or calls time to inspect ball or for other reason, or umpire declares "Foul" inadvertently	17. Runners return to bases they had reached or passed when ball becomes dead
18. Fair or foul ball is caught by a fielder, who then steps or falls from field of play over any boundary or barrier such as a fence, rope, chalk line or pre-game determined imaginary line or into a stand, bench or dugout	18. Award all runners one base except when caught ball is third out
19. Infielder intentionally drops a fair fly, fair line drive or fair bunt in flight with at least first base occupied and with less than two outs	19. Batter is out and all runners return to base occupied at time of pitch
20. Balk	20. All runners advance one base. Batter remains at bat
21. Umpire gives "do not pitch signal"	21. No play can take place
22. Award intentional base on balls	22. Batter awarded first base
23. Batter enters box with an illegal bat	23. Batter is out
24. Batter refuses to enter box after being warned by umpire	24. Strike is called
25. Interference by batter who hits throw from the pitcher, not in contact with pitcher's plate when runner is advancing to home base	25. With less than two outs, the runner is out. Otherwise batter is out
26. Defensive Malicious Contact	26. Umpire will rule safe or out on the play and award runner(s) appropriate base(s) per his judgment

ACTIVITY

1. Interference by batter when attempted put out is on runner other than at home
2. Interference by batter when runner is advancing to home plate (other than hitting a throw from the pitcher, not in contact with pitcher's plate)
3. Obstruction with batter by catcher or fielder
4. Obstruction
5. Intentionally touching batted ball with detached player equipment over fair ground, or over foul ground which might become fair ball .
6. Intentionally touching thrown ball (including a pitch) with detached player equipment
7. Offensive team personnel calls "Time" or uses any other command or commits an act for the purpose of trying to cause opposing pitcher to balk
8. Interference with catcher by umpire
9. Deliberately removing batting helmet in live ball territory while ball is alive
10. A coach physically assists a runner
11. Use of illegal glove/mitt

AWARD

1. With two out, batter is out. Otherwise, if attempt on runner is unsuccessful, ball is dead, batter is out and runners return. If third strike, batter is out and umpire can call a second out
2. Runner is out unless two are out, then batter is out. If runner is put out, ball remains alive
3. If batter and all runners attempting to steal or who are forced do not advance, award each one base
4. If obstructed runner and all other runners hindered by the obstruction do not reach bases they otherwise would have reached, award runner or runners such bases
5. Award batter-runner and runners three bases if not made
6. Award runners two bases if not made
7. No runners allowed to advance. Eject offender from the game
8. If runner is not put out, runners return
9. Team warning. Subsequent players on that team to violate rule may be ejected
10. Involved batter-runner or runner is out. Outs on play stand. Other runners return to bases occupied at time of infraction
11. Award four bases for home run over fence, three bases for other fair batted ball, two bases for thrown or pitched ball

CO-ED COACH PITCH 4-7

THE GAME

1. There will be no official score kept for the game and no league standings are recorded.
2. A game will consist of as many innings that can be completed in the time limit. No inning will be started after one (1) hour and fifteen (15) minutes.
3. If a game is called for any reason, it is a complete game if forty-five minutes have elapsed from the game's start time.
4. The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where a player is not able to bat due to an injury sustained during the game, that player will be skipped in the batting order and not recorded as an out. Seven players are needed to start a game.
5. During the first half of the season, managers or coaches may call time outs as needed to talk to a fielder or batter. During the second half of the season, only one (1) time out per half inning is allowed.
6. All batters will be given six pitches to hit fair. If a ball is not hit into fair territory during the six pitches, the tee will be used until the ball is hit into fair territory.
7. Batters are not permitted to bunt or swing easy at the ball.
8. A batter who throws his/her bat is out and the base runners may not advance. NO warning will be given.
9. Managers and coaches must refrain from assisting a player while the ball is in play.
10. Base runners are not permitted to steal bases. Base runners must remain in contact with the base until the ball is hit.
11. A batter may continue to advance until a defensive player has possession of the ball. Once the ball is in possession of the fielder they may only advance to the base they were in route to but no further. For example, they were half way between first and second when outfielder picked up the ball they may advance to second, with the possibility of being put out, but no further.
12. If a runner is tagged or forced out, the runner will be removed from the bases, but total outs are not kept track of as the entire batting order hits each half inning.
13. The infield fly rule is waived.
14. A team's turn at bat shall end after the entire batting order has batted in that half-inning.
15. A maximum number of five (5) Managers/Coaches are allowed on the field during play. Base coaches must remain in the coaching boxes.
16. Managers should choose a parent(s) to be the official umpire(s) of the game.
17. The batting teams' coach **will pitch** from the pitching circle/pitching mound. Coaches should attempt to pitch a reasonably flat pitch from as close to eye level with the batter as possible.

PLAYING TIME

1. The entire roster of players present for the game shall play in the field. Only seven (7) players are allowed in the infield (dirt part of the playing field) until the ball is put in play. The infielders must position themselves no closer than five (5) feet in front of the base line that extends from first base to second base or the base line that extends from second base to third base. The player - pitcher must be positioned to the rear of the pitching plate either to the left or right of the manager/coach pitcher until the ball is put in play. Outfielders must be positioned on the grass portion of the playing field.
2. Players are required to play a different position every inning. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions. Players may not play in the same position more than once per game.

MISCELLANEOUS

1. Steel spikes are not allowed at this level of play.

Catchers **MUST** wear a cup type athletic supporter (MALE), mask with throat guard, chest protector, shin guards, and protective headgear.

