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CODE OF CONDUCT / ETHICS

ESTABLISHED BY: SOUTH LAKELAND BABE RUTH LEAGUE

All managers, coaches, and assistant coaches must be certified at SLBRL. Polk County Parks and Recreation (Leisure Services), Babe Ruth League, Inc., and SLBRL by-laws require valid certification. As part of certification at SLBRL, all managers, coaches, and assistant coaches commit to the following code of ethics:

Coaches:

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I will promise to review and practice the basic first aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for each of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

Parents:

- I hereby pledge to provide positive support, care, and encouragement for my child participating in youth sports by following this Parents' Code of Ethics Pledge.
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.
- I will place the emotional and physical well being of my child ahead of a personal desire to win.
- I will insist that my child play in a safe and healthy environment.
- I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
- I will demand a sports environment for my child that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
- I will remember that the game is for youth-not for adults.
- I will do my very best to make youth sports fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials, with respect regardless of race, sex, creed, or ability.
- I promise to help my child enjoy the youth sports experience by doing whatever I can, such as being a respectable fan, assisting with coaching, or providing transportation.
- I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches' Code of Ethics.

Players:

- I hereby pledge to be positive about my youth sports experience and accept responsibility for my participation by following this Players' Code of Ethics Pledge.
- I will encourage good sportsmanship from fellow players, coaches, officials and parents at every game and practice by demonstrating good sportsmanship.
- I will attend every practice and game that I can, and will notify by coach if I cannot.
- I will expect to receive a fair and equal amount of playing time.
- I will do my very best to listen and learn from my coaches.
- I will treat my coaches, other players, officials and fans with respect regardless of race, sex, creed, or abilities and I will expect to be treated accordingly.
- I deserve to have fun during my sports experience and will alert parents or coaches if it stops being fun!
- I deserve to play in an environment that is free of drugs, tobacco, and alcohol and expect adults to refrain from their use at all youth sports events.
- I will encourage my parents to be involved with my team in some capacity because it's important to me.
- I will do my very best in school. I will remember that sports are an opportunity to learn and have fun.

Section A: General Playing Rules

I. REGISTRATION, PLAYER EVALUATION & ASSIGNMENT

- A. League age three (3) and four (4) year olds may participate in the Smart Start League. However, four (4) year olds may be eligible to play in the Coach Pitch League based on parent election and league approval.
- B. League age five (5) and six (6) year olds may participate in the Coach Pitch League. However, six (6) year olds may be eligible to play Rookie League based on parent election and league approval.
- C. League age seven (7) and eight (8) year olds may participate in the Rookie League. However, eight (8) year olds may be eligible to play Minor League based on parent election and league approval.
- D. League age nine (9) and ten (10) year olds may participate in the Minor League. However, ten (10) year olds may be eligible to play Major League based on parent election and league approval.
- E. Six (6) year olds, eight (8) year olds and ten (10) year olds who choose may participate in the Rookie, Minor and Major League player evaluations respectively and, if drafted, the six (6) year old may participate in the Rookie league, the eight (8) year old may participate in the Minor league and the ten (10) year old may participate in the Major League. If player is not drafted or skill level is deemed inappropriate for the older league based on performance at player evaluations, the player shall be placed in his/her appropriate age group.
- F. League age eleven (11) and twelve (12) year olds may participate in the Major League. Twelve (12) year olds may not advance early to the Prep League.
- G. All Rookie, Minor, Major, Prep, and Senior registrants MUST participate in player evaluations for their respective leagues unless they are a protected player.
- H. Players that do not participate in the League Draft may be put on a waiting list, or if teams do not have a full complement of players, assigned by blind draw to any team(s).

II. PROTECTED PLAYERS

- A. A protected player is a Manager's or Coach of Record's child or designated player who has been designated as a protected player prior to the pre-season player evaluation by Team Managers. If a team designates protected players they MUST BE DRAFTED beginning in the first round of the pre-season draft and continuing in consecutive rounds until all the protected players have filled a

draft slot.

B. Division Protections

1. Smart Start and Coach Pitch League will not be bound by the maximum request rule. It is the intent of both of these divisions to introduce these young players to the game of baseball and encourage them to participate in the game. To foster this development, it is best the players are able to request to be on the same team of their friends or a coach they are familiar and comfortable with.
2. Each team in the Rookie, Minor, Major, Prep, and Senior Baseball Leagues is allowed to have a maximum of three (3) protected players in the Spring Season.
3. In the Fall Season where no draft is conducted, each manager in each league (Rookie-Prep) will be permitted to carry over unlimited number of players from their previous Spring team. Any players who did not play in the Spring or who do not want to be placed with the same manager shall be assigned by blind, random assignment.

C. If a Manager of a team does not assign his/her own child to the team as a protected player, the player is available to be drafted by anyone who so chooses.

D. Protected players must be declared to the Age Group Director a minimum of forty-eight (48) hours prior to the start of player evaluations.

III. PLAYER TRY-OUTS & DRAFT

A. The player drafts will be organized and run by the Player Agent with the assistance of the Vice President and the directors of each (Rookie, Minor, Major, Prep and Senior) Division.

B. A Manager and/or a Coach of record from each team in the League represented shall select players to fill their team rosters from the list of participants who have registered with the SLBRL and have complied with the Rules and Regulations of Babe Ruth Baseball and the SLBRL Rules. A current registration application must be on file with the SLBRL and all fees paid before a player is eligible to enter the draft.

C. The Player Draft shall be in accordance with the following:

1. Every team involved in the Player Draft shall have one draft selection each round except as noted below.
2. Each team in the player draft may have a maximum of three (3) protected players.

3. Protected players will fill draft slots beginning in the 1st round and will fill draft slots consecutively until all protected players have filled a draft slot. A team will begin selecting from the player draft pool once they have an open draft slot available with no protected players to fill that draft slot.

EXAMPLE: Team A has 3 protected players, Team B has 2 protected players and Team C has 1 protected player. In the 1st round, each team would fill their draft slot with a protected player. In the 2nd round, Team A and Team B would fill their draft slot with their 2nd protected player, while Team C selects a player from the player draft pool. In the 3rd round, Team A would fill the draft slot with its 3rd round protected player and Teams B and C would select a player from the draft pool. In the 4th round, all teams would select a player from the draft pool and would continue to do so round-by-round until all the draft pool players have been selected.

