

Slidell Bantam Baseball Association

Official Park Rules

Revision 03/10/2011

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1.0 General Rules

1.1 Age Bracket

Any boy registered to play baseball or T-Ball who shall attain the age of 4 years before May 1 of the year in question will be eligible to play.

Any girl registered to play softball or T-Ball who shall attain the age of 4 years before January 1 of the year in question will be eligible to play.

1.2 Equipment – Pick-up / Return

All coaches are responsible for the pick-up and return of all equipment for the season. The equipment managers will supply and fill out a master team equipment list. The coaches will pick-up the aforesaid list along with the equipment prior to the start of the season. After the last game the team plays, the coach will return his/her equipment to the equipment managers. The equipment managers will be available at the equipment room to receive equipment from the coaches. Coaches not returning all equipment will not be allowed to return as a coach in subsequent years.

1.3 Sportsmanship

SPORTSMANSHIP IS TO BE DISPLAYED AT ALL TIMES AND COURTESY BETWEEN COACHES IS EXPECTED TO BE DISPLAYED AT ALL TIMES. The umpires shall govern supreme. Coaches are not permitted to argue on the field, but may ask for time to discuss any particular play. The discussion will be limited by the umpire. After discussion, play will resume. Discussion time will be part of allotted game time. Any coach or player using obscene language is subject to immediate ejection and dismissal from the game in play, by order of the umpire. Any umpire using language that is considered obscene shall be subject to reprimand by the Commissioner and/or Board member on duty and is subject to removal from his/her position as a league umpire. Anyone ejected from a game will be suspended from the next game played by his/her team. The official scorekeeper shall be notified of an ejection as soon as it occurs and the ejection shall be recorded in the official score book before play continues. Both teams' coaches shall be notified and shall initial and date the official scorebook. Ejections are subject to review by the Board of Directors and could result in umpires, coaches and players being barred from further competition in the league.

1.4 Unsportsmanlike Conduct

No manager, player, coach, bat boy, parent, umpire or spectator shall at anytime, whether on the bench, in the coach's box, on the playing field or in the spectator area, commit any act which could be considered unsportsmanlike. This includes excessive screaming, calling opposing players by name, beating on the dugout, abusing the fields, etc. Violators will be subject to ejection from the game and/or the facility.

1.5 Abusing Equipment

Abuse of equipment will not be tolerated. Throwing bats, throwing helmets, etc. are examples of equipment abuse. Anyone violating this rule will be subject to ejection from the game in play. Continuous violation of this rule may result in expulsion from the league by the Board of Directors. The umpires and commissioners are directed to enforce this rule. Warnings will NOT be issued.

1.6 League Games

All teams will play within their league a fourteen (14) game schedule.

1.7 Game Scheduling

The Vice Presidents will schedule games for their respective leagues.

1.8 Game Re-Scheduling

The Vice Presidents, will reschedule any postponed games at the earliest possible date. Teams not complying with the new scheduled dates will receive an automatic loss. Games can be re-scheduled ONLY by the Vice Presidents.

1.9 Coach / Assistant Coach(es)

All head coaches must be at least 18 years old. Assistant coaches must be at least 15 years old.

1.10 Coach Suspension

Any coach, head or assistant, that is ejected or suspended from a game, must be in the stands or a minimum of 30 feet from the playing field and/or dugouts on which their team is playing and must not coach from any place inside or outside of the park. Failure to do so will be considered unsportsmanlike conduct. The officer on duty will enforce this rule.

All coaches, assistant coaches, board members, volunteers and visitors to the park are responsible to, and subject to review by the SBBA Board of Directors. The SBBA Board has the right to remove a coach at any time that the Board feels it is in the best interest of the children of SBBA. In the event of any disciplinary action by the SBBA Board, the subject in question may request a hearing prior to the disciplinary action being enforced.

1.11 Rules Revision

These rules can only be revised during regular season play by a majority vote of the commissioners and with the approval of the Board of Directors. Permanent revision will be as allowed by the SBBA By-Laws.

1.12 SBBA President

The SBBA President will be allowed to coach during his/her term in office.

1.13 Players / Disciplinary Action

The coaches will use their discretion concerning training rules and regulations with regard to their own players. The only exception to players playing the required amount of time, as designated in their league, is for disciplinary action (missing practice, etc.). The Commissioner and the Board of Directors reserve the right to check the score book periodically to see that each coach is complying with this rule, and have the right to question each coach concerning disciplinary action. Any violations of this rule may result in suspension of the head coach as determined by the Board of Directors.

2.0 Player Assignments

2.1 Registration

At a place and time determined by the Board of Directors, a committee will conduct regular registration where a registration fee will be collected. Regular registration will be subject to limitations based on number of field slots available in each age group. The number of field slots is determined based upon the number of players per team and the number of teams allowed. The number of teams allowed is determined by the number of time slots available per field. All players that register during regular registration will have a guaranteed spot on a team, provided all other requirements of participation in the league are met.

2.2 Player – League Age

All players must move up according to age, the exception being a handicapped player. The Board of Directors shall rule on all exceptions. (Parental wishes and professional advice shall be considered.) Underweight and undersize are not considered sufficient physical handicaps.

