



2019 -2020 Season

Southwest Premier

Arizona / New Mexico / West Texas

Sanctioning Body: National Championship Sports LLC

August 1st, 2019 – July 31st, 2020

Due to Covid 19 the 2019-2020 season has extended through September 8th, 2020

**Birth certificates will be checked
Team roster must be turned in to site director before first game.**

Rule1.01 Age Division and player eligibility

Age Division	AGE BASED - Maximum age for division		GRADE BASED - Grade exception	Grade exception maximum grade
5u	Will not turn 6 years old prior to may 1st, 2020	or	Pre K	7 years old prior to september 1st, 2020
6u	Will not turn 7 years old prior to may 1st, 2020	or	K	8 years old prior to september 1st, 2020
7u	Will not turn 8 years old prior to may 1st, 2020	or	1st	9 years old prior to september 1st, 2020
8u	Will not turn 9 years old prior to may 1st, 2020	or	2nd	10 years old prior to september 1st, 2020
9u	Will not turn 10 years old prior to may 1st, 2020	or	3rd	11 years old prior to september 1st, 2020

10u	Will not turn 11 years old prior to may 1st, 2020	or	4th	12 years old prior to september 1st, 2020
11u	Will not turn 12 years old prior to may 1st, 2020	or	5th	13 years old prior to september 1st, 2020
12u	Will not turn 13 years old prior to may 1st, 2020	or	6th	14 years old prior to september 1st, 2020
13u	Will not turn 14 years old prior to may 1st, 2020	or	7th	15 years old prior to september 1st, 2020
14u	Will not turn 15 years old prior to may 1st, 2020	or	8th	16 years old prior to september 1st, 2020
15u	Will not turn 16 years old prior to may 1st, 2020	or	9th	17 years old prior to september 1st, 2020
16u	Will not turn 17 years old prior to may 1st, 2020	or	10th	18 years old prior to september 1st, 2020
17u	Will not turn 18 years old prior to may 1st, 2020	or	11th	19 years old prior to september 1st, 2020
18u	Will not turn 19 years old prior to may 1st, 2020	or	12th	20 years old prior to september 1st, 2020

1.01A Proof of eligibility (age based)

In divisions 5U – 18U, all players participating in NCS Baseball tournament play shall always have photocopies of their original birth certificate in the possession of their team manager. Upon protest, failure to have a photocopy of the original birth certificate immediately available upon demand shall result in the offending team losing the game(s) and being ejected from the tournament

Rule 1.01B Proof of eligibility (grade based)

All grade-based players must have a copy of their birth certificate, current report card, or official school ID with grade, or any official government document stating the grade.

Rule 1.02 Rosters

Rosters are frozen prior to each event on a predetermined date. Players participating on a team's lineup that are not listed on the roster are considered ineligible and will be removed from the event and the head coach will be ejected from the event. If the ineligible player has pitched during the event, the team would forfeit and be ejected from the event. (see Rule 7.02C)

Rule 1.03 Accuracy of roster

When listing a player on your official online roster, team managers are required to use the players first name, last name (no middle names, nick names, shortened names, slang names, initials, prefixes or suffixes are allowed) and date of birth (in proper format – mm/dd/yyyy) are listed EXACTLY as they appear on his original birth certificate, as a member on an eligible team's Official Online Roster. Failure to comply with this rule shall result in your team being prohibited from participating in NCS. Players are permitted to play on two teams during tournament. Player can play up a division but not down during tournament. If a player plays on two different teams he/she is only allowed to pitch or catch in one division.

Player playing in two teams may not play with two teams in the same age group.

Rule 1.04 Illegal Players

A player that is found to be illegal due to an age or grade violation during or after a league or tournament game, shall result in the offending team losing the game(s) team and player being ejected from the tournament; team being placed last in the standings and forfeiting all awards, points, sponsors travel money, and berths that would have been or have been awarded. The illegal player shall be removed from the offending team's Official Online Roster and additional penalties may be applied.

Rule 1.05 Classifications

- Division 1 is our most competitive division comprised of highly competitive teams from around the Nation.
- Division 2 is for strong regional teams that compete at a high level but are not competitive in Division 1
- Division 3 is comprised of local travel teams

Rule 1.05A Teams are required to play at an equal or more competitive division than they play in other organizations.