SPECIAL RULES FOR PINTO

1. The number of players on the field will be ten (10), which includes four (4) outfielders on the grass.
2. Each team is allowed only two (2) time-outs, excluding trips to the pitching mound.
3. **ABSOLUTELY NO ONE** can be behind the catcher or in front of the backstop screen while a pitch is being made to the batter. A coach or adult may shag the balls once it passes the catcher but they **MUST** start behind the backstop screen. This is a safety and insurance issue and will be strictly enforced!!
4. If a pitcher hits three (3) batters in a game, he must be removed from the mound and may not reenter the mound during that game. A bounced hit batter under rule 5 below will count toward the 3 batters hit.
5. Batter struck by a pitched ball that bounces prior to striking the batter will not be considered a hit batter but instead will be treated like ball 4 and the coach will come into pitch. If the batter is unable to continue the at bat, their turn will be skipped and the next batter will come to bat with no count.
6. The ball will become dead and therefore runners cannot advance on an overthrow by the catcher to the pitcher or the pitcher dropping the ball thrown from another player.
7. Absolutely no intentional walks are allowed.
8. Managers are expected to provide a catcher capable of catching (or at least making a reasonable attempt to catch) most pitches thrown to him in order to keep a reasonable pace to the game. The umpire may request a different catcher if this is not followed.
9. Pitchers cannot walk a batter. If the count on a batter reaches 4 balls, a coach from the team at bat will pitch to that batter, with the count to remain unchanged on the batter. The coach must pitch from the pitching rubber and the player (pitcher) must still field his position from the mound. The batter can strike out but cannot walk. Coaches should attempt to pitch a reasonably flat pitch (no lob pitches), per the umpires discretion. Coaches who are pitching may not coach players in any way while on the field.
10. A ball hitting a coach-pitcher is a dead ball and considered a foul/strike.
11. If, in the umpire's judgment, the coach-pitcher interferes in the fielder's attempt to make a play or intentionally touches the ball, the ball is dead and the batter is out.
12. Players may not play in the same defensive position more than twice per game (**including playoffs**).
13. The following rules and examples apply to runner advancement:
 - a. A fair ball is "in play" until an infielder is in possession of the ball in the infield. The runner(s) may continue to the base that he is in the process of attaining with the liability of being put out.
 - b. If any play results in an overthrow from any fielding position, the runner(s) are not allowed to advance any further than the same base they were in the process of attaining.
 - c. Runners may only advance on batted balls with the exception of a hit batsman and only then if they are forced to advance.
 - d. Umpires will be solely responsible for adjusting the runners to the appropriate base after the play is stopped and he/she has signaled for time.
 - e. Runners are at the liability to being put out anytime the ball is live and they are not legally occupying a base. This is true even if they are advancing past the base they are legally entitled to per the Pinto rules.
 - f. Potential situations and rule interpretation:
 - i. **Ball hit in the infield and fielded by an infielder**- The batter can advance no further than first base and other runners can advance no further than one base beyond the base they last legally occupied.
 - ii. **Ball hit on ground but makes it to outfield**- Batter and runners can continue to advance to until the ball is returned to the infield and gets to (possession) or passes (overthrow) the fielder the outfielder attempted to throw the ball. Once the ball gets to or passes the fielder on the infield the runners can only advance to the base they were in the process of attaining at the risk of being put out. **EXCEPTION:** If an outfielder wildly throws the ball back in the general direction of the infield and not to a fielder the runners may continue to advance until the ball is possessed by the defensive team. (If an infielder clearly knocks a ball down and it is within a few steps of them, it is in the infield. Beyond the infielders is the outfield, even if an outfielder fields the ball on the dirt. If the ball makes it easily to the outfield even if it nicked by a glove they can run until the ball is returned to the infield).
 - iii. **Ball hit to outfield on fly**- same as above
 - iv. **Thrown ball goes out of play**- There is no out of play penalty as in the higher division as the ball would have already passed a fielder and be classified as an overthrow.

SPECIAL RULES FOR MAVERICK

1. The division is offered to 6-year-olds who wish a more competitive level to Coach Pitch and to 7 year-olds who choose not to compete in the competitive Pinto division.
2. Will follow all Pinto rules with the exception of coaches will pitch until third Saturday in May, approximately 7 games

SPECIAL RULES FOR MUSTANG

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher's in the catcher's box ready to receive delivery of ball, base runners shall not leave their bases until the ball has been delivered and has reached the catcher.

The violation by one base runner shall affect all other base runners –

(a) When a base runner leaves the base before the pitched ball has reached the catcher and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.

(b) When a base runner leaves the base before the pitched ball has reached the catcher and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpires shall determine the base value of the hit ball.

(c) When any base runner leaves the base before the pitched ball has reached the catcher and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.

No stealing of home is allowed. For a runner to score one of the following conditions must apply:

- o Advance to home on a legally hit ball or on any play associated with the hit while the ball is live.
- o Forced to advance with bases loaded and a base on ball or hit by pitch.
- o An umpire award for over throws or defensive violations.

During any attempt by a runner to score, they are at liability of being put out. The umpires will allow the play to continue until all base runners have either been put out or legally attained a base. If runner(s) have touched home plate safely in a situation not allowed under the rules, they will be sent back to the appropriate base(s) by the umpire at the end of the play.

SOFTBALL PLAYING RULES

Play will be governed by A.S.A Softball Rules. The order of rule interpretation for all decisions at all games is as follows:

1. PAC
2. Southwest Suburban (SWS) League – (if applicable for age group)
3. ASA

The Plainfield Athletic Club rules that follow will be in effect. See enclosed and the table on back inside cover for specific details regarding the different levels of play.

PITCHING

1. After throwing one (1) pitch to a batter, the pitcher shall be considered as having pitched one (1) inning.
2. Neither a pitcher withdrawn from the line-up, 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 inning. Only one pitcher per game can re-enter to pitch again in the same game.
3. A calendar week is defined as 12:01am Monday to 11:59pm Sunday for the purpose of the pitching matrix.
4. If a manager or coach goes onto the playing field to talk to a pitcher more than once in a half inning, a pitching change shall be made. The only exceptions to this rule are in the case of injury.

PITCHING REGULATIONS

ART. 1 . . . Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.

- a. Prior to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated.
- b. While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.
- c. After completing "b" above, the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
- d. The pitcher shall not be considered to be in pitching position unless the catcher is within the lines of the catcher's box and in position to receive the pitch.
- e. The pitcher may not take the pitching position on or near the pitcher's plate without having possession of the ball.
- f. The pitcher may remove herself from the pitching position as follows:
 1. before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet;
 2. when the hands are together and no part of the windup motion has been made, the pitcher may legally step back from the pitcher's plate with both feet; 3. either foot may be removed first.

