



2011 NEW BERLIN ATHLETIC ASSOCIATION (NBAA) BASEBALL/SOFTBALL GENERAL RULES

I. GENERAL RULES

- A. We use National Federation of High School (NFHS) rules as the basis for NBAA Baseball/Softball. These NBAA Specific rules reflect the adjustments made to NFHS rules due to the ages and skill level of our players.
- B. Eligibility is limited to boys and girls in grades K through 9 who reside in the City of New Berlin.
- C. Boys and girls may participate on only one NBAA team per sport.
- D. A signed registration card must be on file with the NBAA.
- E. All players must be listed on the Game Report Sheet before participating in the game. The Home team should provide the Game Report Sheet. The manager of the winning team is responsible for mailing or e-mailing scores to the league coordinator and saving the Game Report Sheet until the end of the season.
- F. All players will wear the complete uniform furnished by the NBAA and must be worn properly - shirts tucked in and caps with bill forward. Only roster players may wear the team uniform. Catchers are not required to wear caps under the catcher's mask, however, they must wear all catchers' equipment furnished by the NBAA. Deliberate refusal to wear all designated equipment may cause forfeiture of the game.
- G. No players may wear metal spiked shoes.
- H. Jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert bracelet must be taped securely but may be visible. All other jewelry, including starter earrings, must be removed prior to the start of the game.
- I. Players may not use cracked, splintered, or altered bats.
- J. Any team using an ineligible player will be subject to suspension and/or forfeit of games in which the ineligible player was used.
- K. Managers may not add, suspend or drop any player from their roster without approval of the NBAA.
- L. The use of bases or plates and the wearing of uniform pants are for game purposes or other NBAA sanctioned events only.

- M. Mandatory double first base will be used for all leagues. This is designed to reduce the risk of collisions at first base.
- a. On initial play at first base, batter/runner runs to orange base, fielder touches white base.
 - b. After the initial approach, only the white base is in play for both runner and fielder.
 - c. If no play is made on batter/runner, he/she can touch white or orange base.
 - d. White base is used to determine fair or foul balls.
 - e. The only exception to this is for those leagues that use the dropped third strike or passed ball on ball four. The fielder would be anticipating a throw from the catcher who is retrieving the ball from foul territory; therefore, the fielder and batter/runner are to trade portions of the double base.
- N. Free substitution rule: Defensive only! Players may leave and re-enter a game defensively without penalty between innings. In case of injury, substitution can be made during an inning. For pitching substitution, see letter O. Free substitution does not affect batting position. However, **each player must play at least 3 full innings in the field** in a complete game. Failure to do so will result in forfeiture of the game.
- O. Pitching substitution: No pitcher may pitch in more than three (3) innings. One pitch constitutes an inning pitched. Pitchers may not exceed this limit even in extra inning games. In addition:
- a. For boys, a pitcher can be removed as a pitcher, and reinserted as a pitcher, one time during the course of a game.
 - b. For girls, a pitcher can be removed as a pitcher, and reinserted as a pitcher two times during the course of a game.
- P. Batting order: Each league will use a continuous batting order.
- a. All players in attendance (arriving prior to one complete rotation of the batting order) bat one after another until all players have had a turn at bat. Once that order is complete, the rotation is established for the game, and players must bat in that order for the entire game. If a player must leave the game due to injury, or must leave the field entirely, as long as there are at least nine players remaining in the batting order, that player's batting position becomes closed; no out is recorded when that closed position comes up. If there are less than nine remaining in the batting order, that batting position is open, and an out is recorded when that open batting position comes up.
 - b. If a player arrives late (after one complete rotation of the batting order), that player will be inserted into the batter order immediately prior to the next batter due up. In essence, a complete rotation of the batting order needs to happen prior to that late player getting a turn at bat.
- Q. There is no mandatory slide rule. When a play is being made on a runner at any base with the exception of first, the runner must slide or avoid contact with the defensive player. A stand up collision between the runner and a defensive player,

unless deemed incidental by the umpire, will result in the runner being called out. A defensive player impeding a runner will result in the runner being called safe.