D. Sibling Rule:

1. If a team drafts a player with a sibling also in the draft, the sibling not drafted will be placed on the drafting team according to the following: the sibling not chosen will fill the 5th round draft slot or if the draft is beyond the 5th round, the sibling will occupy the next available draft slot. If siblings are protected players they will fall under the rules for protected players. If a manager elects to protect one sibling but not the other sibling/siblings, then the other sibling/siblings must participate in the player evaluations and are eligible to be drafted by any of the teams participating in the draft.
2. Late sign-ups: the sibling rule does NOT apply.

E. Drafting a Player:

1. Teams must draft in sequence throughout the draft. Passing or exchanging of draft positions shall not be allowed.
2. The Manager of the team whose turn it is to draft may select any player in the draft pool (any age) subject to provisions of SLBRL General Rules herein and /or Supplement Rules that may apply. Once drafted, that player is assigned to that team and drafting continues with the next team in sequence.
3. To ensure that each team has on its roster the players of suitable age to meet the requirements as may be stated in other parts of these General Rules, the Player Agent shall advise the Manager when he reaches the point where the remaining slots on his/her roster equals the number of players of a special age group he must obtain for his roster to meet the

requirements of all rules herein contained.

- F. Once a player is drafted to a team, said player may not be moved to another team that season.
- G. The order in which teams draft will be decided by blind, random draw done immediately prior to the start of the player draft. The Player Agent shall supervise the draw.
- H. The player draft shall be a snake-style format: draft order shall be reversed from the preceding round.
- I. Players that are registered for the pre-season draft that did not participate in the player evaluations will go into a lottery at the end of the draft process, selected by blind draw and assigned to teams that do not have the full complement of players. Placement of additional players will be completed by the Player Agent through a random draw of coaches needing players to fill available roster spots.
- J. In the event a Rookie, Minor, Major, Prep or Senior League team needs a player during the regular season, a new player registered after the draft may fill the position. The Player Agent shall make all player placements. The player leaving the league will not be able to return during the current season. In the event that the Player Agent's team needs a player, the placement will be made by the President.
- K. A Prep league team may have a maximum of eight (8) fifteen (15) year olds on a team.
- L. A Senior league team may have a maximum of eight (8) eighteen (18) year olds on a team.
- M. Per Cal Ripken rules, not more than eight (8) twelve year olds may be placed on a major league roster, nor more than eight (8) ten year olds may be placed on a minor league roster, and not more than eight (8) eight year olds may be placed on a rookie league roster during the draft.
- N. A Parent may make a request that their child not be on a particular team due to a manager or coach conflict. This request must be made in writing prior to the selection of the teams, or in a draft division, prior to the draft.

IV. MANAGER, COACHES AND ASSISTANT COACHES

- A. The Manager is the individual responsible for the direction and guidance of a specific team. Managing/Coaching is a privilege and not a right. The Executive Board reserves the right to remove a manager or coach from his/her position on the team for any reason deemed significant by the Board.

- B. To be considered for any Manager, Coach, or Assistant Coach position, an individual must submit to the SLBRL Board of Directors a SLBRL Coaching Application, submit to a background check, and obtain coaching certification from either Babe Ruth Organization or National Youth Sports Coaches Association (NYSCA) prior to the first day of practice. Other certifications may be acceptable. Talk with your age division director for details.
- C. Once the background check is processed and approved, proof of coaching certification is on file, and the coaching applicant is selected by the Board, the coach/manager will be authorized to participate in team activities. A copy of the listing of those volunteers who have successfully completed the background check shall remain on file and in the care/custody of the President.
- D. Assignment
 - 1. The SLBRL Board of Directors shall approve the selection and assignment of all Managers, Coaches, and Assistant Coaches each year (hereafter referred to generally as “coaches”).
 - 2. All coaches shall be selected on a points-based system.
 - 3. The individual with the most points shall be given priority in coaching assignment.
 - 4. The point-based system shall be as follows:
 - i. For each documented Spring Season coached, an individual shall earn 1 point
 - ii. For each documented Fall Season coached, an individual shall earn 1.5 points
 - iii. If an individual coached during the most recent season, he shall earn .5 point, OR
 - iv. If an individual coached consecutively during the previous three seasons, he shall earn 1.5 points, OR
 - v. If an individual coached consecutively during the previous five seasons, he shall earn 3 points
 - vi. If an individual has coached at least one season during each of the last five calendar years, he shall earn 2 points
 - 5. To be credited with the above-listed points, an individual must have been a coach or manager of record and must be able to verify such information if requested by the Board of Directors.
- E. Any complaints regarding managers, players, members or officers of Board of Directors or any other person involved in the program must be submitted in writing to the league President giving in detail cause for the complaint. Such written complaints will be

considered by the Executive Board of Directors and appropriate action will be taken if necessary. Verbal complaints will not and cannot be considered nor should such verbal complaints be discussed with individuals registering the complaint. Board members with complaints against them will be excluded from participating in a vote on disciplinary action.

- F. No person shall manage more than one team in any given season unless otherwise approved by the SLBRL President. A person may be the manager of record of one team and a coach of record of another. If a conflict arises, the team the person manages takes precedence over team the person coaches. If a complaint is made it shall be reviewed by the Board and appropriate action will be taken.
- G. If a manager/coach has a conflict outside the league that prevents him/her from giving the players of the SLBRL adequate practice time, he/she may have their manager/coaching status reviewed by the Board.

V. GAMES

- A. On game nights, no batting practice or warm up pitching from the mound or clay areas will be permitted after the field has been marked for play.
- B. During Rookie, Minor, Major, Prep and Senior League games, scorebooks will be kept during the Spring regular season by the home team. In addition, pitch count sheets will be kept in Minor, Major, Prep and Senior League games.
- C. In divisions where scorebooks are kept, both teams shall have a representative sign the scorebook at the conclusion of the game. Pitch count sheets shall also be signed for each team and submitted to the concession stand along with the scorebook.
- D. Standings will be computed and will be used for post season tournament seeding. If there is a tie in the standings at the end of the regular season, the following tiebreakers will be used to determine tournament seeds: 1) Head-to-head matchups, 2) Runs against (for the season), and 3) Runs scored (for the season).

