

Pelham Youth Baseball/Softball

Official Rules of Play

Reviewed/Revised December 2009 for 2010 League Play

Section 1: GENERAL

These local rules shall govern the operations, conduct and play of Pelham Youth Baseball/Softball. When the local rules fail to cover a given circumstance in baseball, the applicable rules of Metro Youth Baseball shall cover a given circumstance. When neither the local rules nor Metro rules cover a given circumstance, the Official Rules of Major League Baseball shall govern. When the local rules and interlock rules fail to cover a given circumstance in softball, the applicable rules of NSA softball shall govern. In the event none of these rules govern a given circumstance, a majority of the Executive Board shall decide the most appropriate course of action. The welfare of the youth players shall be the first priority.

Section 2: ELIGIBILITY TO PARTICIPATE

1. Participants will have the opportunity to register from January 1 through January 31 in the following ways:
 - Mailing the registration form along with a check or money order to Pelham City Hall. PO Box 1419, Pelham AL 35124. Attention: Billy Crandall.
 - On the following Saturdays from 9:00-12:00 at the Pelham Parks and Recreation office. **January 16th, January 23rd. Late fee of \$25.00 for registration after January 31st 2010.**
2. Participants must live within the City limits of Pelham or have played in Pelham during the previous season. Beginning players (non-residents) will be allowed to participate if a family member played in the previous season and will be playing in the current season. (Grandfather rule)
3. League age is that age attained by a participant prior to April 30th of the current year for baseball and January 1st for softball.
4. A player will be allowed to play down in a division for one additional year with the understanding he/she will not be eligible to play All-Stars, nor will he/she be able to play in the position of pitcher or catcher. All exceptions to division placement must be approved by the Recreation Director and requested in writing.
5. To be able to participate in baseball/softball, a participant can begin to play with a league age of 5. The Recreation Director must approve any exception to the age participation rule.

Section 3: LIABILITY

It is the responsibility of the parents of the players participating in Pelham Youth Baseball/Softball to provide, keep and maintain health and accident insurance coverage for their children. Pelham Youth Baseball/Softball will also carry accident insurance, which will be in addition to the child's accident insurance.

Section 4: PLAYER EVALUATIONS

Player evaluations will be for 5,6,7,8,9,10-year-old boys and 6,7,8,9,10 year old girls.

The executive board and the Park and Recreation Director will schedule Player evaluations. All participants must attend evaluations if possible. If unable to attend evaluations, participants must notify the Parks and Recreation Director with a valid reason.

1. A League official will be in charge of the evaluation.
2. Each manager will evaluate the players in an independent manner. The league will provide a list of players to the managers that are to be observed.
3. Evaluations of the participants will be based on the following basic skills of throwing, catching, batting, fielding and running.
4. The manager will retain their evaluation notes for use during the team selection meeting.

Section 5: SELECTION OF TEAMS

The goal of Pelham Youth Baseball/Softball is to distribute player talent as equally as is practical.

The draft will be an open draft, meaning that players may be selected without regard to the team, league or division in which they played during the previous year.

1. A player may be allowed one (1) coaching pass in the selection process, provided the request is submitted in writing and approved by the Parks and Recreation Director prior to team selection. A player will not be reassigned to a team after the selection process is completed.
2. Head coaching seniority will determine selection of the name of the teams.
3. The Park and Recreation Director will schedule a team selection meeting for each division. If a team manager cannot attend, a League official shall select that team. Only team managers are allowed at the team selection meeting. All information discussed in this meeting must remain confidential. Failure to abide by this confidentiality agreement may result in dismissal from being a manager for the current season.
4. Managers will draw lots to determine the order of player selection. The first and all other odd numbered rounds of selection shall be conducted in this order. All even numbered rounds shall be in the opposite order. A manager may trade their position in the selection process prior to the start of player selection.
5. A participant that has moved into the Pelham City Limits after evaluations will be placed on the team with the next selection when the draft ended or on a team where a player has quit.
6. Selection rounds for manager's children shall be determined at the draft by the managers in their division. This will be done at the beginning of the player selection. If the managers cannot reach an agreement concerning a player or players, the board member responsible for that particular draft will make the final decision as to what round the child belongs.
7. Unless waived by a parent, the same team must select brothers and sisters. The managers will determine by a majority vote when the second child must be selected with regard to the first. This vote will be taken prior to the start of player selection.
8. Once teams are selected, team managers will be allowed 15 minutes for player trading. All trading is voluntary and the trades will be round for round. Multiple trades are allowed as long as they are traded round for round.
9. Managers should notify team members of their selection within 24 hours of the draft.

Section 6: SELECTION OF MANAGERS AND COACHES

1. Prospective team managers and coaches must apply for team assignments by obtaining a volunteer form from the Recreation Supervisor. The form must be returned before the deadline set forth by the Park and Recreation Director. A new form must be filled out each year and a background check will be conducted on each selected manager.
2. At the first board meeting following the deadline for manager applications, the board will discuss each form and approve a list of managers for the current season by divisions.
3. Each manager will be assigned a ranking by the executive board. The number of teams in a division will determine the number of managers. The assigned ranking of the manager will then be matched up to the number of teams.
4. Team managers may be a coach in another division. However, no special consideration will be given to this individual regarding practice or game schedules.

