



**2010**  
**League Rules**

Note: All sexual references are generic and apply to both boys and girls, equally, unless otherwise specifically stated in any particular citation (i.e. "boys" means boys and/or girls, etc.)

## **RULE I ADMINISTRATIVE and GENERAL RULES**

### **A. Authority and Mission Statement**

The SFPSBL operates under the auspices and control of The Roman Catholic Welfare Corporation of San Francisco (Archdiocesan Department of Catholic Schools).

A summary of our Mission Statement is that the SFPSBL seeks to foster Christian community by providing all participating children positive educational, social and sport-competitive experiences through the organization and operation of a first class Baseball Program.

### **B. COMPLIANCE FOR ARCHDIOCESAN SCREENING & TRAINING REQUIREMENTS FOR YOUTH COACHES – POLICY STATEMENTS**

It is the policy of the Archdiocese of San Francisco, for the Protection of Children, to require that all Athletic Directors and Head Coaches (Managers) be fingerprinted, and all Assistant Coaches be background checked. These same employees and/or volunteers must also complete the Shield the Vulnerable training.

The SFPSBL shall be responsible for providing all necessary information to the participating Athletic Organizations. The participating Athletic Organizations are responsible for filing all necessary compliance documents with the Archdiocese Office of Human Resources. All documents should be copied to SFPSBL.

The due date is prior to commencement of the current season. Individuals that have not complied must be suspended from their participation in sports programs until they have fulfilled the Archdiocesan screening and training requirements for those with regular contact with children.

A responsible adult supervisor, who is in full compliance with the policy and requirements hereinabove stated must be present for any game to be legally played.

Any game played in non-compliance with the policy and requirements hereinabove stated is a forfeit.

Any game that cannot be played because the policy and requirements hereinabove stated cannot be adhered to is a forfeit.

### **1. Administration**

The Executive Board will preside over any meeting which may be scheduled with representatives from the participating athletic organizations.

The Athletic Director will be the official representative of the Athletic Organization or anyone else he/she may so designate to represent him/her.

Commissioners for each sport will be appointed by the Executive Board.

The Executive Board will:

1. Assume responsibility for the duties for the direct operation of the League.
2. Acquire fields for games.
3. Provide Division Schedules for all participating teams to all Athletic Organizations Participating in the League.
4. Keep up to date records of League standings.
5. Publish pertinent information and maintain a website ([www.sfpsbl.org](http://www.sfpsbl.org)).
6. Make available, either directly through meetings or indirectly through publications, information helpful to coaches and umpires.
7. At its discretion, reschedule games and/or assist Athletic Directors and coaches in rescheduling games.
8. Discuss, including consulting with involved Athletic Directors, and resolve any concerns, disputes, and/or protests regarding any and all particular game situations.

## 2. Classifications of Leagues

The classification of participants in the SFPSBL Baseball program will be governed by the grade system.

### (a) MIDGET LEAGUES

- (1) Teams in THIRD (3rd) GRADE leagues shall consist of 3rd grade boys only.
- (2) Teams in FOURTH (4th) GRADE leagues may consist of 3rd grade boys only, of 3rd and 4th grade boys combined, or of 4th grade boys only.

### (b) JUNIOR LEAGUES

- (1) Teams in FIFTH (5th) GRADE leagues may consist of 4th grade boys only, of 4th and 5th grade boys combined, or of 5th grade boys only.
- (2) Teams in SIXTH (6th) GRADE leagues may consist of 5<sup>th</sup> grade boys only, of 5th and 6th grade boys combined, or of 6th grade boys only.

### (c) SENIOR LEAGUES

- (1) Teams in SEVENTH (7th) GRADE leagues may consist of 6th grade boys only, of 6th and 7th grade boys combined, or of 7th grade boys only.
- (2) Teams in EIGHTH (8th) GRADE leagues may consist of 7th grade boys only, of 7th and 8th grade boys combined, or of 8th grade boys only.

### (d) Eligibility NOTE

2nd grade boys are not eligible. No boy may play two or more grades higher (e.g. 4th grade boy cannot play 6th grade). Nobody can play on 2 teams. The age limit for each class of play is per SFPSBL eligibility Rules for the grade classification of the league.

### (e) AGE EXCEPTIONS

If a boy is participating on a baseball team under an age exception, he is not allowed to pitch!

(f) GIRLS may participate on all teams on the same basis as boys.

### 3. Placement of teams and purpose of league programs

- (a) League Divisions are noted above. An athletic program may enter more than one team in a League Division, in which case it will be the Athletic Director's responsibility to clearly state the relative strength and skill level of each team.
- (b) Within each League Division, the placement of teams in the various levels shall be at the discretion of the Executive Board.
- (c) The purpose of the Midget League is instructional, with an emphasis on player participation. All players are expected to participate in all games.
- (d) The purpose of Junior and Senior Leagues is for all boys to participate and enjoy playing the game of baseball in a competitive yet safe manner. The Executive Board emphasizes the need for at least two (2) capable pitchers at all levels of play.

### 4. Determination of League Standings, Playoffs, and Championships

- (a) In League Play, ties are counted as 1/2 a Win and 1/2 a Loss (e.g. 2 Wins, 2 Losses, 1 Tie is considered to be 2 1/2 Wins and 2 1/2 Losses). Standings are based on Games Ahead" regardless of the number of games played (e.g. 3-1 is the same as 4-2, but 3-2 is not as good as 4-2 but is better than 3-3); standings are not based on Percentage. Failure, for any reason(s) to make-up postponed games can therefore affect a team's final standing.

NOTE: Unplayed games of teams completing the season shall not be accounted for in the League Standings.

- (b) Playoffs and Championships
  1. There shall be playoffs in all leagues.
  2. In all playoff games, the higher seeded team shall be the home team. If the playoff is a "tiebreak game", a coin toss shall decide the home team status.
  3. Playoffs shall be 1st place vs. 4th place, 2nd place vs. 3rd place, and the winner of each will meet in the championship game. The schedule for playoffs shall be decided by the Executive Board.
  4. In no event will there be playoffs between upper and lower divisions.
  5. The disposition of any position ties shall be determined by the Executive Board and at its discretion.
  6. The Executive Board may, at its discretion, expand the playoffs participation.
  7. (a) The athletic Director of a program whose team or teams Rosters are not on file as of March 2nd of the current year shall be notified thereof.  
 (b) Any program's team scheduled for playoffs participation whose Roster is not on file as of the team's first playoff game shall be sanctioned as follows:
    - (1) A \$50 fine shall be assessed for the first such team in violation.

- (2) A \$50 fine shall be assessed for the second such team in violation.
- (3) Additional teams in violation shall not be sanctioned.
- (4) Any such fine shall be due and payable as part of the following year's bill.
- (5) No playoff game shall be rescheduled to avoid Roster sanction

## 5. Umpires

- (a) An umpire will be assigned for all games in all leagues.
- (b) When an assigned umpire does not show-up, the game should be played, provided:
  - 1 Both Managers clearly agree before the game starts they are playing a league game, not a practice game.
  2. Both Managers clearly agree before the game starts how the umpiring is to be done.
  3. It is recommended an adult or adults umpire; the Executive Board will not accept the results of any game umpired by a grammar school student!
  4. Both Managers check their watches before the game starts and clearly agree upon the Time Limit, which shall be in accord with SFPSBL Rules!
- (c) Procedures for the organization, instruction, assigning, and supervision of umpires shall be determined by the Executive Board.
- (d) Umpires will be given all information and rules, as determined by the Executive Board.
- (e) SFPSBL Managers must cooperate with SFPSBL Umpires in creating a healthy atmosphere for children to play their games.
- (f)
  1. Whenever the SFPSBL assigns an umpire or umpires to a game, he/she/they shall administrate and arbitrate the game in accordance with the playing rules and procedures of the SFPSBL.
  2. A game may be forfeited in accord with NHFS Rule 4, Section 4, Article 1, parts b thru e and or for infractions as stated in SFPSBL Rules III and X.
  3. When a game is forfeited, the umpire-in-chief shall explain the forfeit to the head coaches and/or their designated representatives of both teams, and the umpire(s) shall then immediately leave the field and shall have no further discussion of the matter with anyone.
  4. Any person approaching an umpire after declaration of a forfeit shall be subject to sanction by the SFPSBL Executive Board.
  5. If a game in progress has been declared a forfeit by the umpire-in-chief, in no event shall said game be continued by an SFPSBL umpire.
  6. If a game is forfeited, and the teams decide to scrimmage, the assigned umpire(s) is/are not authorized to umpire. Any such game or scrimmage is not recognized by the SFPSBL as being under either its responsibility or authority.

## 6. Mandatory Managers Meeting

- (a) The Executive Board shall, at its discretion, schedule either a mandatory Athletic Director's meeting or a mandatory managers meeting prior to the start of the season.

- (b) The Executive Board suggests attendance by Managers at any SFPSBL baseball skill clinics held.