- R. If a team requires replacement equipment during a game, it should be borrowed from the opposing team.
- S. A grace period of 10 minutes will be allowed if a team fails to appear with sufficient players to start the game. Legal number of players per team is 9. Play is allowed with 1 less than the legal number of players (or "8"), with an out recorded for the missing batting position. If each team has the legal number of players to start the game, that being 8, the game must begin on time; no grace period will be allowed.
- T. Batters/runners must wear a protective helmet. If a player loses his helmet accidentally during play, play will continue until completed. The umpire will then call timeout, and the player will get his helmet without penalty. A batter/runner who intentionally removes his helmet during play is automatically out.
- U. Any player warming up a pitcher must wear a catcher's mask.

II. UMPIRES

- A. The NBAA will assign the home plate umpire (umpire in chief) for each game.
- B. Managers shall not umpire in a game in which they are involved unless the umpire in chief does not appear or is unable to complete the game. In this event, the managers should alternate innings or appoint another person who is mutually acceptable to both teams, to umpire. Alternatively, each team may appoint one person to umpire, and they will alternate innings.
- C. An umpire may eject a player for deliberate abuse or any NBAA equipment.
- D. An umpire may eject a participant and/or spectator for use of profanity, alcoholic beverages, disorderly conduct or unsportsmanlike conduct, harassment of the opposing team, or physical contact with any umpire. Failure to leave the premises after such an ejection will result in forfeiture of the game.
- E. Umpires will note all ejections on the game report sheet.
- F. Before the start of each game, the umpire in chief shall explain all ground rules of the field to both managers.
- G. The official start of a game is when the umpire calls "Play Ball."

III. MANAGERS/COACHES

- A. Head Coaches must be 18 years of age or older.
- B. A head coach, assistant coach, or responsible adult must be present at all games, practices, or team activities. Coaches, for their own protection, should always have another adult present when one or more players are present.

- C. Managers are responsible for the distribution of uniforms and equipment for their team and the return of the issued items to the NBAA.
- D. Only the head coach (or an assistant coach designated as head coach for a game) may approach the umpire.
- E. Each head coach is responsible for furnishing a new NBAA game ball at each game.
- F. The head coach of the home team will furnish the game report sign-up sheet. Home team is listed last on the schedule and will occupy the third base bench. The head coach shall designate a scorer who shall check with the opposing scorer after each inning to be sure that they are in agreement. Any dispute in scoring should be settled immediately with the umpire.
- G. Head coach of the home team is responsible for getting the bases before the game.
- H. The head coach of the winning team (or home team for Kindergarten and Minis leagues) is responsible for returning the bases to their proper location immediately after the game.
- I. The head coach of the winning team (or home team for Kindergarten and Minis leagues) will be responsible for submitting a completed game report sheet within 24 hours of the game played. Failure to do so may result in a loss for both teams.

IV. CALLED GAMES/DELAYS/POSTPONEMENTS

- A. All games must be played as scheduled. Head coaches may not postpone or reschedule games.
- B. All games will start as scheduled with a minimum of 8 players. When a team fails to appear with the sufficient number of players, the game will be forfeited to the team with enough players. A game report must be filed by the winning coach. If neither team has sufficient payers, both teams will forfeit, and the home team coach will file the game report sheet.
- C. The New Berlin Park and Recreation Department may postpone a game for reasons other than weather. In his event, they will notify both coaches and reschedule.
- D. In the event of adverse playing conditions at game time, the decision of whether to play shall be decided by the umpire in chief.
- E. The umpire in chief has the authority to suspend or call a game in progress because of rain, darkness, or other conditions.
- F. A called game will be considered as official if the visiting team is ahead after 4 innings or the home team is ahead after 3-1/2 innings. (Exception: for Kindergarten and Minis see league specific rules.)

- G. In the event of a called game prior to it becoming official (see F. above), the responsibility of notifying the New Berlin Park and Recreation Department lies with the home team coach who must do so within 2 days. The game will be rescheduled and replayed from the beginning.