Section 7: RULES FOR MANAGERS

1. Team managers and coaches are required to attend a preseason meeting conducted by the Park and Recreation Director to review rules and procedures. **This is a mandatory meeting.**
2. Team equipment will be issued after team selection. Managers must return his/her equipment at the All-Star selection meetings or forfeit their All-Star vote and lose the opportunity to manage or coach the next season. The City of Pelham has the right to bill this individual for the cost to replace the missing equipment.
3. Managers are responsible for having their teams participate in all league activities.
4. Managers must notify the Park and Recreation Director within 48 hours of an injury at a game, practice, or any approved league sanctioned event.
5. Managers must notify the Park and Recreation Director within 24 hours if a player quits their team.
6. Managers must notify and receive approval from the Executive Board and Park & Recreation Director before a player is disciplined.
7. A practice schedule will be given to each manager. Managers with access to other fields may set their own schedule, but there shall be no mandatory Wednesday or Sunday practices. Teams shall practice a minimum of four times prior to their first game and average one practice per week during the season if field space allows.
8. A make-up game has priority over a practice.
9. Managers must notify the Park and Recreation Director if he/she will not be practicing on their assigned days. This will allow others to have additional practices.
10. Batting practice against the fence with baseballs or softballs will not be tolerated.
11. Managers shall inform parents of League Rules and are responsible for having parents work their assigned times in the press box.
12. Absolutely no alcoholic beverages shall be consumed before or during any practice, game, or team functions. **CONFIRMED VIOLATIONS WILL RESULT IN IMMEDIATE DISMISSAL.** The use of tobacco products on the playing field or in the dugout areas during games or practices is prohibited.
13. **PHYSICAL OR VERBAL ABUSE OF PLAYERS, MANAGERS, COACHES, OFFICIALS, UMPIRES OR SPECTATORS WILL RESULT IN IMMEDIATE DISMISSAL FROM THE PARK.**

14. The Executive Board and/or Parks and Recreation Director will review each game ejection of a manager or coach within one week to determine if additional action is warranted. If further action is warranted, the violator will be notified of the actions to be taken against him/her.
15. ANY CONFIRMED USE OF PROFANITY BY A MANAGER OR COACH WILL RESULT IN IMMEDIATE DISMISSAL.
16. A manager cannot manage two teams in the same season unless there is a shortage of managers within the league.
17. When the park gets rain, all managers scheduled to play/practice that day, should call Pelham Park 620-6426 or go to www.pelhamonline.com to find out the status of the fields. Decisions as to close the fields will be made after 2:00PM
18. When the park gates are locked, including gates to the fields, do not climb the fence. The park is closed. Climbing the fence for practice will result in a 3 game suspension for the manager.

Section 8: RULES FOR PARENTS

1. Parents may take exception, for reasonable cause, to their child playing for a certain manager. Such requests are limited to 1 per child and must be submitted to the league in writing prior to team selection. After team selection, no trades or refunds will be made.
2. Parents will be assigned to work in the press box. Everyone must participate so the work can be shared equally and fairly.
3. Parents should work with their children to help improve their skills.
4. Parents should support their children by coming to games, practices and all team and league activities.
5. Parents must have their children at games and practices on time. If they are unable to stay, they must be on time to pick them up. It will be at the coach's discretion, whether or not to play a child in a game that has missed an officially scheduled practice. If all practices are attended, the child must play every other inning. An official practice is a practice that is scheduled by the Park and Recreation office.
6. PHYSICAL OR VERBAL ABUSE OF PLAYERS, MANAGERS, COACHES, OFFICIALS, UMPIRES OR OTHER SPECTATORS WILL NOT BE TOLERATED. A WARNING WILL BE ISSUED FIRST, FOLLOWED BY DISMISSAL FROM THE PARK.
7. For players to be eligible for All-Stars, parents must sign an agreement stating they will be responsible to insure that the player will attend all of the All-Star team practices, games, and activities.
8. Every parent must sign and adhere to the Sport Parent Code of Conduct form.
9. Any child playing on a travel team during the regular/All-Star season must notify the Park and Recreation Director. He in turn will notify the managers before the team selection.

Section 9: RULES FOR PLAYERS

1. Players must attend practices as required by their manager. Failure to attend officially scheduled practices may result in having to sit out the next game. This will be at the coach's discretion. If all practices are attended, the player must play every other inning. An official practice is a practice that is scheduled by the Park and Recreation office. Offensive team players must wear batting helmets with facemasks and chin straps when

- outside of the dugout during all games. Exception will be the 13-14 year old division and they do not have to have facemasks and chin straps.
2. No team shall wear any other uniform for game play other than the one provided by the league. Failure to comply with this rule will result in a forfeit.