2.3 Roster Age Composition

The age composition of the teams in a league shall be determined by the Player Personnel committee of the SBBA Board of Directors. The objective of the division between younger and older ages is to balance the league from year to year.

2.4 Rosters

The number of players on the teams in each league will be determined by the Board of Directors. Other late registrants will be assigned to a roster of any team in the order of the date and time of registration. If a team loses a player before mid-season (half of scheduled games played), it must replace the lost player with the next available player on the waiting list. The coach will be suspended or games forfeited at the discretion of the Board of Directors for not replacing players lost prior to playing half their scheduled games. Coaches are required to notify the respective Board Member for Player Personnel anytime they lose a player. Coaches, at their option, may replace players after mid-season. All coaches and assistant coaches must appear on team rosters.

2.5 Roster Table

The following table establishes a summary of the league assignments and maximum roster sizes:

Baseball			Softball		
League	Age	Roster	League	Age(s)	Roster
T-Ball	5	13	6 & Under Tball	5/6	13
T-Ball	6	13	8 & Under	7/8	13
Farm	7	13	10 & Under	9/10	13
Baseball			Softball		
League	Age	Roster	League	Age(s)	Roster
Farm	8	13	12 & Under	11/12	13
Minors	9	13	15 & Under	13/14/15	13
Minor	10	13			
Freshman	11	13			
Freshman	12	13			
Sophomore	13	13			
Sophomore	14	13			

¹ Includes Boys and Girls, Instruction League Only.

2.6 Waiting List

As soon as is feasibly possible after regular registration is completed; a single waiting list will be created. Players that missed regular registration will place their names on the waiting list. Players will be pulled from the waiting list in sufficient numbers to complete the rosters of all teams in the league. At the discretion of the Board of Directors, players on the waiting list may be called to attend tryouts. Players retrieved from the waiting list will be retrieved in the order in which they are placed on the waiting list. Players that remain on the waiting list will be used to fill the rosters of teams as the need arises.

2.7 Tryouts

All players (except T-Ball) must attend a tryout so that the coaches may evaluate them for the draft. All players who are required to attend tryouts, but do not, will have their names put into blank envelopes, along with those players pulled from the waiting list to complete the league, and these envelopes will be sealed and placed as 'blind' picks in the draft. A head coach's child or children assigned to his/her team will not be required to attend tryouts.

The SBBA Board of Directors shall appoint a qualified individual to evaluate players at tryouts to be used at the draft for teams where a coach has not yet been assigned.

2.8 Draft

- 1) Players will be assigned to teams by a draft of the coaches. A head coach's child will automatically be given to the team he/she coaches unless the parent/coach chooses not to draft his/her child, at which time the child is placed in the open draft. A parent/coach's intent NOT to draft their own child must be declared prior to the start of the draft.
- 2) All leagues will draft down the order and back up the order, i.e., 1 through 10, then 10 through 1. Draft order will be drawn from the hat prior to the start of the draft. Draft order will be adjusted immediately after the sixth (6th) round to ensure that the team drafting first also drafts last.
- 3) Siblings, if they choose, may play on the same team. Other related persons living in the same household may be placed on the same team at the discretion of the Board of Directors. In the draft, if two (2) siblings are involved, the picks will be current draft round and last round. If three (3) siblings are involved, the picks will be drafted round, next round and last round.
- 4) At the annual draft, the coach of each team will fill out the team roster.
- 5) If a coach elects to draw an envelope or 'blind' pick, the envelope must be signed as picked by the coach and left sealed with the individual coordinating the draft until the draft concludes.
- 6) If at the end of the draft, if some teams have not filled their rosters, players will be pulled from the waiting list until all rosters are filled or the waiting list is empty.
- 7) An exchange of drafted players will be permitted after all players have been picked and all envelopes have been chosen. The exchange must be completed at the time of draft and is allowed for drafted players only. Once a coach leaves the draft room, the team is considered established and no exchange of drafted players is permitted with the following exception. An exchange of players will be permitted upon submissions of a written request, signed by the parents of all players and coaches involved in the exchange, and approved and signed by the SBBA President prior to the first league game.

2.9 Drafting Restrictions

Parents of players not wishing for their child to play for a particular coach should indicate this on the registration form. The coach involved must make every effort not to draft such player(s). If drafted, the coach should make every effort to trade the player for a player chosen in the same round. If this cannot be arranged, the player will be refunded their registration fee and will not be allowed to play that year. Players who quit the league may not return that year.

2.10 T-Ball Assignments

T-Ball players are not required to attend tryouts. T-Ball teams (4, 5 & 6 year olds) will be drafted as per Rule 2.4 without any observation (tryout) day. Coaches will be provided with a complete list which will include all eligible player's names, subdivision, team played on previous year (if available), and positions played (if available). There will be no envelope or 'blind' picks.

3.0 Uniform Requirement

3.1 Uniform

A complete uniform consisting of shirt, shorts/pants, socks, shoes and hat as designated or approved by SBBA must be worn. Failure to comply with this rule will result in the child not being allowed to play. The officer or commissioner on duty will enforce this rule.

3.2 Catchers (Boys Only)

Catchers in the boy's leagues, except T-Ball, must wear a protective cup.