PENALTY: (Art. 1) An illegal pitch is called.

ART. 2 . . . About the Pitch:

- a. The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.
- b. Once the hands are brought together and are in motion, the pitcher shall not take more than one step which must be forward, toward the batter and simultaneous with the delivery. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.

NOTE: Towards is interpreted as within or partially within the 24-inch length of the pitcher's plate. (See Figure 6-1)

- c. the pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within the 24-inch length. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTES:

1: It is not a step if the pitcher slides her foot in any direction on the pitcher's plate, provided contact is maintained.

2: Techniques such as the "crow hop" and "the leap" are illegal.

ART. 3 . . . A legal delivery shall be a pitched ball that is delivered to the batter with an underhand motion.

- a. The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
- b. The hand shall be below the hip and the wrist not farther from the body than the elbow.
- c. The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
- d. The pitch is completed with a step toward the batter.

ART. 4 . . . The pitcher may use any windup desired provided:

- a. no motion to pitch is made without immediately delivering the ball to the batter.
- b. the pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
- c. the pitcher does not use a windup in which there is a stop or reversal of the forward motion.
- d. the pitcher does not make more than 1½ clockwise revolutions of the arm in the windmill pitch. The ball does not have to be released the first time past the hip.
- e. the pitcher does not continue to wind up after taking the forward step or after the ball is released. **NOTE:** Continuation of the windup is considered any action that, after the ball is released causes the arm to continue to rotate past the shoulder.

PENALTY: (Arts. 2, 3, 4) Illegal pitch. The ball is dead at the end of playing action, if the ball is pitched. A ball is called on the batter, and base runners are awarded one base without liability to be put out (10u and 12 u see grid on back cover)

LOOK-BACK RULE (Applies to the 12u division and above)

ART. 1 . . . The look-back rule will be in effect when the ball is live, the batter runner has touched first base or has been declared out, and the pitcher has possession of the ball within the pitcher's circle.

ART. 2 . . . The runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.

ART. 3 . . . Once the runner stops at a base for any reason, she will be declared out if she leaves the base.

ART. 4 . . . Responsibilities of batter-runner after completing a turn at bat, and while the pitcher has the ball within the 16-foot pitching circle, including a base on balls or a dropped third strike are as follows:

- a. A batter-runner who rounds first base toward second base may stop, but then must immediately, without stopping, return to first or attempt to advance to second base.
- b. A batter-runner who overruns first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance to second base.
- c. A batter-runner who overruns first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.
- d. A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.
- e. A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base.

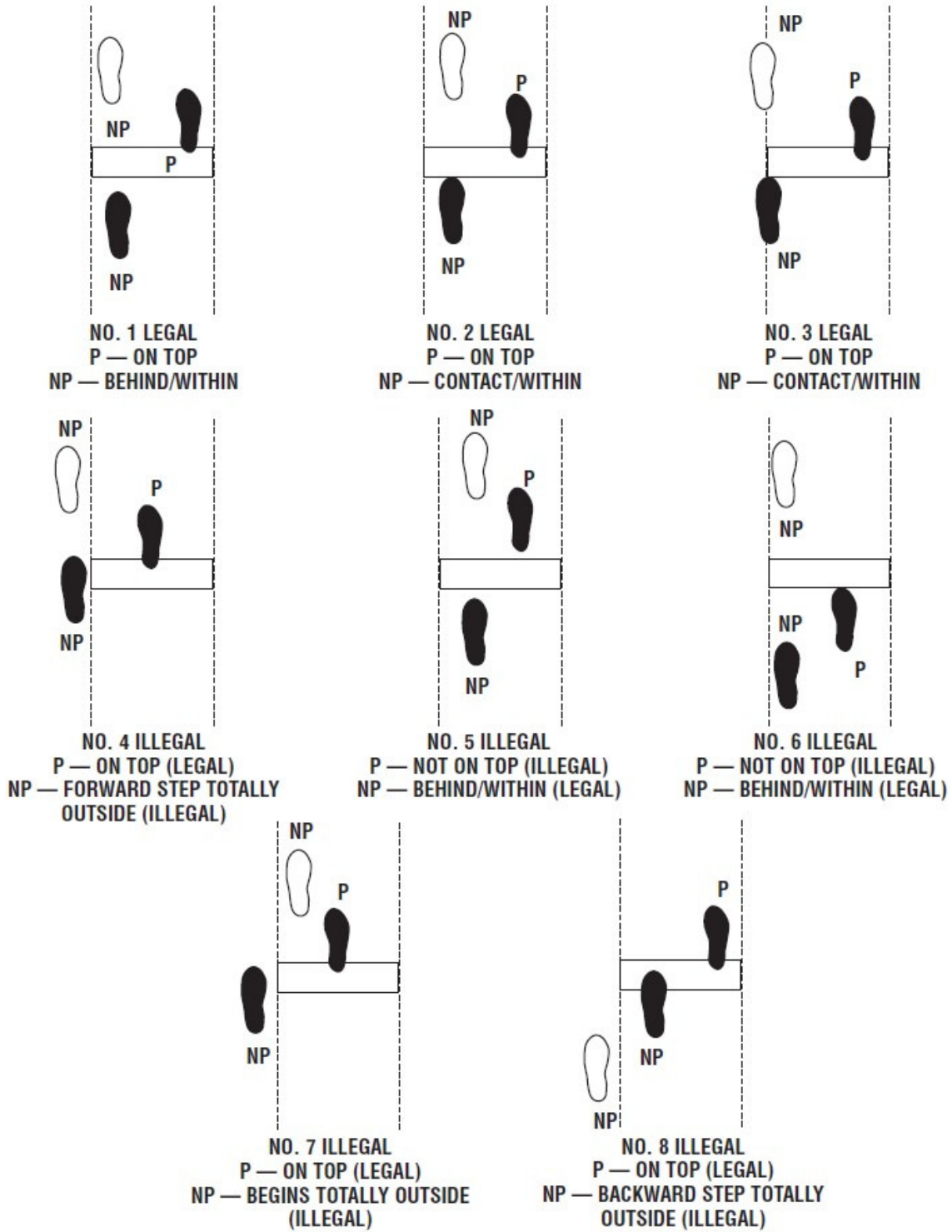
PENALTY: (Arts. 2, 3, 4) The ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

EXCEPTION: The runner will not be declared out if a play is made on another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.