Section 10: GENERAL PLAYING RULES

1. There will be a game schedule for each age division. The team with the best overall record at the end of the regular season will be the winner of the division. There will be no first or second half champions. Every game counts towards your overall record. There will be a playoff game in case of a tie at the end of the season to determine who will be the division champion.
2. Some divisions may interlock and play games with teams from other parks. All games will count in each teams overall record.
3. Games are to start on time. The visiting team shall take infield 15 minutes prior to game time. The home team shall take infield 10 minutes prior to game time. The only exceptions will be if the field or umpires are not ready for play. Teams will not be denied their privilege to take infield due to the previous game finishing later than scheduled.
4. Lineups must be furnished to the official scorekeeper and the opposing team at least 10 minutes before each game time.
5. Each team must furnish one adult to work in the press box.
6. The umpire shall keep the official game time. The umpire will notify the scorekeeper when the game officially begins and ends. A new inning shall not start after time has expired with the exceptions stated in Rule 8 below. The start of an inning is defined as the time when the third out is called in the previous inning.
7. When a game has become official, play shall be terminated. Games become official upon any of the following:
 - **Complete Games:** When the official number of innings has been played. The last half inning shall not be completed when the home team is leading.
 - **Time Limit Games:** At the completion of the current inning when official time has expired the last half inning shall not be completed when the home team is leading. Only one extra inning shall be played in the case of a tie game.
 - **Run Rule Games:** When one team is ahead by the number of runs indicated. Runs scored by the visiting team in the top half of an inning, do not count against the run rule until the home team has had its opportunity to bat in the bottom of that inning, except in the 5 & 6, 7 & 8 year olds for baseball, 6 & 8 under for softball. In these divisions, games become official when a team is mathematically eliminated from winning due to the number of batters remaining.
 - **Shortened Games:** Games shortened by curfew, rain or other acts of God when the trailing team has batted the number of innings indicated, or in the case of a tie game, when both teams have batted the number of innings indicated. Shortened games that are not yet official by innings will be rescheduled from the point of suspension.
 - **Championship Games:** Games shall be played until there is a winner, including extra innings if necessary. Time limit and shortened game rules do not apply.

<i>DIVISION</i>	<i>OFFICIAL INNINGS</i>	<i>OFFICIAL TIME LIMIT</i>	<i>RUN RULE</i>	<i>SHORTENED GAMES</i>
5-6 Year old boys	5	90 minutes	Math	3
7-8 Year old boys	5	90 minutes	Math	3
9-10 Year old boys	6	90 minutes	10 after 4	4
11-12 Year old boys	6	90 minutes	10 after 4	4
13-14 Year old boys	7	105 minutes	10 after 5	5

Once a regulation game has completed its maximum number of innings and the score is tied, irregardless of official time remaining, only one (1) extra inning shall be played. If after the one (1) extra inning the game remains tied, the game shall end in a tie.

8. All postponed and suspended games shall be rescheduled in the next available time slot as determined by a representative of the Baseball/Softball board and or the Park Director.
9. Time between games shall be fifteen minutes.
10. No game shall start after 8:30PM on weekdays (Sunday through Thursday) or after 9:30PM on weekends (Friday and Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.
11. A manager must make every effort possible to field a team with the number of players from his/her original roster. A team must field a minimum of 8 players in order to begin or complete a game. If a team fails to field the minimum number of 8 players, the manager can still play the game, but the result is forfeiture. A team may place a late arrival at the bottom of the batting order, before completion of the rotation. No late arrival may enter the game after the completion of the first rotation of the batting order. An automatic out will be taken for each vacant spot not filled from the original lineup. A manager may use up to 2 players from the next lower division in the same Pelham Youth Baseball/Softball program to fill position vacancies. If a player is injured or becomes ill during the play of a game, those players' subsequent plate appearances are not an automatic out. The player chosen to play for another team must have the permission of his/her parents and team manager before he/she participates with another team, must play in the outfield, and be placed last in the batting order. A player that is utilized in the above situation can play for each team in a division one (1) time only. Players may be brought up for regular season games only, and not for play-off or championship games. NOTE: 5-6 year old division and 13-14 year old (Baseball Only) division may pull from another team in their division. Above rules still apply regarding positions and permission.
12. All available players shall be listed on the batting order and will bat their turn whether playing defense or not. All available players must be substituted defensively every other inning. The only exception to this rule is if a player misses an officially scheduled practice. An officially scheduled practice is a practice that is scheduled by the Park and Recreation office. It becomes the manager's discretion as to whether or not the child plays in that game. Penalty for violation of this rule is forfeiture of the game. This rule shall apply to all league playoff and championship games.

13. A team manager or coach must verify and sign the game results and pitching record for each game. If they fail to do so within 15 minutes of game completion, these records will be certified by a League official as recorded by the official scorekeeper.
14. League, Metro, NSA playing rules shall not be waived or changed for any game by mutual agreement of opposing managers.
15. Games scores must be submitted to the concession stand before the team will receive team drinks.

Section 11: GAME PROTEST

1. Managers must notify the Field Director within 30 minutes of game completion if they are protesting the game.
2. A protest letter must be filed with the Park & Recreation Director or President within 48 hours of game completion. This letter must specify the rule or rules being protested and must comply with League, Metro/NSA rules. A protest fee of \$10.00 must accompany the letter. A judgment call cannot be protested.
3. The umpire of a protested game shall submit a protest review immediately following the game.
4. The protest will be ruled upon within 10 days. Managers will be notified in writing of the decision.
5. If the protest is upheld, the protest fee of \$10.00 will be returned. If the protest is denied, the fee shall be forfeited to the League for donation to the Pelham Youth Baseball/Softball program.

Section 12: TROPHIES

1. League championship trophies will be awarded to each division championship team. Second place trophies will also be awarded. Players, managers, roster coaches and team sponsors from these teams will receive a trophy. The trophies will be presented at the conclusion of the championship game. If no championship game is required, the trophies will be presented at the last game scheduled for the championship team.
2. League All-Star trophies will be awarded to each player that is selected and competes in All-Star games. The trophies will be given to the All-Star manager for presentation after the last game.
3. Any trophy won by an All-Star team will be presented to the team sponsor.
4. The league will no longer provide participation trophies. It will be the responsibility of the team to provide the trophies.