3.3 Coach's Uniform

Coaches will not be required to wear uniforms until tournament play.

3.4 Metal Cleats

Metal Cleats are not allowed at any age level.

3.5 Jewelry

Players may not wear jewelry of any kind on the playing field.

4.0 Field Rules

4.1 Home Team

The first team listed on the schedule shall be designated the visiting team; the second team noted is the home team. The visiting team will occupy the first base dugout and the home team will occupy the third base dugout.

4.2 Field Preparation

Both teams must clean up the field, set out the bases, line field, etc., before the first game begins. It is essential that the first game start on time. If in the opinion of the commissioner or officer on duty, the coaches are lax in their preparation of the field, he/she can call for the game to begin on time, and the preparation time will be applied to the game time limit. Both teams are responsible for cleaning up the field and spectator areas after each game.

4.3 Pre-Game Warm-Up

The visiting team will take the field for a 5 minute warm-up. The home team will take the field for a 5 minute warm-up and remain on the field for the start of the game.

4.4 Time Limit Between Games

Intermission between games is not allowed to exceed 15 minutes. Three minutes will be allowed between half-innings. A new half-inning begins as soon as the third out is made for the previous half-inning.

4.5 Practice on Official Fields

There shall be no practice on the official fields at any time for any reason other than pre-game warm-ups by the teams scheduled to play on the dates shown on the official schedule. If this rule is violated by a coach, the penalty is expulsion from the league even if it is a first offense. If a player violates the rule, he/she will be reprimanded on the first offense and expelled from the league on their second offense.

4.6 Pre-Season Practice Games

Teams desiring pre-season practice games on the official game fields must first receive permission from the SBBA president.

4.7 Liquor/Tobacco/Illegal Drugs

No liquor or illegal drugs in any form shall be allowed in the park. Coaches, players and/or any other persons responsible will be removed from the field and will be expelled by the Board of Directors. The use of tobacco in any form is also prohibited on the field or in the dugout. Violation of this rule will result in removal from the field and could be considered unsportsmanlike conduct.

4.8 Game Times

Game times for the first game on weekdays will be 6:00 PM and on weekends will be 9:00 AM, with the first game for each league being the time limit as stated in the league rule 4.10. If the fields are playable, any delay beyond the starting time will apply to the game time. The umpire will call balls or strikes on the offending team that is delaying the start of the game. Teams will be allowed to start the game with less than eight players, there must be a pitcher and catcher on defense. A team must bat eight players or the game is a forfeit at the time the 8th batter is due at the plate, if that player is not present.

4.9 Fitness of Fields

The member of the Board of Directors on duty shall be the sole judge as to the fitness of the fields for playing conditions prior to the start of the games. The coaches and players of each team will assist in preparing the fields.

4.10 Field Requirements / Game Time Limits

Baseball Leagues				
			Innings	Time
League	Base	Mound	Played	Limit
T-Ball	50'	38'	5	1 Hr
Farm 7	55'	38'	5	1 ¼ Hr
Farm 8	60	38'	5	1 ¼ Hr
Minors 9	60'	44'	5	1 ½ Hr
Minors 10	65'	46'	5	1 ½ Hr
Freshman 11	70'	50'	6	1 ½ Hr
Freshman 12	70'	50'	6	1 ½ Hr
Sophomore 13	80'	54'	6	1 ½ Hr
Sophomore 14	80'	54'	6	1 ½ Hr

Softball Leagues				
			Innings	Time
League	Base	Mound	Played	Limit
8 & Under	50'	30'	5	1 ¼ Hr
10 & Under	55'	35'	6	1 ½ Hr
12 & Under	60'	40'	6	1 ½ Hr
15 & Under	60'	40'	6	1 ½ Hr

4.11 Scorekeepers

The home team is responsible for providing an official scorekeeper. Each team should provide a scorekeeper to keep its own score book. The home team scorekeeper may keep both the official book and its own team's score book. The visiting team operates the scoreboard.

5.0 Baseball / Softball Playing Rules

5.1 Rules / Modifications

The order of rules for all T-Ball and Boys Leagues are:

- 1) SBBA
- 2) USSSA Rules
- 3) LHSA Rules
- 4) Major League Baseball

The order of rules for all Girls Leagues are:

- 1) SBBA
- 2) USSSA

5.2 Equipment Approval

All equipment must be approved by the league commissioners and the Board of Directors.

5.3 Helmet Removal

When a player intentionally removes his/her helmet while the ball is in play, all play will stop when the player reaches the next base.

5.4 Starting Line-Up

Each coach is required to submit a starting line-up and all substitutes to the official scorekeeper prior to the start of the game. Numbers will be used for official line-up purposes. Any player who is not played for disciplinary reasons must have their name and reason for discipline in the score book and should be brought to the attention of the umpire prior to the beginning of the game. A line-up may consist of a minimum of eight players. Outs will not be called for open positions in the line-up.