VI. MAKE-UP GAMES

- A. Games that are rained out, and/or protested (and the protest is upheld) shall be played on the first Saturday following the game or protest ruling. The managers of the two teams may agree on an alternative date (at least a week prior to the end of the major season) if approved by the Age Group Director. A flip of the coin will decide all games not completed by the end of one week prior to the end of the season. All make-up games shall begin promptly

at 9:00am; however, in the event there are multiple rain-out games for the week, the following format shall be used:

Order of rain-outs	Saturday Game
Earliest Rained-out Game	9:00am
Second Rained-out Game	11:00am
Third Rained-out Game	1:00pm
Fourth Rained-out Game	3:00pm
Fifth Rained-Out Game	5:00pm

- B. The playing field will be designated by the Age Group Director.
- C. Rules for the regulation games and called or halted games are defined in the Babe Ruth Regulations for the Particular league.
- D. Make-up games shall have priority for field use over practices, with such priority beginning thirty (30) minutes prior to game time.
- E. In the event that a team has two (2) make-up games in the same week, the scheduling of the second game shall be done by the Player Agent, Age Group Director, and SLBRL President.
- F. All make-up games must be played at their scheduled times or forfeited by the team failing to show up.
- G. Double-headers shall not be permitted in the Cal Ripken Baseball League (Coach Pitch thru Major) unless approved by the President.
- H. Make-up games may be played on Sunday with approval of both applicable Managers and the Age Group Director. Both Teams will be responsible for field preparation and may need to arrange for umpires.

VII. PRACTICE

- A. The practice times shall be assigned by the respective Age Group Directors in accordance with standards imposed by the Player Agent. A team with assigned practice time shall have priority for the use of the designated field except in the event of a make-up game.
- B. Practice Times should last no more than two (2) hours for all Cal Ripken Divisions. Managers exceeding this recommendation will face review by the Board of Directors.
- C. **Player Safety:** Never ever play when there is lightning or other hazardous conditions.
- D. **Player welfare:** Practice/game play should not take place in inclement weather. There is an increased risk of accidents ranging from slip and falls to ball and bat handling injuries during inclement weather. Light sprinkles can be tolerated but if a coach is seeing

water pool up anywhere, the practice/game should be called.

VIII. FIELDS

- A. The Home Team shall be responsible for raking the pitcher's mound, batting area and bases after each game.
- B. In leagues which keep score, the Home Team will be responsible for providing a scorekeeper to retrieve the league scorebooks from the concession stand and record the official game score in the scorebooks along with the official pitch counts on the pitch count sheets.
- C. Each Manager shall be responsible for cleanup of trash in their dugout and their respective bleachers.
- D. Penalties for not performing assigned duties: the first offense will include a written warning; on the second offense, appropriate action will be taken by the SLBRL Board of Directors and could include a one-game manager suspension. The Board Member on Duty or their designee will verify nightly field maintenance.
- E. The Home Team shall occupy the first-baseline dugout and the visiting Team shall occupy the third-baseline dugout. If it is necessary (fields are not marked) both teams shall be responsible for getting the field ready for play. This includes preparing and lining the batter's box, foul lines, pitcher's mound, and attaching the bases. Each team shall be responsible for securing their own equipment.
- F. Each team shall be responsible for preparing, maintaining, raking and cleaning a field on special occasions during the season. The times and dates of responsibility shall be assigned by the respective Age Group Director. Each Manager shall select a field representative from non-coaching parents to undertake this responsibility and report directly to the respective Age Group Director at the scheduled time.

IX. RULES CHANGES/REVIEW MEETING

- A. Rules will be reviewed and/or revised by the rules committee annually and submitted to the Board of Directors for approval.
- B. The Board reserves the right to make exceptions or waivers to these rules, where appropriate and justifiable, by majority vote of the board.
- C. The Board (by majority vote) shall have final say on all questions of interpretation of these rules.
- D. Prior to the draft day, rules will be distributed to the Age Group Director and to Managers. At the draft, the player agent will review rules for the upcoming season with the Rookie, Minor, Major, Prep,

and Senior Managers/Coaches. Before practices begin, Smart Start and Coach Pitch Managers/Coaches will review rules with the Age Group Director.

NOTE: Although this rule requires one individual from each team to attend the Rules Review Meeting, every Manager, Coach Asst. Coach, and any other interested parties are welcome and encouraged to attend.

X. ALL-STAR SELECTIONS (Senior, Prep, Major, Minor, and Rookie League Baseball)

A. Player Selection

1. There is no requirement that a player be selected from each team.
2. All-Star nominations and selections shall be by Divisional Team Managers who shall be the only persons present during the All-Star vote other than designated Board Members. In the event a Team Manager is not able to attend the All-Star vote, then he/she will designate one (1) of his rostered coaches as his replacement.
3. Each Team Manager shall be entitled to vote at the All-Star selection meeting. All votes should be tabulated by written ballot.
4. The All-Star team shall be selected from the nomination list only. Nominations must be turned in to the Player Agent **prior** to the selection process, indicating which division the player seeks to be considered for All-Star consideration. (The player is allowed to be considered for one division only).
5. The All-Star team shall consist of a minimum of twelve (12) players with a maximum of fifteen (15) players. The number of All-Star players is to be set prior to the All-Star selection meeting by the majority vote of the League Managers.
6. The players with the most votes shall be placed on the All-Star team. The All-Star Manager shall select the final two (2) players; these players must have been on the nomination list.
7. The All-Star players shall be announced according to the Babe Ruth Regulations.
8. There shall be NO formal try-outs for All-Stars
9. There shall be NO All-Star selection meeting until the completion of the regular season and season-ending tournament. Exception: If an all-star tournament is slated to begin within 30 days of the end of the season ending tournament, then the league director may make an appeal to

the Board of Directors for an early all-star selection meeting.