### 7. Team Eligibility

- (a) In order to play SFPSBL Baseball, each entering team must submit a roster with prospective participants listed thereon who all meet the current season's SFPSBL Eligibility Rules as approved and published by the SFPSBL Executive Board.
- (b) A Combined-Parish entry, whereby a single team or teams may include prospective participants from two programs, may be allowed a decision by the Executive Board.
- NOTE: A request may be submitted for a specific team or for all teams involving the two programs

### 8. Penalties for Player Eligibility Violation(s)

- (a) Cooperation with Eligibility Inquiries
1. The Executive Board may, at any time, conduct an eligibility inquiry, either upon its own initiative or upon request from an Athletic Director or a coach.
  2. Penalties, as specified herein, may be applied, by Executive Board decision, to any individual or team for its program's failure to provide, in a timely and satisfactory manner, any requested information.
- (b) Roster Infractions wherein Participants are Otherwise Eligible
1. Roster Infractions may include: No Roster is submitted; the Roster is submitted late; a participant is not listed on the Roster; incorrect information is on the Roster; required information is missing on the Roster; Roster information is not legible; participants are listed on more than one Roster; special request eligibility information/paperwork has not been submitted.
  2. In any such event, the Executive Board has discretion to do any of the following: Forfeit any game or games; disqualify a team from playoffs; declare any participant ineligible, declare any participant ineligible for the remainder of the season, suspend any participant until the required information is provided and/or enforce no penalty.
  3. These discretionary provisions apply ONLY when the participant in question is otherwise eligible.
- (c) An Individual Player is Ineligible
1. An individual participant is ineligible if he/she is, for any reason, not in compliance with the current season's SFPSBL Eligibility Rules and/or any Special Eligibility Rules which may be approved and published by the SFPSBL Executive Board.
  2. In its first LEAGUE GAME, any team playing an INELIGIBLE PLAYER forfeits the game. IN any subsequent LEAGUE GAME, any team playing an INELIGIBLE PLAYER forfeits the game and ALL PREVIOUS LEAGUE GAMES PLAYED, regardless of whether or not the ineligible player was a participant in those games. IN any PLAYOFF GAME, any team playing an INELIGIBLE PLAYER forfeits the game and is disqualified from the playoffs.
  3. Penalties only apply to a person who actually plays in a game. However, should an ineligible person be listed on a Roster, it will be the Athletic Director's responsibility to verify, to the satisfaction of the Executive Board, that he/she did not play in any game.
  4. If a prospective participant's eligibility is in doubt, it is strongly recommended that he/she not play until his/her eligibility is verified by the Executive Board.

### 9. Protests

- (a) Eligibility inquiries are not regarded as protests. The Executive Board will investigate any eligibility inquiry submitted by an Athletic Director and attempt to resolve it as quickly as possible.
- (b) A protest must concern a point of rule. In matters of judgment, an umpire's decision is final.
- (c) If there is a question about a rule that was possibly misapplied, the team's Manager shall inform the umpire-in-chief (i.e. the plate umpire) that the game is being played under protest.
- (d) The umpire(s) and both Managers shall confer, and the specific nature of the protest shall be stated and understood by all parties before play is resumed.
- (e) Such a protest must be made at the time of the play and before a pitch to the next batter of either team, or before the umpires leave the field if the play in question was the last play of the game. However, if the Manager is unable to properly protest because (1) the umpire refuses to allow the protest procedures, per (c), (d), and (e) herein to be followed or (2) it is a game ending play and the umpires leave the field while the Manager is trying to get their attention to protest, the manager must notify the League Office within 24 hours to appeal these circumstances, as per (h) herein, in which event the Executive Board shall decide whether the protest can be filed per (i), (j) and (k) herein.

NOTE: Before the game is resumed, the umpire shall summon the Scorekeepers of both teams, and he shall have them mark the point of protest in their Scorebooks. This shall be done by circling the scoring square of the player at bat or who just batted and by marking the circle "protest". Failure to do this will not void the protest if the protest was otherwise properly lodged. This protest mark shall be in ink.

- (f) Simply disputing a play or an umpire's decision or ruling is not a protest. The above stated procedures must be followed on the field, or no subsequent protest is valid.
- (g) If properly stated on the field, and the protesting team either ties or loses the game, the protest may be filed.
- (h) To file a protest, the League Office should be notified within 24 hours of an intent to file. This can be done by talking personally with a League Officer (a phone conversation, not a phone message, is acceptable), or a message can be left on the League Office's phone recorder.
- (i) A written filing to the League Office should be made within 72 hours of the game.
- (j) The written filing should contain all elements necessary to adjudicate the protest, including exactly what was stated to the umpire-in-chief at the time of the protested play.
- (k) The written filing must be accompanied by a Protest Fee of thirty dollars (\$30.00) which is refundable if the protest is upheld.
- (l) A team quitting a game FORFEITS said game, and it cannot protest the circumstances/incidents which caused it to quit.
- (m) Failure to comply with the above procedures can, at the discretion of the Executive Board, cause the protest to be ruled invalid.
- (n) If a protest is upheld, the error shall be corrected, and then the game shall be continued and completed from the point of protest, except that no continuation shall be ordered

unless the Executive Board rules that the violation adversely affected the protesting team's chances of winning the game.

### **RULE II INTERPRETATIONS**

1. All games shall be played in accordance with the current season's National Federation of State High School Associations, Official High School Baseball Rules.
2. Exceptions to these rules are stated herein and any new rules or amendments to current rules will be made by the Executive Board with proper notice to all participating programs.
3. The following are EXCEPTIONS to NFHS general playing rules:
  - a. Delete NFHS 2-5-1b. An imaginary line between first and third bases does not have any relevance in defining a fair batted ball.
  - b. Amend NFHS 8-3-3c-1. A pitch which is touched by an illegal glove or mitt or by detached player equipment which is thrown, tossed, kicked or held by a fielder is a one-base award.
  - c. Amend NFHS 8-4-1i. If not yet out, a batter who does not realize his situation on a third strike not caught and who is not in the process of running to first base shall be declared out once he leaves the 26-foot diameter circle surrounding home plate.

### **RULE III STARTING TIME**

1. GAME TIME shall be the time specified on the Official SFPSBL Baseball Schedule unless a preceding game causes delay. In case of delay, GAME TIME shall be exactly five (5) minutes after the end of the preceding game.
2. The umpire will begin the game ONLY if eight (8) or more players from both teams are present and ready to play at GAME TIME. Teams are NOT ENTITLED to extra time for warm-ups. Managers are cautioned that playing time is limited. Umpires WILL NOT delay the start of games.
3. If the legal number of players (at least eight) is NOT present by GAME TIME the umpire shall forfeit the game. If neither team has at least eight (8) players ready to play, BOTH teams will forfeit the game (DOUBLE FORFEITURE).

NOTE: A team may not begin the game with an obviously injured player in order to avoid forfeiture. In such event, the game shall not be played, or, if started, it shall be stopped, and the circumstances shall be immediately reported to the SFPSBL Executive Board.

NOTE: A game cannot be forfeited unless a SFPSBL umpire is present, and he decides the field is playable.

NOTE: IF A TEAM BEGINS PLAY WITH NINE PLAYERS AND A PLAYER IS INJURED AND CANNOT CONTINUE OR AN UMPIRE REMOVES A PLAYER, THAT TEAM MAY CONTINUE TO PLAY WITH EIGHT PLAYERS.

4. If an approved SFPSBL umpire fails to show for a game, teams should play the game as outlined under the provisions of Rule I, Section 5, Item B.
5. It is a POINT OF EMPHASIS that SFPSBL baseball games start on time! Managers and umpires are mutually responsible for carrying out this rule!

### **RULE IV GROUND RULES**

It is an SFPSBL POINT OF EMPHASIS that games are to be played on regulation fields with correct BASE DISTANCES and proper PITCHING DISTANCES. In unusual circumstances, this may not be possible. Any game started on a non-regulation facility by mutual agreement of the opposing Managers shall not be protested for this reason.

1. PITCHING DISTANCES: In 3<sup>rd</sup> and 4<sup>th</sup> grade Midget Leagues the pitching distance shall be 46 feet (closer with umpire approval). In 5<sup>th</sup> grade Junior Leagues the pitching distance shall be 46 feet. In 6<sup>th</sup> grade Junior Leagues the pitching distance shall be 50 feet. In 7<sup>th</sup> and 8<sup>th</sup> grade Senior Leagues the pitching distance shall be 54 feet.

2. BASE DISTANCES: In 3<sup>rd</sup> grade Midget Leagues the distance between bases shall be 60 feet. In 4<sup>th</sup> grade Midget Leagues the distance between bases shall be 65 feet. In 5<sup>th</sup> and 6<sup>th</sup> grade Junior Leagues the distance between bases shall be 70 feet. In 7<sup>th</sup> and 8<sup>th</sup> grade Senior Leagues the distance between bases shall be 80 feet.

3. (a) Specific ground rules will be discussed and decided upon by both Managers and the Umpire(s) before the start of play.

(b) The umpire-in-chief shall receive verification from both managers that all participants are properly equipped and that they will play properly equipped in accordance with National Federation and SFPSBL Rules.