Section 13: ALL-STAR ELIGIBILITY

1. Any player that completed the season (Required number of games for eligibility under Metro/NSA rules) who is nominated as one of the top 12 players by the managers in their division/league will be eligible as a Pelham All-Star team member.
2. Managers have the sole responsibility to ensure that any player nominated from his team has agreed to participate in All-Stars absent any unforeseen circumstances. (Unforeseen circumstances do not include family vacations).

3. If a player makes the All-Star team and fails to play, he/she will not be eligible for nomination to the All-Star team the next year.

Section 14: ALL-STAR SELECTION PROCESS

1. Managers will meet to choose their All-Star teams at the end of each season. Each manager will submit two (2) lists with 12 names of players who have participated in the minimum number of games required by Metro/NSA. Each list will be comprised of 12 players whose league age represents the division they played in during the current season. The player's league age will determine what All-Star team the player will be eligible to participate on. For example: A manager coaching in the 7-8 year old division will submit a list with (12) league age 7 year olds and a second list of (12) league age 8 year olds. The youngest league age managers in a division will choose their All-Star team first. All players who are unanimous selections on this ballot shall be named to the All-Star team.
2. A second ballot will then be taken by the division managers (in the league age they represent) for the remaining players from the original ballots to fill the vacant positions. Any player receiving unanimous votes will be named to the team. If vacancies still exist after the 2nd vote, the player/players with the most votes from the second ballot will be placed on the team. In the event of a tie, the All-Star manager will break the tie and choose the remaining player/players.
3. The manager from the division championship team will be the All-Star team manager for that division. However, the Executive Board has the power to remove this person from this position if it is deemed to be in the best interest of the league.
4. In order to vote for an All-Star team, a manager must return his/her equipment the night of the team selection to a Board Member in charge of the All-Star selection. No exceptions will be made for a coach to bring this equipment at a later time. Any manager failing to comply with this rule shall also be disqualified from coaching for the next season and will be billed by the City of Pelham for the replacement of the equipment.
5. Only managers will be allowed in the room for All-Star selection. All information must be kept confidential. Failure to keep information confidential will result in disqualification from coaching the next season.
6. Should a division have two (2) All-Star teams with Pelham hosting that divisions tournament, the winning coach of the division will have a choice of traveling or staying in Pelham. Otherwise, each team will go to their designated tournament sites as determined by Metro/NSA.

Section 15: RULE CHANGES

1. These rules shall be in effect for the entire season. Requests for changes should be submitted in writing to the Executive Board no later than November 30 of the current year.
2. All rule changes for the current season must be approved by January 1.

Section 16: 5 & 6 YEAR OLD DIVISION

1. The playing field shall have 50-foot baselines and a 10-foot arc in front of home plate. The front of the pitching circle shall be 30 feet from the back point of home plate. The back of the pitching circle shall be 40 feet from the front of home plate. Center of the circle is 35 feet. The pitching circle shall be 5 feet in radius. The pitching rubber will be at 30 feet.
2. Regulation size baseballs shall be used. There is no bat size restriction except that all bats must be unaltered regulation baseball (not softball) bats.
3. The distance from the point of home plate to the inside of the outfield fence shall not be less than 120 feet and no more than 200 feet.
4. The distance from the point of home plate to the inside of the backstop shall be 20 feet maximum and 10 feet minimum.
5. An official game shall be 5 innings with a 1 hour 30 minute time limit. No inning shall start after expiration of the time limit. A game shall become official and play shall be terminated when a team is mathematically eliminated from winning due to the number of batters remaining.
6. The defensive team shall have no more than 6 infielders including a pitching circle player. There shall be a catcher. All other available players will be positioned in the outfield with their feet in the grass until the ball is batted. The circle player shall remain within the pitching circle until the ball is batted.
7. All available players shall be listed on the batting order and shall bat in their turn. Players who are unable to bat in their turn, for whatever reason, may be removed from the batting order with no penalty. If a batter is unable to complete their time at bat, the next player in the batting order shall assume the current count. Players removed from the batting order are eligible to return when able to do so in the spot of the original batting order.
8. A pitching coach from the offensive team shall feed the pitching machine.
 - The pitching machine will be set at 28 miles per hour and the wheel of the machine placed over the 30-foot rubber. The coach feeding the machine may check the pitching machine between innings for height and speed. He will be allowed 6 test pitches. No more adjustments will be allowed, unless if in the umpire's opinion the machine is not throwing strikes. An adjustment can be made at this time only.
 - Any batted ball that hits the pitching machine or coach will be a dead ball and a no pitch. Count remains the same on the current batter. No runners may advance. If the batted ball hits any other object, including the extension cord, the ball is live and runners may advance at their own risk.
 - If a thrown ball hits the pitching coach while in fair territory, the ball remains live with no penalty. If the pitching coach, in the judgment of the umpire, intentionally interferes with the defensive team, the batter or base runner shall be called out.
 - The pitching coach shall not coach the batters or base runners either while the ball is in play or during time outs. The umpire will first warn coaches that violate this rule. A second offense will result in removal from the game.
 - The pitching coach may be substituted once per inning. Once removed, the pitching coach shall not return that game.

