

Player Eligibility

- 1) A Player will not be permitted to participate until the PSAA Code of Conduct is completed by the Player and parent and returned to the Coach or Athletic Director.
- 2) All Players must pay their participation fee before the first game in order to continue practicing or playing games. Payment plans are acceptable.
- 3) A player must play in their designated age group based on the player's "League Age". No playing out of the age group unless it is approved by the Commissioner.

Game Start Times and Time Limits

- 1) Games are 6 innings. Home team will be the team listed last (to the right).
- 2) For Single games on Weeknights there is a 1 hour 45 minute time limit; a new inning may not start after 1 hour 45 minutes. No extra innings may be played after the time limit has expired, games will end in a tie. Extra innings may be played within the time limit.
- 3) **For School Night Double-Headers there is a 1 hour 30 minute time limit.** No extra innings may be played after the time limit has expired, games will end in a tie. Extra innings may be played within the time limit.
- 4) For weekend games, there is a 2-hour time limit. If the game is tie after the time limit has been reached, one additional inning will be played. If the game remains tie after the additional inning, the game will end in a tie. If the time limit has not been reached, and the initial six innings ends in a tie, extra innings may be played within the time limit.
- 5) The umpire will keep the official clock. It is the coach's responsibility to synchronize with the official clock.
- 6) The "start" of a new inning is immediately after the 3rd out is made in the home team's at bat.

Inclement Weather & Rain-outs

When possible, the baseball commissioner will call to cancel the umpire at least 1 hour prior to the scheduled start time of the game. All games stopped by an umpire or league official for weather or other reasons before the game is declared official are suspended games.

The baseball commissioner will make a list of potential make-up dates. The first rained-out game will go into the first make-up slot and so on. Exceptions will be made to avoid a team playing Friday night and again early Saturday morning. Contact the baseball commissioner for make-up date and time.

Electrical Storms: There will be a fifteen-minute delay for each bolt of lightning that is observed. The baseball players will be directed to the dugout during the delay. We will try to get the game in if we can, but the coaches and the umpire will use their best judgment to determine if the

electrical storm is too dangerous to continue. The head coach for each team should meet with the umpire to discuss the electrical storm in an effort to determine if the game will be delayed or called off. The coaches of both teams can make their views and recommendations known to the umpire, but the umpire is the only person that can call the game off. If a coach leaves the field before the umpire has made the call, that coach will forfeit the game.

Field Dimensions

Minors games will be played with 65-foot bases, and the pitching distance is 46 feet.

Minimum number of players

There will be a minimum number of 8 eligible players required to start a game. No penalty (no out) for less than 9 players. In the event of an injury, a game may be completed with less than eight players. If a team has 8 players or less, the coach is allowed to use Park Sharon Rec players to fill the remaining roster spots from a lower age group. Substituting players must bat last and play in the outfield (this rule is the only exception for the "a player must play in the infield" rule).

Maximum Number of coaches

There is a maximum of 3 coaches on the field (and dugout) per team during games. The scorekeeper has the option to be in the dugout (as the 4th coach) or keep the score from the spectator area. The head coach from each team is the only coach to officially communicate with the umpires. If the head coach is not present for a game, a designated coach will be identified during the pre-game meeting.

Umpires

In the event the umpire fails to show by the scheduled start time, the home team will provide an adult representative to call balls and strikes (from behind the pitcher unless umpire gear is available) until the umpire arrives. The home team will also record the official start time of the game. The visiting team will provide a field umpire that will serve as a 'back-up' to the head umpire. The home team representative will be recognized as the head umpire and is to make all out or safe calls, but can request assistance from the base umpire to help with unsure calls.

After the official umpire is present, he/she is to make all the balls, strikes, foul ball, safe, or out calls at the bases and the house umpire will serve as the 'back-up'. The two teams playing should provide one adult to serve an equal number of innings as the house umpire, or an independent person should serve as house umpire for the entire game. A house umpire should not give an opinion on safe or out calls unless the home plate umpire requests help.