Figure 6-1

REFERENCE CHART
FOR (F.P.) 6-1-1 AND 6-1-2

P = PIVOT
NP = NON-PIVOT
STARTING POSITION = BLACK
FINISHING POSITION = WHITE



SECTION 2 INFRACTIONS BY PITCHER

ART. 1 . . . The pitcher shall not deliberately drop, roll, bounce, etc., the ball while in pitching position in order to prevent the batter from striking it.

PENALTY: (Art. 1) Any infraction is an illegal pitch. The ball is dead at the end of playing action. The batter is awarded a ball and base runners are awarded one base without liability to be put out.

ART. 2 . . . The pitcher shall not at any time during the game be allowed to use tape or other substance on the ball or contact points of the pitching hand or fingers; nor shall any other player apply a foreign substance to the ball. A pitcher who licks her fingers shall wipe them off before bringing them in contact with the ball. Under the supervision and control of the umpire, powdered resin or any comparable drying agent may be used to dry the hand. The pitcher shall not wear any item on the pitching hand, wrist, arm or thighs which the umpire judges to be distracting to the batter.

PENALTY: (Art. 2) An illegal pitch shall be called immediately. The batter is awarded a ball, and base runners are awarded one base without liability to be put out.

EXCEPTION: If the pitcher completes the delivery of the ball to the batter and the batter hits the ball fair or foul, or becomes a base runner, the coach of the team at bat shall have the option of the result of the play or the penalty for an illegal pitch. A delayed dead ball will be signaled by the umpire by extending the left arm horizontally.

NOTE: An illegal pitch shall be called immediately by the plate or base umpire when it becomes illegal. Depending on the infraction, a delayed dead-ball signal may be given. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. Failure of players to hear the call shall not void the call.

ART. 3 . . . Once the ball has been returned to the pitcher to prepare for the next pitch, she has 20 seconds to release the pitch.

PENALTY: (Art. 3) The batter is awarded a ball.

ART. 4 . . . No pitch shall be declared when:

- a. the pitcher pitches during a suspension of play.
- b. the pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch.
- c. the runner is called out for leaving the base too soon.
- d. the pitcher pitches before a base runner has retouched the base occupied after a foul ball has been declared and the ball is dead.
- e. a player, manager or coach calls "Time" or employs any other word or phrase or commits any act, while the ball is live and in play, for the obvious purpose of trying to make the pitcher commit an illegal pitch.

PENALTY: (Art. 4a through d) The ball is dead immediately and all subsequent action on that pitch is cancelled. (Art. 4e) If the batter tries to cause the pitcher to commit an illegal pitch after the pitcher has started her delivery, the ball remains live if the pitcher legally delivers the pitch.

ART. 5 . . . When the ball slips from the pitcher's hand during the backswing or forward motion, it is a pitch.

EFFECT: A ball is awarded to the batter, and the ball remains in play and runners may advance with liability to be put out. A defensive player may immediately retrieve the ball as long as the batter has no opportunity to contact the pitch.

EXCEPTION: If the batter has a legitimate opportunity to hit the ball and swings at the pitch, a strike is called if she does not make contact and the ball is in play if it is batted.

ART. 6 . . . The pitcher shall not throw to a base while a foot is in contact with the pitcher's plate after having taken the pitching position.

NOTE: The pitcher may remove herself from the pitching position by stepping backwards off the pitcher's plate with both feet before separating her hands or making any motion that is part of the windup after the hands have come together. She may step with either foot first. Stepping forward or sideways constitutes an illegal pitch.

ART. 7 . . . It is an illegal pitch if any fielder takes a position in the batter's line of vision or, with deliberate unsporting intent, acts in a manner to distract the batter. A pitch does not have to be released.

ART. 8 . . . The pitcher shall not deliver a pitch until all defensive players are positioned in fair territory, except the catcher, who must be in the catcher's box.

PENALTY: (Arts. 6, 7, 8) Illegal pitch, the ball is dead immediately. A ball is called on the batter and all runners advance one base without liability to be put out.

SOFTBALL AWARDS

SOFTBALL DEAD BALL IMMEDIATELY

<u>ACTIVITY</u>	<u>AWARD</u>
1. Pitch touches batter	1. Batter awarded first except when no effort to avoid pitch or pitch is strike
2. Illegally batted ball	2. Batter is out. Runners return
3. Ball hit twice in fair and sometimes foul territory	3. Batter is out. Runners return
4. Uncaught foul	4. Runners return to bases occupied at time of pitch
5. Spectator interference	5. Umpire judgment in awarding bases or imposing penalty to nullify interference
6. Interference by runner	6. Interferer is out. Other runners return to base occupied at time of infraction
7. Interference by retired runner	7. Runner closest to home is out if interference prevented a double play anywhere. Other runners return
8. Interference by runner (foul fly)	8. Interferer is out. Other runners return. Strike on the batter
9. Interference by coach or others connected with the team (thrown ball)	9. For interference by coach, runner is out.
10. Interference by coach or other nonplayers connected with the team (batted ball)	10. If interference prevented possible double play, the batter and runner closest to home would be declared out
11. Fair ball over fence in flight or prevented by spectator or player's detached equipment	11. Award all runners home plate
12. Fair ball touches a spectator or bounces over, through or lodges in a fence	12. Award all runners appropriate number in umpire's judgment or two bases
13. Fair ball touches runner before it touches a fielder or after it passes any fielder other than the pitcher and another fielder has a play	13. Hit runner is out. Batter is awarded first and credited with a hit. Others return to base occupied at time of interference unless runner intentionally interferes with ball or fielder
14. Fair ball touches umpire before it touches an infielder or passes any infielder except the pitcher	14. Runners return to bases occupied at time of interference unless forced by batter-runner. Batter awarded first and credited with a single
15. A thrown ball, not a pitch, which becomes a blocked ball	15. Award all runners two bases from point of release
16. A pitched ball that becomes blocked	16. Award all runners one base from time of pitch (F.P.)
17. Umpire handles live ball or calls time to inspect the ball or for other reasons	17. Runners return to bases they had reached or passed when ball becomes dead
18. Fair or foul ball is caught by fielder, who then leaves the field of play with one or both feet	18. Award all runners one base from time the ball became dead except when caught ball is third out
19. A live ball is intentionally carried, kicked, pushed or thrown into dead-ball territory	19. Award all runners two bases from the time the ball became dead.
20. Offensive team personnel calls "Time" or uses any other command or commits an act for the purpose of trying to cause the opposing pitcher to violate the pitching rule	20. No runners are allowed to advance. Team warning for first offense. Subsequent offenders ejected
21. Infielder intentionally drops fair fly, fair line drive or fair bunt in flight with at least first base occupied and less than two outs	21. Batter-runner is out. Runners return to their base
22. Illegal pitch but not released, or released to a base	22. All runners advance one base. Batter remains at bat and is awarded a ball
23. Base runner leaves base before pitcher releases pitch (F.P.)	23. No pitch is declared and runner is out
24. Quick return pitch before batter has taken position or is off balance	24. All subsequent action on pitch is cancelled. No pitch is declared
25. Fielder loses possession and ball enters dead area	25. All runners awarded one base past last base touched at time ball enters deadball territory
26. Batted ball hitting runner while touching base	26. Batter awarded first base. Runners remain at base occupied at time of pitch unless forced to advance