9. The offensive base coaches are not allowed to touch a base runner while the ball is in play. The base runner shall be called out and the ball shall be declared dead if this occurs. This rule shall not be enforced in the case of an injured player.
10. The defensive coach's (2) may position themselves 15 feet behind the offensive coaches boxes down the first and third baselines out of the field of play. An additional defensive coach may position himself behind the defensive players in the outfield.
11. The offensive team shall bat all available batters in each inning regardless of the number of outs made. All bases will be cleared when a defensive team gets the third out in an inning. After the bases are cleared, the offensive team will continue until all players have hit and the inning ends as usual.
12. An offensive coach shall announce to the umpire and opposing coach when the last batter comes to bat. If this announcement is not made, the defensive team shall have the option of replaying the play.
13. Each team will bat the same number of batters per inning. Example: Team A has 11 players and Team B has 10 players. Team B will bat 10 players plus the first batter of the inning will bat twice in the inning. In the next inning, Team B will bat the player who would have batted second in the original lineup first and he will bat twice in the inning. This will continue in numeric succession for the remainder of the game.
14. Each player will be given 8 pitches with which to strike out or hit the ball into fair territory. The umpire shall not call balls or strikes. A strike is therefore either a missed swing or a foul ball. If the last pitch is fouled off, the batter shall be given one (1) additional pitch to hit the ball in fair territory. If the batter fails to swing at the last pitch, he will be called out by strike out.
15. The infield fly rule shall not be in effect.
16. Base runners must remain on base until the ball is batted. There shall be no base stealing.
17. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties. Penalty: Runner shall be declared out and may be ejected from the game at the umpire's discretion. Headfirst slides will result in an automatic out.
18. The inning shall end when the following occurs:
 - The last batter strikes out.
 - The defensive team makes any out once the ball is put into play by the last batter.
 - A defensive player touches home plate while in possession of the ball once the ball is put into play by the last batter.
19. The umpire will declare time out when the defensive team has stopped the advance of the lead base runner or when a defensive player has control of the ball within the pitching circle and request time out. Base runners will be awarded the next base if, in the umpires judgment, they had advanced more than halfway toward the next base when the play was stopped.
20. A ball thrown from the infield to first base in an attempt to get a batter out, which gets by the first baseman, is considered a dead ball. The exception to this rule is when it is the last batter. The ball is a live ball and runner's advance at their own risk. Runners will not advance at any base unless they have reached the half way mark.
21. The batted ball must travel beyond the 10-foot arc in order to be a fair ball. If the ball passes the 10-foot arc and rolls back inside of the arc, it will be a fair ball.

Section 17: 7 & 8 YEAR OLD DIVISION

1. The playing field shall have 60 feet baselines. The outfield fence shall be located between 140 and 200 feet from home plate. The pitching rubber shall be placed on a flat surface with its front edge 40 feet from the point of home plate when using the pitching machine. When players are pitching, the pitching rubber will be placed on a flat surface with its front edge 40 feet from the point of home plate.
2. Regulation size baseballs will be used.
3. There is no bat size restriction, except that all bats must be unaltered regulation baseball (not softball) bats.
4. An official game shall be 5 innings with a 1 hour 30 minute time limit. A game shall become official and play shall be terminated when a team is mathematically eliminated from winning due to the number of batters remaining.
5. The defensive team shall have no more than 6 infielders. All available players shall be positioned in the outfield with their feet in the grass until the ball is batted.
6. The first 3 innings of the game will be machine pitch. With two innings of player pitch to follow, if time allows. A pitcher will be allowed to pitch only 1 inning per game. If a pitcher is removed from the mound during an inning, he can stay in the game at another position, but cannot return to the mound as a pitcher. This rule regarding the pitcher returning to the mound is only valid during player pitch innings, machine pitch innings do not count as an inning pitched. One pitch thrown in an inning is considered a full inning pitched.
7. The umpire will call time when the ball is returned to the infield (under control) in front of the lead runner. A player may advance to any unoccupied base at his own risk.
8. A 5-foot radius circle will be drawn around the pitching rubber. The center of the circle will be located 40 feet from the point of home plate.
9. There will be no fair ball arc, there will be no safety arc.
10. The pitcher must have 1 foot in the circle, behind the 40-foot horizontal line when the pitching machine is used. The speed of the pitching machine will be set at 40mph. The ball must cross home plate with little or no arc.
11. Any batted ball that hits the pitching coach or pitching machine will be a live ball. If the coach intentionally (umpires judgment) allows the ball to hit him the batter will be out and a dead ball called. No runner may advance.
12. If the batted ball hits any other object inside the playing area, the ball is alive, including the extension cord.
13. The coach feeding the machine may check the pitching machine between innings for height and speed. He will be allowed 6 test pitches. No more adjustments will be allowed. The umpire will call time, if in his opinion; the machine is not throwing strikes. An adjustment can be made at this time only. The pitching coach cannot coach from the pitching circle.
14. While using the pitching machine, the batter is allowed to watch the **first pitch only** without penalty. Strikes will be called until the batter hits the ball or strikes out. If in the umpire's discretion, a ball is thrown, the batter will step out of the box and the machine will be checked and adjusted if needed. Clarification: During Machine Pitch only, there are

