

## **Gold Division Rules and Information**

The purpose of the Gold Division is to provide a fun environment for the development of fundamental baseball skills. Players should receive positive reinforcement and be encouraged to give their best effort.

Code of Conduct: Coaches are responsible for their team's players, parents, and spectator conduct at all times. Players, parents, or spectators who are unruly will be warned by the coach and may be asked to leave the game area if necessary. Repeated offenses may result in disciplinary action.

### **Game Day and Field Preparation**

Field Dimensions will measure 46/60.

Games will have a time limit of one hour and forty-five minutes or 6 innings, whichever comes first. No new inning will be started after one hour and thirty minutes. No extra innings will be allowed in cases where the score is tied after the allotted time limit. Extra innings will be allowed within the time limit. Extra innings will be played with California rules.

All players shall bat in a continuous batting order. The batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. No out will be recorded when a player is removed from the continuous batting order, when such removal is due to injury, illness, or any other legitimate reason. The managers will inform the umpire & each other prior to the game or new inning of such reasons.

Dugouts will be occupied on a first come, first serve basis. Coaches will meet with team captains prior to the game to shake hands with other players, coaches, and umpires to show good sportsmanship. Teams will line up and shake hands at the end of the game.

The league will provide two umpires for each game. Appropriate coach/spectator behavior towards umpires is required. Coaches may conference with umpires to educate or clarify a call but not to overturn a call. Both coaches should be present with the ump and all discussion will remain at conversation volume.

Managers and Coaches: First and Third base coaches can be utilized by the offensive team but must be adults. In addition, an adult should remain in the bench area at all times when players are present. No defensive coaches are allowed in the field.

Post Game – Pick up all litter after each game. The home team is required to rake the mound, plate, and base areas after each league game.

### **Player Equipment**

Helmets - All players in the Gold division must have face masks or a C-flap on their batting helmet. Batters and base runners must wear a helmet at all times while on the field. If they do not comply: First offense – Warning to the team. Second offense – Player is out.

Bats – May be no bigger than 2 5/8 inches in diameter. All bats must be USA bat stamped certified. If a player is found using an illegal bat, the violating team will be issued a warning. The batter will be out on any subsequent uses of an illegal bat. It is the coach's responsibility to ensure illegal bats are not being used during play.

Catching – Players must wear full protective equipment while catching, including a cup. No exceptions.

Players may not wear any jewelry, rings, watches, pins, or other metallic objects for safety. Pitchers may not wear batting gloves, white arm sleeves or sunglasses. Prescription glasses are allowed.

#### Defensive Rules of Play (Fielding):

Ten players are allowed to play on defense. Teams may play with four outfielders. Teams cannot use the 10th player on the infield.

Fielders may not block the base paths without possession of the ball. Players must be positioned in front or behind the base path prior to the pitch.

The infield fly rule is NOT in effect for this division.

Catchers must be in a traditional catcher's position in the catcher's box prior to the pitch.

Dead ball v. live ball: On balls hit to the outfield grass, the play is over once an infielder has possession of the ball in the infield. All runners including the batter/runner, shall return to the last base earned when the infielder gained possession of the ball, unless the runner has advanced at least half-way to the next base, in which case the runner shall be granted that base.

Intentional walks are not allowed.

No player may sit out consecutive innings and no more than two innings in any game. Coaches are encouraged to rotate positions on a regular basis. The league expectation is that players will evenly split time as much as possible between infield and outfield positions.

#### Pitching:

A player from the fielding team will pitch to the opposing batters. Pitches must be thrown overhand with the pitcher's foot in contact with the rubber.

Pitchers may throw a maximum of two innings per game. One pitch constitutes an inning pitched.

Balks will not be called. Coaches are expected to teach proper pitching mechanics.

A player removed from the pitching position may not return to pitch for the remainder of the game.

A pitcher will not be allowed to walk two batters in a row. If this occurs, the batter will remain in the box and the coach of the hitting team will pitch to the batter starting with a new count. The coach cannot walk the batter. If there is a wild pitch from the coach pitcher, the base runners are not allowed to advance. The player pitcher must remain within four feet of the pitching rubber when a coach pitches.

## Batting and Base Running:

On deck batters must be positioned behind the player at bat.

The strike zone for this division will be slightly larger. The strike zone will be from the top of the letters to the bottom of the knees and the width of two baseballs on either side of the plate. This is to help pitchers throw strikes and encourage batters to swing the bat.

Bunting is allowed but once a player has squared, they must offer or pull the bat back and take the pitch. Players are not allowed to square, pull back and swing away. If this occurs the batter will be called out and all runners will return to their previously occupied base.

Batters will receive one warning for a thrown bat. A second offense will result in the batter being called out and any runners must return to their respective bases.

Courtesy runners are allowed for the catcher to help with the flow of the game when there are 2 outs. Courtesy runners may also be used in cases where the batter/runner has been injured during a play. The courtesy runner will be the last batted out.

Baserunners must maintain contact with the base until the pitched ball crosses home plate. No lead offs.

Stealing is allowed. A player may attempt a stolen base once the pitch crosses the plate. Runners leaving early will be sent back to their original base. Subsequent instances of runners leaving early can result in the player being called out. Runners may advance on a wild pitch or passed ball. An individual may steal one base per inning (including an advance on a wild pitch or passed ball). Home base is CLOSED.

Runners may not interfere with any defender that is in the process of making a play on the ball. Players will be called out as a result of any defensive interference call made at the umpire's discretion.

On a defensive overthrow, runners may advance one base except to score as home is closed. Runners may only score on a batted ball or walk. The one base advance on an error/overthrow does not count as a stolen base. On a steal attempt or passed ball, runners may not advance another base on a catcher's overthrow.

The batter may not attempt to advance to first on a dropped third strike.

Sliding: Runners must slide when there is a play at the base they are advancing to, excluding first base. Head-first slides are not allowed except in the instance where a player is diving back to a bag. Head-first slides will result in both teams being warned, with the next occurrence being an out. It is the base runner's responsibility to avoid contact with the fielder with the ball. If a runner "runs over or makes significant contact" with a fielder at a base or the plate instead of sliding they will be called out. This is an umpire's call, not a coach's call.

## Scoring and Innings:

The inning shall end if the batting team scores five runs, regardless of outs recorded at that time.

In the case of extra innings, the California Rules will be used. The inning will start with one runner on second base (the last batted out of the previous inning) and one out. All batters will start with a 2-1 count.

#### Cancellations and Rescheduling:

Playing on wet fields is the coaches' discretion unless the league has made the call to cancel.

Local lightning requires the game to be stopped immediately for at least 30 minutes. Each subsequent lightning strike restarts the 30-minute clock. No exceptions.

If a make-up game is to be rescheduled, the following people MUST be involved with the communication: Brad Meyers, Tony Hudzinski, Libby Beske, Lee Soulier, and Nick Hinz. These people need to make sure that the fields are ready and prepped for you. If you do not communicate with everyone, your game could overlap with another team or activity.