State and National Directors have the authority to change a team's classification at any time.

Rule 1.06 Participation requirements

- Rule 1.06A All teams participating in National Championship Sports events and leagues must be registered for the current season and sanctioned by NCS.
- Rule 1.06B All teams must have a team liability insurance policy that meets the requirements of the NCS Region Director and have National Championship Sports listed as additionally insured.
- Rule 1.06C The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements as set forth by NCS.

Rule 3.00 NCS Rankings and Seeding procedures

Rule 3.01 Calculations of rankings

- Division 3 – 50 points per win, 100 points per semifinal win, 150 points per championship win.
- Division 2 - 75 points per win, 150 points per semifinal win, 225 points per championship win. If brackets are split, the top bracket will receive D2 points, the second and successive bracket(s) will receive D3 points.
- Division 1 - 100 points per win, 200 points per semifinal win, 300 points per championship win. If brackets are split, the top bracket will receive D1 points, the second bracket will receive D2 points and the third and successive brackets will receive D3 points.

Rule 3.02 Points awarded at events will be increased by the stature of the event.

- Qualifiers (X1 Points) – these are regular weekend events.
- State or Zone tournaments (X2 Points)
- NCS Super Qualifiers and NYBC Qualifiers (X3 Points)
- NCS Regional World Series (X4 Points)
- National Championship Series Elite 16 (X5 Points)

Rule 3.03 NCS Bracket Seeding Procedure

- Record
- Head to head with only 2 teams tied
- Runs allowed
- Runs scored
- NCS Points ranking
- Automated coin flip

There are ties during Pool play games. Tie Breaker rule only applies during bracket play and championship play.

Rule 5.00 Ejections

Ejection offenses include but are not limited to:

Rule 5.01 Physical attack on an umpire, tournament official, associate director, team staff, and/or any player or fan prior, during, or immediately following a game played under the authority of National Championship Sports.

Rule 5.02 Players, coaches, managers, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.

Rule 5.03 Any player, coach, manager, sponsor, director or officer who engages in physical fighting.

Rule 5.04 Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.

Rule 5.05 Destruction of property, abuse or failure to pay.

Rule 5.06 Receiving money directly or indirectly for playing on a team and/or based on athletic performance.

Rule 5.07 Competing under an assumed, false and/or altered name.

Rule 5.08 Use of any illegal equipment, substance, or falsification of any kind.

Rule 5.09 Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above, but not limited to, listed offenses.

Rule 5.10 Player or coach ejection carries removal from that game and 1 additional game.

Rule 5.11 Coach or manager who is ejected for the second time in a specific tournament is suspended for the rest of the event and subject to further penalties.

Rule 5.12 Malicious contact, players must seek to avoid contact.

Rule 6.00 Playing Field and Equipment

Rule 6.01 The playing field should be laid out according to age specific dimensions. The field must have a protected player dugout. NCS will be played at the following distances:

- 5U - 8U 40x60
- 9U - 10U: 46x65
- 11U-12U: 50x70

- 13U: 60x90; Regions Directors can choose to play their events at 54x80
- 14U-18U: 60x90

Rule 6.02 Banned metal bats

- MarucciCat5 MCB2 33/30 BBCOR
- NikeBT0636 CX2light grey
- DeMarini2017 CF Zen Balanced (-8)WTDXCBBR 2129-1729"/21 oz
- DeMarini2017 CF Zen Balanced (-8)WTDXCBBR 2230-1730"/22 oz
- DeMarini2017 CF Zen Balanced (-8)WTDXCBBR 2331-1731"/23 oz
- DeMarini2017 CF Zen Balanced (-8)WTDXCBBR 2432-1732"/24 oz
- DeMarini2017 CF Zen Zero Dark 2 3/4" (-10)WTDXCBZ 1929-17F129"/19 oz)
- DeMarini2017 CF Zen Zero Dark 2 3/4" (-10)WTDXCBZ 2030-17F130"/20 oz)
- DeMariniCustom 2017 CF Zen 2 3/4" (-10)WTDCCBZ17V
- DeMariniCustom 2017 CF Zen Balanced (-8)WTDCCBBR17V
- Dirty SouthKamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- EastonGhost X (30/20 only) – (USA BASEBALL MARKED) YBB18GX10 30/20)
- LL18GHX 30/20 Japanese

6.02A Any bat that has been altered from its original factory specifications is an illegal bat. Any NCS listed staff member at any time can request to inspect any bat that has been brought onto the property that an NCS governed event is being held. The owner may either:

6.02A(1) Withhold the bat and accept an immediate 5-year ban from all NCS sanctioned events, or:

6.02A(2) Allow the Staff member to inspect the bat and reach a conclusion as to whether the bat might be altered.