- no walks. An umpire will call balls and strikes; essentially a “ball” is a bad pitch. If needed the umpire will call time out to have the machine adjusted.
15. There will be no intentional walks during machine pitch.
 16. Bunting will be allowed, without limits. You cannot fake a bunt, then swing at a pitch. Penalty the batter is out.
 17. Base runners will be called out if they leave the base before the ball is hit. (Umpires judgment)
 18. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties. Penalty: Runner shall be declared out and may be ejected from the game at the umpire’s discretion. Headfirst slides will result in an automatic out.
 19. The infield fly rule will not be in effect.
 20. The nine-batter rule will be in effect, meaning three (3) outs or nine batters in one (1) inning. The inning will end when, the ninth batter strikes out or the defensive team makes any out, or the defensive team touches home plate with the ball under control. The offensive coach shall announce to the umpire and opposing coach when the 9th batter comes to bat. If this announcement is not made the defensive team shall have the option of replay. Clarification: Anytime the 9th batter reaches the plate, it will be treated as if there are two outs. Hence any out counts as the third out. Runs can only be scored if in the umpire’s discretion the runner(s) cross the plate before the 3rd out.
 21. If the 9th batter is walked during kid pitch, all runners will advance two (2) bases from their current location. Clarification: If a runner is on 2nd, and 1st and 3rd bases are open during a walk of the 9th batter, then the runner at 2nd is awarded home.
 22. A thrown ball that hits the pitching machine shall be considered a live ball and all runners may advance at their own risk.
 23. All available players will be listed on the batting order and shall bat in their turn. Players who refuse to bat shall be allowed to skip one turn without penalty. Failure to assume his next time at bat will result in him being called out except in case of sickness or injury. If a batter is unable to complete their time at bat, the next player in the batting order will assume the current count. Players removed from the batting order are eligible to return when able to do so in the same position.
 24. A player who slings his bat will have one (1) warning issued by the umpire. The next occurrence will result in the batter being called out.
 25. If an offensive coach touches a batter or base runner while the ball is in play that batter or base runner shall be called out and the ball shall be declared dead. This rule shall not be enforced in the case of an injured player.

Section 18: **9 & 10 YEAR OLD DIVISION**

1. First and third baselines shall be sixty five (65) feet.
2. The pitching rubber will be positioned 46 feet from the front of the pitching rubber to the back point of home plate.
3. A regulation game will be 6 innings or 1 hour 30 minutes. Only one (1) extra inning will be played in the event of a tie game.
4. All players will be listed in the batting order and will bat in their turn regardless of whether they are playing defense. The batting order may not be changed once the game has started. Late arrivals must be placed at the bottom of the batting order. No late arrival may enter

- the game after the completion of the first rotation of the batting order. If a player is injured or becomes ill during the play of a game, that player's subsequent plate appearances are not an automatic out. Player ejections from a game will result in an automatic out at subsequent plate appearances.
5. Free substitution of defensive players is allowed at any time during the game. All available players must be substituted defensively every other inning. Penalty for violation of this rule is forfeiture of the game. This rule shall apply to all league playoff and championship games.
 6. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties. Penalty: Runner shall be declared out and may be ejected from the game at the umpire's discretion. Headfirst slides will result in an automatic out.
 7. Stealing will be allowed. Base runners will be allowed to lead off the base with the risk of being able to be put out. Diving headfirst back to a base is not considered a slide, and will not be called an out.
 8. The infield fly rule will be in effect.
 9. No one except the first base and the third base coaches, the batter, and the player "on deck" are allowed outside of the dugout. All other coaches and players are required to remain in their dugouts.
 10. Pitchers will be limited to the following:
 - Two (2) innings per game. If a game is tied at the end of 6 innings, the last pitcher on the mound will be allowed to pitch one additional inning.
 - One (1) pitch thrown in an inning is considered a full inning pitched.
 - Under no other conditions shall a pitcher pitch in more than 2 innings in one game with the exception to a tied game after 6 complete innings.
 - Pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play. This will be at the umpire's discretion.
 - A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
 - When a second time out is called in an inning, regardless if a trip to the mound occurs, the pitcher must be removed from the pitching mound. He can remain in the game at any other position.
 11. If the catcher drops the ball on the third (3rd) strike, if there is less than 2 outs and 1st base is unoccupied, the batter may attempt to advance to 1st base. When there are 2 outs and a dropped third (3rd) strike occurs, the batter may attempt to advance to 1st base.

Section 19: **11 & 12 YEAR OLD DIVISION**

1. First and third baselines shall be seventy (70) feet.
2. The pitching rubber will be positioned 50 feet from the front of the pitching rubber to the back point of home plate.
3. A regulation game will be 6 innings or 1 hour 30 minutes. Only one (1) extra inning will be played in the event of a tie game.
4. All players will be listed in the batting order and will bat in their turn regardless of whether they are playing defense. The batting order may not be changed once the game has started.