- 27. Illegal slide
- 28. Malicious interference
- 29. Batter-runner steps backward toward home plate

- 27. Runner is out. Other runners return to last base touched prior to infraction.
- 28. Runner is out and ejected. Other runners return to last base touched prior to infraction
- 29. Batter-runner is out. Runners return to bases occupied at time of infraction

SOFTBALL- DEAD BALL IMMEDIATE (CONT)

- 30. For ball hitting loose equipment on field of team at bat
- 31. For ball hitting loose equipment on field of team on defense
- 32. Fielder intentionally carries or throws ball into dead-ball territory
- 33. Pitched ball touches in occupied designated media area
- 34. Batted or thrown ball touches in occupied designated media area
- 35. Interference by batter when attempted putout is by the catcher
- 36. Batter-runner fails to advance to first and enters team area

- 30. Runner being played on is out. Otherwise runners return to bases occupied at time of infraction
- 31. All runners advance two bases
- 32. Runners are awarded two bases beyond the base they last occupied at the time the fielder entered deadball territory or when the ball left the hand of the thrower
- 33. Ball dead immediately. Runners advance one base
- 34. Ball dead immediately. Runners advance two bases
- 34. Ball dead immediately. Batter is out. Runners return to last base touched at time of interference.
- 36. Batter-runner is out. Runners return to bases occupied at time of infraction.

SOFTBALL- DELAYED DEAD BALL

ACTIVITY

- 1. Illegal pitch released (F.P.)
- 2. Obstruction of batter by catcher or fielder
- 3. Intentionally touching batted ball with detached player equipment over fair territory
- 4. Intentionally touching thrown ball with detached player equipment
- 5. Interference by umpire with catcher throwing a nonbatted ball (F.P.)
- 6. Obstruction
- 7. Contact of any ball with illegal glove or mitt
- 8. Deliberately removing batting helmet in live-ball territory while the ball is live

AWARD

- 1. The pitch is ruled a ball and base runners are awarded one base if the ball is not hit or batter becomes base runner. Otherwise, if ball is hit, team at bat has choice of accepting play or penalty
- 2. If batter and all runners do not advance at least one base, award batter first and advance all other runners only if forced or result of play
- 3. Award batter-runner and runners three bases if not made
- 4. Award runners two bases if not made
- 5. If runner is not put out, runners return
- 6. If obstructed runner and all other runners hindered by the obstruction do not reach bases they otherwise would have reached, award runner or runners such bases
- 7. The offensive team will have the choice of the result of the play or having the penalty imposed
- 8. Team warning. Subsequent players and head coach on that team to violate rule are restricted to dugout/bench for the duration of the game

SPECIAL RULES FOR 10U

- 1. Maximum of nine (9) players will be fielded each inning. Three players must start each pitch “in the grass” of the outfield.
- 2. Bunting is allowed. If a pitch is fouled off on a bunt attempt with a two (2) strike count, the batter is out.
- 3. Any pitcher may be removed from the mound and may return once as a pitcher at anytime during the game.
- 4. Walks will be allowed. When player pitcher pitches 4 balls to batter the batter takes a base. Player pitcher would not be allowed to walk in a run. If bases become loaded, and player pitcher pitches four balls to batter, coach pitcher would come in to resume strike count and complete at-bat until hit or out is recorded.
- 5. The batter/runner can only advance to second base on an overthrow of first base. All other runners can advance at their own risk.
- 6. Batter/runner may only advance to first base on a walk, no continuation.
- 7. The batter shall resume their strike count when the coach pitcher comes in to pitch. The pitch limit for coach pitchers (5), if 5th pitch is fouled off, at bat continues to 6th pitch.