5.5 Player Alternating

Every SBBA team must bat the entire roster and no player shall sit out two (2) consecutive innings **and no more than two innings per game**. Free substitution will be in effect. This rule will not affect pitching eligibility rules; they will remain in effect. The only exception to this rule shall be for disciplinary action taken against a player by a coach. A player arriving late, after the line-up has been handed in, will bat at the end of the line-up. Once the lead-off batter has appeared at the plate the second time, no player may be inserted into the line-up. For violating any part of this rule for the first time, the coach is not allowed to coach the next scheduled game. For the second offense, the coach is subject to Board of Directors review. If a player leaves the game for any reason, when his/her turn occurs in the batting order for the first time after exiting the game, an out is taken. Subsequent at bats for this player are not considered to be an out and the player is removed from the line-up as though they were never there.

5.6 Innings

A ball game is over, regardless of the number of innings played when the time limit (as indicated in Rule 4.10) has expired. Innings started prior to the time limit expiring will be completed. No innings will start if five (5) minutes or less remain in regulation time. The home plate umpire is responsible for keeping the official game time.

5.7 Tie Games

A scheduled game cannot be declared a tie unless the time limit has expired, regardless of the number of innings played. As the result of a tie, each team will receive credit for ½ game in the win column and ½ game in the loss column.

5.8 Rain Outs

Games rained out will be ruled complete games if half the scheduled number of innings have been played, i.e. for a six (6) inning game, the losing team must have batted three (3) times. Losing teams must bat 3 complete half innings. Games rained out before half the scheduled number of innings have been played, but before the time limit has expired, must be rescheduled and played from the beginning (first inning).

5.9 Sliding

When a tag is evident, runners must slide or seek to avoid contact with a fielder. Malicious contact shall supersede all obstruction penalties.

5.10 Fake Tags

No defensive player shall fake a tag so as to impede a runner or cause a runner to slide unnecessarily. The first violation will result in a team warning. A second violation will result in automatic ejection of the defensive player. If, in the opinion of the umpire, the runner could have advanced if the tag had not been faked, the runner will be awarded the base the runner would have reached had there been no fake tag.

5.11 Pitching Violation

Violation of a pitching eligibility rule, regardless of when discovered, shall result in suspension of the coach for the current game, the next game, and forfeiture of the game in which the violation occurred.

5.12 Pitching / Rain-outs, etc.

All innings pitched in rained-out games or any game terminated prior to completion, including protested games, shall be counted as pitched for that week.

5.13 Required Players

A minimum of eight (8) players is required to play. A battery (pitcher and catcher) must be used on defense except in T-Ball leagues, in which a catcher will not be required if only eight (8) players are present.

5.14 Thrown Bat

If, in the judgment of the umpire, the batter throws the bat, the ball is immediately dead. The batter will be declared out and no runners may advance. The umpire's judgment is final. Consider this your only warning.

5.15 Substitutes

All substitutes must be reported to the official scorekeeper prior to substitution (i.e., pitching changes, injuries, etc).

5.16 Touching Base Runners

It is interference by a base coach, when in the judgment of the umpire, the coach, by touching or holding a runner, physically assists the runner in returning to or leaving a base. PENALTY: The runner is out and the ball is dead.

5.17 Failure to Touch Base

For failure to touch a base (advancing or returning), or failure to tag up after a fly ball is caught for an out, the runner is out. This is a delayed penalty if not played upon by the defense during the same playing action (live ball). After all playing action has ended; the umpire will declare time-out to call the offending runner(s) out.

5.18 Fake Bunt / Full Swing (Slap Bunt)

If, in the judgment of the umpire, the batter fakes a bunt, then brings the bat back and takes a swing, the batter will be declared out. All runners must return to their previously occupied base unless put out during the play. The umpire's judgment is final.

6.0 Protests

6.1 *Umpire's Judgment*

A protest based on a play which involves an umpire's judgment is not permitted.

6.2 *Rule Interpretation*

If a protest is based on interpretation of the rules or the eligibility of a player, the objecting head coach must, at the time the play occurs, notify the umpire in chief, the opposing head coach and official scorekeeper that the game is being played under protest. The protesting coach must submit the protest in writing and the opposing coach must submit his/her statement of facts within 48 hours of the completion of the game. At the time of the protest, the umpire must enter and sign in the official scorebook his/her statement regarding the protested incident.

6.3 *Upheld Protest*

When a protest on the interpretation of a rule or the eligibility of a player is upheld by the Board of Directors, the game shall be replayed from the point of protest.

7.0 Post Season Play

7.1 *Teams Participating*

The Board of Directors will determine each year whether or not there will be post season play. In the event of post season play, a minimum of four teams will participate. The total number of teams permitted to play in post season games will be determined by the rules committee.

7.2 *Post Season Games Seeding*

Best regular season record determines home team for post season play. In championship game series, best regular season record determines home team in the first game of the series with home team alternating in subsequent games. If opposing teams have the same regular season record, seeding will be determined as follows: (1) head to head competition; (2) runs scored during head to head; and (3) a coin toss.

7.3 *Post-Season*

Post-season games shall be scheduled as close together as possible to facilitate early completion of the season. Coaches should plan for pitching accordingly.

7.4 *Awards*

Regular season award will be given based on overall standings determined by the number of teams in each league.

7.5 *Tie Game/Time Limit*

There will be no ties and no time limit in play-off games.

