



South Hill Little League "A" Rules - Boys

ROSTERS

1. Rosters are limited to a minimum of 12 players and a maximum 15 players.
2. Age requirements: Boys (8) must be age 8 by April 30th of the start of the season.
3. All players' information must be printed or typed on rosters provided by the league.
4. No team roster is valid until the registration fees are paid to the league and birth certificates are on file.
5. Team rosters must be turned into the league before team will be issued equipment, assigned a practice field, or scheduled to play games.
6. If a Coach has dropped a player from the roster, an explanation must be provided to the Board.
7. All roster additions must be in the first half of the scheduled league games in which the team is participating. No changes in the official roster will be made after this time unless approved by the Board in exceptional cases. Or a team has insufficient number of players to field a team.
8. There will be no recruiting from other teams by another Coach.
9. If the Board is approached by a player or his/her parents stating their coach told the Player he or she could not play or should not show up for a game, and the players name appears on the official roster, the Coach will be suspended from coaching for a period of time to be determined by the Board, if no reasonable explanation is found by the Board.
10. A player may be excluded from playing a game as a result of disciplinary action, i.e., missing practices (unexcused), inappropriate speech, etc. The affected Coach must inform the other coach. The reason for this action must be written on the back of the game card.

SCHEDULING OF GAMES

1. All leagues will be scheduled so that each team plays a minimum of 10 games, with 12 games being a full regular season.
2. All games will be played on fields designated by the league scheduler.
3. Games may be postponed only by action of the league office. If weather makes playing conditions unsatisfactory, the league office may postpone games, but it shall be the duty of each coach to contact the league office's rain out line to make certain of the postponement.

4. No game shall be postponed because of weather after 4:45 p.m. on the date in which the game is scheduled. If games have not been officially postponed, both teams must appear at the scheduled game site in full strength, or the non-appearing team shall forfeit the game regardless of playing conditions.
5. Coaches cannot reschedule games among themselves. All games are to be rescheduled through the scheduler. (NO EXCEPTIONS!)
6. Postponed games will be played at the earliest date possible. Some postponed games may not be rescheduled unless it will decide a league championship.
7. The umpire and coaches shall be the judge at the field as to the fitness of the playing area; if at this time playing area is deemed unfit then a postponement may be called. Both coaches must contact league representative with explanation to have game rescheduled.
8. When a field is deemed unplayable due to rain, it is not permissible to make up the field of play in the outfield area due to possible injuries.
9. The scheduler is a Board member and acts in such capacity and may be substituted for make-up games by a Board member league representative if necessary.
10. Any game started and then called for any reason other than rain or darkness before a game can be called official shall be declared a "NO CONTEST" and rescheduled to be played in its entirety.
11. Games will be rescheduled on the "next available date" basis.

FORFEITS

1. Teams must appear at the game site on the date and time scheduled by the league or that team will forfeit the game.
2. A minimum of nine (9) players is required for any league game or the game will be a forfeit. Teams shall not use any players that are not on the team roster to fill the nine (9) positions.
3. Teams will be given a 15-minute grace period from the scheduled game start time before the game will be called a forfeit. The 15-minute rule applies only to the first game of a double header and the team will only received 10 minutes for the second game.
4. Any teams in violation of the eligibility rules will forfeit all games in which ineligible players have participated.
5. Any player or coach violating any eligibility rules shall be subject to suspension by the league.
6. If there are problems with a coach, player or a spectator, the umpire will give one warning to the offender. The second time it occurs, the umpire will clear the offender(s) from the field. If they will not leave, the game will be forfeited.

PLAYOFFS

1. All games that are played to break ties for first place in the league standings will be considered playoff games.

2. All playoff games must be complete games in accordance with their respective division rules.
3. Tie Breakers according to league standings:
 - a. First place ties will be played head to head.
 - b. Second place ties will be played head to head.
 - c. Third place ties will be played head to head.
 - d. All playoff games will have official umpires.
 - e. All playoff games must be played within 5 days or be forfeited.
4. Games terminated by darkness or adverse weather will be completed from the exact situation in which the game was called, if necessary.

GAME REQUIREMENTS

1. Six (6) innings constitute a regulation game.
2. A game called for rain or darkness only shall be declared a regulation game after 4 innings, 3 ½ innings if the home team is ahead.
3. No new inning will start one hour and thirty minutes after the first pitch.
4. Each team is limited to six (6) runs per inning. Except the last inning, which will be unlimited.
5. 15 run rule applies after 5 completed innings; if one team is ahead by 15 or more runs after 5 completed innings, the game is called and final.
6. **Home Team Rule:** The team behind in the score entering the last inning, regardless of home or visitor, will bat first in the last inning.
7. In the event of a tie game after nine innings, the game ends as a tie.
8. All players must wear like colored shirts with a number on them at least 6" high.
9. One coach selected at the start of the game is the only one allowed talking to the umpire on a disputed play.