SPECIAL RULES FOR 8U

1. An attempt will be made to avoid intentional bodily contact by all defensive and offensive players.
2. A team's turn at bat shall end upon the making of three (3) outs or the scoring of five (5) runs, whichever comes first.
3. Only one time-out per half inning is allowed per team.
4. A batter is declared out if she records three (3) strikes. If a pitcher pitches (4) balls the coach from the batting team will assume the pitching duties with the batters strike count remaining the same. The batter can then strike out but cannot walk. The coach must pitch from the pitching rubber and the pitcher must still field her position from the circle.
5. Batter struck by a pitched ball that bounces prior to striking the batter will not be considered a hit batter but instead will be treated like ball 4 and the coach will come into pitch. If the batter is unable to continue the at bat, their turn will be skipped and the next batter will come to bat with no count.
6. Batters are not permitted to bunt or swing easy at the ball.
7. A base runner is automatically out if she is assisted by anyone connected with her team (Manager, coach, player, or spectator) while the ball is in play.
8. Baserunner can lead off 5 feet maximum when ball leaves player or coach pitchers hand. **Note:** If baserunner goes past 5 feet, this will result in a dead ball.
9. Managers/coaches, with the exception of the manager/coach pitcher, are not allowed on the playing field while the ball is in play. Base coaches must remain in the coaching boxes.
10. Managers are required to position players at different defensive positions. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions. Players may not play in the same defensive position more than once per game, with the exception of pitchers.
11. The following rules and examples apply to runner advancement:
 - a. A fair ball is "in play" until an infielder is in possession of the ball in the infield. The runner(s) may continue to the base that he is in the process of attaining with the liability of being put out.
 - b. If any play results in an overthrow from any fielding position, the runner(s) are not allowed to advance any further than the same base they were in the process of attaining.
 - c. Runners may only advance on batted balls with the exception of a hit batsman and only then if they are forced to advance.
 - d. Umpires will be solely responsible for adjusting the runners to the appropriate base after the play is stopped and he/she has signaled for time.
 - e. Runners are at the liability to being put out anytime the ball is live and they are not legally occupying a base, even if they are advancing past the base to which they are legally entitled. f. Potential situations and rule interpretation:
 - i. **Ball hit in the infield and fielded by an infielder**- The batter can advance no further than first base and other runners can advance no further than one base beyond the base they last legally occupied.
 - ii. **Ball hit on ground but makes it to outfield**- Batter and runners can continue to advance to until the ball is returned to the infield and gets to (possession) or passes (overthrow) the fielder the outfielder attempted to throw the ball. Once the ball gets to or passes the fielder on the infield the runners can only advance to the base they were in the process of attaining at the risk of being put out. **EXCEPTION:** If an outfielder wildly throws the ball back in the general direction of the infield and not to a fielder the runners may continue to advance until the ball is possessed by the defensive team.
 - iii. **Ball hit to outfield on fly**- same as above.
 - iv. **Thrown ball goes out of play**- There is no out of play penalty as in the higher division as the ball would have already passed a fielder and be classified as an overthrow.
12. 10 fielders should be in the defensive field. 4 of these players shall play in the outfield.

BASERUNNING AWARDS TABLE

DETERMINED FROM BASE

NO. BASES AWARDED

ONE BASE (runners)

1. Balk
2. Illegal Pitch (or result of play offense choice)
3. Pitch from pitcher's plate thrown out of play
4. Throw from pitcher's plate goes out of play
5. Unintentional catch and carry
6. *Catcher obstruction (if attempting to advance)
7. Forced (because batter is awarded 1st base)
8. Pitch strikes runner

ONE BASE (batter)

1. Walk
2. Pitch thrown out of play on ball four
3. *Batter is obstructed
4. Hit by pitch
5. Runner interference (unintentional)
6. Umpire interference (hit by batted ball)
7. Pitch lodges in defensive player's or umpire's uniform or equipment on ball four

TWO BASES (batter and runners)

1. Fair batted ball bounces over, through, goes under, lodges in or under fence
2. Fair batted ball or thrown ball lodges in defensive player's or umpire's uniform or equipment
3. *#Live thrown ball or pitch touched by illegal glove or mitt
4. *#Live thrown ball or pitch touched by detached player equipment which is thrown, tossed, kicked or held by fielder
5. First throw by infielder and ball goes out of play or lodged in or under fence
6. For any subsequent play by an infielder or for any throw by an outfielder and ball goes out of play or lodges in or under fence.
7. Intentional catch and carry (runners only)

THREE BASES (batter and runners)

1. Fair batted ball contacted with detached player equipment or illegal glove/mitt

FOUR BASES (batter and runners)

1. Fair batted ball over fence in flight
2. Fair batted ball hits foul pole above fence in flight
3. Fair batted ball prevented from going over fence because it is touched by spectator
4. Fair batted ball prevented from going over fence because of contact with detached player equipment or illegal glove/mitt

UMPIRE JUDGMENT

1. Spectator interference
2. *Runner(s) obstruction (minimum of one base)
3. Defensive malicious contact

OCUPIED AT TIME OF:

1. Infraction	1. Baseball Only
2. Pitch	2. Softball Only
3. Pitch	3. Both
4. Throw	4. Baseball Only
5. Pitch	5. Both
6. Pitch	6. Both
7. Pitch	7. Both
8. Pitch	8. Baseball Only
1. Pitch	1. Both
2. Pitch	2. Both
3. Pitch	3. Both
4. Pitch	4. Both
5. Pitch	5. Both
6. Pitch	6. Both
7. Pitch	7. Both
1. Pitch	1. Both
2. Pitch	2. Both
3. Infraction	3. Both
4. Infraction	4. Both
5. Pitch	5. Both
6. Throw	6. Both
7. Pitch	7. Both
1. Infraction	1. Both
1. Pitch	1. Both
2. Pitch	2. Both
3. Pitch	3. Both
4. Pitch	4. Both
1. Infraction	1. Both
2. Infraction	2. Both
3. Infraction	3. Both

*Award only if infraction is not ignored

#An award to the batter-runner on a pitch is only made if he has the right to advance to first base.

POST-SEASON TOURNAMENT (PLAYOFF) RULES SPRING & FALL

1. The following Divisions will participate in post-season tournament play:
 - a. Baseball – Maverick, Pinto, Mustang, Bronco, Pony
 - b. Softball – 8U, 10U, 12U
2. A tournament bracket will be the format used for all playoff games. For 8u, 10u, Maverick, Pinto, and Mustang Divisions, a blind draw will be used to determine playoff seeding which will be determined at the player drafts. For 12u, Bronco, Pony, and Colt/Palomino Divisions, a seeded playoff bracket will be used based on regular season standings. In the event of a tie breaker it will be decided as follows: i. Win/Loss percentage, ii. Reverse order of the draft. NOTE: Fall Ball will always have a blind draw as no standings are kept during the season for any division.
3. Official games will be conducted per the Special Rules Matrix for each Division, with the following exceptions:
 - a. There is no hard stop (“drop-dead”) time limit, however new inning time limits are still in place. (i.e. once an inning has started play, it must be played to completion regardless of time limit.)
 - b. Semi-final and Final games interrupted by weather will be finished to completion per the official Rules Matrix. (e.g. if a game is suspended in the 5th inning, the game will resume the following day or ASAP). All other rules will still apply (mercy rule, time limits, pitching limits, etc...)
 - c. For Pinto and older baseball, and 10U and older softball Divisions, Semi-final and Final games will be played with no time limits. For Maverick and 8U, only the Final game will be played with no time limits. All other official game rules (official innings, run caps, mercy rule, etc...) are still in place.
4. For Divisions using a maximum run per inning cap, the cap will be lifted **DURING ALL PLAYOFF GAMES**.
5. Extra inning(s) will be played if the game is tied after becoming an official game. The international tie-breaker rule will be in place (1 out, with batter that made last out from previous inning starting on 2nd base) for all of Softball, Maverick, Pinto, and Mustang.
6. Single elimination will be played at all levels, except Bronco, Pony, 10U, 12U, may play double-elimination only if Division Commissioner(s) and VP agree that scheduling permits based on number of games.