8.0 Tournaments

8.1 *Head Coach and Assistant(s) Selection*

A leagues post season team Head Coach will be selected by a majority vote of the Board of Directors from a list of candidates to be presented by the league's Commissioner. The post season team head coach will select two (2) assistants and the team roster.

8.2 *Practice*

Practice will be limited to one (1) practice per week during SBBA regular season play with a four (4) hour maximum length. Practice will be held on Sunday only during regular season play.

8.3 *Pitchers*

A pitcher may throw a maximum of fifty (50) pitches to batters during practice.

8.4 *Player Eligibility*

A player who does not play the last two (2) weeks of regular season will not be eligible for the tournament team selection unless exempted/approved by the Board of Directors.

8.5 *Age Restrictions*

Tournament teams will be comprised of players from their respective age groups only.

9.0 T-Ball (4, 5 & 6 year olds) (Revised 2010)

9.1 T-Ball 4 (4 year old boys and girls)

Introductory League for Four year old boys and girls.

Four year old boys and girls will play in an introductory league with the following rules:

- No score will be kept
- Each team will bat through the roster each inning, even if the defense gets three outs
- Each team will play defense each inning, until the time limit expires.
- A base runner will not be removed from the base if he or she is out; this will allow the runner to learn the sequence of base running.

1) *Use of Batting Tee/Tee Position*

All players will use the batting tee located on home plate. The batter must be in the batter's box. There will be no pitching allowed.

2) *Players*

Regular baseball positions will be used in the infield including a catcher. Additional players will be outfielders with all players playing defense. Outfielders shall be a minimum of 10 feet behind the baseline before play begins. No infielder, except the pitcher, shall be closer than 30 feet from home plate before play starts.

3) *Pitcher*

The pitcher will have at least one foot on the rubber at the time the batter hits the ball.

4) *Catcher*

Catchers will stand at a safe distance from home plate on the opposite side of the batter, as designated by the umpire, until the ball is hit.

5) *Batting Coach*

One batting coach is permitted on the field.

6) *Thrown Bats*

If, in the judgment of the umpire, the batter throws the bat, the ball is immediately dead. No runners may advance. The batter will return to bat. The offending team will receive a team warning.

7) *Ball in Play*

The ball must travel more than twenty (20) feet from the front edge of home plate, in fair territory; otherwise, the ball is foul.

8) *Stopping Play*

Umpires will call "time" after every play and declare the ball dead. "Time" should be called by the umpire as soon as all base runners are not **attempting to advance**. "Time" **IS NOT** called by the players or coaches. The purpose of this rule is to teach the players the concept of stopping the lead runner.

9) *Defensive Coaches*

Each team is allowed 3 defensive coaches on the field.

10) Ball

A "reduced injury factor" ball (Easton Incrediball or equivalent) will be used.

9.2 T-Ball 5 (5 year old Boys) Introductory League for 5 year old boys.

The following rules will be in effect:

- No score will be kept in T-Ball 5.
- Each team will bat through the roster, then play defense each inning, until the time limit expires.
- A base runner will be removed from the base when the defense gets him out. The bases will be cleared when three (3) outs have been achieved, but the entire roster will still bat each inning.

1) Use of Batting Tee/Tee Position

All players will use the batting tee located on home plate. The batter must be in the batter's box. There will be no pitching allowed.

2) Players

Regular baseball positions will be used in the infield including a catcher. Additional players will be outfielders with all players playing defense. Outfielders shall be a minimum of 10 feet behind the baseline before play begins. No infielder, except the pitcher, shall be closer than 30 feet from home plate before play starts.

3) Pitcher

The pitcher will have at least one foot on the rubber at the time the batter hits the ball.

4) Catcher

Catchers will stand at a safe distance from home plate on the opposite side of the batter, as designated by the umpire, until the ball is hit.

5) Batting Coach

One batting coach is permitted on the field. After the tee is adjusted, the coach must retreat to the backstop fence. The batting coach must remove the tee from

home plate once the ball is hit in play and return to the backstop fence until play has ceased.

6) *Thrown Bats*

If, in the judgment of the umpire, the batter throws the bat, the ball is immediately dead. No runners may advance. The batter will return to bat. The offending team will receive a team warning.

7) *Ball in Play*

The ball must travel more than twenty (20) feet from the front edge of home plate, in fair territory; otherwise, the ball is foul.

8) *Stopping Play*

Umpires will call "time" after every play and declare the ball dead. "Time" should be called by the umpire as soon as all base runners are not **attempting to advance**. "Time" **IS NOT** called by the players or coaches. The purpose of this rule is to teach the players the concept of stopping the lead runner.

9) *Defensive Coaches*

Each team is allowed two (2) defensive coaches each, located outside the left and right field foul lines and ten (10) feet from the respective coaches' boxes. The defensive coaches are not allowed on the playing field while the ball is in play.

PENALTY: If a defensive coach interferes with a play, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpires opinion will nullify the act of interference.

10) *Ball*

A "reduced injury factor" ball (Easton Incrediball or equivalent) will be used in these leagues.

9.3 T-Ball-6 (6 year old Boys) ***Introductory League for 6 year old boys.***

The following rules will be in effect:

- Score will be kept in T-Ball 6
- Three outs or 5 runs will constitute ½ of an inning

1) *Use of Batting Tee/Tee Position*

All players will use the batting tee located on home plate. The batter must be in the batter's box. There will be no pitching allowed.