DEFENSE (PLAYING THE FIELD)

1. 10 players will be used on the field in a league game.
2. 4 infielders, 4 outfielders, 1 catcher, and 1 pitcher constitute a full team on the field of play. (***Outfielders "must" play "at least" 25 feet behind the base line.***)
3. All players in attendance shall play 2 defensive innings (minimum).
4. Catcher must wear catcher's equipment, head gear, chest protector, and shin guards.
5. A team on defense shall be allowed no more than 2 time-outs per inning.
Exception: Injury to a player, or other emergency.
6. Pitchers will pitch to their own team for the first six (6) games of their schedule. An onfield coach may stand just behind the pitcher to assist in the teaching of proper

pitching technique and mechanics.

7. Pitchers will pitch to the opposing team for the last six (6) games of their schedule. No onfield coaching will be allowed for these games.
8. The pitcher will throw a maximum of five (5) pitches to any one batter. If, after five (5) pitches, the batter has not hit the ball into fair territory, either the batter's manager, or a coach, will throw up to two (2) pitches "overhanded". At that time, if the batter is not on base, he is declared "out". If the 7th pitch of the at-bat is hit foul, the batter will be declared "out". There will be "NO" walking at this level.
9. During the first six (6) games of the schedule, a player pitcher cannot strike out their own batter. Batters remain at up to a maximum of two (2) strikes for the duration of the first five (5) pitches, at which point any strikes carry over to the coach pitching. The coach could however strike out the batter with the next (3rd) strike.
10. The onfield coach may not intentionally interfere with a batted ball. If interference is called the ball will be dead and the pitch does not count against the batter. All runners must return to their original base.
11. The onfield coach may not intentionally interfere with a thrown ball. If interference is called the runner closest to home is out and all runners must return to their original base.

OFFENSE (BATTING)

1. Every player in attendance shall bat even though they may not be an active defensive player.
2. All players must bat in correct order according to the line up card presented to home team's official scorekeeper. If the batter bats out of batting order and reaches first base the batter is out.
3. Late arriving players may only be added to the bottom of the official line up.
4. A maximum of 7 pitches per batter (including pitches from manager/coach). 3 strikes and the batter is out. If the ball goes foul on the third strike, the batter is "not out". But, if the 7th pitch of the at-bat is hit foul, the batter will be declared "out".
5. There will be no walks.
6. Batter is out if they throw the bat and it hits the backstop or beyond the imaginary line from the wings of the backstop. This does not mean a bat slowly rolls into the backstop, or if the batter carries the bat down the first base line. The rule shall be enforced by the umpire when in their opinion the action is unsafe. **ONE WARNING PER TEAM. PENALTY: The batter is out.**
7. One coach may coach first base and on may coach third base in the coach's boxes. Coaches cannot touch a base runner. **PENALTY: The runner is out.**

OFFENSE (BASE RUNNING)

1. A player may advance only when the ball is hit. There will be "No stealing" at this level.
2. Under no circumstances is a runner permitted to advance when a ball has not been hit

fairly by a batter. The runner must return to their base.

3. No leading off. The base runner cannot leave their base until the ball is batted.
PENALTY: The runner is out.
4. No sliding into first base, except when return to first base.
5. On a hit ball that is in fair territory, runners cannot advance once the ball is thrown back to the pitching circle.
6. A runner that is halfway toward the next base will be awarded that base. This halfway rule will be the judgment of the umpire.
7. Two base runners may not occupy the same base simultaneously. **PENALTY:** The base runner that first legally occupied the base shall be entitled to it. The second base runner maybe put out by being touched with the ball unless they make it back to the preceding base. (**THIS IS NOT AN AUTOMATIC OUT**).
8. Failure of a base runner to touch a base and the runner enters team's bench area or play is over and ball is thrown back to base that runner missed to make an appeal. The runner will be declared out according to judgment of umpire.
9. No runner may return to a missed base or one they had left illegally once they entered the team's bench area, or a following runner has scored. First runner automatically out.
10. When the ball is in play and is overthrown beyond the boundary lines, awarded bases shall be determined by the position of the base runners at the time of the throw. If 2 runners are between the same base, the award is based on the position of the lead runner.
11. When a base runner is struck with a fair-batted ball in fair territory while off the base and before it passed an infielder, and in the judgment of the umpire, no other infielder had a chance to play the ball, the base runner is out. The batter is entitled to first base and the ball is dead.
12. The base runner is on base and is struck by a fair-batted ball, the runner is safe. The batter is entitled to first base and the ball is dead.
13. When a player loses possession of the ball, such as an attempted tag, and the ball enters the dead ball area or becomes blocked, all base runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became dead.
14. If in the judgment of the umpire, a fielder intentionally carries a live ball from the playable territory into the dead ball territory, the ball becomes dead and all base runners are awarded one base from the last base touched at the time they entered dead ball territory.
15. When a defensive player has the ball and is waiting for the runner and the runner remains on their feet and deliberately, with great force, crashes into a defensive player, the runner is declared out. The runner is out, the ball is dead, and all other runners must

return to the last base touched at the time of the collision. **NOTE: IF THE ACT IS DETERMINED TO BE FLAGRANT THE OFFENDER SHALL BE EJECTED FROM THE GAME.**