FALL BALL PROGRAM

The Plainfield Athletic Club Fall Ball Program is designed to give boys and girls the opportunity to play additional baseball and softball in a less competitive, more relaxed atmosphere than the spring. The program is focused on developing the skills of our players and the joy and fun of playing the game. The players will be assigned to play in the age division they will be playing in the following spring season. This gives players that will be advancing to the next division in the spring the opportunity to experience play at that level in this less intense, more instructional format. Players that are not moving up next season will have the chance to gain additional playing experience at the same level they played in the current spring season. The following list of special rules will govern play in the Fall Ball program. Any item not covered below will be governed by the spring rules for that division, which are listed earlier in this book.

8. Softball Pitching Limits. One pitch constitutes an inning pitched.
 - a. 10u & 12u- 3innings
 - b. All other divisions- 2 innings
9. Maximum number of runs per inning, except the last scheduled inning, are as follows:
 - a. Pony, Colt, 14U, 16U and 18U; unlimited.
 - b. All other Divisions will be six (6) runs per inning.
10. Every attempt will be made (weather permitting) for every team to play a minimum of 12 games, including playoff games. Team(s) eliminated from the playoffs which have not yet played 12 games will have another game(s) scheduled so as to make-up a full 12 game schedule.

TRAVEL BASEBALL

PAC sponsors a number of travel teams each year in both baseball and softball. The exact number of teams varies by age group and interest level and is subject to adjustments by the PAC board. The travel program season is from March 1st through July 31st. Tryouts for teams are normally held in August and September for the next calendar years season.

If you are interested in learning more about the travel program please see the web site and you can download the travel handbook.

UMPIRE SUPERVISOR PROGRAM

Purpose

To establish a supervisory presence during PAC games. This will consist of experienced PIU umpires empowered to act as mentors, trainers, and evaluators of PIU Umpires during the course of the season. Protecting and supporting our younger, less experienced umpires by the Supervisors is a vital part of this program and will help us retain their services. The Supervisors will also act as rules authorities and assist in addressing PAC Player, Spectator, Coach, Manager conduct issues as they relate to the playing of PAC baseball and softball games. They will also, along with the PIU Umpire Assigners, assist in the monitoring of PIU Umpires to insure compliance with PIU and PAC guidelines for uniforms, punctuality, conduct, and game management.

Authority Level

By their election, the PIU Umpire Supervisors are granted authority to:

- Request PAC Spectators, Players, Coaches, &/or Managers adhere to the various rules and policies that govern PAC activities.
- Eject, or request to leave, any PAC Spectators, Players, Coaches, &/or Managers who fail to abide by the various rules and policies that govern PAC activities.
- Answer questions from any PAC Spectator, Player, Coach, &/or Manager about the PAC Handbook and the rules of play & conduct contained within that book.
- Review the PIU Umpires officiating PAC baseball and softball games for the purpose of enhancing their skills and consideration for promotion or demotion in Ranking.
- Fine, replace, or remove PIU Umpires for infractions of PIU, PAC, Plainfield Park District, or other policy as outlined in the PIU Policies Memo & PAC Handbook.

Southwest Suburban Girls Fastpitch Softball League rules for 16u & 14u

Official A.S.A. Rules will govern play with the exception of the following rules:

1. An Official game will consist of playing at least 5 complete innings (4 ½ if the home team is leading). Once a game has reached official status, no new inning may begin after one hour and forty minutes from the start of the game, with the exception of a tie game, which will be played to its conclusion using the international tie-breaker rule.
2. A fifteen (15) minute grace period will be in effect for each team to field the required number of players before a forfeit is called.
3. Home team is official scorebook.
4. Only players on a team's official roster may participate. If a team is caught using players not on their official roster, that team will forfeit the game and manager will be subject to a one game suspension. For a second offense, team will be excluded from tournament play subject to appeal to the SWS Board of Directors. Teams are permitted to roster up to 3 players that are also rostered on another team (SWS or non-SWS). Such players will be identified on a team's official roster, and will be restricted to the same or lower age and skill classification.
 - Double rostering players from another SWS team is permitted provided it is from a same or lower age in-house division team.
 - Double rostering from a non-SWS team is permitted provided it is from the same or lower age classification and skill level.
 - A player may not be a regular full time rostered player on a second team (SWS or non-SWS). Players may "fill-in" on a limited basis for a travel division team or in house team, up to a maximum of five games combined. Upon playing a 6th game, the player is ineligible for their original in house team for the remainder of the season.
5. In order to participate in the SWS tournament, a player must have played in at least 10 of her team's regular season games (listed in the line up and on the playing field for at least 3 innings). Lone exception is a documented injury (physicians note required). Use of an ineligible player in the tournament may result in suspension or expulsion from the league going forward, subject to appeal of the SWS Board of Directors.
6. **(14u only)**. If a game is suspended before the fifth inning, the game shall be resumed at the point it was stopped and played to its natural conclusion. No game shall be started over. A tie game is allowed only if an official game has been called due to darkness or weather, otherwise the international tie-breaking rule is an effect.
7. All players must play a minimum of three defensive innings in a full seven-inning game, with the exception of players being benched for disciplinary reasons.
8. The maximum number of runs a team may score in an inning is six (6).
9. Mercy Rule. If a team is up by twelve (12) runs after the losing team has batted in the fifth (5th) inning the game will be declared over.
10. Continuous batting order and free defensive substitution including the pitching position are mandatory.
11. When exchanging line-ups prior to a game, coaches must submit a complete line-up (number, last name, first initial) of all players expected to play in that game, including any players that are expected to arrive late.
12. If a player's turn at bat is reached and that player is not available, the coach has the option of taking an out to keep that spot open or scratching that player with no penalty as long as there are still at least eight (8) remaining players in the batting order.
13. A team playing with eight (8) players will not incur an automatic out for the 9th player in the batting order.
14. If a player is injured during her at-bat and must leave the game, the player who made the last out will assume her count and finish the at-bat.
15. If a player has one turn at-bat and then leaves the game, there will no penalty as long as there is a minimum of eight (8) players in the batting order. Said player may not return to the game.
16. Both the pitcher and catcher may receive a courtesy runner at any time. Last batted out is courtesy runner.
17. The batter is called out for throwing a bat, no warning.
18. **(14u only)**. Pitching distance is 43'
19. **(14u only)**. The use of metal cleats is not allowed.
20. Artificial noisemakers are not permitted at any games. Coaches, players, and parents are required to use appropriate language in appropriate tones at all times. At the umpire's discretion, continued violations will result in a warning followed by an ejection.
21. Any manager or coach ejected from a game for any reason will be subject to an automatic one game suspension for their next scheduled game.
22. If excessive or extreme heat warnings are issued by any local weather service, games will be suspended until such a time when this warning has been removed. Coaches should exercise the same judgment for excessive heat as they would for other extreme weather conditions when determining whether it is safe to play. Final decision on "playability" due to excessive heat shall rest with the home team (or tournament host if during SWS Tournament).

