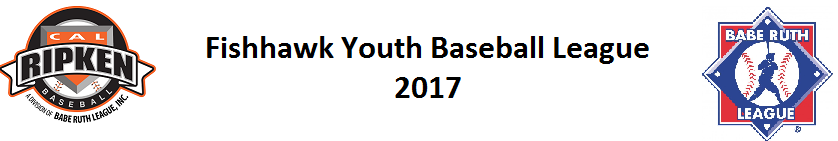
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league operating rules

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**Article 1 PARK RULES/FIELD RESPONSIBILITIES**

A Park Administrator will be assigned to supervise all activities at the park whenever there are regularly scheduled games and practices. The Administrator will normally be a member of the League Board of Directors and he/she will have the authority to enforce all rules and regulations that are specified in the League Operating Rules and By-Laws. The Administrator will carry a master set of keys that will allow him/her access to all areas of the park necessary to run normal league operations.

**Section 1.01 PARK RULES**

1. No pets are allowed in complex.
2. No skateboards, ripsticks, scooters, hoverboards, or skates allowed in the complex.
3. No climbing fences, trees or any other structure.
4. No throwing or batting balls into fences.
5. No glass containers are allowed in the complex.
6. Pitching will be done in bullpens only.
7. No alcoholic beverages.
8. No vehicles other than the Park Administrator’s Gator/Golf Cart will be inside park, with the exception of authorized deliveries, repairs or emergencies.
9. No parking in front of emergency gates, field gates or driveways.
10. No players are allowed to throw batting practice in the cages.
11. No swinging of bats will be allowed outside of the field of play or outside of a batting cage.
12. All players must wear a batting helmet when hitting in the batting cage.
13. No metal spikes allowed in any batting cages
14. All Code of Conducts rules signed by players, parents and coaches during registration will be strictly enforced.

**Section 1.02 FIELD RESPONSIBILITIES**

1. Home team will be responsible for preparing the field for play. Rake (drag) clay away from grass, mark batter’s box and base line with chalk. Foul lines beyond the clay are to be painted (no chalk on grass).
2. Home team will provide Official Scorekeeper. The Official Scorekeeper will be responsible for keeping and monitoring the total number of pitches thrown for each pitcher.
3. In the Rookie Division, home team will set up the pitching machine prior to the game. The visiting team will return the pitching machine and sand bags to the dugout at the end of the game.
4. After the completion of each game, the Visiting team will be responsible for filling in and packing holes that form in the batter’s box and in front of the pitching rubber and raking all clay areas. If last game of day, put the tarps back on the pitching mound and batter’s box areas.
5. Both teams will clean dugouts of all trash and empty drink bottles along with making sure that all common areas where parents sat are clean and all trash is picked up after each game.
6. In cases of inclement weather where fields have excessive standing water, both home and visiting teams will work together to prepare the field(s) to a level of safe playing conditions.

**Article 2. RULES-APPLICABILITY**

**Section 2.01 RULES**: These rules are adopted by the Fishhawk Youth Baseball League and are to be used in all league play conducted by the Fishhawk Youth Baseball League.

**Section 2.02 PRIORITY OF RULES**: Rules shall be applied in the following order of priority:

1. Fishhawk Youth Baseball League Rules
2. National Babe Ruth League, Inc., Rules
3. Official Baseball Rules

**Article 3. ELIGIBILITY, REGISTRATION & TRYOUTS**

**Section 3.01 AGE ELIGIBILITY**

1. Cal Ripken Division: Any player ages 4 (four) through 12 (twelve) on or before April 30th of the current season is eligible to participate in the Fishhawk Youth Baseball Cal Ripken Division.
2. Babe Ruth Junior Division: Any player age 13 (thirteen) through 15 (fifteen) years of age on or before April 30th of the current season is eligible to participate in the Fishhawk Youth Baseball Babe Ruth Division. Note: If there is not a Babe Ruth Senior Division then one 16 year old per team may play in the Babe Ruth Junior Division but not be allowed to pitch nor be eligible for All Stars.
3. Babe Ruth Senior Division: Any player age 16 (sixteen) through 18 (eighteen) years of age on or before April 30th of the current season is eligible to participate in the Fishhawk Youth Baseball Senior Babe Ruth Division
4. Proof of Age: Parents must present a copy of their child’s birth certificate at registration. Certified copies of birth certificates shall be required for players to participate in post season tournament play.