(Penalty: If the bat is found to be altered, the owner will receive a lifetime ban from all NCS sanctioned events)

Rule 6.03 Bat limitations

All bats must be marked 1.15bpf, BBCOR USA stamped or USSSA stamped (All weekend events)

(NCS National Events only allow BBCOR or USA Stamped bats)

5U-12U no weight restriction

13U no bats lighter than (-8)

14U – 18U bats must meet NFHS rule requirements (BBCOR ONLY)

(Penalty: prior to the first pitch the bat will be removed from the game. Once a pitch has been thrown to the batter with the illegal bat, the batter is out. Once the next batter receives a pitch, the previous batter that used the illegal bat cannot be protested.)

6.03A Region Directors can allow 14U D2 and 14U D3 to use up to (-5) bats, 14u D1 and 14U Open events must use Bbcor (-3) bats.

Rule 6.04 Metal spiked cleats are allowed only in 13U – 18U

Rule 6.05 Catchers must use a full “hockey style” helmet

Rule 7.01 Time limits

5U - 8U 1:15hr or (6 innings)

9U - 12U 1:30hr or (6 innings)

13U - 14U 1:45hr or (7 innings)

15U - 18U 2:00hr or (7 innings)

Home team will be determined by a coin flip. In the playoffs, the higher seeded team will be the Home team including the championship game. Each team must provide a scorekeeper all changes must go through the home plate umpire.

HIGH SCHOOL:

All games will be played under High School Rules.

COACHES:

There will only be 3 coaches allowed in the dugout. With a maximum of 2 coaches allowed on the field of play. Umpire will enforce the rule so please be conscious of it.

COACHES DRESS ATTIRE:

Uniforms are not mandatory. Coaches must wear proper sports attire. Coaches will not be allowed to wear sleeveless shirts or sandals on the field.

PITCHING: (Rules apply for all weekend events played under Southwest Premier Tournaments. NCS National pitching rules are available on national website. National pitching event rules only apply for NCS National events not weekend events)

2 Day : 8U, 9U, 10U, 11U, 12U,13U : 6 innings in a day, 9 for the tournament

3 Day: 8U, 9U, 10U, 11U, 12U, 13U: 6 innings in a day, 11 for the tournament

4 Day: 8U, 9U, 10U, 11U, 12U, 13U : 6 innings in a day, 12 for the tournament

14U: Open

High School: Open

If a pitcher throws a pitch it will be recorded as a complete inning.

To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are thrown.

Visits to the mound: Each team is allowed two charged visits to the mound within an inning. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the two charged visits are used, every 2nd trip to the mound will result in the pitcher being removed. An uncharged visit is when the manager visits or removes the pitcher from the mound due to injury.

PENALTY FOR OVER PITCHING :

The manager and player will be ejected from the game; the manager will also receive an additional 1 game suspension. If the VIOLATION occurs in the CHAMPIONSHIP GAME THE OFFENDING TEAM WILL FORFEIT THE GAME.If a VIOLATION occurs it must be caught during the game for the offending team to receive the PENALTY.

Once a pitcher is removed from the mound, he may not pitch again in that Game. Umpires show leniency on balks in 9U and below.

Rule 7.03 The Batter

Batting line up

YOU HAVE 4 CHOICES FOR YOUR LINEUP:

1. Bat 9

2. Bat 9 with a DH
3. Use EH(s) declaring at least 1 substitute
4. Bat the entire roster

7.03A When using options 1-3, all eligible subs must be listed on the lineup card. Your official lineup must be presented to the opposing coach and the plate umpire prior to the start of each game. When using option #4 and a player is injured or unable to play, the team must take an out for that spot in the lineup. A player that has not batted or played in the field, and is injured, would simply be skipped and taken out of the lineup. You cannot use both a DH and an EH.