16. If the catcher is going for the ball, the catcher has the right to be in the baseline. If the catcher does not have or is not going for the ball, the catcher cannot block the baseline.
17. When a base runner abandons a base, does not attempt to advance to next base, and enters the team area or leaves the field of play, the base runner shall be declared out immediately.
18. When a base runner runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path it will not be considered an automatic out.
19. A base runner is not out when they do not run in a direct line to the base, providing the fielder in the direct line does not have the ball in their possession.
20. When a batter/base runner overruns first base after touching it and turns to the right with no attempt to advance to second base, the runner is considered safe.
21. When a batter/base runner overruns first base after touching it and turns to the left this may be considered an attempt to advance to second and the base runner may be tagged out. The attempt is a judgment call by the umpire.
22. In a "tag-up" situation (less than two outs), a base runner may advance on a fly ball as long as fielder touches the ball at some point during the attempt to field it. The runner must not leave his/her base until the fielder touches the ball.
23. If a runner slides and the base becomes dislodged, he/she shall not be declared out if he/she is judged to be safe by the umpire, and he/she stays at the position where the base is supposed to occupy or remains in contact with the base.

DEAD BALL

1. In all cases when a thrown ball goes into the stands for spectators; goes over, through, or under any fence surrounding the playing field; hits any person or object not engaged in the game; goes into the player's benches; whether it rebounds onto the playing field or not; or remains on the meshes of any wire screen protecting the spectators. (This is considered an overthrow; bases will be awarded according to rule of overthrows.)
2. When ball is batted illegally.
3. When foul ball is not caught.
4. When a base runner is called out for leaving the base too soon.
5. When an offensive player causes interference (when a batter intentionally strikes the ball a second time, strikes the ball with a thrown bat, or deflects its course in any way while running to first base).
6. When a thrown ball or hit ball is intentionally touched by a coach, or offensive player.

7. When the batter interferes with the catcher.
8. When a runner intentionally kicks a ball, which a fielder has missed.
9. If an injury occurs to a runner such that it prevents them from proceeding to a base that they are awarded, a substitute runner shall be permitted for the injured player.
10. The umpire calls time when the ball is thrown to the pitcher in the pitchers circle in an attempt to end the play and the pitcher in the umpires' discretion is attempting to control the ball to end the play.
11. When a fielder carries a live ball into dead territory.

LIVE BALL

1. When the umpire has called "Play Ball."
2. When a thrown ball goes past a fielder and remains in playable territory.
3. When a fair ball strikes an umpire on foul ground.
4. When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
5. When a fair ball is legally batted.
6. When a base runner acquires the right to a base by touching it before being out
7. When a base is dislodged while base runners are progressing around the bases.
8. When a base runner is tagged or forced out.
9. When the umpire calls the base runner out for failure to return and touch the base when the play is resumed after a suspension of play.
10. When the batter hits the ball.
11. When a fly ball has been legally caught.
12. When a thrown ball strikes an offensive player.
13. If the batter drops the bat and the ball rolls against the bat in fair territory and, in the judgment of the umpire, there was no intention to interfere with the course of the ball. The batter is not out and the ball is live and in play.
14. When a thrown balls strikes and umpire or coach

EQUIPMENT AND PLAYING FIELD

1. The home team (designated by the schedule) will be responsible for furnishing the game balls for the league games. The umpire will be the judge of the ball as to fitness for play and use in the games. The balls that will be used in all league games will be approved and issued by League Officials.
2. No metal cleat shoes will be allowed.

3. Catcher must wear catcher's equipment: head gear, chest protector, and shin guards.
4. All batters and runners must wear helmets.
5. Base distance – 60'
6. Regulation 9" Rif balls will be used in all league games.
7. Pitching distance – 38' from home plate.
8. Overthrow line is 15' behind foul lines at first and third bases.