**Section 3.02 REGISTRATION/WAITING LIST**

Registration dates for each season will be determined by the Board and will be advertised on [www.fishhawkyouthbaseball.org](www.fishhawkyouthbaseball.org%20) at least one month prior to the first registration date.

1. Registration will be conducted on a first come first served basis. Once all available spots are filled for a division, players will be placed on a waiting list.
2. Players who do not sign up prior to the deadline will also be placed on a waiting list. Players on a waiting list will be placed on a team by the Player Agent if there is a need for additional players to even out rosters in a specific division.
3. The waiting list priority will be determined by the date that a player was placed on the list. The first player taken off the waiting list will be the player who was placed on the list at the earliest date. Note: This rule does not apply with 16 year olds playing in the Babe Ruth Junior Division. A 16 year old in the scenario above will only be next in line if the team due a player does not already have a 16 year old on the team. Managers who lose a player during the season, either to injury or because the player decides to resign from the league, will be required to immediately notify the Player agent and their Division Rep. The Player Agent will then assign the next player on the waiting list to that team in order to insure that all teams maintain the same number of players on their roster that they started the season with. Players can be added to teams from the waiting list up until the halfway point in the season.
4. Anyone interested in managing or coaching will submit their name for consideration. The Fishhawk coaching committee, which will be comprised of the President or his/her designate, Coaching Coordinator and each Division Rep., will determine the managers and their corresponding divisions. All managers and coaches must complete any training or certification requirements deemed necessary by Babe Ruth, Hillsborough county, FishHawk Youth Sports Association or the FishHawk Youth Baseball Board. This may include, but is not limited to the following: background checks, coaching certifications, mandatory pre-season coaches training, and a mandatory pre-season rules review meeting.

**Section 3.03 TRY-OUTS**

TRYOUTS – This is when coaches evaluate the players to balance the teams. All kids that are signed up in time will play on a team. All players assigned to the Rookie Division and above will be required to try-out in order to ensure league drafts are conducted in a fair manner. The Player Agent will coordinate all aspects of player try-outs, and will be assisted by the Division Managers when conducting try-outs for their respective divisions. The Player Agent should try to schedule two try-out dates for each age group to ensure all players have an opportunity to try-out.

1. During try-outs players will be evaluated on the following skills: Hitting, Fielding Fly Balls, Fielding Ground Balls, Running, Throwing, and Catching.
2. Rookie Division: If spaces are available after all registrations have been conducted, 6 year old players who wish to try-out for the Rookie Division must have played one year of organized T-Ball during a Spring Season and will be eligible to attend try-outs with the 7 year old players. 6 year olds who try-out for the Rookie Division are not guaranteed to be drafted to a Rookie Division team.
3. Minor Division: If spaces are available after all registrations have been conducted, 8 year old players who wish to try-out for the Minor Division will attend try-outs with the 9 year old players as well as attending the 8 year old tryout. 8 year olds who try-out for the Minor Division are not guaranteed to be selected to a Minor Division team.
4. Major Division: If spaces are available after all registrations have been conducted, 10 year old players who wish to try-out for the Major Division will attend try-outs with the 11 year old players as well as attending the 10 year old try-out. 10 year olds who try-out for the Major Division are not guaranteed to be selected to a Major Division team.
5. Babe Ruth Divisions: Try-outs will be divided up into Junior Babe Ruth try-outs for 13, 14, and 15 year old players; and Senior Babe Ruth try-outs for 16, 17 and 18 year old players.
6. Players who do not attend any try-out session prior to the draft will not be eligible for selection during the normal draft. These players will have their names placed in a hat after the draft in preparation for a blind draw method. Those players placed in the hat will be selected in the last even numbered round where by all eligible players will not complete that round of picks. For example, if we get to the 12th round and there are only 3 players eligible in a division where there are ten teams, then the first team in order of the 12th round will have a choice to draw from the hat or select a remaining eligible player. This will continue until all players fill out the maximum number of players per team.
7. Players who have a parent that will be manager or first assistant coach are not required to try-out.