4. A coin toss will determine the HOME team or VISITOR team designation. The winner of the coin toss shall choose team designation. EXCEPTION for Playoffs/Championships see rule I, Part 4 (b) 2!

5. The Time Limit Rules (see Rule VI, Length of Games) begin with the coin toss. The Umpire's watch or a timepiece designated by the Umpire shall be the official time kept.

- a. Both Managers shall check their watches with the official watch and the plate umpire shall inform both Managers what the Time Limit is going to be.
- b. When the Time Limit is reached, the plate umpire shall immediately suspend play and inform both Managers that the Time Limit has been reached.
- c. If the Time Limit has been reached, and the plate umpire has not suspended play to inform both Managers of this fact, it shall be the responsibility of each/either Manager to request a suspension of play and to verify with the plate umpire that the Time Limit has been reached.
- d. Failure to follow these procedures does not change the fact of the Time Limit having been reached.
- e. If verification is not obtained at the time the Time Limit is reached, any subsequent disagreement about exactly when this happened shall not be protestable.

#### **RULE V EQUIPMENT**

1. ALL non-adult offensive team participants must wear a batting helmet that meets the **NOCSAE** standard whenever they are in live ball territory and the ball is live. The batting helmet should have extended ear flaps that cover both ears and temples.

Batboys/girls must wear the helmet even if the ball is dead.

NOTE: FOR THE PROTECTION OF THE CHILDREN, ANY HELMETS SHOULD BE MADE AVAILABLE TO PLAYERS ON BOTH TEAMS.

2. Each team must furnish their own catchers' equipment. Catcher's equipment shall consist of:

- a. Chest protector
- b. Shin guards
- c. Catchers mask

- d. Protective helmet. Any catcher's helmet or helmet and mask combination shall give full protection to the top of the catcher's head and both ears and shall meet the NOCSAE standard.
- e. Protective groin cup (boys only)
- f. Throat guard

3. While in a crouch position, any non-adult warming up a pitcher at any location MUST wear a catcher's mask.

4. In MIDGET LEAGUE, the fielding pitcher, first baseman, and third baseman MUST WEAR a helmet that meets the NOCSAE standard.

5. Scoring/Scorebooks

- (a) Both teams should furnish a Scorebook. The Scorers for each team are mutually responsible for keeping score properly and should verify the score with each other each and every half-inning. Any disagreement about the score will be settled by the Umpire as soon as it is brought to his attention.
- (b) Scorers shall exchange lineups and keep the other scorer informed as to any substitutions and other game information. The Umpire will determine adherence as to Rule XI, Participation. There will be no penalty for failure to announce substitutes to the umpire.

6. Each team is to furnish one (1) new baseball. Home team shall furnish the first additional ball needed and, if necessary, the visiting team shall supply the second additional ball.

- (a) In all 3<sup>rd</sup> and 4<sup>th</sup> grade midget leagues, baseballs specifically manufactured and designed in such a way as to reduce injuries, or the seriousness of injuries, are required. These are generally known as Reduced Injury Factor (R.I.F.) Baseballs.

The following brand/model R.I.F. Baseballs are approved for SFPSBL 3<sup>rd</sup> and 4<sup>th</sup> grade Midget league games:

1. Diamond DFX Level 5
2. Worth Level 5
3. Rawlings TVB Level 5
4. Wilson Level 5
5. Easton Level 5

Only these baseballs (or an equivalent brand/model R.I.F. Baseball) can be used in any 3<sup>rd</sup> or 4<sup>th</sup> grade SFPSBL game.

- (b) In all 5<sup>th</sup> and 6<sup>th</sup> grade Junior leagues, and in all 7<sup>th</sup> and 8<sup>th</sup> grade senior leagues, any regulation youth league, high school or professional baseball may be used. This includes any baseball meeting the specifications of PONY rule 8-A, NFHS Rule 1, Section 3, Article 4 and/or Professional Baseball rule 1.09.

NOTE: The umpire, at his discretion, may use or may not use a baseball with a synthetic leather/cowhide cover. If baseballs with a non-synthetic cover are available, the umpire may use both types or only the non-synthetic baseballs. VINYL or RUBBER BASEBALLS WILL NOT BE ALLOWED.

7. Participants are not allowed to wear metal spiked shoes.

8. High School or Youth League approved bats are allowable as follows:

(a) MIDGET and JUNIOR LEAGUE bats shall not be more than thirty-three inches (33") in length nor more than two and one-quarter inches (2 ¼") in diameter. Non-wood bats shall be printed with BPF (bat performance factor) of 1.15 or less.

(b) SENIOR LEAGUE bats shall not be more than thirty-four inches (34") in length nor more than two and five-eighths (2 ⅝") in diameter.

(c) Except as noted herein, all bats shall meet NFHS requirements. NFHS weight to length differential and BESR standard are not required.

(d) High School sized bats are NOT ALLOWED in MIDGET and JUNIOR LEAGUES.

Professional size ("big barrel") bats are NOT ALLOWED in ANY SFPSBL LEAGUE.

(e) If the ball is put into play by an illegal bat, and the infraction is discovered before the next pitch following the turn at bat of the player who used it, the defense may take the result of the play or return the batter and all runners to the bases legally occupied at the time of the pitch. There is no other penalty. The illegal bat shall be removed.

(f) Any questionable bat may be removed from the game by the umpire.

9. The on-deck batter shall position himself at least thirty-seven feet (37') from home plate. Only bats may be used in loosening up at any location. Devices designed to remain part of the bat such as batting donuts, "wraps" and/or wind resistant devices are NOT ALLOWED.

10. The glove/mitt worn by the pitcher that includes the colors white and gray shall be illegal.

11. The Executive Board strongly recommends BOTH teams having a set of bases available for use in any game to be played.

## **RULE VI LENGTH OF GAMES**

### 1. Time Limit

(a) 1. All SFPSBL League games have a Time Limit. All SFPSBL Playoff games do not have a Time Limit.

2.(a) Midget games are seven (7) innings. The time limit for league games is one-hour and thirty minutes (1:30).

(b) Junior and Senior games, are seven (7) innings. The Time Limit for league games is one-hour and forty-five minutes (1:45).

3. In all SFPSBL games which have a Time Limit, when that Time Limit has been reached, the inning being played shall be completed, and if seven innings have not been played, one more inning shall be played to complete the game.

NOTE 1: If the administration and or adjudication of any situation during a game takes more than five (5) minutes, the full amount of time taken to handle or resolve the situation shall be added to the Time Limit. Otherwise, the Time Limit shall not be corrected. This determination shall be made by the umpire.

NOTE 2: A half-inning begins IMMEDIATELY when the third out of the previous half-inning occurs. When the defense takes the field or when the first pitch is thrown does not matter.

Situation 1 – A game has a 7:30 p.m. Time Limit, and at 7:29 the fifth inning is completed. The sixth inning has started within the Time Limit, so both the sixth inning and the seventh inning shall be played to complete the game.

Situation 2 – A game has a 7:30 p.m. Time Limit, and at 7:31 the fifth inning is completed. The Time Limit has been reached, so the sixth inning shall be the last inning played to complete the game.

NOTE 3: No game can be ended by the Time Limit having been reached.

4. If 7 innings are completed within the Time Limit, and the score is tied, the game shall continue as an extra inning game.

5. As many extra innings as necessary may be played within the Time Limit.

6. If an inning is completed after the Time Limit is reached, and the score is tied, one more inning shall be played.

(b) No pitch can be legally delivered after “Sunset” as defined by the Almanac published by the Morrison Planetarium of California Academy of Sciences (or any equivalent Scientific Journal). This information should be made available through the League’s website. The game result shall be in accord with part (c) herein. The umpire, at his discretion, may terminate play because of darkness prior to “Sunset”. The umpire cannot legally continue play after “Sunset”. If it is not too dark, a league game should continue until “Sunset” unless the coaches mutually agree to end the game. A playoff game can be suspended at any time (preferably at the completion of a half inning) if either darkness or “Sunset” is imminent.

(c) In all League games, any inning, once legally begun, must be completed unless ended by “Sunset”, darkness, rain or any other condition which prevents further play. The circumstances shall be reported to the Executive Board. If the game is called during an uncompleted inning and after four (4) completed innings: (1) If Visitor was leading after the last completed inning, Visitor wins unless Home either ties the score or goes ahead in the uncompleted inning. (2) If Home was leading after the completed inning, Home wins unless Visitor takes the lead in the uncompleted inning and Home then ties the score. (3) If the score is tied after the last completed inning; Home wins if it is leading when the game is called; otherwise it is a tie.

2. In the event of “Sunset”, darkness, rain or any other inclement weather condition which prevents further play:

In any League game, if four (4) innings have not been completed, it is NO GAME!  
EXCEPTION: if the home team is leading in the bottom of the fourth inning, the home team is the winner.

In any Playoff game, if neither four (4) innings or one-hour and twenty minutes (1:20) have been played, it is NO GAME. If either four (4) innings or one-hour and twenty minutes (1:20) have been played, it is a suspended game.