10. The Major All-Star teams will be selected in the order agreed upon by the managers: "A" Team, 11& under, and optional "B" Team.
 11. The Minor All-Star teams will be selected in the order agreed upon by the managers: "A" Team, 9U and optional "B" Team.
 12. In order to be eligible to be nominated, a player must commit to all district and state tournament games and to be financially responsible for uniforms, travel expenses and other items that may arise. A commitment form shall be obtained from the parents/guardian of the players nominated prior to the All-Star selection meeting. It is the responsibility of the manager of the All-Star candidates to ensure that all commitment forms are turned in prior to the All-Star selection meeting. **Failure to have a commitment form for an All-Star candidate at the All-Star selection meeting will make the player ineligible for All-Star consideration.**
 13. Failure for a player to fulfill their commitment to an All-Star team after being selected and dropping off the team by their own election will make the player ineligible for All-Stars the following year. Appeals can be submitted to the Board of Directors for reconsideration.
 14. All-Star teams shall consist only of players who participated in their respective age division during the regular season for which they are seeking to be considered for All-Star selection..
- B. All-Star Manager and Coach Selection (ALL LEAGUES)
1. The All-Star Manager shall be selected at the All-Star selection meeting after all but the final two (2) All-Star players have been selected.
 2. The All-Star Manager must have been a Divisional Manager of Record during the regular season; if no Manager is available then it will be deferred to a Divisional Coach of Record; if there is no coach available then the Board of Directors will select the Manager.
 3. The All-Star Manager shall select his/her own Coach(es) from the Managers or Coaches of record of the Division. In the event there are not sufficient coaches from within the division, the manager may select from other coaches within the league.
 4. In the event of a tie vote for the selection of All-Star manager, the manager or coach of the team, which finished higher in the post-season tournament, shall be the All-Star manager.

NOTE: The same process outlined above will be used to select the Manager and Coach(es) of the “B” All-Star team, if necessary.

XI. LEAGUE CHAMPIONSHIP (TOURNAMENTS)

- A. The format to determine seeding for the League Championship (i.e. Tournaments) will be according to regular season division standings.
- B. League championship will be based on a double elimination. Brackets used for the tournament will be drawn up using those found on the Babe Ruth/Cal Ripken Website.
- C. A Tournament Director will be named prior to the beginning of the League Championship Tournaments to make any and all official rulings for each of the post season division tournaments put on by SLBRL.
- D. Pitching rules for League Championship Tournaments shall adhere to the respective pitching rules outlined for each division.
- E. League Championship Tournament games shall be scheduled as timely and consecutively as possible. Delays or gaps in scheduling should only occur due to weather or other circumstances beyond normal control. Delays in scheduling to accommodate other athletic events or to allow pitchers to rest will be deemed unacceptable. It may be necessary to schedule games on Saturdays and, as such, should be planned for.
- F. During tournament play only, and with a 48-hour notice to the Age Division Director and opposing manager, an exemption to the Forfeiture Rule may be approved by the Age Group Director in the event of a school, church, or other activity as approved by the Age Group Director (with the exception of another athletic event) that conflicts with a regularly scheduled tournament game. In such a case, the game will be made up per the Tournament Director, Age Division Director, and/or the Player Agent. If there is a conflict of interest using these three people, the League President will make the determination of when the game will be made up.

XII. PLAYING TIME

- A. Every rostered player must play six (6) defensive outs during the first four (4) innings of a game.
- B. In Leagues without consecutive batting order (Prep & Senior), every rostered player must play at least six (6) defensive outs and bat at least one (1) time during the first five (5) Innings.
- C. Failure of a Manager or Coach to place an eligible player in the line-up constitutes grounds for a formal protest to the President of SLBRL. This protest may be filed by either the opposing manager

or the player's parent to the Division Director and, if upheld, may result in the offending Manager or Coach being suspended for two (2) consecutive games for the first offense and game forfeiture. Any subsequent offense may result in removal from the SLBRL without appeal.

1. A player that is listed as injured does not count on the roster.
2. Players who become injured during warm-ups must be declared prior to the start of a game.
3. Any Manager or Coach falsifying an injury to a player will be subject to the penalties listed above.

NOTE: It is strongly recommended by the Board of Directors that each rostered player on a team have the privilege of playing in at least one (1), and preferably more, complete games regardless of his/her baseball skills.

- D. Forfeit Rule: All Rookie through Senior League teams must begin the game with at least seven (7) rostered players. In the event a team does not have seven players, the manager shall notify the opposing manager and umpire during lineup exchange that he is unable to field seven (7) players. He shall then be allowed ten (10) minutes to secure a sufficient number of team-rostered players. If the team is unable to field at least seven (7) rostered players, then the game must be forfeited and a score of 7-0 shall be entered into the scorebook. If during the course of the game, a team falls below the seven (7) player requirement for any reason, it shall forfeit the game.
- E. To encourage development of the game of baseball and to make certain all players receive equal playing opportunity, whenever possible (and during the course of natural baseball play) a player fielding a ball should make an attempt to utilize other players on the team to record an out. For example, a SS fielding a single on the 3B side of the mound should throw the ball to the First Baseman (as opposed to running the ball across the field to 1B).

In addition, the player in which the ball was hit to shall be afforded the opportunity to make the play without another positional player infringing on his/her natural baseball play (example, a pop fly or ground ball to the 3B should be the Third Baseman's ball unless natural baseball play would dictate otherwise-ie a pop fly in foul territory beyond the actual 3B).

Coaches/Umpires should be extremely conservative in their judgment when applying this rule, as the intent is to develop a player's baseball skills and not merely run across the field for the sake of recording an out. Note: nothing in this rule prohibits a P or

2B from touching first base to record the out. Further, an aiding player should not be prohibited from “backing up” another player and catching a pop fly or stopping a groundball in the event the original player which should have caught the ball misses it. In addition, although a Shortstop does have “priority play” in natural baseball, this does not guarantee him approval to take potential plays away from the other players on the field. The exception to this rule (for Rookie Division only) shall be the First Baseman who IS eligible to cover home plate and make any plays there as if he were the Catcher.

In the event this rule is violated, the coach shall be warned of the infraction and all base-runners shall be awarded one (1) base.

- F. There shall be no minimum requirement to field a First, Second or Third Baseman or a Shortstop within the infield (outfield shifts are permitted), nor is there a requirement for those positions to begin play inside the clay area.

XIII. FAKE BUNTS

A fake bunt/swing away is illegal and the batter shall be called out.

XIV. SLIDING

Head-first sliding is permitted. All divisions will adhere to the NFHS rule regarding sliding and avoiding contact (specifically, a runner is out when he...does not legally attempt to avoid a fielder in the immediate act of making a play on him...)

XV. JEWELRY

To protect players from injury and except for medical information, but not limited to tags or bracelets, there will be no jewelry worn by players outside of their uniform, including necklaces, bracelets, nose rings and rings. Medical tags are to be worn on a chain around the neck and underneath the player’s jersey. Players refusing to remove jewelry when asked by the umpire will be ejected from the game and carded.