2) *Players*

Regular baseball positions will be used in the infield including a catcher. Additional players will be outfielders with all players playing defense. Outfielders shall be a minimum of 10 feet behind the baseline before play begins. No infielder, except the pitcher, shall be closer than 30 feet from home plate before play starts. Three outs constitutes a half inning in T-Ball 6.

3) *Pitcher*

The pitcher will have at least one foot on the rubber at the time the batter hits the ball.

4) *Catcher*

Catchers will stand at a safe distance from home plate on the opposite side of the batter, as designated by the umpire, until the ball is hit.

5) *Batting Coach*

One batting coach is permitted. In the six (6) year old league, the coach is not allowed to touch the batter or the bat once the batter enters the batters' box. The coach is allowed to adjust the tee. After the tee is adjusted, the coach must retreat to the backstop fence. The batting coach must remove the tee from home plate once the ball is hit in play and return to the backstop fence until play has ceased.

PENALTY: The batter is out.

6) **Thrown Bats**

If, in the judgment of the umpire, the batter throws the bat, the ball is immediately dead. No runners may advance. The offending team will receive a team warning. The batter will return to bat with the count increased by a strike. The batter will be out if it is the third strike. All other thrown bats after the warning will result in an out.

7) **Third Strike**

The called third strike will occur only when the batter that has 2 strikes misses the ball and Tee. If the ball does not travel the required distance into fair territory, it will be considered a foul ball. If the batter hits the ball and it travels into foul territory, it will be considered a foul ball. If the batter hits the Tee and not the ball, it will be considered a foul ball.

8) **Runs Scored**

- No team shall score more than five (5) runs in one inning.
- If there are less than three (3) outs when five (5) runs are scored, the teams will change sides.
- This rule does not apply in the fifth (5th) or extra innings.
- No runs shall be recorded in the official score book after the game has been officially completed. (Example: If the home team is winning when time expires, and the coaches agree to play the inning out to get the players more playing time, the umpire shall call "ball game" record the official score in the official score book, and then allow unofficial play to continue.)

9) **Ball in Play**

The ball must travel more than twenty (20) feet from the front edge of home plate, in fair territory; otherwise, the ball is foul.

10) **Stopping Play**

Umpires will call "time" after every play and declare the ball dead. "Time" should be called by the umpire as soon as all base runners are not **attempting to advance**. "Time" **IS NOT** called by the players or coaches. The purpose of this rule is to teach the players the concept of stopping the lead runner.

11) **Defensive Coaches**

Each team is allowed two (2) defensive coaches each, located outside the left and right field foul lines and ten (10) feet from the respective coaches' boxes.

The defensive coaches are not allowed on the playing field while the ball is in play.

PENALTY: If a defensive coach interferes with a play, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference.

12) *Ball*

A "reduced injury factor" ball (Easton Incrediball or equivalent) will be used.

9.4 6U T- Ball (5 and 6 year old girls) *Introductory League for Five & Six Year old Girls*

A girls' league for 5 and 6 year old girls will be formed to play within their own league.

The following rules will be in effect:

- Score will be kept in 6U T-Ball.
- Three outs or 5 runs will constitute ½ of an inning

1) *Use of Batting Tee/Tee Position*

All players will use the batting tee located on home plate. The batter must be in the batter's box. There will be no pitching allowed.

2) *Players*

Regular baseball positions will be used in the infield including a catcher. Additional players will be outfielders with all players playing defense. Outfielders shall be a minimum of 10 feet behind the baseline before play begins. No infielder, except the pitcher, shall be closer than 30 feet from home plate before play starts. Three outs constitutes a half inning in 6U T-Ball

3) *Pitcher*

The pitcher will have at least one foot on the rubber at the time the batter hits the ball.

4) **Catcher**

Catchers will stand at a safe distance from home plate on the opposite side of the batter, as designated by the umpire, until the ball is hit.

5) **Batting Coach**

One batting coach is permitted. In the 6U T-Ball girls league, the coach is not allowed to touch the batter or the bat once the batter enters the batters' box. The coach is allowed to adjust the tee. After the tee is adjusted, the coach must retreat to the backstop fence.

PENALTY: The batter is out.

The batting coach must remove the tee from home plate once the ball is hit in play and return to the backstop fence until play has ceased.

6) **Thrown Bats**

If, in the judgment of the umpire, the batter throws the bat, the ball is immediately dead. No runners may advance. The offending team will receive a team warning. The batter will return to bat with the count increased by a strike. The batter will be out if it is the third strike. All other thrown bats after the warning will result in an out.

7) **Third Strike**

The called third strike will occur only when the batter that has 2 strikes misses the ball and Tee. If the ball does not travel the required distance into fair territory, it will be considered a foul ball. If the batter hits the ball and it travels into foul territory, it will be considered a foul ball. If the batter hits the Tee and not the ball, it will be considered a foul ball.