**ARTICLE 4: LEAGUE ORGANIZATION & TEAMS**

**Section 4.01 CAL RIPKEN DIVISION**

The Cal Ripken Division will be comprised of players between the ages of 4 and 12. For all Cal Ripken Divisions except T-Ball, the goal of the league will be to maintain 12 players per team. Under no circumstances will a team be allowed to go above 15 players per team. The T-Ball Division will have no more than 12 players per team and no fewer than 10 players per team. The Cal Ripken Division will be broken down into the following leagues:

1. T-Ball – Players between 4 and 6 years old are eligible for the T-Ball Division. The objective of the T-Ball program is to introduce children to the basics of the game of baseball. The league is intended to provide families a safe and enjoyable experience in what, for most, will be their first exposure to baseball.
2. Rookie – Players between 6 and 8 years old are eligible for the Rookie Division. This division will be comprised primarily of 7 and 8 year old players. Assuming spaces are available, 6 year olds can try-out for the Rookie Division; however, Rookie teams will be limited to drafting no more than two 6 year olds per team. The total number of 6 year olds who can play up cannot exceed the total number of teams in the division (i.e. 10 teams in the Rookie Division – no more than ten 6 year olds may play up to the Rookie Division). 5 The objective of the Rookie Division is to focus on fundamentals in order to build basic skills. The use of pitching machines at this level will introduce players to hitting pitched balls.
3. Minors – Players between 8 and 10 years old are eligible for the Minor Division. This division will be comprised primarily of 9 year old players, along with 10 year olds who were not drafted to a Major Division team. Assuming spaces are available, 8 year olds can try-out for the Minor Division; however, Minor teams will be limited to drafting no more than two 8 year olds per team. The total number of 8 year olds who can play up cannot exceed the total number of teams in the division (i.e. 10 teams in the Minor Division – no more than ten 8 year olds may play up to the Minor Division).
4. Majors - Players between 10 and 12 years old are eligible for the Major Division. This division will be comprised primarily of all 11 and 12 year old players. Assuming spaces are available, 10 year olds can try-out for the Major Division. The total number of 10 year olds who can play up cannot exceed the total number of teams in the division (i.e. 10 teams in the Major Division – no more than ten 10 year olds may play up to the Major Division). No more than eight 12 year olds per team

**Section 4.02: BABE RUTH DIVISION**

The Babe Ruth Division will be comprised of players between the ages of 13 to 18. The goal of the league will be to maintain 12 players per team. Under no circumstances will a team be allowed to go above 15 players per team. The Babe Ruth Division will be broken down into the following leagues:

1. Junior Babe Ruth – Players between the age of 13 and 15 years old are eligible for the Junior Babe Ruth Division. In order to insure even distribution of players, not more than 5 of the players on a team’s roster can be 15 years old. Additionally, each team must have a minimum of 3, 13 year olds on the team. If there are not enough 13 year olds signed up then the league will ensure even distribution of 13 year olds during the draft. Finally, if there is not a Senior Division, then 16 year olds will be allowed to play in the Junior Division but not allowed to pitch. Even distribution of 16 year olds will be required during the draft.
2. Senior Babe Ruth – Players between the age of 16 and 18 years old are eligible for the Senior Babe Ruth Division.

**ARTICLE 5: PLAYER SELECTION RULES**

**Section 5.01 DRAFT RESPONSIBILITIES**

Player drafts will be organized and conducted by the League Player Agent for all divisions with the exception of T-Ball. T-Ball players will be assigned to teams by the TBall Division Manager. Division Managers will be present at their division’s draft in order to assist the Player Agent.

**Section 5.02 DRAFT STRUCTURE**

Draft order will be determined by the result of a blind lottery. The blind lottery will be a two part process. First draw is to determine order to pick for the second draw. The second draw determines the draft order. Teams will choose players in the order in which their team was drawn in the lottery, with the draft following a serpentine pattern. Only players who were present at try-outs are eligible for selection during the initial draft. Once all players who tried out are drafted, then players who did not try-out will be selected to teams by a blind draw per 3.03 (f).