### 3. Victory Rule

- (a) For all Junior and Senior League games the ten (10) run victory rule shall be in effect. The Time Limit, which ends the game in this event, shall be one hour and twenty minutes (i.e. 1:20). This rule does not apply to Midget League games.
- (b) For all Junior and Senior Playoff and Championship games, the ten (10) run victory rule shall be in effect whenever five (5) or more innings have been completed.
- (c) These rules do not apply to Midget League games.

4. For all SFPSBL games, an Eight (8) run rule shall be in effect. This means that NO MORE THAN EIGHT (8) runs may be scored by any one team in any one inning. The inning ends (or that half of the inning) when the eighth run is scored. When the team next comes to bat, the batting order will continue with the next batter that was due up at the point the eighth run was

scored, unless more than eight runs score and more players bat than should have in which event the score shall be corrected when the error is discovered, but the erroneous at bats shall stand as being legally completed.

EXCEPTION: This rule does not apply to either team in the last inning or in any extra inning of any game.

**5. RAINED-OUT & POSTPONED GAMES:**

(a) Postponement of games deemed absolutely necessary because of unforeseen school or work commitments must be approved by the Executive Board. Requests for postponement should be conveyed to an Executive Board member at least 5 (five) days in advance. Note: If a postponement is not requested until the scheduled playing date of the game, it cannot be granted.

(b) The Executive Board, at its discretion, may reschedule or not reschedule any rained-out or otherwise postponed game.

(c) Rained-out or otherwise postponed games may be made-up by mutual agreement between the teams and the Executive Board shall be notified. If an umpire is requested and assigned, the teams are subject to forfeiture for failure to show up.

**RULE VII FORFEITURES AND WITHDRAWALS**

1. Teams that forfeit more than once are subject to being withdrawn at the discretion of the Executive Board.

2. Unsportsmanlike conduct may result in forfeiture and possible disciplinary action at the discretion of the Executive Board.

**RULE VIII PLAYER SAFETY RULES:**

NOTE Managers are responsible for having all players properly equipped for safety at all times.

1. No player will be allowed to use metal spiked baseball shoes (see Rule V, Part 7). Rubber spiked shoes are recommended. If a player wears non-authorized shoes, he will not be able to play until he removes the illegal equipment.

2. A pitcher is prohibited from wearing anything on his hands or arms that would prove disconcerting to a batter. Items such as a batting glove or a white sweatshirt with sleeves showing are examples of material a pitcher may not wear.

3. Catchers MUST wear all protective equipment as specified by SFPSBL Rule V, Part 2.

4. No batter or base runner may deliberately remove his helmet while running the base paths. The runner shall not be called out. The umpire may warn or eject any offender.

5. At NO TIME may a base runner or fielder be closer to home plate than the pitcher, except as outlined in Section 9, herein. At his discretion, the Umpire may call NO PITCH and warn or eject any offender.

6. Batters MAY NOT put themselves in jeopardy by leaning over home plate. The Umpire may direct a batter to move away from home plate.

7. Any runner is out when he:

(a) Does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play.

(b) Does not legally attempt to avoid a fielder in the immediate act of making a play on him (Note: jumping, hurdling and leaping are all legal attempts to avoid a fielder only if the fielder is lying on the ground);

(c) Dives over a fielder (note: diving over a fielder is always illegal); a headfirst slide is legal if the runner does not dive over the fielder.

(d) Initiates malicious contact (Note: to be deemed malicious the contact must be intentional and potentially injurious; malicious contact always supersedes obstruction; malicious contact always requires the runner to be both called out and ejected for unsportsmanlike conduct).

(e) On a force play, does not slide on the ground and in a direct line between the two bases.

**EXCEPTION:** A runner may SLIDE or RUN in a direction AWAY from the fielder to avoid making contact or altering the play of the fielder.

**NOTE-(a) thru (e): RUNNERS ARE NEVER REQUIRED TO SLIDE.**  
However, if a runner elects to slide, the slide must be LEGAL.

8. There will be NO STEAL OF HOME allowed in SFPSBL Baseball except:

(Senior Leagues ONLY)

- (a) On a return throw from the Catcher to the Pitcher
- (b) On an attempted pickoff play to any base
- (c) On any misplayed or passed ball

9. The SUICIDE SQUEEZE PLAY is allowed in Junior and Senior Leagues, but the batter MUST attempt to bunt the ball. If the batter misses the bunt the ball remains alive and in play:

(a) In Junior League, the runner MUST RETURN safely to third base, or he will be called out.

(b) In Senior League, the runner is in jeopardy, and he may attempt to score or return to third base. NOTE: CAUTION! With bases loaded, 2 outs and 3-2 count, the runner on third base may not run toward home with the pitch unless the batter attempts to bunt!  
**THIS WHOLE RULE IS FOR THE SAFETY OF THE RUNNER!**

If however, the batter DOES NOT attempt to bunt, the following will apply:

- (a) If there are less than two (2) outs, the runner will be declared OUT for attempting to steal home.
- (b) If there are two outs, the batter will be declared OUT.

NOTE: this rule only applies if the runner on third breaks for home with the pitch (i.e. a "suicide squeeze"); if the runner does not break (i.e. a "safety squeeze"), there is no violation if the batter does not bunt.

10. OBSTRUCTION OF A RUNNER includes the unsportsmanlike action of a fielder making a "fake tag" on a runner when the fielder does not have the ball. The Umpire, at his discretion, may remove the fielder from the game for obstructing the runner AND the runner will be awarded the base beyond where the obstruction occurred.

11. Straight fastballs and changeups are the only legal pitches in SFPSBL baseball games!

12. All other kinds of pitches (i.e. any kind of "breaking balls") are illegal in SFPSBL baseball games!

13. The Home Plate Umpire shall be the judge of the legality of any pitch. For violation of Section 11 herein, pitchers will be warned for the FIRST illegal pitch violation. Pitchers will be REMOVED FROM THE MOUND for the SECOND illegal pitch violation.

NOTE: When an illegal pitch is either warned or penalized, all action resulting from that pitch is voided, a ball is added to the batter's count, and the batter (unless it is ball four) and all runners return.

14. Whenever team members are warming up in an area which is not protected by a fence or other structure, another member of the team with a glove and wearing an approved helmet must be positioned between them and the batter to protect them from a batted or thrown ball within the confines of the playing field. No one is to interfere with a live ball.

### **RULE IX PITCHING RULES**

#### **1. Pitching by League: Innings Pitched and Pitching Distance**

- (a) MIDGET LEAGUE: The Manager or her/his representative shall pitch. The pitching distance is forty-six (46) feet or closer with umpire approval. Pitching machines are not allowed
- (b) JUNIOR LEAGUE:
  - 1. 5<sup>th</sup> grade - Four Innings (maximum) per game; the pitching distance is forty-six (46) feet.
  - 2. 6<sup>th</sup> grade - Five Innings (maximum) per game; the pitching distance is fifty (50) feet.
- (c) SENIOR LEAGUE: Five Innings (maximum) per game; the pitching distance is fifty-four (54) feet.
- (d) A pitcher, in both the JUNIOR & SENIOR Leagues, shall have been considered to have pitched a full inning once he has thrown ONE (1) PITCH in any inning.

NOTE: When the pitcher's area is in poor shape, or it is impacted by a pitching plate which is not to be used, the umpire, at his discretion, may allow a pitcher's scratch line to be drawn either in front of or in back of the usual pitching spot. If the team has a pitcher's plate, the umpire, at his discretion, may allow it to be used, in which event he shall supervise and approve its installation. If there is a large hole in front of the pitcher's plate, the umpire, at his discretion, may allow the pitcher the option of either pitching from the pitcher's plate or from the hole.

#### **2. Removal of Pitchers**

- (a) If a pitcher is removed from the PITCHER position, he may NOT return to pitch in that same game under any circumstances. A player who warms up as an incoming pitcher is not in the PITCHER position until the ball becomes alive and (1) he delivers a pitch, legal or illegal; (2) he attempts to putout a base runner; (3) he is called for a balk which is penalized. Prior to any of these events, he may be replaced and remain eligible to pitch later in the game. In such a situation, the plate umpire, at his discretion, may determine the number of warmup pitches for the new incoming pitcher.

- (b) Any pitcher illegally in the game shall be immediately removed as pitcher. There is no penalty, unless the infraction is deemed intentional, in which event the Manager and/or the pitcher may be ejected, and the Executive Board shall be notified. No violation shall have any retroactive effect on any previous plays or pitches.
- (c) When a manager and/or coach holds two (2) charged conferences with any pitcher during the same inning, that pitcher must be replaced as pitcher for the remainder of the game. What constitutes a charged conference is at the discretion of the plate umpire. The manager or coach is prohibited from having a second charged conference and/or from removing the pitcher without a conference while the same batter is at bat.
- (d) A charged defensive conference is concluded when the manager and/or coach crosses the foul line.