V. DIVISIONS AND TIE BREAKERS (Minor/Juniors/Majors)

- A. In leagues of seven teams or less, there is only one division. League winners will be determined by overall record. In the event of a tie, the first tie-breaker will be head-to-head competition.
- B. In leagues of more than seven teams, there will be more than one division. Division winners will be determined by:
 - a. Overall Record
 - b. Divisional Record
 - c. Head-to-Head Competition
 - d. Runs given up Head-to-Head Competition
 - e. Runs given up for all games in the season
 - f. Coin Toss
- C. If the City Championship game cannot be scheduled and played (ie weather postponements), the following tie breakers will also be used to determine the City Champion:
 - a. Overall Record
 - b. Divisional Record
 - c. Head-to-Head Competition
 - d. Runs given up Head-to-Head Competition
 - e. Runs given up for all games in the season
 - f. Coin Toss

VI. PROTESTS

- A. Protests must be made at the time of the incident by notifying the umpire in chief and a notation must be made on the game report sheet indicating the inning the protest was made.
- B. All protests must be filed within 24 hours and must state the facts at the time the protest was made.
- C. Protests on judgmental calls will not be accepted.
- D. Protests must be accompanied by a \$25 fee, refundable if the protest is upheld.
- E. Protests should be mailed or delivered to:

NBAA
P.O. Box 510344
New Berlin WI 53151-0344

ALL RULES ARE SUBJECT TO REVISION AND INTERPRETATION BY THE NBAA

Kindergarten Baseball Rules, Guidelines and Nature of Play

1. Limited to boys and girls currently in 5K Kindergarten, or for those who turn five years old on or before May 15th of the current season.
2. The intent of the league is to provide recreation and fun to the kids while teaching them the fundamentals of baseball, sports and sportsmanship. This intent should never be sacrificed.
3. It will be coach pitch (or of course, an adult designated by the coach). Pitches are limited to a total of 3 strikes or 6 total pitches. After 3 strikes (or six pitches) the batter will hit off a tee. The hit must be considered a clean hit whereby the bat hits substantially at the ball, not where the tee is hit as well. It is the umpire's discretion whether the hit is a clean hit or not. (TIP: a coach should be designated the tee assistant for each game to facilitate a speedy game.)
4. Three outs or one complete rotation of the batting order, whichever happens first, constitutes 1/2 of an inning. The team at bat will then take the field.
5. The speed of play must be fast. Patience should be given to each batter, but once the inning is complete, teams need to hustle in an out, and the first batter needs to speedily move to the plate. This is very important given the time constraints of the game. Coaches must be positively instructional to move the game along and control this tempo.
6. Pitching will be OVERHAND. The pitcher will use discretion on where to pitch from, i.e. a floating mound. The recommended pitching distance approximates 30 feet.
7. All players on defense will be in the field at the same time for each team. There will be one player for each of the 6 infield positions and the remainder will play the outfield. Every outfielder must be at least 10 feet beyond the base path; this generally means on the outfield grass.
8. The catcher will wear full protective gear. The purpose is to give kids the opportunity to experience catching, wearing all the protective gear, and to better simulate an actual baseball/softball game. In addition, the gear is to protect the catcher from bats.
9. Batters and base runners must wear a helmet until off the field.
10. The length of the bases will be the same as the MINI program (60ft).
11. Game will consist of 4 innings with 60-minute time limit. More than likely, only 2 maybe 3 innings will be completed. Umpires need to stress SPEEDY PLAY. There is a hard end to the game after 60 minutes, regardless of where the game is at that time.
12. In the event of inclement weather, a game will be considered complete if one full inning is completed. Only if the entire game is cancelled will it be rescheduled.
13. Players must wear their full uniform, consisting of non-returnable T-shirt.
14. Other rules will naturally apply; i.e. No stealing, lead-offs, bunting, no infield fly rule, etc.
15. Scores will not be recorded, as no records will be kept and no standings published. Please complete a game report, however, including players' highlights. This will be the record to know that the game was played.