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BASEBALL SPECIAL RULES MATRIX

	Colt/Palomino	Pony	Bronco	Mustang	Pinto/ Maverick
Number of Innings	7	7	7	6	6
Inning may not be started after	2:00	1:55	1:50	1:40	1:40
Non playoff league games hard stop time limit	2:15	2:10	2:05	1:55	1:55
Ten run rule applies after (1/2 inn less if Home ahead)	5 inn	5 inn	5 inn	4 inn	4 inn
Complete game after	5 inn	5 inn	5 inn	4 inn	4 inn
Warm up pitches (New pitcher/Pitched previous inning)	7/5	7/5	6/4	6/4	4/2
Number of players permitted on mound	Unlimited	Unlimited	3	3	3
Steel spikes permitted	Yes	Yes	No	No	No
Balks	Yes	Yes	Note 2	No	No
Stealing	Yes	Yes	Yes	Note 1	No
Lead-offs	Yes	Yes	Yes	No	No
Dropped 3 rd Strike	Yes	Yes	Yes	No	No
Bunting	Yes	Yes	Yes	Yes	No
Infield fly rule	Yes	Yes	Yes	No	No
Maximum amount of runs per inning	Unlimited	Unlimited	Unlimited	6 – No limit in 6 th	6 – No limit in 6 th
Pitching Distance	60'6"	54	50	46	38
Base Paths	90	80	70	60	55
PITCH SMART INITIATIVE PITCHING RESTRICTIONS					
Daily maximum pitches	105	95	85	75	50
Pitches in a day required Rest to pitch again					
0 Days	1-30	1-20	1-20	1-20	1-20
1 Day	31-45	21-35	21-35	21-35	21-35
2 Days	46-60	36-50	36-50	36-50	36-50
3 Days	61-80	51-65	51-65	51-65	N/A
4 Days	81+	66+	66+	66+	N/A

NOTE 1: A base runner must wait until the pitch hits the catcher's glove or passes the catcher before leaving the base in an attempted steal. Stealing home is not allowed see Mustang Stealing rule in the handbook.

NOTE 2: 1 Warning per pitcher

SOFTBALL SPECIAL RULES MATRIX

	SWS	14U	12U	10U	8U	GCP
Number of Innings	7	7	7	6	6	6
Inning may not be started after	1:45	1:45	1:45	1:45	1:45	1:15
Non-playoff league games hard stop time limit			2:00	2:00	2:00	2:00
Twelve run rule applies after inning	5	5	5	4	4	NA
Complete game after inning	Note 1	5	5	4	4	NA
Warm up pitches all (New pitcher/Pitched previous)	6/4	6/4	5/3	5/3	5/3	NA
Pitchers - Innings allowed per game	No Limit	4	4	3	2	NA
Pitcher innings per week	None	None	None	5	3	NA
Steel spikes permitted	No	No	No	No	No	No
Illegal Pitch Enforced	Yes	Yes	Yes **	No *	No	NA
Stealing	Yes	Yes	Yes	Yes ***	No	No
Dropped 3 rd Strike	Yes	Yes	Yes	No	No	No
Bunting	Yes	Yes	Yes	Yes	No	No
Infield fly rule enforced	Yes	Yes	Yes	No	No	No
Maximum amount of runs per inning	Note 2	Note 2	8 – No limit in 7 th	6- No limit in 6 th	5	NA
Pitching Distance	40 ft.	40 ft.	40 ft.	35 ft.	30 ft.	30 ft.
Base Paths	60 ft.	60 ft.	60 ft.	60 ft.	55 ft.	55 ft.

SPECIAL NOTES:

* Illegal Pitches at 10U will not carry a penalty but will result in an immediate dead ball.

** Illegal pitches at 12U---There will be one warning given per pitcher per game. This is a delayed dead ball

*** Can only steal one base per batter, no stealing of home allowed, no stealing when coach is pitching

Note #1- To be an official game, the losing team must bat in the fifth (5) inning. If a game is suspended before the fifth inning, the game shall be resumed at the point it was stopped and played to its natural conclusion. No game shall be started over. A tie game is allowed only if an official game has been called due to darkness or weather; otherwise the international tie-breaker rule is in effect.

Note #2- The maximum number of runs a team may score in an inning is eight (8) plus the runs scored by the natural conclusion of the play which scores the eighth run. (Maximum of eleven)