**3. Whenever a balk or an illegal pitch is called, the ball becomes dead immediately.**

**4. Warmup Pitches**

- (a) A maximum of eight (8) WARMUP PITCHES shall be allowed:
  - 1. At the beginning of the game
  - 2. When a new pitcher is inserted
- (b) Otherwise, a maximum of five (5) WARMUP PITCHES shall be allowed.
- (c) The pitching distance for both 3<sup>rd</sup> and 4<sup>th</sup> grade games is 46 feet. It may be adjusted for individual batters in accord with Rule XIV-2-(c).

5. The pitcher shall not be considered to be in the set position until he comes to a complete stop while he is holding the ball in both hands in front of his body.

6. From both the windup and the set positions, the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot (i.e. disengage the rubber).

7. If the pitcher has his feet in a set position stance or if the pitcher is in the set position, as outlined in Section 5 herein, he may, without disengaging and resetting his feet, windup and deliver a pitch as if he was in the windup position, as outlined in National Federation Rule 6, Section 1, Article 2.

8. With no runners on base, the pitcher is not required to come to a full stop when using the Set Position. However, he may not attempt to quick pitch the batter in which event the ball is immediately dead, and a ball is added to the batter's count.

**RULE X RULES OF CONDUCT**

1. Managers, Coaches, Umpires, Scorekeepers, and Team Members are the only individuals permitted within the confines of the playing field just prior to and during a game.

- (a) Scorekeepers are allowed on the field only if their presence is required for scorekeeping purposes.
- (b) A team's bench/team area shall be occupied by authorized people only. Managers, Coaches, Scorekeepers and Team Members are authorized to be there. A parent/guardian is authorized if his/her assistance is needed in an illness/injury situation.

- (c) A team's bench/team area must have adult supervision at all times. If necessary, a single adult supervisor/coach may occupy the coaching box nearest to his/her team area.
- (d) Neither authorized team personnel nor spectators are allowed to be directly behind a backstop fence or in any area adjacent to, around or near the backstop. People in transit are allowed to pass through these areas.
- (e) The umpire, at his discretion shall resolve any question regarding what constitutes the team area and the backstop area. The umpire may also authorize warmup areas.
- (f) The umpire, at his discretion, may allow spectators to occupy other areas within the field and establish ground rules to cover how their presence affects playing the game.

2. Except for the batter, baserunners, base coaches and one player in the on deck area, all offensive team members shall be at their bench or in their warmup area(s) when their team is at bat.

3. When a team is playing defense, all team members not playing shall be at their bench or in their warmup area(s).

- 4. (a) Any umpire, at his discretion, may EJECT a Manager, Coach, Player, or Squad Member from the game for any unsportsmanlike act!
- (b) If there is failure to comply with an umpire's order for removal of the offender from the playing area and/or, at the umpire's discretion, from the vicinity of the playing area, the game may be forfeited by the umpire-in-chief. NOTE: An offender ordered removed from the vicinity of the playing area cannot remain, whether inside or outside of the park, where he can be either seen or heard by an umpire.
- (c) (1) If the Manager is ejected, the game can continue if another person replaces him. An EJECTED Manager or Coach must leave the team area, and he cannot participate further. At the umpire's discretion, he may or may not be allowed to remain in the vicinity of the playing area. If allowed to remain, such ejected person must behave. If he does not behave, the umpire-in-chief, at his discretion, may order him removed from the vicinity of the playing area, or he may FORFEIT the game.
- (2) If a player or squad member is EJECTED, the Manager, at his discretion, may request that he remain in either the team area or the vicinity of the playing area for supervisory purposes. If allowed to remain, such ejected person must behave. If he does not behave, the umpire-in-chief, at his discretion, may order him removed from the vicinity of the playing area, or he may FORFEIT the game.
- (d) When a particular situation results in the EJECTION of any individual or individuals, the next particular situation in which any individual from that team is EJECTED results in immediate and automatic forfeiture of the game!
- (e) If a Manager or Coach is EJECTED for arguing about an ejection, the game is forfeited per (d) above!
- (f) Unsportsmanlike spectators may, at the umpire's discretion, be considered the same as participants for the purpose of these rules! If a Manager or Coach, upon request from the umpire, persuades an unsportsmanlike spectator to leave,

it does not have to be considered as an ejection - the umpire shall advise the Manager!

- (g) An umpire, at his discretion, may request a Manager to CAUTION a misbehaving spectator without requiring that he/she leave.

5. BAT THROWING if deemed unsportsmanlike will result in EJECTION from the game of the offender. For an accidentally thrown bat, the offender shall be warned and removed from the game if the offense is repeated by him.

6. No unauthorized individuals will be allowed on the field at any time except if allowed by the Umpire.

(See Rule X, Part 1)

7. Managers must assure that all PLAYERS and SQUAD MEMBERS will conduct themselves in a proper manner befitting the SFPSBL Philosophy.

8. Any player removed from the game by his manager, may act as a base coach so long as he refrains from Umpire abuse or abuse towards the opposing team.

9. Managers shall not encourage or allow any player, whether on offense or on defense, to place himself in jeopardy of personal injury under any circumstance.

10. Balls deliberately thrown as BRUSHBACK PITCHES shall immediately beget a warning from the Umpire to BOTH the Pitcher AND the Manager. A second BRUSHBACK PITCH shall result in the REMOVAL from the game of BOTH the Pitcher and the Manager. AN AUTOMATIC TWO (2) GAME SUSPENSION WILL BE ASSESSED TO THE PITCHER. The Executive Board will determine whether game(s) suspension of any duration will be assessed to the Manager. A further violation of the NO BRUSHBACK PITCH rule in subsequent games will result in the player being suspended for the remainder of the season as well as possible suspension for the Manager as determined by the Executive Board.

11. The Executive Board, at its discretion, may enforce the penalty of suspension for the entire season of any player who violates SFPSBL Philosophy by committing a malicious action on another player before, during, or after a game. The Executive Board may take this action with or without a hearing.

12. (a) Unsportsmanlike conduct by any Manager or coach towards an umpire and which results in that person's ejection is automatically flagrant!

(1) If the ejection is during a league game, the person is automatically suspended for one (1) game. If the ejected person continues to act in an unsportsmanlike manner after having been ejected, the Executive Board, at its discretion and without hearing, may increase the suspension to two (2) games. In any event, the person is on probation for the rest of the season, and, at the discretion of the Executive Board, and without hearing, may be placed on probation for the following season.

(2) If the ejection is during a playoff game, the person is automatically suspended the rest of the season and is automatically suspended the first game of the following season and is on probation the following season!

(b) Any person on probation who is ejected for unsportsmanlike conduct towards an umpire is automatically suspended for one (1) year from the date of the ejection!

## 13. Delay of Game

- (a) Any Manager, Coach, Player or Squad member who is guilty of delaying completion of a game by stalling where impending inclement weather, darkness, time limit or other adverse conditions may force the game to be discontinued, shall be REMOVED from the game.
- (b) The Umpire in Chief may penalize a team for flagrant stalling violations with FORFEITURE of the game.

14. Unless specifically provided by SFPSBL Rules or specifically ordered by the Executive Board, any participant EJECTED from a game is AUTOMATICALLY suspended for one (1) game. Therefore, it is understood that said person, regardless of any notification, will not participate in his team's next game. Suspensions for more than one (1) game are not in effect until the suspended person has been notified.

15. All EJECTIONS will be reviewed by the Executive Board. The Executive Board, at its discretion, may schedule a hearing wherein parties involved in an EJECTION may, at their discretion, participate. Having conducted such a fair hearing the Executive Board may, at its discretion and by its decision, INCREASE the penalty for any EJECTION to MORE than the AUTOMATIC one game suspension.

16. When any Manager, Coach, or Player participates in any game(s) in which they are officially suspended, those game(s) will be declared FORFEIT.

17. Managers AND Umpires are mutually responsible for supervision of SFPSBL Baseball games. All participants should endeavor to resolve problems that may arise. Failure to cooperate runs counter to SFPSBL Philosophy

18. When unsportsmanlike acts and/or open hostility creates an atmosphere which may be threatening to participants and/or detrimental to the healthy continuation of the game, the Umpire-in-chief, at his/her discretion, may declare the game to be suspended.

19. When any penalized violation of rule X, Sections 4, 5, 6, 10, 11, 12, 13, and/or 16 herein occur and/or the game is suspended per Rule X, Section 18 herein, or the game is forfeited per NFHS Rule 4, Section e, Article 1, parts b thru e or for violation of Rule III, Section 3 herein, the Umpire-in-chief is expected, within 24 hours, to report the circumstances to either the Umpire Assignor or the League Office.

### **RULE XI PARTICIPATION RULE JUNIOR AND SENIOR LEAGUES**

There shall be an Eleven (11) place batting order at all times in all SFPSBL Junior and Senior baseball games. However, if a team has more than eleven squad members present at game time, the Manager may, at his discretion, submit and play with a batting order that has more than eleven places. The only difference between this batting order and the usual batting order would be the maximum number of participants. Such a batting order would be subject to any and all applicable provisions of this rule.