Guidelines for Participants

The umpires handle unsportsmanlike conduct if the unsportsmanlike conduct is on the field of play. If an umpire has a problem with a fan or parent, the umpire will seek the manager of the offending team and have the manager to handle the situation.

Scoring

The home team will keep the official scorebook. Note: Both teams are to keep score in their own scorebook. Scorekeepers should confirm scores each half inning.

Free Substitution

Coaches may substitute players on defense freely, without reporting to the umpire. Players may go in and out of the game at the coach's discretion, provided they are adhering to defensive play rules and not attempting to run out the time limit.

Injured players

If a player is injured and is removed from the game, his/her position in the batting order is skipped with no "out" being assessed.

Disciplined or ejected players or coaches

In the event a player is disciplined or ejected by the umpire and cannot bat, the first at bat after the removal is considered an out. Afterwards, all future times that batter's position will be skipped without an out being assessed. This rule holds for all players once the game has started, regardless of whether the player has batted in the game.

An ejected player must leave the field of play, not the park, and will be suspended from playing in his team's next game, regardless of regular season or tournament game. This rule applies to regular season end of season tournament.

If a coach is ejected from the game, the coach must exit the park and not be visible from any part of the playing field. The coach will also be suspended from participating in his team's next game, and may not be visible from any part of the field during that game. This rule applies to regular season and end of season tournament.

Pregame Warm-ups

If time allows, the visiting team will have 10 minutes for infield warm-up beginning 20 minutes prior to the start of the game. The home team will then have 10 minutes for infield warm-up beginning 10 minutes prior to the start of the game. Batting practice is not allowed inside the fence or on the field during the games.

Continuous Batting Order

The batting order will consist of all available players, and will be in a continuous order. In the event of a late arrival by a team member, the player will be inserted at the end of the batting order and will take their turn at bat, even if the team has already gone through the batting order. If a player must leave the game early due to personal reasons, then their next at bat is counted as an out. The only exception is if a player visibly is bleeding, injured or sick, and must leave the field of play to stop the bleeding. No penalty applies to any of the missed at bats. All teams must roster

bat. Player batting out of order will be called out. Player has not batted out of order until he receives a pitch.

Maximum Runs Per Inning

There is a seven run maximum per half inning.

Bunting

Bunting is allowed but slashing (showing bunt then pulling back to swing away) is not.

Base Running

1) There is a 10-foot mark placed off first, second, and third base. The runner can take a lead, but cannot steal and cross the 10-foot mark until the ball crosses the plate. If runner gets a running start in an attempt to steal before the ball crosses the plate:

- a. The runner is placed back on the base,
- b. If the runner is put out on the play, the runner is out.
- c. If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner.
- d. If it is a passed ball or wild pitch, the runner does not have to return.
- e. If the pitcher attempts a pick-off, the runner can advance to the next base on the play.

2) Balks. Bases are NOT awarded if there is an illegal move by the pitcher to an occupied base. The intent is not to penalize the offense while pitchers learn the fundamentals of holding runners on base. Runners must stay within the 10-foot line when the pitcher is in the pitching position and the catcher is in the catching position. If the runner is put out returning to the base during an illegal move (balk) the umpire will place the runner on the base last occupied. However, this illegal move is a live ball and the runner is free to run to the next base at his own risk. This is not an appealable play.

3) The infield fly rule will be enforced.

4) A batter may not run on a dropped 3rd strike.

Must Avoid Contact Rule

There is a must avoid contact rule at home plate. If the catcher is making a play on the runner at home plate, the runner must make an attempt to avoid contact. If the runner fails to attempt to avoid contact for a play at home plate, he will be called out. There is no such rule at the other bases. See Nations rules for further clarification.

- Jumping over the catcher is not allowed and the runner will be called out.

- Any player that intentionally runs into a defensive player will be called out and removed from the game. The removed player will be called out once at the next at-bat.