7.03B Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

Rule 7.04 Courtesy runner(s)

For the pitcher and catcher of record only once they reach first base. A courtesy runner can be used for the pitcher and catcher at any time. The courtesy runner must be a legal substitute currently not in the game, including starters that have been substituted for but are legally eligible for re-entry.

7.04A If you are batting your entire roster, your courtesy runner is the last batter not currently on base.

Rule 7.05 Mercy Rule

The game will be stopped after any completed inning once a team has a lead of 20 runs. 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.

Rule 7.06 Tie breaker in tied games

If a NON-POOL PLAY GAME ends in a tie, we will utilize the following tie breaker.

The last batter from the previous inning will go to 1st base.

The next to last batter from the previous inning will go to 2nd base, then the next will go to 3rd base

The offensive team will start the inning with (1) out.

RAIN OUT / CANCELATION POLICY:

In the event of tournament being cancelled by weather or any other unpreventable occurrence, every effort will be made to complete the tournament. In the event of a rainout with no make-up tournament scheduled, we will offer all teams a credit based on the following criteria:

1. A full rainout, meaning no games were played, a credit will be issued for the entire entry fee.
2. If one game was played, a team will receive credit for ½ of the entry fee.
3. If two games are played, no credit will be given.

All credits must be used in Southwest Premier Tournaments.

If a tournament is rained out while in progress and a make-up is scheduled, there will be no refund or credit for teams that do not play the make-up. The tournament director has the right to alter schedules, adjust time limits, or adjust the number of playoff participants in order to

complete the tournament. The tournament director also has the right to alter the amount of the credit issued.

4. All teams are required to pay the Tournament Entry Fee in full before event sells out or one week prior to start of event. Entry fees paid online will be an additional \$15-\$20 charge depending on credit card company processing fee for amount of tournament.

Refunds will not be issued to teams who drop out within the 30 day period prior to the start of the tournament.

TO PROTEST A GAME:

The umpire must be informed that the game is being played under protest. Once the protest has been made, you must get a ruling from a tournament director immediately. Do not continue the game under any circumstances. Once the next pitch is thrown, both teams have lost the right to protest.

ALL PROTEST MUST BE SUBMITTED WITH A \$100.00 FEE. DIRECTORS WILL NOT BE TAKING CALLS IN REGARDS TO THE ISSUE. YOU MUST ALERT THE UMPIRE OF YOUR DECISION TO PROTEST AND PROVIDE THE \$100.00 FEE. THE FEE WILL BE RETURNED IF THE PROTEST IS UPHELD.

LINE UP CARDS AND SUBSTITUTION:

The official batting order will be based on the player name.

If a player is not listed on the lineup card as a starter or a sub he will not be allowed to enter the game.

If he enters then he will be called out as soon as he enters the batter's box.

If a manager uses a bench player (sub) to play on defense and not officially enters him in the lineup, that player will be ejected along with the manager.

All substitution must be announced to umpire and opposing team, failure to do so will result in the batter being called out if he gets on base.

Southwest Premier and its directors reserve the right to modify and interpret the rule in the best interest of the event.

4/5 -TBALL

1. If you start an inning, home team must also hit.
2. T-ball games will consist of 4 innings (3 and ½ if home team is ahead).
3. **Team can start with 9 but must end with 11 players by the start of the second (2nd) inning.**
4. **Run rule:** 15 runs after 2 innings, 10 runs after 3 innings, 8 runs after 4 innings
5. Every player must play at least one inning (Offense and Defense). Violation will result in forfeit of that game.
6. Rule 5 only applies to complete games.
7. Each team must furnish one (1) new baseball per game. The baseball must be an official M-Ball. This game ball will be given to the umpire before the game starts and will be returned after the game.
8. In a T-Ball game a tie is a tie, only for pre-season and regular season.

9. No new inning shall start with 4 minutes or less on the clock. (Not for playoffs)
10. 4 minute grace period on the first game of the day only-- with time running. No grace period for playoff

Batting Rules

1. Batters can only bat once per inning. No bunting allowed.
2. All bats must be T-ball and can comprise of wood, composite, half and half and include the USSSA hologram logo on it. No fast pitch bats are allowed.
3. Bats thrown completely outside the home plate diameter (circle) are an out. A bat partially out of the circle is not an out.
4. Each batter is allowed three (3) strikes for an out.
5. No intentional walks.