1. There is no relation between the number of squad members on either team and the required batting order, as specified herein.
2. If a team has 11 or more squad members, all eleven places in the batting order shall be filled.
3. If a team has 10 players, they shall all bat, and the eleventh place in the batting order shall be vacant.

4. If a team has 9 players, they shall all bat, and the tenth and eleventh places in the batting order shall be vacant.
5. If a team has 8 players, they shall all bat, and the ninth, tenth, and eleventh places in the batting order shall be vacant.
6. Each team should submit starting lineups on multiple part forms which would be distributed to managers and the home plate umpires. All player changes/substitutions should be reported to the home plate umpire who will alert the other manager. Each team should inform each other and the plate umpire, how many people they are batting.
7. When completely filled, the 11 place batting order consists of 9 defensive players and 2 extra players (called EP's).
8. Any 9 of the 11 may play defense at any time, and this is not a substitution.
9. A substitution is only when a player in the batting order is replaced by a squad member who is not in the batting order.
10. No player may play defense only (i.e. be playing defense while not in the batting order).
11. DESIGNATED HITTERS (called DH's) are not allowed, however a player may be an EP the entire game, and this would be legal.
12. The 11 place batting order may, at any time, contain 1, 2, or 3 vacancies, and this is legal and not subject to penalty provided:
  - (a) there is no squad member physically and legally available to fill the vacancy and
  - (b) the plate umpire has been made aware of and has approved said vacancy.
13. Whenever a legally vacant place in the batting order is due to hit, it is passed over without penalty, and the next place is the proper batter.
14. When it is a player's turn to bat, and he is either not present, injured, ejected or subject to some other circumstance, and a substitution has not been made and the vacancy has not been reported to the plate umpire, the batting out of order rules shall apply.
15. If a vacancy is necessary during a player's turn at bat (e.g. said player is injured or ejected and no sub is available), the next batter shall assume the ball/strike count.
16. If a vacancy is necessary for a base runner (e.g. said player is injured or ejected and no sub is available), the last player to have either scored or been put out shall take his place on base.
17. Whenever a vacancy exists in the batting order, it shall immediately be filled by any late arriving squad member. If more than 1 vacancy exists, they shall be filled in order as late squad members arrive.
18. A team cannot substitute if a vacancy exists in their batting order (i.e. the vacancy must be filled first).
19. Whenever a team has an 11 player batting order, extra squad members may be substituted at any time provided such substitution is in accordance with the rules.
20. If squad members are legally available, more than one substitution may be made for any particular place in the batting order.

21. Any player who has been substituted for may return to his original place in the batting order, in which event the player who he is replacing must leave the game. POSITION CHANGES are NOT substitutions. A SUBSTITUTION is ONLY when one player is REMOVED from the batting order, and another player replaces him in that spot.

22. Any player (starter or substitute) may be removed from the batting order and re-entered into the batting order later in the game in accord with sections 21, 23 or 24 of these rules. This re-entry privilege is allowed only ONCE for any player re-entering under section 21. Additional re-entry may be allowed under sections 23 or 24 depending upon the circumstances.

23. If a catcher is injured or removed by an umpire, ANY player may re-enter to replace the catcher and take his (the injured/removed catcher's) place in the batting order.

24. If a player is injured or removed from the game by an umpire, and no legal substitute is available, ANY available starting player may replace him; if nobody is available, the team may continue with 8 players (a batter shall be replaced by the next batter; a runner shall be replaced by the last player who either scored or was putout) with the batting order place becoming vacant without penalty.

25. A team may start a game with 8 players, and a team may finish a game with 8 players.

26. Bleeding participants must be treated immediately and/or leave the game. There can be no exceptions to this rule. A player or coach who is bleeding or who had wet blood on his uniform or clothing shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable time, the individual would not have to leave the game. The length of time that is considered reasonable is the plate umpire's judgment.

27. Substitutions should be reported to the plate umpire and to the other team, however there is no penalty if the unreported substitution is legal.

28. If there is a violation of these participation rules, proper correction shall be made immediately. If an illegal player is a batter, the batting out- of order rules shall apply.

29. Any questions and/or concerns about SFPSBL Participation Rules should be discussed between the two Managers and the umpire(s) before the start of the game.

30. Any willful attempt at evading these SFPSBL Participation Rules and/or any willful failure to cooperate in the healthy administration of these provisions, as decided by the Umpire, shall result in the removal from the game of the uncooperative Manager for unsportsmanlike conduct. The Umpire shall immediately report the circumstances to the Executive Board.

31. There is Mutual Responsibility for proper administration of these SFPSBL Participation Rules, and the Executive Board may hold either or both teams responsible for any failures to do so!

32. It is SFPSBL policy that whenever a team member is available to at the game site, and he/she is ready to play that, in the absence of extenuating circumstances, the Manager should get said team member into the game for one at bat and one inning of defense. Of course, playing more than the minimum number of 11 players is at the discretion of the Manager. It is also SFPSBL policy that if a team member does not play, and the other team inquires about it that an explanation should be given.

33. A late arriving player must fill a batting order vacancy if there is one. Otherwise, this team member can have his own place at the bottom of the batting order or he may be used as a

substitute. If he is going to have his own place, he must bat before the leadoff batter next comes up.

34. SPEEDUP RUNNER (a courtesy runner to allow a player to rest and/or put on his equipment) IS NOT ALLOWED.

### **RULE XII SENIOR LEAGUE RULES**

1. Participation rules outlined in Rule XI will be strictly adhered to.
2. All Senior League games will be played according to SFPSBL Rules I thru X, Official High School Rules, and the following additions and/or exceptions:
  - (a) Pitchers will be allowed to pitch a maximum of five (5) innings (Rule IX, Part 1 c).
  - (b) The playing field shall have eighty (80) foot bases. When lining up first and third, the sight line between these bases is about 2 1/2 feet behind the 54 foot pitcher's plate. For all games, the pitching distance is 54 feet. The teams, by MUTUAL AGREEMENT, may pitch from a GREATER DISTANCE (e.g. they agreed to use the high school plate). If a greater distance is agreed upon, it CANNOT be shortened later in the game. The umpire(s) CANNOT REQUIRE that the pitching distance be GREATER than 54 feet (e.g. require that the high school plate MUST be used). Such an action would be PROTESTABLE. Except as allowed per Rule IX-1-NOTE, the pitching distance CANNOT be SHORTENED (i.e. be LESS than 54 feet).
 

NOTE: When lining-up first and third, the sight line between these bases is about 2 1/2 feet behind the 54-foot pitcher's plate.
  - (c) There will be NO steal of Home except as outlined in Rule VIII, Part 8. Base stealing will be allowed under ALL OTHER circumstances.
  - (d) Suicide Squeeze Play MUST be attempted as outlined in Rule VIII, Part 9.
3. Offensive charged conferences will be limited to only one (1) per inning. The Umpire shall have the discretion for judging charged offensive conferences and shall have the right to DENY any subsequent requests for a particular inning. Failure to obey the charged offensive conferences rule may result in removal of the Manager or coach from the game.
4. Appeal plays shall be played according to Professional Baseball Rules, except an Intervening Play shall not nullify an appeal.

### **RULE XIII JUNIOR LEAGUE RULES**

1. Participation rules and any other specific SFPSBL Rules shall be strictly adhered to.
- 2 Pitchers will be allowed to pitch a maximum of:
  - (a) FIFTH GRADE - four (4) innings (Rule IX, Part 1 b-1).
  - (b) SIXTH GRADE - five (5) innings (Rule IX, Part 1 b-2)
3. Base and Pitching Distances
  - (a) The playing field shall have seventy (70) foot bases. Please NOTE this is NOT at the INFIELD CUT. This is usually eleven (11) feet BEHIND the infield cut. When lining up first and third, the sight line between these bases is about 6 inches in front of the 50 foot pitcher's plate.
  - (b) For 5<sup>th</sup> grade leagues, the pitching distance is 46 feet.
  - (c) For 6<sup>th</sup> grade leagues, the pitching distance is 50 feet.

- (d) The teams, by MUTUAL AGREEMENT, may pitch from a GREATER DISTANCE (e.g. 5<sup>th</sup> grade teams may decide to use the 6<sup>th</sup> grade plate or 6<sup>th</sup> grade teams may decide to use the 7<sup>th</sup>/8<sup>th</sup> grade plate). If a greater distance is agreed upon, it CANNOT be shortened later in the game. The umpire(s) CANNOT REQUIRE that the pitching distance be GREATER than as specified by these rules. Such an action would be PROTESTABLE. Except as allowed per Rule IX-1-NOTE, the pitching distance CANNOT be SHORTENED.