XVI. SPORTSMANSHIP

- A. No Manager, Coach, Player, or spectator shall, from the bench, playing field or elsewhere in the League Park shall:
 - 1. Incite or try to incite, by word or sign, a demonstration by spectators.
 - 2. In the umpire’s judgment, intentionally make physical contact with an opposing player with the intent to do physical harm.
 - 3. Use profanity or vulgarity in the ball park.

B. PENALTIES

- 1. Manager/Coach

- a. First infraction shall result in ejection from game and suspension from the next scheduled game and being carded by the umpire with the card being turned into the SLBRL Executive Board.
 - b. Second infraction shall result in immediate ejection and loss of Manager/Coach eligibility for the remainder of regular and post season play, including All-Star Tournaments (to be reviewed by the SLBRL Board of Directors).
2. Players
- a. First Offense- Ejection from the game and being carded by the umpire, with the card being turned into the SLBRL Executive Board.
 - b. Second Offense - Ejection and suspension for the next two (2) scheduled games, and carded by the umpire with card being turned into SLBRL Executive Board.
 - c. Third Offense - Loss of playing eligibility for the remainder of regular and post season play, including All-Star Tournaments (To be reviewed y the SLBRL Board of Directors).

NOTE: It is the responsibility of the adults within SLBRL to instill good sportsmanship in players at all times. It is also their responsibility to take preventative action to keep players from becoming behavior problems. Serious behavior problems shall be referred to the SLBRL Board of Directors for action.

3. Spectators
- a. First Offense - Shall be removed from the SLBRL complex, with law enforcement assistance if necessary. The on-duty Board Member has the authority to sign “Trespass Warrants” on the behalf of the League President.
 - b. Second Offense – Shall be removed from the SLBRL complex, with law enforcement assistance if necessary. The on-duty Board Member has the authority to sign “Trespass Warrants” on the behalf of the League President. The spectator will not be allowed back on park grounds for the remainder of the season.

NOTE: Any person ejected shall have the right to appeal and subsequent suspension to the League President and/or Executive Board.

- C. A batter/base runner who throws the bat in an excessive manner

shall be warned upon the first infraction; upon the second infraction the batter/base runner shall be called "OUT" and the ball will be deemed dead. No advancement is allowed. The umpire will declare what is excessive.

XVII. BACKGROUND CHECKS

- A. All Manager, coaches, dugout parents, and board members will be subject to background check and must complete the Polk County Youth Sports Coaching Application prior to the start of the regular season.
- B. PROCEDURES
 - 1. Application - All managers, coaches, dugout parents and board members shall complete an application.
 - 2. Background Checks - Upon receipt of the application, the applicants name will be submitted to the Florida Department of Law Enforcement for a background check.
 - 3. Board Approval - After the background check, the applicants name will be submitted to The South Lakeland Babe Ruth League Board of Directors (herein referred to as Board) for approval.
 - 4. Right to Hearing - If any applicant is not approved, the applicant shall have the right to request a hearing before the Board.
- C. CRIMINAL HISTORY

The following restrictions shall apply to all managers and coaching applicants. For purpose of this policy the applicant shall be deemed to have been found guilty of the crimes listed below, if the applicant was found guilty following trial, entered a guilty plea, and entered a no contest plea accompanied by the court's finding guilty, regardless of whether there was adjudication of guilty (conviction) or a withholding of guilt. This policy shall not apply to criminal charges resulting in acquittal or dismissal of the charges.

- 1. The Board will not approve an applicant who has been found guilty at any time of the following crimes:
 - a. Aggravated assault, aggravated battery, murder, attempted murder, robbery, attempted robbery, or other felonies involving extreme violence.
 - b. Sex offenses such as sexual battery, attempted sexual battery, lewd or lascivious act soliciting lewd acts or exposure of sexual organs (indecent exposure).
 - c. Crimes involving obscenity or pornography.
 - d. Extortion, kidnapping or attempted kidnapping.

- e. Manslaughter or vehicular homicide.
 - f. Sale or distribution of a controlled substance.
2. The Board will not approve an application for a Manager or Coach who has been found guilty of the following crimes within the ten (10) years preceding his or her application and will carefully consider such conduct in deciding whether to approve the application if the applicant was found guilty of the crime more than ten (10) years before his or her application.
- a. Felonies involving possessions or use of a controlled substance.
 - b. Burglaries
 - c. Felony possession of a concealed firearm or weapon
 - d. Felony assault or felony batter, such as assault or battery of a teacher or Law Enforcement Officer.
 - e. Forgery or uttering a forged instrument
 - f. Prostitution or solicitation of prostitution
3. The Board will not approve an application for a Manager or Coach who has been found guilty of the following crimes within the five (5) years preceding his or her application and will carefully consider such conduct in deciding whether to approve the application if the applicant was found guilty of the crime more than five (5) years before his or her application.
- a. Misdemeanor possession of a controlled substance or drug paraphernalia;
 - b. Misdemeanor possession of a concealed weapon;
 - c. Assault or battery;
 - d. Resisting arrest with violence; and
 - e. Felony domestic violence.
4. The Board will carefully consider and review on a case by case basis an application for a Manager or Coach who has been found guilty of the following crimes:
- a. Driving while under the influence of alcohol or a controlled substance;
 - b. Sale or delivery of an alcoholic beverage to a minor;
 - c. Other criminal traffic offense;
 - d. Issuing a worthless check;
 - e. Disorderly conduct or disorderly intoxication;
 - f. Petit theft;
 - g. Misdemeanor domestic violence; and
 - h.** Multiple crimes not listed above.