LEAGUE SPECIFIC RULES/GUIDELINES

BOYS MINI

1. Limited to boys in grades 1 and 2
2. Baseline length - 60 feet
3. Pitching distance - The pitcher will use discretion on where to pitch from, i.e. a floating mound. The recommended pitching distance approximates 35 feet
4. Pitching style - overhand - managers will pitch to their own teams.
5. Game length - 5 innings. No new inning may start after 55 minutes of playing time. In case of inclement weather, a game will be considered complete if two full innings are completed.
6. Outs - An out will be recorded if the batter does not hit the ball in fair territory after 6 pitches have been thrown. There will be no called strikes or balls (no walks).
7. Three outs or one complete rotation of the batting order, whichever happens first, constitutes 1/2 of an inning. The team at bat will then take the field.
8. The batter's pitcher should make a reasonable attempt to avoid being hit by the batted ball. In the event a batted ball hits the batter's pitcher, the ball is live and play continues.
9. No stealing of bases.
10. No lead offs from bases. Runner can only advance when the ball is hit.
11. All players on defense will be in the field at the same time for each team. There will be one player for each of the 6 infield positions and the remainder will play the outfield. Every outfielder must be at least 10 feet beyond the base path; this generally means on the outfield grass.
12. A play ends and the ball becomes dead when the ball is returned to the pitching mound and is held by the defensive player who occupied that position when the play began. Time will be called by the umpire. The runners must then return or proceed to the nearest base as directed by the umpire.
13. Scores will be recorded to record that the game was played, however no standings will be kept and no trophies will be distributed.
14. No runners, including the batter, may take an extra base on a ball that travels out of play on a throw to first base.
15. The intent of the league is to provide recreation and fun to the kids while teaching them the fundamentals of baseball, sports and sportsmanship. This intent should never be sacrificed.

LEAGUE SPECIFIC RULES/GUIDELINES

BOYS MINOR

1. Limited to boys in grades 3 and 4
2. Baseline length - 60 feet
3. Pitching distance - 46 feet
4. Game length - 7 innings or 2 hours. No new innings may start after 2 hours of play.
5. Four outfielders will be used. It will be the umpire's judgment that all 4 outfielders are stationed in their proper positions and not as infielders; this generally means on the outfield grass.
6. There shall be no such thing as a balk.
7. No lead offs from bases. A runner may not leave a base until after the pitch is either past the batter or is hit by the batter.
8. No stealing of bases.
9. A batter is automatically out in the event a catcher drops the third strike.
10. Infield fly rule will not be enforced.
11. After the fourth ball has been delivered by the pitcher, a batting tee will be used rather than awarding the batter a base on balls.
 - a. After the ball four pitch has been delivered and the play started on that pitch has been completed (such as an attempted steal by a base runner), the umpire will call time-out. The batting tee will then be placed on the plate, with at least half of the base of the tee covering the plate. The umpire will instruct the batter to assume a normal batting position in the batter's box. When the batter is in the batter's box, the umpire will call time-in, at which time batter will take his swing at the ball. Only one swing will be allowed. Bunting is not permitted and the batter will be called out if a bunt is attempted. The hit must be considered a clean hit whereby the bat hits substantially at the ball, not where the tee is hit as well. It is the umpire's discretion whether the hit is a clean hit or not.
 - b. The batter or manager may request the umpire to adjust the batting tee depending on the height of the batter. Only one adjustment per time at bat will be allowed.
 - c. If the batter swings and misses the ball, or hits the ball foul, the ball is considered dead and the batter is automatically out.

- d. If the batter hits a fair ball, normal play will continue just as if the batting tee was not used.
- e. Base runners may not leave the base until the ball is hit and may only advance on a ball hit in fair territory.
- f. The umpire will stand in a position where he can quickly remove the batting tee from the plate area, immediately after the batter hits the ball, without interfering with the play, batter or catcher.
- g. The catcher must wear all required catcher's equipment when the batting tee is being used.
- h. The umpire shall designate a spot at a safe distance to the rear and side of the batter for the catcher to stand so he does not interfere with the batter or the removal of the batting tee.
- i. When the batting tee is being used and until the ball is hit, the pitcher must assume a position with both feet on the pitching rubber. The pitcher delivering ball four to the batter must remain as the pitcher when the batting tee is being used. If, in the opinion of the umpire only after an appeal has been made by the manager of the team at bat, the pitcher left the pitching rubber, the offensive manager shall have his choice of one of the following:
 - i. The batter shall be awarded first base even if he was out on the play. All base runners shall advance one base if forced by the batter being awarded first base or,
 - ii. The play may stand as completed.

LEAGUE SPECIFIC RULES/GUIDELINES

BOYS JUNIOR

1. Limited to boys in grades 5 and 6.
2. Baseline length - 70 feet
3. Pitching distance - 50 feet
4. Game length - 7 innings or 2 hours. No new inning may start after 2 hours of play.
5. There shall be no such thing as a balk.
6. Base runners may score as a result of a batted ball, force play, or if a play is made on him or any other base runner. If a base runner crosses home plate other than this, he will be sent back to the base he came from.
7. No lead offs from bases. A runner may not leave a base until after the pitch is either past the batter or is hit by the batter. Penalty: the runner is out! All runners must return to their bases when the pitcher assumes his legal pitching position, unless a runner has begun an attempted steal before the pitcher receives the ball from the catcher.
8. A batter, on a dropped third strike, can only advance to first base when:
 - First base is unoccupied with less than two outs or,
 - First base is either occupied or unoccupied with two outs.
9. Infield fly rule will be enforced.
10. No Stealing is allowed if the batting team is ahead by 10 runs or more.