- Late arrivals must be placed at the bottom of the batting order. No late arrival may enter the game after the completion of the first rotation of the batting order. If a player is injured or becomes ill during the play of a game, that player's subsequent plate appearances are not an automatic out. Player ejections from a game will result in an automatic out at subsequent plate appearances.
5. Free substitution of defensive players is allowed at any time during the game. All available players must be substituted defensively every other inning. Penalty for violation of this rule is forfeiture of the game. This rule shall apply to all league playoff and championship games.
 6. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties. Penalty: Runner shall be declared out and may be ejected from the game at the umpire's discretion. Headfirst slides will result in an automatic out.
 7. Stealing will be allowed. Base runners will be allowed to lead off the base with the risk of being able to be put out. Diving headfirst back to a base is not considered a slide, and will not be called an out.
 8. The infield fly rule will be in effect.
 9. No one except the first base and the third base coaches, the batter, and the player "on deck" are allowed outside of the dugout. All other coaches and players are required to remain in their dugouts.
 10. Pitchers will be limited to the following:
 - Six (6) innings per week. A week begins on Monday and continues through the following Sunday night. If a game is tied at the end of 6 innings, the starting pitcher, only if he has pitched continuously throughout that game, may pitch a seventh (7) inning.
 - One (1) pitch thrown in an inning is considered a full inning pitched.
 - Under no other conditions shall a pitcher pitch in more than 6 innings in one game. The pitcher will be charged only for the innings pitched. If a pitcher does not have to pitch in the bottom half of an inning, he will not be charged for that inning.
 - The umpire will call balks for the entire season.
 - A pitcher may pitch in 2 games in the same day provided he does not pitch more than 2 innings in the first game and does not pitch more than a total of 6 innings in both games on the same day.
 - A pitcher after pitching in 4 or more innings in the same game or in the same day shall have a minimum of 36 hours rest before becoming eligible to pitch in another game. The rest period shall begin when the pitcher leaves the mound.
 - A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
 - In a single playoff game or best of 3 series played in local league, a pitcher shall pitch in only 6 innings or 7 innings in the case of a tie game after he has pitched in 6 consecutive innings in the same game. This may be a playoff game, a series, or a tournament to determine a regular season league champion or a 1st or 2nd half winner. A pitcher is only eligible to pitch in the above scenario if he has satisfied the 36-hour rest rule since pitching in 4 or more innings in any game.

11. If the catcher drops the ball on the 3rd strike, if there are less than 2 outs and 1st base is unoccupied, the batter may attempt to advance to 1st base. When there are 2 outs and a dropped 3rd strike occurs, the batter may attempt to advance to 1st base.
12. The official rules of baseball will govern all rules not covered by the local league rules.

Section 20: 13 & 14 YEAR OLD DIVISION

1. First and third baselines shall be 80 feet.
2. The pitching distance from the front of the rubber to the back point of home plate shall be 54 feet.
3. A regulation game shall be 7 innings with a time limit of two (2) hours. Only one (1) extra inning will be played in the case of a tie.
4. All players will be listed in the batting order and will bat in their turn regardless of whether they are playing defense. The batting order may not be changed once the game has started. Late arrivals must be placed at the bottom of the batting order. No late arrival may enter the game after the completion of the first rotation of the batting order. If a player is injured or becomes ill during the play of a game, that player's subsequent plate appearances are not an automatic out. Player ejections from a game will result in an automatic out at subsequent plate appearances.
5. Free substitution of defensive players is allowed at any time during the game. All available players must be substituted defensively every other inning. Penalty for violation of this rule is forfeiture of the game. This rule shall apply to all league playoff and championship games.
6. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties. Penalty: Runner shall be declared out and may be ejected from the game at the umpire's discretion. Headfirst slides are allowed.
7. Stealing will be allowed. Base runners will be allowed to lead off the base with the risk of being able to be put out.
8. The infield fly rule will be in effect.
9. No one except the first base and the third base coaches, the batter, and the player "on deck" are allowed outside of the dugout. All other coaches and players are required to remain in their dugouts.
10. Pitchers will be limited to the following:
 - Ten (10) innings per week. A week begins on Monday and continues through the following Sunday night. If a game is tied at the end of 7 innings, the starting pitcher, only if he has pitched continuously throughout that game, may pitch a eighth (8) inning.
 - One (1) pitch thrown in an inning is considered a full inning pitched.
 - Under no other conditions shall a pitcher pitch in more than 8 innings in one game. The pitcher will be charged only for the innings pitched. If a pitcher does not have to pitch in the bottom half of an inning, he will not be charged for that inning.
 - The umpire will call balks for the entire season.

- A pitcher may pitch in 2 games in the same day provided he does not pitch more than 3 innings in the first game and does not pitch more than a total of 10 innings in both games on the same day.
 - A pitcher after pitching in 4 or more innings in the same game or in the same day shall have a minimum of 36 hours rest before becoming eligible to pitch in another game. The rest period shall begin when the pitcher leaves the mound.
 - A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
 - In a single playoff game or best of 3 series played in local league, a pitcher shall pitch in only 7 innings or 8 innings in the case of a tie game after he has pitched in 7 consecutive innings in the same game. This may be a playoff game, a series, or a tournament to determine a regular season league champion or a 1st or 2nd half winner. A pitcher is only eligible to pitch in the above scenario if he has satisfied the 36-hour rest rule since pitching in 4 or more innings in any game.
11. If the catcher drops the ball on the 3rd strike, if there are less than 2 outs and 1st base is unoccupied, the batter may attempt to advance to 1st base. When there are 2 outs and a dropped 3rd strike occurs, the batter may attempt to advance to 1st base.
 12. The official rules of baseball will govern all rules not covered by the local league rules.
 13. Metal cleats are allowed. Rubber cleats must be used on portable mounds and artificial turf in the batting cages.