Section B: Specific Playing Rules

I. SMART START DIVISION

- A. Defined: The Smart Start program is designed to familiarize players with the most basic elements of baseball. In no way should this be made a competitive event at this age. The number one goal of our Smart Start program is that each player enjoys the time spent on the ball field and becomes accustomed to the very basic fundamentals of baseball, while learning the team concept.
- B. No score will be kept. "Winning" is not the focus of this division; player development and fun is.
- C. Games should last approx. 45 minutes in length; however, games may continue up to 1 hour in length if both coaches deem it appropriate and the players are focused on the game.
- D. Offense:
 - 1. One (1) adult will assist in adjusting the batting tee and will assist the offensive player in positioning themselves in the batter's box.
 - 2. All players will bat in turn during the team's half-inning on offense regardless of outs.
 - 3. A batting order should be set at the beginning of the game and adhered to as much as possible, but understanding that toddlers may need untimely breaks every so often, substitutions and order shuffles are allowed. Each player should get an at-bat each inning.
 - 4. After all players have had a turn at bat, the team will switch from offense to defense regardless of outs.
 - 5. A foul ball zone shall be set as an arc five feet in front of home plate. Batted balls must travel beyond this line or be ruled a foul ball.
- E. Defense:
 - 1. All players will take the field on defense.
 - 2. The infield shall consist of a pitcher, first baseman, second baseman, shortstop, and third baseman. No catcher will be used.
 - 3. Realizing that most of these players won't hit the ball past the pitcher's mound, infielders (including the pitcher) should be positioned in their appropriate position (and not huddled on the mound), thus ensuring every player gets a chance to field the ball when hit to them. This is important so that the players become accustomed to proper field positioning.

4. No base runner shall advance on an errant or overthrown ball.
5. Play is “dead” by the coaches’ judgment and is called when the play is reasonably concluded. Coaches should not let the play continue while the players wrestle for the ball or throw it aimlessly around the field. It is the coaches’ responsibility to keep the game moving forward at a pace that reduces the chance of these players becoming bored or frustrated.

II. COACH PITCH DIVISION

- A. Game Time: Coach Pitch Division games are to be a minimum of one hour and fifteen (1:15) minutes long; however, no new inning may start after one hour and fifteen (1:15) minutes of play.
- B. Cleats: If cleats are worn, they must be of plastic or rubber material only. No metal cleats are allowed.
- C. Lineups:
 1. Consecutive batting order will apply.
 2. In the event a tardy player arrives at the game, the manager shall place the tardy player at the back of the lineup. The tardy player must hit in that same position for the remainder of the game.
 3. There is no minimum number of players required to play a game.
- D. Game play:
 1. The offensive team’s Coach or Manager shall pitch to each batter. The coach may throw from a distance at which he is comfortable; however, the throw must be overhand.
 2. Offensive Coach must yell ‘Ball in’ prior to throwing the first pitch to each batter.
 3. A batted ball must travel beyond the twenty foot painted arc to be declared fair.
 4. Each batter will be allowed five (5) pitches from the coach—foul tips on the last strike shall keep the batter alive as if he/she had one strike remaining. After the fifth strike, the ball will be placed on the tee. The player will then have five (5) swing attempts from the tee. If the ball is not put into play beyond the 20-foot line after the fifth swing from the tee, the player shall automatically advance (BB) to first base.
 5. No strikeouts will occur.
 6. Runners may only advance one base, except when the ball is hit into the outfield—Doubles, triples, and homeruns are all in

play dependent upon how far the ball is hit.

7. When a ball is returned to the infield by a defensive player, all runners shall stop advancing regardless of whether or not a defensive player has control of the ball.
8. A batted ball that hits a manager/coach or umpire shall be declared a dead ball. The batter will be awarded first base and all runners will advance one (1) base.
9. A batted ball that hits a base runner shall be declared a dead ball and the runner shall be out. The batter will be awarded first base and all runners shall advance one (1) base.
10. If a runner passes another base runner on the base path, the runner doing the passing shall be called out.
11. No advancing on overthrows at any base.
12. A pitcher may only tag a runner advancing from third base if the tag occurs outside of the painted arc. If the runner is inside the painted arc, the tag/force out must involve the catcher.
13. To encourage development of the game of baseball, whenever possible (and during the course of natural baseball play) a player fielding a ball should make an attempt to utilize other players on the team to record an out. For example, a SS fielding a single on the 3B side of the mound should throw the ball to the First Baseman (as opposed to running the ball across the field to 1B). Coaches/Umpires should be extremely liberal in their judgment when applying this rule, as the intent is to develop a player's baseball skills and not merely run across the field for the sake of recording an out. Note: nothing in this rule prohibits a P or 2B from touching first base to record the out.

E. End of Offensive inning:

1. The making of three (3) outs (or)
2. The scoring of five (5) runs (or)
3. The scoring of the winning run

F. Stealing: Base stealing is not permitted.

G. Player Field Presence:

1. A maximum of six (6) players will play infield positions (includes catcher).
2. Nine (9) or ten (10) defensive players will be allowed on the field.
3. All players must play at least one (1) inning in the infield.

4. A player may play the position of Pitcher OR First Baseman during only one inning per game.
5. The Second Baseman and Shortstop must begin play at normal position that is designated by a colored dot on the field. The Pitcher, First Baseman, and Third Baseman must each begin play with at least one foot inside the clay circle.
6. Outfielders must begin play behind the fifteen foot outfield line and may not pass it until the batter hits the ball.

H. Coach Field Presence:

1. Two (2) defensive coaches will be allowed in the OUTFIELD and one (1) defensive coach will be allowed in the INFIELD to instruct players.
2. One (1) offensive coach will be allowed on the field to pitch to the batter AND assist the batter in positioning themselves in the batter's box.
3. One (1) team parent is allowed inside the dugout.
4. At no time are the coaches allowed to interfere with the umpire or assist the player in retrieving the ball.
5. All other parents/coaches must remain outside of the fenced playing area and dugout.

I. Additional Tournament Rules:

1. Score shall be the final outcome of tournament games
2. If the score is tied at the end of the time limit, the team who recorded the greater number of defensive outs shall be declared the winner.
3. If both teams recorded an equal number of defensive outs, the teams will play 1-out innings until a winner is declared.
4. No resetting of lineups or defensive positions during normal game play; however, in the event a team goes into extra innings and runs out of players (for 1B/P position), the player positioning will reset, provided each player plays a different position than his/her first outing.

III. ROOKIE DIVISION

- A. Game Time: Rookie Division games are to be six (6) innings long; however, no new inning may start after one hour and thirty (1:30) minutes of play.
- B. Cleats: If cleats are worn, they must be of plastic or rubber material only. No metal cleats are allowed.