CONDUCT

1. All rules of conduct apply on and off the field prior to, during and after games or any other league functions. The board reserves the right to review and invoke penalties for any behavior of representatives, coaches, parents, players and umpires that is detrimental to the best interests of South Hill Baseball and Softball club.
2. Any team coach or player found guilty of being abusive toward umpires, representative, or assigned personnel shall be subject to immediate and indefinite suspension.
3. This is absolutely no alcoholic beverages or use of tobacco products allowed on the play fields. Violators will be asked to leave the field.
4. If there are problems with anyone in the crowd, the umpire will give (1) warning to the coach. Second time it occurs, the umpire will clear the offenders from the field. If they won't leave the field the game will be forfeited. The offender will be dealt with at the Board's discretion. If a coach is involved, he/she may be suspended.
5. Member of one team shall not ride, kid, heckle, poke fun at, or in any other manner do anything that in the opinion of the umpire distracts the opposing team. ("Hey batter-batter" and typical baseball chatter is acceptable.) **PENALTY:** The violation for this rule shall be the removal of the guilty player, players and/or coach from the game and dugout
6. The umpire shall be empowered to call a base runner out or safe for an act either by him/her or by a fielder, that in the opinion of the umpire is unsportsmanlike conduct.
7. Any player or coach ejected from a game for intentional unsafe or unsportsmanlike conduct is automatically suspended from the next league game. Players or coaches may be suspended for more than one game if infraction warrants such as fighting.
8. Any coach who removes his/her team from the playing field prior to the completion of a game, or who causes a game to be forfeited because of his/her conduct or attitude toward the umpire shall be subject to review by the board.
9. Players ejected from the final game of the season must have the approval of the Board before they may participate in future programs.

PROTEST

1. Games can only be protested on rule interpretation, NOT judgment calls.

Complaints may be lodged against an official but this shall have no bearing the game already played.

2. If a coach wishes to protest a game, the umpire must be informed and acknowledge that the game is being played under protest, prior to the next pitch of the game. At this point both scorebooks are matched and the exact situation (batter, runner, outs, player in the game, etc.) at the time that play involved in the protest occurred.
3. The umpire should announce to the crowd that the game is being played under protest.
4. The protest must be filed with the appropriate division representative or coordinator, who then contacts the first available person on the Board.
5. The protest must be written out and the money received within 48 hours of the protest being made. The fee for protest is \$25.00 and is refunded if upheld.
6. The protest shall be ruled upon by the Protest Committee which is composed of any three members of the Board
7. Protest on player eligibility and non-use of a player must be made to the umpire and opposing coach before the teams leave the playing field.
8. If protest is upheld, the game will be resumed from the exact situation in which the protest was lodged. Except in cases of ineligible player, in which the game shall be declared a forfeit.
9. The Protest Committee will handle all protest and decisions, but will not consider any protest unless the protesting team has a complete and accurate scorebook record of the game.

DUTIES OF PROTEST COMMITTEE

1. Settle all disputes.
2. Suspend players and coaches
3. Check player eligibility and team rosters
4. Inspect team rosters and player releases
5. Sanction all transfers
6. Render all decision which, by the nature of their importance, need to be settled by the Protest Committee.
7. No Protest Committee member shall participate in hearing protest involving another team in his or her team's group.
8. The Protest Committee must rule and report their findings within forty-eight (48) hours after receipt of notice, to the protesting coach, the coach of the other team and the league coordinator. The report may be verbal which is to be followed by a letter within (5) days.

UMPIRES

1. The league will provide Coach Pitch umpires.
2. To lodge a complaint against an umpire, the coach must submit, in writing, a letter to the Association through the league office, setting forth completely the accusations against the umpire. Only complaints such as ignorance of rules, etc. will be considered. Complaints on umpire judgment will not be honored.
3. Complaints lodged against an umpire will have no bearing on games already completed.
4. If an umpire does not appear for a game, the coaches may agree on a person or persons to umpire and the game will be official. If the coaches cannot agree, the game will be rescheduled.
5. In the event of the umpire forgetting or losing track of ball and strike count, the home team score book will be used.

MISCELLANEOUS

1. Each coach must obtain and become familiar with a copy of these rules and regulations. Ignorance of these rules and regulations will be accepted as an excuse for violation.
2. A child will pay for any equipment he/she breaks due to abuse. It is the coaches' responsibility to see to this.
3. A \$200.00 fee will be levied against any coaches who neglect to return equipment originally issued to them.
4. It is the responsibility of the coaches and the players to pick up litter after their game. The league could lose the loss of a field permit if the fields are not kept free of litter. If a garbage can is full please call the league representative.
5. If a problem arises in any area, please report it to the first appropriate coordinator, who in turn, if needed, will take it to the representative. The two will then attempt to resolve the problem. If they are unable to do so the matter will be taken to the board.
6. Board members of South Hill Baseball and Softball Club may coach a team.
7. The insurance deductible is the sole responsibility of the player's parents and not South Hill Baseball and Softball Club.
8. Coaches are expected to abide by the spirit of the recreation program as set forth in the rules and regulations. Violations of the spirit or intent of these rules could result in disciplinary action.
9. Coaches are responsible for basic First-Aid kit for minor injuries. I.E. (ice packs, bandages, gauze).