4. NO BASE STEALING will be allowed in Junior league games.

Baserunning limitations are as follows:

- (a) Whenever the ball is put into play by the batter, runners may advance during playing action. If an umpire judges a runner has advanced after the completion of playing action, the runner will be returned when play is completed.  
An EXCEPTION allows runners to advance in 6<sup>th</sup> grade games on balls misplayed to the pitcher – see part 12 herein.
- (b) When the ball is NOT put into play by the batter, runners may NOT advance. It does NOT matter whether the catcher handles the pitch or not (i.e. no advance is allowed on wild pitches, passed balls or any other situation wherein the ball is NOT HIT). Runners who advance and do not attempt to return will be called out if a pickoff play is executed; otherwise they will be returned by the umpire.  
There are EXCEPTIONS when the batter strikes out – see part 5 herein. It is IMPORTANT to UNDERSTAND these exceptions.  
An EXCEPTION allows runners to advance in 6<sup>th</sup> grade games on balls misplayed to the pitcher – see part 12 herein.
- (c) Special situations are covered herein as follows:
- Part 5 herein - Third Strike Rule
  - Part 6 herein - Pickoff Plays
  - Part 7 herein - Appeal Plays
  - Part 8 herein - Hidden Ball Plays
  - Part 9 herein - Bunting/Squeeze Play
  - Part 10 herein - Balks
  - Part 11 herein - Infield Fly Rule
  - Part 12 herein - Misplayed Balls

It is IMPORTANT to UNDERSTAND these rules.

5. Third Strike Rules

For 5<sup>th</sup> and 6<sup>th</sup> grade leagues, the batter is always out on 3 strikes:

(1) With 2 outs the inning is over.

(2) With less than 2 outs, if caught by the catcher, the ball is alive for a pickoff play: if not caught by the catcher, the ball is dead, no bases can be run, and no runner can be put out.

6. Pickoff Plays

- (a) Base runners may take a lead of any length, and there are no restrictions on how this is done. Base runners may be picked off. Only the pitcher or catcher may attempt a pickoff play, and it must be a direct pickoff (the catcher may return the ball to the pitcher who may then immediately attempt a pickoff).

- (b) If a pickoff play is attempted, only one (1) runner can be played on. Plays on other runners (i.e. second plays) are not allowed. Any second throw on any runner is an immediate dead ball (no bases can be run and no runner can be putout).
- (c) There is no stealing. If a base runner advances to the next base, and /or if he does not attempt to return, he is out if a direct throw from the pitcher or catcher is held on the base he should have returned to. Any runner being played on by a pickoff play must return, and is out if, while returning or not, he is tagged while off the base to which he is required to return by the fielder who received the pickoff throw.
- (d) There is a misplay when a pickoff throw either goes into a dead ball area or is not caught or recovered within ten (10) feet of the base where the pickoff play was attempted. When a misplay is declared, the runner being played is awarded 1 base and other runners advance only if forced by this award. This is an umpire's judgment play!
- (e) Unless there is a misplay, no bases can be run by any runner.
- (f) If a balk is called, the runner being played on is awarded 1 base, and other runners advance only if forced by this award. A runner is being played on ONLY if the pitcher illegally throws the ball (i.e. violates the balk rule) during a pickoff attempt.
- (g) If a balk is called and no runner is being played, no runner shall advance!
- (h) Any runner who illegally advances, if not putout will be returned when play is completed.
- (i) When a pickoff play is completed:
  - (1) In 5<sup>th</sup> grade leagues, the ball becomes dead and shall be promptly returned to the pitcher.
  - (2) In 6<sup>th</sup> grade leagues, the ball remains alive for the HIDDEN BALL PLAY (see part 8-b herein), but no other runner may either advance or be played. The runner who was played remains in jeopardy and must remain on his base until the ball is returned to the pitcher or until an Umpire calls time.

## 7. Appeal Plays

- (a) During playing action, the defense can appeal by tagging the runner or the base he missed or left early and appealing to an umpire.
- (b) After playing action is completed, and the pitcher has the dead ball in the infield, the Manager or coach of the defense can appeal by informing an umpire of the infraction. The ball remains dead and should be kept by the pitcher.
- (c) Any appeal must be made before the time of the next pitch (legal or illegal) or prior to an awarded intentional base on balls or before the infielders have left the field when a half-inning is ending.
- (d) Intervening Plays shall not nullify an appeal.

## 8. The HIDDEN BALL PLAY

- (a) In 5<sup>th</sup> grade leagues the HIDDEN BALL PLAY will not be allowed under any circumstances, including after an unsuccessful pickoff play
- (b) In 6<sup>th</sup> grade leagues the HIDDEN BALL PLAY will be allowed whenever the ball is alive and in accordance with high school baseball rules.

1. If attempted during a pickoff play, no baserunner may attempt to advance.
2. If attempted at any other time, it will be considered as playing action, and any and all baserunners, at their own risk, may run bases.

9. BUNTING is allowed at any time. Suicide Squeeze play must be attempted as outlined in Rule VIII, Part9.

10. If a balk is called, the ball is IMMEDIATELY dead.

- (a) If a runner was being played on, that runner is awarded 1 base and other runners advance only if forced by this award.
- (b) If no runner was being played on, no runner shall advance. This is an umpire's judgment play!

11. Infield fly rule

- (a) The infield fly rule shall be enforced. This is an umpire's judgment decision!
- (b) When an infield fly is declared, the batter is out, and the ball remains alive if it is caught.
- (c) If an infield fly is not caught, the batter is out, the ball is dead, no bases can be run, and no baserunner can be put out.

12. Misplayed Balls

(a) For 5<sup>th</sup> grade leagues, when there is no action, a misplayed ball from any player to the pitcher is a dead ball, no bases can be run, and no baserunner can be put out.

(b) For 6<sup>th</sup> grade leagues, when the ball remains alive after any playing action or after any pitch, and any fielder misplayed the ball in returning it to the pitcher, the ball remains alive and in play, and any and all baserunners may, at their own risk, attempt to advance on this misplay and on any subsequent play.

13. Offensive Conferences may be allowed, not allowed, or limited at the sole discretion of the plate umpire.

Failure to comply with any requirement of the plate umpire is unsportsmanlike conduct.

### **RULE XIV MIDGET LEAGUE RULES.**

1. Participation Rules

(a) BATTING ORDER

NOTE (1): Both teams must establish their batting orders before the game, with every squad member in either a single or double batting spot, in accord with these rules.

NOTE (2): In any event, neither team is required to have more than twelve (12) batting spots.

NOTE (3): The Manager of each team MUST inform the other Manager how many batting spots are being used, and they must mutually agree that what each team is doing is in accord with these rules

1. The team with the lesser number of participants shall list each and every squad member present at game time (unless certain members are injured or not participating for any reason) in their batting order. If necessary, additional pages of the scorebook shall be used to list squad members.

2. The team with the greater number of participants must have at least as many batting places as its opponent. It may have more, if desired, but its batting order must be established by the start of the game. Each and every squad member present at game time **MUST** be listed in the batting order. If necessary, two (2) squad members may occupy the same batting spot, in which case, either may hit. The Manager will select the hitter each time that spot (with two players listed) is due up to bat. It is intended (but not required) that each participant will bat at least once during the game.

3. A late arriving player must immediately be entered into the batting order. He can be entered into any batting spot wherein there is only one player, or he may be added into his own spot at the bottom of the batting order.

4. Participants shall bat in accordance with these rules, **REGARDLESS** or whether they are playing defensively.

5. There are **NO** substitute batters for an individual turn. If a batter is either injured or removed by the Umpire, the next batter in the order shall hit, assuming the replaced batter's strikes but being entitled to his full number of pitches. (See Part 2)

#### (b) BASE RUNNING

1. If two players occupy a batting spot, either player may then be selected to run immediately after the batter reaches base and time is called.

2. In all other instances, **NO SUBSTITUTE RUNNERS** are allowed unless a runner is injured or removed by an Umpire.

3. If a substitute runner is necessary, he shall be that player's alternate in the batting spot, if applicable, or he shall be the last player who either scored or was putout (or his alternate in that batting spot).

#### c) FIELDING

1. Before the game, it shall be determined which team has the minimum number of squad members. This shall be the number of squad members for each team who must play a minimum of one half inning (three outs) on defense during the game.

2. Late arrivals shall not change the minimum number, but they may be used during the game to comply with this provision or as extra players.

3. The starting lineup for each team must play the entire first inning.

Until the minimum number is complied with, each substitute of each team must play one half inning on defense before being replaced.

4. A player who is injured or removed by an Umpire shall be credited with compliance with these provisions regardless of the amount of defense, if any, he may have played.

5. When and how the Participation Rules are complied with, subject to Part (c) herein, is at the Manager's discretion; any substitutes not used will be required to play defense in the seventh (7th) inning.

6. **AT NO TIME** may a fielder be closer to home plate than the pitcher. The umpire shall call **NO PITCH** and correct the situation. Except as noted hereinabove, at the time of the pitch, all fielders shall be on fair ground anywhere except the fielding pitcher shall be positioned behind and within (8) feet of the pitcher, and the catcher shall be in the catcher's box.