LEAGUE SPECIFIC RULES/GUIDELINES

BOYS MAJORS

1. Limited to boys in grades 7 and 8.
2. Baseline length - 90 feet
3. Pitching distance - 60 feet 6 inches
4. Game length - 7 innings or 2 hours. No new inning may start after 2 hours of play.
5. Pitchers will be given two warnings before a balk is enforced.
6. A batter, on a dropped third strike, can only advance to first base when:
 - First base is unoccupied with less than two outs or,
 - First base is either occupied or unoccupied with two outs.
7. Infield fly rule will be enforced
8. No stealing is allowed if the batting team is ahead by 10 runs or more.

LEAGUE SPECIFIC RULES/GUIDELINES

GIRLS MINI

1. Limited to girls in grades 1 and 2
2. Baseline length - 60 feet
3. Pitching distance - The pitcher will use discretion on where to pitch from, i.e. a floating mound. The recommended pitching distance approximates 35 feet
4. Pitching style - underhand and flat - managers will pitch to their own teams.
5. Game length - 5 innings. No new inning may start after 55 minutes of playing time. In case of inclement weather, a game will be considered complete if two full innings are completed.
6. Outs - An out will be recorded if the batter does not hit the ball in fair territory after 6 pitches have been thrown. There will be no called strikes or balls (no walks).
7. Three outs or one complete rotation of the batting order, whichever happens first, constitutes 1/2 of an inning. The team at bat will then take the field.
8. The batter's pitcher should make a reasonable attempt to avoid being hit by the batted ball. In the event a batted ball hits the batter's pitcher, the ball is live and play continues.
9. No stealing of bases.
10. No lead offs from bases. Runners can only advance when the ball is hit.
11. All players on defense will be in the field at the same time for each team. There will be one player for each of the 6 infield positions and the remainder will play the outfield. Every outfielder must be at least 10 feet beyond the base path; this generally means on the outfield grass.
12. A play ends and the ball becomes dead when the ball is returned to the pitching mound and is held by the defensive player who occupied that position when the play began. Time will be called by the umpire. The runners must then return or proceed to the nearest base as directed by the umpire.
13. Scores will be recorded to record that the game was played, however no standings will be kept and no trophies will be distributed.
14. No runners, including the batter, may take an extra base on a ball that travels out of play on a throw to first base.
15. The intent of the league is to provide recreation and fun to the kids while teaching them the fundamentals of baseball, sports and sportsmanship. This intent should never be sacrificed.

LEAGUE SPECIFIC RULES/GUIDELINES

GIRLS MINORS

1. Limited to girls in grades 3 and 4
2. Baseline length - 60 feet
3. Pitching distance - 30 feet
4. Game length - 7 innings or 90 minutes. No new innings may start after 90 minutes of play.
5. Although Fast Pitch is generally played with 9 fielders, Minors may use up to 10 players (four outfielders). It will be the umpire's judgment that all 4 outfielders are stationed in their proper positions and not as infielders; in general, that means a minimum of 10 feet beyond the base paths.
6. There shall be no such thing as a balk.
7. Base runners may score only as a result of a batted ball, a force play or a defensive play. If a base runner crosses home plate other than this, she must return without liability to be put out, to the last base legally occupied. Any other base runner that may have advanced in this case must also return without liability to be put out, to the last base they legally occupied. There will be no automatic out. A runner may not advance to home except as a result of a batted ball, a force play, or a defensive play on the field.

A defensive play is one where a defensive player initiates a play by throwing the ball or pursuing a runner with ball in hand. Runners may advance at their own risk until the umpire calls "time". For example if a defensive player elects to throw the ball to third base to try to tag out the runner who has taken a lead off after the pitch, the offensive player may return to third or attempt to go home, as the ball is now "live". If the defense initiates a play, the offensive players may respond, as the ball is considered "live".