C. Lineups:

1. Consecutive batting order will apply.
2. Per Rule XII(D), all Rookie Division teams must begin play with at least seven (7) rostered players; otherwise, a forfeit exists.
3. Each team should attempt to field ten (10) rostered players and will field ten (10) players if ten (10) are present for that respective game. In the event a team is unable to field nine (9) players, the team shall take an offensive out for each missing batter.
4. The manager of the team has the discretion to choose where in his lineup the offensive out(s) will occur; however, once the lineups are submitted, the batting order must stay intact.
5. In the event a tardy player arrives at the game, the manager may place the tardy player in any of the vacant positions in the lineup. The tardy player must hit in that same position for the remainder of the game.
6. Example: Coach Joe has eight players show up for tonight's game. He must take two offensive (2) outs somewhere in his lineup (to meet the requirement of 10 batting positions), so he chooses to take an out in the "6 hole" and the "10 hole." When little Johnny shows up tardy, Coach Joe has the choice of placing Johnny in either the "6 hole" or "10 hole," where he will stay for the remainder of the game.
7. If during the course of the game, a team falls under the minimum number of seven (7) players due to illness or injury, it shall have ten (10) minutes to find another player or forfeit the game.

D. Game play:

1. Pitching will be done using a pitching machine fed by a coach from the offensive team. If a pitching machine is not available, then pitching shall be done by the offensive team's Coach or Manager. The pitching coach shall remain in the pitching circle at all times unless he/she is attempting to get out of the way of a ball that is hit back to the machine or thrown across the pitcher's mound.
2. The catcher must begin play in the catcher's box.
3. The pitcher must begin play behind the front of the pitching machine with at least one foot in the clay portion until after the ball is pitched.
4. All players playing the infield must begin play behind an imaginary line drawn from the front of the pitching machine to

the closest point of the nearest foul line.

5. Outfielders must begin play behind the fifteen (15) foot line and may not pass it until the ball has passed the front of home plate.
6. Each batter will be allowed five (5) pitches or four (4) swings, foul tips on the last strike shall keep the batter alive as if he/she had one strike remaining.
7. No walks will be allowed.
8. A batted ball that hits the pitching machine, manager/coach or umpire shall be declared a dead ball. The batter will be awarded first base and all runners will advance one (1) base.
9. Play will be stopped when the lead runner is prevented from advancing by natural stoppage of play (such as a player in control of the ball and physically ready to make a play), or, when time is called by the umpire.
10. When time is called by the umpire and the runner is less than halfway to the next base, the runner must return to the previous base. If the runner is farther than halfway to the next base then he/she may proceed.
11. Maximum one (1) overthrow per hit. This includes any ball—catchable or uncatchable at any base.
12. During the regular season, all players MUST play in at least one (1) inning per game in the infield. The infield shall consist of C, P, 1B, 2B, SS, or 3B. A violation shall constitute a forfeit and the score shall be recorded 7-0 in the rulebook.
13. During the first ½ of the season, no player may play the same position in consecutive innings. During the second ½ of the season, this rule shall not apply.
14. Only two baseballs will be permitted in any game throughout the season in order to encourage catcher development.
15. Prior to the start of the first practice, the Rookie Division Director shall set the pitching machine speed and may adjust it as appropriate during the course of the season. The only machine adjustments permitted during games shall be the micro-adjustment.

E. End of Offensive inning:

1. The scoring of the winning run (or)
2. The making of three (3) outs (or)
4. The scoring of four (4) runs

NOTE: If less than the maximum allowable runs have scored

and a batter hits a homerun (over the fence) then all runs resulting from the homerun shall be counted in the score.

F. Stealing: Base stealing is not permitted.

G. Player Field Presence:

1. A maximum of six (6) players will play infield positions (includes catcher).
2. Nine (9) or ten (10) defensive players will be allowed on the field.
3. No player can sit out for more than one (1) consecutive inning on defense.

H. Coach Field Presence:

1. During the first $\frac{1}{2}$ of the season, two (2) defensive coaches will be allowed in the OUTFIELD to instruct players when the ball is not in play.
2. During the second $\frac{1}{2}$ of the season defensive coaches must remain on the SIDELINE. At no time are they to interfere with the umpire or assist the youth in retrieving the ball.
3. One (1) team parent is allowed inside the dugout.
4. At no time are the coaches allowed to interfere with the umpire or assist the player in retrieving the ball.
5. All other parents/coaches must remain outside of the fenced playing area and dugout.
6. During gameplay, no more than three (3) coaches shall be permitted within the confines of the playing field. All others MUST remain outside the fenced confines as a spectator.

IV. MINOR DIVISION

A. Game Time: Minor Division games are to be six (6) innings long; however, no new inning may start after one hour and forty-five (1:45) minutes of play.

B. Cleats: If cleats are worn, they must be of plastic or rubber material only. No metal cleats are allowed.

C. Lineups:

1. Consecutive batting order will apply.
2. Per Rule XII(D), all Minor Division teams must begin play with at least seven (7) rostered players; otherwise, a forfeit exists.
3. Each team should attempt to field ten (10) rostered players and will field ten (10) players if ten (10) are present for that respective game. In the event a team is unable to field nine (9)

- players, the team shall take an offensive out for each missing batter.
4. The manager of the team has the discretion to choose where in his lineup the offensive out(s) will occur; however, once the lineups are submitted, the batting order must stay intact.
 5. In the event a tardy player arrives at the game, the manager may place the tardy player in any of the vacant positions in the lineup. The tardy player must hit in that same position for the remainder of the game.
 6. Example: Coach Joe has eight players show up for tonight's game. He must take two offensive (2) outs somewhere in his lineup (to meet the requirement of 9 batting positions), so he chooses to take an out in the "6 hole" and the "9 hole." When little Johnny shows up tardy, Coach Joe has the choice of placing Johnny in either the "6 hole" or "9 hole," where he will stay for the remainder of the game.
 7. If during the course of the game, a team falls under the minimum number of seven (7) players due to illness or injury, it shall have ten (10) minutes to find another player or forfeit the game.

D. Pitching:

1. No player may pitch more than three (3) innings or 75 pitches per game.
2. No league-age eleven-year-olds shall be permitted to pitch in the minor leagues.
3. No re-entry rule: 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.
4. A pitcher must have required rest days adhering to the chart listed below (as recommended by MLB's Pitch Smart Initiative). The rest requirement shall reset Sunday at 11:59pm.
 - If 1-20 pitches thrown, 0 days rest required**
 - If 21-35 pitches thrown, 1 day rest required**
 - If 36-50 pitches thrown, 2 days rest required**
 - If 51-65 pitches thrown, 3 days rest required**
 - If 66+ pitches thrown, 4 days rest required**
5. Any pitcher who delivers 41 or more pitches in a game shall not be permitted to play the position of catcher for the remainder of that day.