8) **Runs Scored – T-Ball 6U year old girls**

- No team shall score more than five (5) runs in one inning.
- If there are less than three (3) outs when five (5) runs are scored, the teams will change sides.
- This rule does not apply in the fifth (5th) or extra innings.
- No runs shall be recorded in the official score book after the game has been officially completed. (Example: If the home team is winning when

time expires, and the coaches agree to play the inning out to get the players more playing time, the umpire shall call "ball game" record the official score in the official score book, and then allow unofficial play to continue.)

9) ***Ball in Play***

The ball must travel more than twenty (20) feet from the front edge of home plate, in fair territory; otherwise, the ball is foul.

10) ***Stopping Play***

Umpires will call "time" after every play and declare the ball dead. "Time" should be called by the umpire as soon as all base runners are not **attempting to advance**. "Time" **IS NOT** called by the players or coaches. The purpose of this rule is to teach the players the concept of stopping the lead runner.

11) ***Defensive Coaches***

Each team is allowed two (2) defensive coaches each, located outside the left and right field foul lines and ten (10) feet from the respective coaches' boxes. The defensive coaches are not allowed on the playing field while the ball is in play.

PENALTY: If a defensive coach interferes with a play, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference.

12) ***Ball***

An 11" RIF softball will be used.

(Proposal Revised 1-14-10)

10.0 Seven and Eight Year old Boys

10.1 Pitching Requirements

The coach or assistant coach will pitch to his team's players. The pitching coach can coach the batter until the ball is released. The penalty for the violating coach is removal from the mound for the remainder of the game. The ball will be pitched overhand with an arc no higher than six (6) feet from the ground, descending from its release. Coaches are allowed to pitch from one knee as long as he still follows the USSSA Coach Pitch pitching rules.

10.2 Player Positions

There will be ten (10) players, four (4) of which will be outfielders. Regular baseball positions will be used in the infield. Outfielders shall be a minimum of ten (10) feet behind the baseline before play begins. No infielders may be closer

than 30 feet from home plate before play starts. The pitcher/player can not leave the pitching circle before the ball is hit.

10.3 Defensive Coaches

Each team is allowed two (2) defensive coaches, each located outside the left and right field foul lines, ten (10) feet from the respective base coaches' boxes. The defensive coaches are not allowed on the playing field while the ball is in play.

10.4 Limited Pitches per Batter – 7 Year Old Boys

The batter is limited to seven (7) pitches. Should the batter have three (3) swinging strikes prior to the seventh pitch, the batter is out. Foul balls on the seventh pitch and each successive pitch will entitle the batter to remain at bat.

10.5 Limited Pitches per Batter – 8 Year Old Boys

The batter is limited to five (5) pitches. Should the batter have three (3) swinging strikes prior to the fifth pitch, the batter is out. Foul balls on the fifth pitch and each successive pitch will entitle the batter to remain at bat.

10.6 Runs Scored

No team shall score more than five (5) runs in one inning. If there are less than three (3) outs when five (5) runs are scored, the teams will change sides. This rule does not apply in the fifth or extra innings.

10.7 Batted Ball Striking Coach/Pitcher

If a batted ball strikes the coach/pitcher, the ball is dead, no runner shall advance, and the pitch does not count toward the number of pitches thrown to that batter.

10.8 Stopping Play

Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the participants.

10.9 Intentional Walks

There are no intentional walks in Coach Pitch 7 or 8's.

11.0 Nine Year Old Boys

11.1 Balks

There will be no balks.

11.2 Balls/Strikes

The batter is allowed five (5) balls and three (3) strikes.

11.3 Pitcher's Illegal Delivery

If the pitcher stops in the middle of his delivery with runners on base, the batter will be awarded one (1) ball.

11.4 Dropped Third Strike

The batter cannot run on a dropped third strike. Batter is to be declared out.

11.5 Runs Scored

No team shall score more than five (5) runs in one inning. If there are less than three (3) outs when five (5) runs are scored, the teams will change sides. This rule does not apply in the fifth or extra innings.

11.6 Player Positions

There will be ten (10) players, four (4) of which will be outfielders. Regular baseball positions will be used in the infield. Outfielders shall be a minimum of ten (10) feet behind the baseline before play begins.

11.7 Infield Fly Rule

The infield fly rule will not apply.

11.8 Pitching Eligibility Rule

11.8.1 Pitchers shall not be allowed to pitch in more than two (2) innings in one calendar day.

11.8.2 Pitchers shall not be allowed to pitch in more than five (5) innings in any one calendar week (from 12:01 AM Monday to midnight the following Sunday).

11.8.3 After throwing one (1) pitch to a batter, the pitcher shall be considered as having pitched in one (1) inning.

11.8.4 A pitcher who is withdrawn from the mound, but who stays in the game at another position shall not be permitted to return to the mound. When a team is charged with a second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position.

11.9 Runner Leaving Base Early

The base runner may not leave the base until such a time as the ball reaches or passes the catcher or the batter makes contact with the pitched ball. If the base runner leaves prior to this, the ball is dead and the base runner leaving early is declared out. The base runner may attempt to advance to second or third bases at these times.

11.10 Third base runner advancing to home (New 2010)

A runner on third is allowed to attempt to advance to home plate by only one of a combination of the following ways:

- 1) If the ball is hit by the batter and the play is live.
- 2) If the runner is forced home by a walk on the batter, hit batsmen, or award from the umpire.