NOTE: If the catcher is returning the ball to the pitcher after a pitch and in the opinion of the umpire is not attempting a defensive play (such as for example an attempt to throw out a runner at second) and the pitcher misses the catch or the throw is off so the pitcher can't get to it, the ball is dead and runners may not advance. Any runners who attempt to advance in this situation must return, without liability to be put out, to the base last legally occupied.

8. A runner may not leave a base until after the pitch has reached home plate or is hit by the batter. Leading off is allowed only after the ball has reached home plate, **base stealing is NOT allowed**. In the absence of a defensive play (in which case the ball is "live") a runner may not leave a base until after the pitch has reached home plate or is hit by the batter, and must return to the last base legally occupied when the play has ended and before the next pitch.

Penalty for leaving the base too soon: the runner is out! All runners must return to their bases when the pitcher assumes her legal pitching position near the pitching rubber.

The ball is “live” until it is returned to the pitcher and the pitcher is in the vicinity of the pitching rubber, which is her legal pitching position. If ball four is a Hit Batter (by Pitch) the ball is “dead” and runners may not advance unless forced.

9. A batter is automatically out in the event a catcher drops the third strike. The batter may not advance to first on a dropped third strike, regardless of how many outs there are at the time.

10. Infield fly rule will not be enforced.

11. After the fourth called ball has been delivered by the pitcher, the umpire will call “time”, and a batting tee will be used for the next play rather than awarding the batter a base on balls (*reminder: stealing is not allowed even though ball four is a live ball until time out is called*).

a. The batting tee will be placed on the home plate, with at least half of the base of the tee covering the plate. The umpire will instruct the batter to assume a normal batting position beside home plate. When the batter is in a normal batting position, the umpire will call time-in, at which time the batter will take her swing at the ball. Only one swing will be allowed. Bunting while allowed in normal play, is not permitted when the ball is on the tee and the batter will be called out if a bunt is attempted from the tee. See Foot Fault rule below.

Foot Fault: The batter must be in a normal batting position beside the plate, and may not step into the strike zone for the swing. The batter will be called out if she is not in a normal batting position when batting from the tee.

b. The batter or manager may request the umpire to adjust the batting tee depending on the height of the batter. Only one adjustment per time at bat will be allowed.

c. If the batter swings and misses the ball, or hits the ball foul, or if the batter hits the tee and not the ball, the ball is considered dead and the batter is automatically out. *The bat must make direct contact with at least part of the ball.* It is the umpire’s discretion whether the hit is a clean hit or not.

Since the ball is “dead”, each runner must return, without liability to be put out, to the base legally occupied at the time of the swing.

d. If the batter hits a fair ball, normal play will continue just as if the batting tee was not used.

e. When the batting tee is being used, base runners may not leave the base until the ball is hit and may only advance on a ball hit in fair territory.

f. The umpire will stand in a position where he or she can quickly remove the batting tee from the plate area, immediately after the batter hits the ball, without interfering with the play, batter or catcher.

g. The catcher must wear all required catcher’s equipment when the batting tee is being used.

h. The umpire shall designate a spot at a safe distance to the rear and side of the batter for the catcher to stand so she does not interfere with the batter or the removal of the batting tee.

i. **When the batting tee is being used and until the ball is hit, the pitcher must assume a position with at least one foot on the farthest pitching rubber from home plate (40 foot rubber).** The pitcher delivering ball four to the batter must remain as the pitcher when the batting tee is being used. If, in the opinion of the umpire only after an appeal has been made by the manager of the team at bat, the pitcher left the pitching rubber before the ball is hit, the offensive manager shall have his choice of one of the following:

- 1). The batter shall be awarded first base even if he was out on the play. All base runners shall advance one base if forced by the batter being awarded first base or,
- 2). The play may stand as completed.

12. **No stealing is allowed** regardless of the number of runs, however leading off is always allowed as described above, regardless of the score.

13. Hit Batter (by Pitch) – The pitcher shall not intentionally attempt to hit the batter with a pitch. A Manager / Coach should never instruct a pitcher to intentionally hit a batter. If in the umpire's opinion a batter is hit intentionally – the umpire shall warn the pitcher and both opposing coaches that future violations by any pitcher will be cause for immediate ejection of the pitcher and the coach. If, in the umpire's judgment, the situation warrants drastic action to diffuse a potentially volatile situation, the umpire may eject the pitcher without first warning her. Each coach should be warned, but the coach of the offending team may be ejected at this time if the umpire believes it is appropriate. A warning may be issued to both teams before the start of the game or at any time during the game.