Head First Slides

Headfirst slides are not allowed except for a return to a base from no more than 3 steps away. Runners will be called out for headfirst slides.

Courtesy Runner

A courtesy runner may be substituted for the next inning's catcher and pitcher, or for an injured player at the coach's discretion, with the player who made the last out. There does not need to be 2 outs for the substitute to be used. Courtesy runners are not permitted in the last inning of the game (6th inning, extra innings, or if it has been declared the last inning by the umpire due to the time limit), except for an injured player.

Defensive Play

- 1) Each available team member cannot sit out more than 2 innings. In the event of a shortened game or a player appears late, there will be no penalty for failure to meet this rule if each player has played at least 1 inning of defense. Coaches are encouraged to play their players more than the required number of innings. No player can sit out 2 consecutive innings except by his or her own choice. Failure to abide by this rule will result in a forfeited game.
- 2) Each player must play at least one inning in the infield each game. One inning will be considered 3 consecutive outs.
- 3) If a coach feels that the opposing coach has not complied with the defensive play rules, he can file a protest with the commissioner within two hours after the completion of the game. If it is proved that the winning coach knowingly or unknowingly violated the required defensive play rules, the game will be forfeited.

Pitching

- 1) The pitching week is defined as Monday through Sunday.
- 2) Pitchers may pitch a total of 7 innings per week, no more than 3 innings per game.
- 3) A single pitch in an inning will constitute one complete inning pitched.
- 4) If a pitcher pitches in more than 2 innings in a single game, he must rest for 2 calendar days.
 - a. Example: Monday - 3 innings, rest on Tuesday and Wednesday, may pitch up to 3 innings on Thursday or later.
 - b. Example: Saturday - 3 innings, rest on Sunday, may pitch up to 3 innings on Monday and up to 4 additional innings the remainder of the week.
- 5) A pitcher will be removed from pitching the remainder of the game if he/she hits 3 batters.

6) No pitcher, once removed from pitching, may re-enter the game as a pitcher.

Mercy Rule

1) A team winning by 10 or more runs after 4 innings (3 1/2 innings if the home team is winning), or 8 or more runs after 5 innings, will be declared the winner.

League Championship Standings

Points will be added up by team, and the team with the most points wins the regular season championship. The following scenario will determine league championship standings:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss

In case of a tie, the tie breakers are:

- 1st tie breaker is head-to-head record
- 2nd tiebreaker is the least runs given up in head-to-head games
- 3rd tiebreaker will be a coin toss by the league AD; if the league AD is involved in the tie, then the coin toss will be done by the Baseball Commissioner.

End of Season Tournament

For Tournament play only: There will be a 2-hour limit on all games, the current inning will be completed when time expires and a new inning will not be started unless the game is tied; if the game is tied upon time expiration then a complete new inning will be played; no game will end in a tie. No substitute players are allowed; and there will be a 10-Run rule after 4 and 5 innings.

Teams will be seeded for the tournament based on their regular season standings. The team with the higher seed is always the home team during EOS tournament play.

A pitcher can pitch a maximum of 3 innings per game.

- A single pitch in an inning will constitute one complete inning pitched.
- The number of innings per week requirement for a pitcher (7 innings) is waived for the tournament.
- If a pitcher pitches more than 2 innings in a single game, he must rest for 1 calendar day.
- A pitcher will be removed from pitching the remainder of the game if he/she hits 3 batters.
- No pitcher, once removed from pitching, may re-enter the game as a pitcher.

Rules

- 1) Any rule not covered in the PSAA League Rules revert to Nations Baseball rules and then to Major League Baseball rules.
- 2) The failure to comply with the Rules will result in a forfeited game.
- 3) All the rules stated in this document will apply to regular season and the Park Sharon EOS tournament.

Miscellaneous Rules

Any breach of the PSAA Code of Conduct or the PSAA Coach's Code of Ethics will be reviewed by the Baseball Commissioners. Repeated violations will result in the player or coach becoming ineligible to play in Rec, Select and/or All Star competition.