7. After the minimum number requirement is complied with, there is free substitution. Any player may play any position in the field at any time. Complete flexibility in making substitutions is allowed, provided there is no unwarranted delay of game.
8. It is intended (but not required) that extra players be played in the field at some time during the game.
9. There is no penalty for failure to comply with these provisions if the game ends early or for legitimate reasons the game ends. Unintentional violations should be corrected when recognized.

(d) INJURED PARTICIPANTS

An injured player may be removed at any time. He may return to play at any time provide such return to play is in accordance with these rules.

(e) PARTICIPANTS REMOVED BY THE UMPIRE AND SUSPENDED INDIVIDUALS  
IF A MANAGER, COACH, PLAYER, OR SQUAD MEMBER IS REMOVED FROM A GAME BY AN UMPIRE, HE MAY NOT PARTICIPATE ANY FURTHER. THE EXECUTIVE BOARD SHALL FORFEIT ANY GAME(S) IN WHICH A SUSPENDED MANAGER, COACH, PLAYER, OR SQUAD MEMBER PARTICIPATES.

(f) MANAGERS' RESPONSIBILITY OF COOPERATION

Both teams must mutually verify their batting orders. Teams are mutually responsible for complying with these Participation Rules. All involved adults are expected to cooperate in the administration of these rules. Any difficulty not amicably agreed to shall be reported to the Executive Board.

## 2. Pitching

In Midget league baseball, a Manager or his representative shall pitch to his own batters (Rule IX pitching rules). Additional instructions for handling this procedure are as follows:

(a) NO Midget league player may pitch. The Manager of the offensive team may select any person to be his representative to pitch to any batter, provided such person is physically able and alert and in 7th or 8th grade, a high school student, or an adult. A 7th or 8th grade student MUST WEAR a helmet while pitching. A pitching change shall NOT be made while the same batter is up, except for injury to the pitcher.

(b) The pitcher shall warm-up at the start of the inning. The Executive Board discourages the practice of using an excessive number of individuals to pitch to the youngsters. Any such circumstances shall be immediately reported to the Executive Board.

(c) The pitcher is expected to pitch from the forty-six (46) foot pitcher's plate or line. Any exception should be explained to the other coach and may be allowed at the discretion of the umpire. The pitcher shall not pitch underhand nor shall he lob the ball.

The pitcher shall pitch OVERHAND and in such a manner as to encourage his batters to swing at good pitches. It is expected that the pitches thrown shall be neither too slow nor too fast.

All Managers should keep in mind that our purpose is to enable all boys/girls to have a good chance at putting the ball into play by hitting it. Any difficulties shall be mutually and amicably resolved by the Managers.

(d) No balls will be called. No bases on balls (walks) will be issued. Only swinging strikes (including fouls) will be called. A batter who fouls off a pitch with two strikes is not called OUT for such action (EXCEPTION: a foul tip caught by the catcher). Batters hit by a pitched ball are not entitled to first base

(e) If a batter has not completed his turn at bat, he MUST HIT (fair or foul) the SEVENTH (7<sup>th</sup>) PITCH, or he will be called OUT. If he hits the 7<sup>th</sup> pitch, or any subsequent pitch, FOUL, he remains at bat until he hits any subsequent pitch FAIR or he fails to hit any subsequent pitch, in which event he will be called OUT. An injured player may be replaced during his turn at bat in accordance with Part 1 -a-5, in which event his substitute assumes the strike count but is entitled to his full number of pitches.

(f) The fielding pitcher shall stand behind and within eight (8) feet of the pitcher. The fielding pitcher MUST WEAR a helmet with full ear protection (dual ear flaps).

(g) If the pitcher interferes with the fielding pitcher, play shall continue to completion. Then the defensive Manager shall have the option of taking the result of the play or declaring no play in which case the batter and runners return, and the pitch is not counted.

NOTE: If either the umpire or the pitcher is hit by a batted ball, it shall be both no play and no pitch.

(h) If there is no assigned umpire, the Manager is pitching to his players shall be the Umpire. If both Managers are on the sidelines, they may umpire together with one taking plays at first and second base; and the other taking plays at third base and home plate. NOTE: By mutual agreement, a Manager's representative may be the sole Umpire while pitching to his players.

### 3. Limited Offense

The Executive Board has approved a rule that limits the amounts of runs scored by a team in any inning. The following rules shall apply to ALL Midget league games played during the season:

(a) A team may score a maximum of eight (8) runs in any single half inning, even though three (3) putouts may not have been made.

(b) In Part (a) the half inning is over when the offense legally scores its eighth run.

(c) Additional runs scoring on the play that ends the half inning (including any that are awarded) will not count.

(d) The Scorekeepers are expected to inform both teams (and the Umpire) when eight (8) runs have been scored. If they do not do so, the inning shall end when the error is discovered. Only Eight (8) runs shall be counted, and the batting order shall not be adjusted.

(e) THIS RULE SHALL NOT APPLY: 1. TO EITHER TEAM IN THE LAST INNING. 2. TO EITHER TEAM IN ANY EXTRA INNING.

### 4. Base and Pitching Distances

(a) 3<sup>rd</sup> grade games shall have sixty (60) foot bases. This is usually one foot behind the infield cut.

(b) 4<sup>th</sup> grade games shall have sixty-five (65) foot bases. This is usually six feet behind the infield cut.

- (c) The pitching distance for both 3<sup>rd</sup> and 4<sup>th</sup> grade games is 46 feet. It may be adjusted for individual batters in accord with Rule XIV-2-(c).

#### 5. Third Strike Rule

The catcher DOES NOT have to catch the third strike. The batter is AUTOMATICALLY OUT and the ball is dead.

#### 6. Pickoff Plays and Leading Off Bases

(a) There shall be NO pickoffs allowed. On any pickoff play attempted, NO PLAY shall be declared and the ball shall be dead. NOTE: An exception is a caught fly ball, fair or foul, by any player (including the catcher or pitcher) the ball remains alive and in play unless it is ruled a foul tip or becomes dead by rule.

(b) There shall be no leads. A player may not leave the base until the ball has been struck by the batter. If the Umpire recognizes an infraction of this rule, no pitch shall be declared and the pitch as well as any play shall be nullified. Repeated violations shall be cause for the removal of the offending player(s).

#### 7. Base Stealing

There shall be NO STEALING of bases. When the ball is held within the infield, the umpire shall call TIME when he judges play to be completed. NOTE: If any base runner is attempting to advance or has strayed far enough off base to be in jeopardy of being put-out, the Umpire shall withhold calling TIME. However, the Umpire's calling of TIME shall stop play in any situation. The decision shall be based on an Umpire's judgment.

#### 8. Hidden Ball Play

The HIDDEN BALL PLAY is not allowed. If such a play is attempted, "no play" shall be declared by the Umpire. The ball is dead and no bases shall be run.

#### 9. Appeal Plays

There are no "appeal plays" as such. If there is a base running violation, when playing action is completed the runner shall be called out by the umpire.

#### 10. Dead Ball When Not Hit

The ball is dead on any pitch that is not hit by a batter. Misthrown balls from the catcher or any infielder to the pitcher following the completion of any play are dead, and base runners can neither advance nor be played upon.

#### 11. Bunting

Bunting is not allowed. If a batter attempts to bunt, whether he actually makes contact or not, he will be considered automatically OUT. No bases can be run and the ball is dead.

NOTE: Some batters have a bunt like swing. Any SWING is legal. The umpire and the other manager should be alerted to any such player's batting style. This is an umpire's judgment situation.

#### 12. Balk Rule

Any BALK shall be determined as no pitch. If a batter should hit an illegally pitched ball, it shall be deemed no play.

### 13. Infielder's Positions and Safety

(a) Catchers MUST wear all protective equipment as specified by SFPSBL Rule V, part 2, of this section! (b) Fielding pitchers MUST WEAR a helmet!

(b) First Baseman and third baseman MUST WEAR a helmet with full ear protection (dual ear flaps).

(c) Of primary concern is the safety of the players. It is strongly recommended that the offensive team's manager inform the defensive team's manager when the defensive team's first baseman and third baseman are playing too close to the plate when strong batters are at bat.

### 14. Infield Fly Rule

The Infield Fly Rule shall be enforced. When an Infield Fly Rule is declared, the batter is out, and the ball remains alive if it is caught. If it is not caught, the batter is out, the ball is dead, no bases can be run, and no base runner can be putout.

### 15. Overthrows

(a) Overthrown balls remain alive and in play unless they are either blocked or go into any area designated as a dead ball area or an out of play area.

(b) In any such event, bases will be awarded according to National Federation Baseball Rules, with the following EXCEPTION:

(c) If the play is made on a runner who is returning to his base, the award to this runner and to all other runners shall be one base.

### 16. R.I.F. Baseballs

Reduced Injury Factor (R.I.F.) Baseballs, as specified in SFPSBL Rule V, Section 6-a, are REQUIRED for all games.

### MIDGET LEAGUE SUPERVISION

Managers are mutually responsible for starting the game ON TIME. Umpire(s) and Managers are mutually responsible for the supervision of the game. Any problems must be mutually and amicably resolved.

Failure to cooperate is a violation of the SFPSBL Philosophy.