NOTE: This applies to intentional hitting of a batter, at this age level unintentional hitting of a batter does occasionally happen and this is not automatic grounds for ejection of the pitcher or coach.

- a. A batter is awarded first base when a pitched ball neither swung at nor called a strike touches any part of the batter's person or clothing while she is in a normal batting position beside home plate. NOTE: The benefit of any doubt must go to the batter.
- b. The ball is "dead". The batter is entitled to first base without liability to be put out. If the pitch is "ball four" the batter shall be awarded a base on balls, without requiring the tee. Runners may not advance unless forced.
- c. It does not matter if the ball strikes the ground before hitting the batter.
- d. The batter's hands are not considered part of the bat.
- e. If the player swings and the ball hits her hands which sends the ball into fair territory, the ball is "dead" and a strike is called on the batter.
- f. The hit batter shall not be awarded first base under the following circumstances:
 - a. The batter made no attempt to avoid the pitch or obviously tried to get hit by the pitch. In this case the ball is "dead", the pitch is a ball or strike (depending on its location), and the batter remains at bat, except the batter is declared out if the pitch was a third strike or the tee is used if the pitch is "ball four". Runners may not advance in either case since the ball is "dead".
 - b. If the batter is hit by a pitch in the strike zone. The ball is "dead". The pitch is a strike. The batter is declared out if the pitch was a third strike; otherwise, she remains at bat. Each runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.

- c. The pitched ball touches any part of the batter's person as she swings and misses for a third strike. The ball is "dead", the batter is declared out and each runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.

14. Over Throws – an over throw is a throw which goes out of play and will be called a "dead" ball on the first base or third base line. The umpire will define the out of bounds line for each side of the field. If the ball is over thrown and out of play, and is declared "dead" by the umpire the runner will be awarded the base they are advancing to plus one from the base legally occupied at the beginning of the play. Over throwing second base or missing a throw to shortstop or other positions does not count as an over throw and does not entitle a runner to extra bases or limit a runner to a base plus one. Runners may continue to advance at their own risk for example if a defensive play results in multiple throws and runners being chased with ball in hand until the umpire calls "time".

15. Foul Balls – A ball hit foul from the tee is an out and the ball is "dead". An attempt to bunt on third strike which goes foul is an out and is a "dead" ball. A foul ball caught by the catcher is an out regardless of the strike / ball count. NOTE: In the area of the home plate, a ball touched by the bat is considered "foul" when caught by the catcher on a fly only when the ball reaches an elevation that is over the batter's head. If the ball is touched by the bat and does not reach a level over the batter's head, it is a "tip" foul and if caught with zero or one strike is counted as a "strike" not an "out". A caught "tip" foul ball is considered an out only if caught for the third strike. But in the minors a dropped third strike is also an out and considered a "dead" ball.

16. No general rules or Minor League specific rules may be changed modified or eliminated at game time by agreement of coaches before or during the game.

LEAGUE SPECIFIC RULES/GUIDELINES

GIRLS JUNIOR

1. Limited to girls in grades 5 and 6.
2. Baseline length - 60 feet
3. Pitching distance – 35 feet
4. Game length - 7 innings or 90 minutes. No new inning may start after 90 minutes of play.
5. There shall be no such thing as a balk.
6. Base runners may score only as a result of a batted ball, a force play or a defensive play. If a base runner crosses home plate other than this, she must return without liability to be put out, to the last base legally occupied. Any other base runner that may have advanced in this case must also return without liability to be put out, to the last base they legally occupied. There will be no automatic out. A runner may not advance to home except as a result of a batted ball, a force play, or a defensive play on the field.
7. No lead offs from bases. A runner may not leave a base until after the pitch is either past the batter or is hit by the batter. Penalty: the runner is out! All runners must return to their bases when the pitcher assumes his legal pitching position, unless a runner has begun an attempted steal before the pitcher receives the ball from the catcher.
8. Infield fly rule will be enforced.
9. It is optional for either or both teams to use an additional outfielder (10 fielders versus 9)
10. No stealing is allowed if the batting team is ahead by 10 runs or more.