6. During the Fall Season, no player may pitch more than two (2) innings per game. No player may pitch more than four (4) innings of any week inside the league.

E. End of Offensive inning:

1. The scoring of the winning run (or)
2. The making of three (3) outs (or)
3. The scoring of five (5) runs

NOTE: If less than the maximum allowable runs have scored and a batter hits a homerun (over the fence) then all runs resulting from the homerun shall be counted in the score.

F. Player Field Presence:

1. Nine (9) or ten (10) defensive players will be allowed on the field.
2. No player can sit out for more than one (1) consecutive inning on defense.
3. During regular season play, all players must play in the infield during at least one (1) inning per game.

G. Offensive Play:

1. To encourage the development of catchers and fielders, all batter runners shall only be permitted to advance a single base for each pitch thrown wherein the ball is not batted into play (ex: a thrown pitch, passed ball, pick-off attempt, etc).
2. Batter Runners are not permitted to steal home. The only advancement of a batter runner from third base to home shall be on a batted ball put into play or on a BB when the bases are loaded.

V. MAJOR DIVISION

- A. Game Time: Major Division games are to be six (6) innings long; however, no new inning may start after two (2:00) hours of play. A game shall also be completed if after four innings of play a team is at a deficit of 10 runs or greater.
- B. Cleats: If cleats are worn, they must be of plastic or rubber material only. No metal cleats are allowed.
- C. Lineups:
 1. Consecutive batting order will apply.
 2. Per Rule XII(D), all Major Division teams must begin play with at least seven (7) rostered players; otherwise, a forfeit exists.
 3. Each team should attempt to field nine (9) rostered players. In

the event a team is unable to field nine (9) players, the team shall take an offensive out for each missing batter.

4. The manager of the team has the discretion to choose where in his lineup the offensive out(s) will occur; however, once the lineups are submitted, the batting order must stay intact.
5. In the event a tardy player arrives at the game, the manager may place the tardy player in any of the vacant positions in the lineup. The tardy player must hit in that same position for the remainder of the game.
6. Example: Coach Joe has seven players show up for tonight's game. He must take two offensive (2) outs somewhere in his lineup (to meet the requirement of 9 batting positions), so he chooses to take an out in the "6 hole" and the "9 hole." When little Johnny shows up tardy, Coach Joe has the choice of placing Johnny in either the "6 hole" or "9 hole," where he will stay for the remainder of the game.
7. If during the course of the game, a team falls under the minimum number of seven (7) players due to illness or injury, it shall have ten (10) minutes to find another player or forfeit the game.

D. Pitching:

1. No player may pitch more than three (3) innings or 85 pitches per game.
2. No league-age thirteen-year-olds shall be permitted to pitch in the major division.
3. No re-entry rule: 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.
4. A pitcher must have required rest days adhering to the chart listed below (as recommended by MLB's Pitch Smart Initiative). The rest requirement shall reset Sunday at 11:59pm.
 - If 1-20 pitches thrown, 0 days rest required**
 - If 21-35 pitches thrown, 1 day rest required**
 - If 36-50 pitches thrown, 2 days rest required**
 - If 51-65 pitches thrown, 3 days rest required**
 - If 66+ pitches thrown, 4 days rest required**
5. Any pitcher who delivers 41 or more pitches in a game shall not be permitted to play the position of catcher for the remainder of that day.

6. During the Fall Season, no player may pitch more than two (2) innings per game. No player may pitch more than four (4) innings of any week inside the league.
- E. End of Offensive inning:
1. The scoring of the winning run (or)
 2. The making of three (3) outs
 3. The scoring of seven (7) runs
- F. Player Field Presence:
1. Nine (9) defensive players will be allowed on the field.
 2. No player can sit out for more than one (1) consecutive inning on defense.
 3. During regular season play, all players must play in the infield during at least one (1) inning per game.
- G. Offensive Play: To encourage the development of catchers and fielders, all batter runners shall only be permitted to advance a single base for each pitch thrown wherein the ball is not batted into play (ex: a thrown pitch, passed ball, pick-off attempt, etc).

VI. PREP & SENIOR DIVISIONS

- A. Game Time: Prep & Senior Division games are to be seven (7) innings long; however, no new inning may start after two hours and thirty (2:30) minutes of play.
- B. Lineups:
1. Consecutive batting order will apply.
 2. Per Rule XII(D), all Prep & Senior Division teams must begin play with at least seven (7) rostered players; otherwise, a forfeit exists.
 3. Each team should attempt to field nine (9) rostered players. In the event a team is unable to field nine (9) players, the team shall take an offensive out for each missing batter.
 4. The manager of the team has the discretion to choose where in his lineup the offensive out(s) will occur; however, once the lineups are submitted, the batting order must stay intact.
 5. In the event a tardy player arrives at the game, the manager may place the tardy player in any of the vacant positions in the lineup. The tardy player must hit in that same position for the remainder of the game.
 6. Example: Coach Joe has seven players show up for tonight's game. He must take two offensive (2) outs somewhere in his lineup (to meet the requirement of 9 batting positions), so he

chooses to take an out in the “6 hole” and the “9 hole.” When little Johnny shows up tardy, Coach Joe has the choice of placing Johnny in either the “6 hole” or “9 hole,” where he will stay for the remainder of the game.

7. If during the course of the game, a team falls under the minimum number of seven (7) players due to illness or injury, it shall have ten (10) minutes to find another player or forfeit the game.

C. Pitching:

1. No player may pitch more than four (4) innings or 95 pitches per game.
2. No league-age sixteen-year-olds shall be permitted to pitch in the Prep division.
3. No re-entry rule: 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.
4. A pitcher must have required rest days adhering to the chart listed below (as recommended by MLB’s Pitch Smart Initiative). The rest requirement shall reset Sunday at 11:59pm.

If 1-20 pitches thrown, 0 days rest required

If 21-35 pitches thrown, 1 day rest required

If 36-50 pitches thrown, 2 days rest required

If 51-65 pitches thrown, 3 days rest required

If 66+ pitches thrown, 4 days rest required

D. Player Field Presence:

1. Nine (9) defensive players will be allowed on the field.
2. No player can sit out for more than one (1) consecutive inning on defense.
3. During regular season play, all players must play in the infield during at least one (1) inning per game.