Base Running Rules

1. Tagging up is not allowed. Infield fly rule does not apply. Ball is live until umpire calls "time out" or "time".
2. A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
3. Coaches that touch a runner while the ball is live will be charged with an out and the base runner removed from the base.
4. Sliding is not allowed at 1st Base. Each team will receive a warning on the first violation and will be an out on the next violation(s). Slide rule is in effect. Runners must slide when a tag is evident or seek to avoid contact with fielder. Malicious contact shall suspend all obstruction penalties.
5. On a batted fair ball, all players will advance at their own risk. The runner that made the hit, plus the runners on base, may take as many bases as possible until the ball is returned to the interior infield or until the play is deemed complete as determined by the umpire.
6. Overthrows: **Alive and in play** - After the first overthrow or the first thrown ball which gets past a fielder covering a base, the base runners may advance one base beyond the base which they were traveling to at the time of the release of the throw. This advancement is at their own risk. **Note:** After the second error of this type, a dead ball shall be called (**see rule 8**). Example: With a runner on first, the batter hits a ball to the shortstop that fields it and overthrows first base. The ball remains in play so the base runner from first advances at their own risk to third. The batter-base runner attempts to advance to second. The first baseman fields the overthrow and throws a second overthrow to second base. A dead ball is called.
7. Out-of-Play: If a defensive overthrow goes out of play, the two bases will be reward unless it is the second overthrow occurring during the play, in which case a dead ball shall be called (**see rule 8**). The base runners are entitled to advance one base beyond the base they were traveling to at the time of release of the throw.
8. The following rules shall govern the "crash rule" the situation involving contact between fielders and base runners at any base including home.
 - a. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
 - b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.
 - c. Penalties
 1. If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The base runner will be called out. If the base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.

2. If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.

d. When the fielder, base runner, and ball arrive simultaneously at a base, umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

9. No more half way marks--"time will be called when lead runner stops or there is no play to be made at which point all runners shall return to the last legally touched base without being put out."

Fielding Rules

1. The game must be played with 6 infielders and 5 outfielders. All must play assigned positions (No Rovers).

2. All players on the field will play one position per inning and cannot switch to another position until the next inning. Example: The Shortstop can only play that position for the inning and only move either after the inning, or if the player is hurt and a substitution is in place.

3. During a play at home, the catcher must make the play and not another position player.

4. Players must be 5 feet apart from each other and has to play his or her designated position (or area). Hence, second base cannot play Shortstop or pitcher at the same time. (Umpire judgment)

5. The Middle infielders (Shortstop and 2nd) may play no deeper than 3 yards or 9 feet (from the baseline) into the outfield and 1st & 3rd no deeper than 3 yards or 9 feet (from the baseline) into the outfield grass.

6. Pitchers must remain in the pitcher's circle until ball is hit. Pitchers can only be used as a backup for any player on a base not at home plate.

7. If there is direct hit "on the ground" to the pitcher having full possession of the ball and both feet in the circle, time will not be called until the batter reaches first base or a play is made.

Game Tie Breakers: For play-offs or consolation games

Playing another inning shall continue a game that is tied after regulation play or the time limit. The visiting team shall place the last out of the previous inning on second base. The same shall happen with home team.

Only the **head coach** will be allowed to approach the umpire to discuss a call. On offense: only **3** coaches are allowed in the field. On defense: only **4** coaches (or three coaches and scorekeeper) are allowed inside the dugout. A single defensive coach will be allowed in the outfield to direct fielders (coach must stand behind the outfielders) but the coach may not touch or physically position a player until ball is dead. No time outs will be allowed to position players.

Only two team's moms other than coaches are allowed in the dugout.

6/7 TBALL

1. If you start an inning, home team must also hit.

2. T-ball games will consist of 4 innings (3 and ½ if home team is ahead).

3. **Team can start with 9 but must end with 10 players by the start of the second (2nd) inning.**

4. **Run rule:** 15 runs after 2 innings, 10 runs after 3 innings, 8 runs after 4 innings

5. Every player must play at least one inning (Offense and Defense). Violation will result in forfeit of that game.

6. Rule 5 only applies to complete games.

7. Each team must furnish one (1) new baseball per game. The baseball must be an official M-Ball. This game ball will be given to the umpire before the game starts and will be returned after the game.