2010
NSA RECREATION LEAGUE INTERLOCK RULES
ALABASTER/HELENA/PELHAM
6&UNDER
COACH PITCH

Play shall be in accordance with the official rules of NSA with the following exceptions:

1. Game time shall be 1 hour and 30 minutes, or 5 innings, whichever comes first. (Even if the game is tied.) If a team becomes mathematically eliminated the game shall end.
2. The defensive team shall have no more than 6 infielders (including the circle player and player catcher). All other available players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted. (Player catcher is optional per team; coach catchers will be used at all times), all players shall play on defense and bat your entire roster each inning. For example: Team A has 11 players and Team B has 8 players present. The maximum number of batters for this game is 11. Team B would bat 3 batters twice.
3. All four (4) year olds are allowed to hit from the "Tee" all year.
4. An inning shall end when:
 - The 11th batter strikes out.
 - The defensive team gets any out.
 - A defensive player touches home plate while in possession of the ball after the ball is put into play by the 11th batter.
5. A base runner cannot advance without being put out because a fielder is holding the ball between the runner and the next base. For the purpose of this rule the 11th batter is defined as the last batter of the team with the most players present. Each team shall have the same number of maximum batters. For example, Team A has 11 players and Team B has 8 players present. The maximum number of batters for this game is 11. Team B would bat 3 batters twice.
6. The base runners must stay on base until the ball is hit. Penalty: Defensive coach may accept any or all of the resulting play.
7. Defensive coaches shall position themselves 10 feet behind the base coach's boxes and clearly in foul territory.
8. Any team may pull (3) players across from their own park for a maximum of 11.
9. No game shall start after 8:30PM on weekdays (Sunday through Thursday) or after 9:30PM on weekends (Friday and Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.
10. A foul on the 5th pitch is not an out. A batter must put the ball in play or strike out.
11. The three (3) out rule does not apply.

Alabaster Park	690-4116
Helena Park	621-9904
Pelham Park	620-6426

2010
NSA RECREATION LEAGUE INTERLOCK RULES
ALABASTER/HELENA/PELHAM
8 & UNDER
PLAYER PITCH

Play shall be in accordance with the official rules of NSA with the following exceptions:

1. Game time shall be 1 hour and 30 minutes, or 5 innings, whichever comes first. (Even if the game is tied.) If a team becomes mathematically eliminated the game shall end.
2. In case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty.
3. A pitcher who hits 4 batters with pitched balls in two consecutive innings shall be removed from the game, as the pitcher.
4. Any team may pull (3) players up or across from their own park for a maximum of 11. However, they are not allowed to play the position of pitcher or catcher. All players shall play at least 2 innings on defense (4 innings minimum for rule to apply). Penalty: If protested and upheld, game shall be forfeited.
5. A pitcher shall not pitch more than 8 innings between Monday and the following Sunday. (Exception: if a team is forced to play a third game in the same week, she shall be allowed 3 additional innings.) A pitcher, who is removed from the mound but stays in the game at another defensive position, may return to the mound 1 time in that game. (For tournament play, NSA Rulebook pitching rules shall apply) **Each game will consist of two (2) innings of player pitch and the remainder of the game will be coach pitch.**
6. No game shall start after 8:30PM on weekdays (Sunday through Thursday) or after 9:30PM on weekends (Friday and Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.

Alabaster Park	690-4116
Helena Park	621-9904
Pelham Park	620-6426

2010
NSA RECREATION LEAGUE INTERLOCK RULES
ALABASTER/HELENA/PELHAM
10 & UNDER

Play shall be in accordance with the official rules of NSA with the following exceptions:

1. A pitcher shall not pitch more than 10 innings between Monday and the following Sunday. (Exception: if a team is forced to play a third game in the same week, she shall be allowed 3 additional innings). (For tournament play, NSA Rulebook pitching rules shall apply).
2. Games shall be 6 innings or 1 hour and 30 minutes. In the event of a tie, the International Tie Breaker shall be used. (Exception: In the event of the late play rule, the game shall end in a tie).
3. Any team may pull (3) players up or across from their own park for a maximum of 11. However they are not allowed to play the position of pitcher or catcher. All players shall play at least 2 innings on defense (4 innings minimum for rule to apply). Penalty: If protested and upheld, game shall be forfeited.
4. No game shall start after 8:30PM on weekdays (Sunday through Thursday) or after 9:30PM on weekends (Friday and Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.

Alabaster Park	690-4116
Helena Park	621-9904
Pelham Park	620-6426

2010
NSA RECREATION LEAGUE INTERLOCK RULES
ALABASTER/HELENA/PELHAM
12 & UNDER

Play shall be in accordance with the official rules of NSA with the following exceptions:

1. A pitcher shall not pitch more than 11 innings between Monday and the following Sunday. (Exception: if a team is forced to play a third game in the same week, she shall be allowed 3 additional innings). (For tournament play, NSA Rulebook pitching rules shall apply).
2. Games shall be 6 innings or 1 hour and 30 minutes. In the event of a tie, the International Tie Breaker shall be used. (Exception: In the event of the late play rule, the game shall end in a tie).
3. Any team may pull (3) players up or across from their own park for a maximum of 11. However they are not allowed to play position of pitcher or catcher. All players shall play at least 2 innings on defense (4 innings minimum for rule to apply). Penalty: If protested and upheld, game shall be forfeited.
4. No game shall start after 8:30PM on weekdays (Sunday through Thursday) or after 9:30PM on weekends (Friday and Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.

Alabaster Park	690-4116
Helena Park	621-9904
Pelham Park	620-6426