12.0 Ten Year Old Boys

12.1 *Balks*

In the judgment of the umpire, balks may be called as sanctioning rules define.

12.2 *Infield Fly Rule*

The infield fly rule will not apply.

12.3 *Dropped Third Strike*

The batter can advance on a dropped third strike as per the Rules of Baseball.

12.4 *Runs Scored*

No team shall score more than five (5) runs in one inning. If there are less than three (3) outs when five (5) runs are scored, the teams will change sides. This rule does not apply in the fifth or extra innings.

12.5 *Player Positions*

There will be ten (10) players, four (4) of which will be outfielders. Regular baseball positions will be used in the infield. Outfielders shall be a minimum of ten (10) feet behind the baseline before play begins.

12.6 *Pitching Eligibility Rules*

The pitching eligibility rules for this age group are identical to those applicable to the nine (9) year old boys set forth in rule 11.8 above.

12.7 *Runner Leaving Base Early*

The base runner may leave the base, attempting to advance as soon as the ball is put in play.

13.0 Eleven and Twelve Year Old Boys

13.1 Pitching Eligibility Rules

- 1) Pitchers shall not pitch more than three (3) innings on the same calendar day.
- 2) Pitchers shall not be allowed to pitch in more than seven (7) innings in any one calendar week (from 12:01 AM Monday to midnight the following Sunday).
- 3) After throwing one (1) pitch to a batter, the pitcher shall be considered as having pitched in one (1) inning.
- 4) When a team is charged with a second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position.
- 5) A pitcher who is withdrawn from the mound shall not be permitted to return to the mound.

13.2 Dropped Third Strike

The batter can advance on a dropped third strike as per the Rules of Baseball.

14.0 Thirteen and Fourteen Year Old Boys

14.1 Pitching Eligibility Rules

- 1) Pitchers may not pitch in more than four (4) innings on the same calendar day.
- 2) Pitchers shall not be allowed to pitch in more than nine (9) innings in any one calendar week (from 12:01 AM Monday to midnight the following Sunday).
- 3) After throwing one (1) pitch to a batter, the pitcher shall be considered as having pitched in one (1) inning.
- 4) A pitcher who is withdrawn from the mound, but who stays in the game at another position shall not be permitted to return to the mound. When a team is charged with a second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position.

14.2 Dropped Third Strike

The batter can advance on a dropped third strike as per the Rules of Baseball.

15.0 Eight and Under Girls

15.1 Coach/Pitcher

The coach/pitcher will pitch to their own players from the rubber. The coach/pitcher can coach the batter until the ball is released. The penalty for the coach violating the rule is removal from the mound for the remainder of the game.

15.2 Player Positions

There will be ten (10) players, four of which will be outfielders. Regular softball positions will be used in the infield. Outfielders shall be a minimum of ten (10) feet behind the baseline before play begins. No infielder, except the pitcher, shall be closer than 44 feet from home plate before play starts. The pitcher/player shall not be in front of the pitching rubber.

15.3 Coach/Pitcher Interference

If, in the judgment of the umpire, the coach/pitcher intentionally interferes with the play, the batter is out and the ball is dead. If, in the judgment of the umpire, the coach/pitcher unintentionally interferes with the play, the ball is live and in play.

15.4 Defensive Coach Position

Each team is allowed two (2) defensive coaches, each located outside the left and right field foul lines, ten (10) feet from the respective base coach's boxes. The defensive coaches are not allowed on the playing field while the ball is in play.

15.5 Infield Fly Rule

The infield fly rule does not apply to this league.

15.6 Stopping Play

In order to stop all play, the pitcher/player must have possession of the ball with at least one foot within the pitcher's circle with one arm raised high. If the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "TIME". The ball is dead and shall be returned to the mound.

15.7 Limited Pitches Per Batter

The batter is limited to five (5) pitches. Should the batter get three (3) swinging strikes prior to the fifth pitch, the batter is out. Foul balls on the fifth pitch and each successive pitch will entitle the batter to remain at bat.

15.8 Runs Scored

No team shall score more than five (5) runs in one inning. If there are less than three (3) outs when five (5) runs are scored, the teams will change sides. This rule does not apply in the fifth or extra innings.

15.9 Runner Leaving Base Early

A base runner may not leave the base until the batter swings and contact is made. PENALTY: The base runner is out.

16.0 Ten and Under Girls

16.1 Dropped Third Strike

The batter may not advance on a dropped third strike. The batter is to be declared out.

Umpires

17.0 Home Team Umpire Requirements

Each home team must provide a qualified umpire to call games, as assigned by the league commissioners. This will usually be the game before or the game after their game is played. Failure to provide a qualified umpire by the game starting time will result in the Head Coach being suspended from their next scheduled game. Violators of this suspension are subject to action by the Board of Directors.

17.1 Minimum Age Qualification

All umpires must be at least 18 years old. EXCEPTION: Members of the Slidell Bantam Umpires Association (SBUA) must be at least 15 years old to umpire.

17.2 Umpires for Play-Offs

Umpires will be selected for play-off competition prior to the start of the play-offs upon approval of the respective commissioners and the Board of Directors three (3) days prior to the first play-off game