8. In a T-Ball game a tie is a tie, only for regular season.

9. No new inning shall start with 4 minutes or less on the clock. (Not for Playoff)

10. 4 minute grace period on the first game of the day only-- with time running. No grace period for playoff

Batting Rules

1. Batters can only bat once per inning. No bunting allowed.
2. All bats must be T-ball and can comprise of wood, composite, half and half and include the USSSA hologram logo on it. No fast pitch bats are allowed.
3. Bats thrown completely outside the home plate diameter (circle) are an out. A bat partially out of the circle is not an out.
4. Each batter is allowed three (3) strikes for an out.
5. Each time the team at bat makes three (3) outs, the bases are cleared of any base runners.
6. Batter can only "measure up" twice. On third try, the batter must hit the ball pass the home plate diameter (circle) or it will be called a strike. If the ball or tee is contacted and the ball is dislodged from the Tee, it will be called a strike. Only if the ball does not leave the home plate diameter (circle).
7. No intentional walks.

Base Running Rules

1. Tagging up is not allowed. Infield fly rule does not apply. Ball is live until umpire calls "time out" or "time".
2. A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
3. Coaches that touch a runner while the ball is live will be charged with an out and the base runner removed from the base.
4. Sliding is not allowed at 1st Base. Each team will receive a warning on the first violation and will be an out on the next violation(s). Slide rule is in effect. Runners must slide when a tag is evident or seek to avoid contact with fielder. Malicious contact shall suspend all obstruction penalties.
5. On a batted fair ball, all players will advance at their own risk. The runner that made the hit, plus the runners on base, may take as many bases as possible until the ball is returned to the interior infield or until the play is deemed complete as determined by the umpire.
6. Overthrows: **Alive and in play** - After the first overthrow or the first thrown ball which gets past a fielder covering a base, the base runners may advance one base beyond the base which they were traveling to at the time of the release of the throw. This advancement is at their own risk. **Note:** After the second error of this type, a dead ball shall be called (**see rule 8**). Example: With a runner on first, the batter hits a ball to the shortstop that fields it and overthrows first base. The ball remains in play so the base runner from first advances at their own risk to third. The batter-base runner attempts to advance to second. The first baseman fields the overthrow and throws a second overthrow to second base. A dead ball is called.
7. Out-of-Play: If a defensive overthrow goes out of play, the two bases will be reward unless it is the second overthrow occurring during the play, in which case a dead ball shall be called (**see rule 8**). The base runners are entitled to advance one base beyond the base they were traveling to at the time of release of the throw
8. The following rules shall govern the "crash rule" the situation involving contact between fielders and base runners at any base including home.

a. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.

b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.

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1. If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The base runner will be called out. If the base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.

2. If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.

d. When the fielder, base runner, and ball arrive simultaneously at a base, umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

9. No more half way marks--"time will be called when lead runner stops or there is no play to be made at which point all runners shall return to the last legally touched base without being put out."

Fielding Rules

1. The game must be played with 6 infielders and 4 outfielders. All must play assigned positions (No Rovers).

2. All players on the field will play one position per inning and **cannot** switch to another position until the next inning. Example: The Shortstop can only play that position for the inning and only move either after the inning, or if the player is hurt and a substitution is in place.

3. During a play at home, the catcher must make the play and not other position players.

4. Players must be 5 feet apart from each other and has to play his or her designated position (or area). Hence, second base cannot play Shortstop or pitcher at the same time. (Umpire judgment)

5. The Middle infielders (Shortstop and 2nd) may play no deeper than 3 yards or 9 feet (from the baseline) into the outfield and 1st & 3rd no deeper than 3 yards or 9 feet (from the baseline) into the outfield grass.

6. Pitchers must remain in the pitcher's circle until ball is hit. Pitchers can only be used as a backup for any player on a base not at home plate.

7. If there is direct hit "on the ground" to the pitcher having full possession of the ball and both feet in the circle, time will not be called until the batter reaches first base or a play is made.

Game Tie Breakers: For play-offs or consolation games

Playing another inning shall continue a game that is tied after regulation play or the time limit. The visiting team shall place the last out of the previous inning on second base. The same shall happen with home team.

Only the **head coach** will be allowed to approach the umpire to discuss a call. On offense: only **3** coaches are allowed in the field. On defense: only **4** coaches (or three coaches and scorekeeper) are allowed inside the dugout. Only two team's moms other than coaches are allowed in the dugout.

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No inning will start after the time limit has expired. If game is tied and time has not expired, then one extra inning may be played using the Tie Breaker Rule--Last out of the previous inning goes to second (2nd) base. The same goes for the home team.

Official Game

1) A game shall become official after four innings have been completed or after 3-1/2 innings if the home team is ahead.

Run Rule: Run rule: 15 runs after 2 innings, 10 runs after 3 innings, 8 runs after 4 innings

2) A team may start a game with no less than **8** players, failure to field eight players is cause for forfeit. The 9th and 10th position will be an out.

3) Every player must play at least one inning (Offense and Defense) to include one at bat. **Violation will result in forfeit of that game.**

4) Rule 3 only applies to complete games.

5) No new inning shall start with 4 minutes or less on the clock. (Not for playoff)

6) 4 minute grace period on the first game of the day only-- with time running. No grace period for playoff

Pitching Regulations

- 1) The adult coach pitcher from the team at bat must be stationed with one foot on the pitcher's rubber when he delivers the ball or stand behind the pitcher's rubber.
- 2) The player pitcher must be positioned with both feet inside the circle of the pitcher's rubber.
- 3) The player pitcher cannot leave the pitching circle until the ball is hit.
- 4) The player pitcher cannot stand in front of the adult pitcher before/during his pitching process.
- 5) There are no base-on-balls nor does a batter take a base should a pitched ball hit him.
- 6) The adult pitcher is to make certain that he get out of the way of any batted ball (completely out of the circle & into foul territory) and does not interfere with the player's access to the ball. When a batted ball hits the adult pitcher the following rules shall apply.
 - a) If in the umpires judgment the adult pitcher did not make a legitimate attempt to get of the way then the batter is declared out, no runners may advance.
 - b) If in the umpires judgment the adult pitcher did make a legitimate attempt to get out of the way then the ball becomes dead and a no pitch is declared. The batter retains all of his 5 pitchers or 3 swinging strikes not previously used.
 - c) If in the same at bat, a batted ball strike the adult pitcher a second time (Irrespective of whether he/she tried to avoid contact) the batter is out. Runners may not advance.
- 7) The adult pitcher may not talk to any runners or the batter while he is on the field. He is to pitch only. If in the umpire's judgment observe communication between adult pitchers with his players, the result will be the batter or runner declared out.

General Playing Rules

- 1) Each batter will be allowed a maximum of **five** pitches or three swinging strikes.
- 2) Base stealing is not allowed. **All catchers must wear a baseball protective cup**
- 3) A base runner is out for leaving the base before the ball is hit.
- 4) The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.
- 5) All players shall bat in a continuous rotation during the game.
- 6) Runners advance at their own risk even on an overthrow.
- 7). Seven (7) runs or maximum of ten (10) runs in any half inning shall be the same as three outs. Home run is not required.
- 8) The infield fly rule does not apply.
- 9) No bunting allowed.
- 10) The Middle infielders (Shortstop and 2nd) may play no deeper than 3 yards or 9 feet (from the baseline) into the outfield and 1st & 3rd no deeper than 3 yards or 9 feet (from the baseline) into the outfield grass.
- 11) Time will be called when lead runner stops or fails to advance (unless there is a play to be made) at which all runners shall return to the previous base without being put out.
- 12) There are only one intentional walks per inning and must not be the same player in each occurrence.
- 13) The adult pitcher will not be allowed to warm-up on the field at any time during the game.
- 14) Tagging up is allowed.
- 15) Only the **head coach** will be allowed to approach the umpire to discuss a call. On offense: **3** coaches are allowed in the field. On defense: only **4** coaches (or three coaches and scorekeeper) are allowed inside the dugout. Only two team's moms other than coaches are allowed in the dugout.
- 16) Game must be played with 6 infielders and 4 outfielders. A team may bat 10 or 11 (with an E.H) or the entire line-up

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