**Section 5.03 PROTECTED PLAYERS**

The manager of each team may protect his/her child and the child of his/her first assistant coach during the draft. This applies to parents or guardians of the protected player. Only the Manager may protect his/her player if they are playing up. First assistant Coaches cannot protect their player if the player is not the established league age and must go through the regular draft and tryout rules. Managers must designate their first assistant coach prior to the try-outs. The draft position of the managers/coaches child will be determined by the age of the player and will vary with each division as follows:

1. Rookie - 8 year olds will be drafted in the 3rd spot; 7 year olds will be drafted in the 4th spot; 6 year olds will be drafted in the 5th spot. If both protected players are either 7 or 8 years old, they will be drafted in the 3rd and 4th spots.
2. Minors – 10 year olds will be drafted in the 3rd spot; 9 year olds will be drafted in the 4th spot; 8 year olds will be drafted in the 5th spot. If both protected players are either 9 or 10 years old they will drafted in the 3rd and 4th spots.
3. Majors - 12 year olds will be drafted in the 3rd spot; 11 year olds will be drafted in the 4th spot; 10 year olds will be drafted in the 5th spot. If both protected players are either 12 or 11 years old they will drafted in the 3rd and 4th spots.
4. Babe Ruth Junior Division - 15 year olds will be drafted in the 3rd spot; 14 year olds will be drafted in the 4th spot; 13 year olds will be drafted in the 5th spot. If both protected players are either 14 or 15 years old they will be drafted in the 3rd and 4th spots. If both protected players are 13 years old they will be drafted in the 4th and 5th spots.
5. Babe Ruth Senior Division - 18 year olds will be drafted in the 3rd spot; 17 year olds will be drafted in the 4th spot; 16 year olds will be drafted in the 5th spot. If both protected players are either 17 or 18 years old they will drafted in the 3rd and 4th spots. If they are both 16 years old they will be selected in the 4th and 5th spots.

**Section 5.04 SIBLINGS**

When two or more siblings will be playing in the same division then it is imperative that the league make every effort to keep them together on the same team, unless otherwise requested by the parent or guardian. As a result, when one sibling is drafted by a team, then the other sibling must be chosen by that same team in the next available position in the draft. This rule should not however, force a manager to draft a younger sibling up to a division in which they would normally not play (i.e. Drafting an 8 year old up into the Minor Division, or a 10 year old into the Major Division, whose skill level is not advanced enough to warrant them being one of the top players in their age group who would be drafted up.) All siblings must participate in try-outs to guarantee being drafted on the same team.

**Section 5.05 TRADING PLAYERS**

Trading players after the draft will not normally be authorized except in the case of a personal hardship. In that case, both Managers who would be involved in the trade must present their case to the Player Agent and the Division Manager. They will then review the case and jointly decide on whether or not to allow the trade. The decision of the Player Agent and Division Manager will be final. All trades will be final before the Managers leave the draft room upon completion of the draft.

**Article 6: PLAYER PARTICIPATION/SUBSTITUTION**

**Section 6.01: PURPOSE**

The purpose of the mandatory innings rule is to guarantee participation by all players regardless of ability. Coaches and managers are urged to make early substitutions if it is anticipated that the game will end early due to the mercy rule. Managers are also encouraged to remove the more skilled players from the game in these situations and let the players with less-developed skills get more playing time.

**Section 6.02: MINIMUM NUMBER OF PLAYERS TO FIELD A TEAM.**

Teams may play with a minimum of eight (8) players. A team playing with 8 players will not be penalized with an automatic out for the 9th position in the batting order. During regular season, a team with 8 or fewer players has the option of adding guest players to complete their roster. A team playing with guest players will be limited to a max of 9 total players. Guest players are only eligible to play outfield and are NOT eligible to pitch. Guest players will be placed in the batting order after all roster players. For example, if a team adds (1) guest player, the guest player will be required to bat in the 9th spot. If a team adds (2) guest players, the guest players will bat in the 8th and 9th spot, respectively. Guest players must 1) be registered with Fishhawk Youth Baseball, and 2) play in the same division as the requesting team. Guest players will not be permitted in post-season tournament play. Any team unable to field a team with at least 8 players will be required to forfeit their game. The official score for a forfeited game will be 6-0 for Cal Ripken division games and 7-0 for Babe Ruth Division games. Note: For Rookies and TBall the Max players will be 10. All other rules apply.

**Section 6.03 MANDATORY PARTICIPATION AND RE-ENTRY RULES FOR TBALL DIVISION**

1. All players in attendance must be inserted in the batting order and allowed to bat. The batting order will be established before the game begins and players must bat in the same order throughout the game.
2. All players in attendance will play a defensive position on the field during every inning.

**Section 6.04 MANDATORY PARTICIPATION AND RE-ENTRY RULES FOR ROOKIE, MINOR, MAJOR and JUNIOR DIVISIONS**

1. All players in attendance must be inserted in the batting order and allowed to bat. The batting order will be established before the game begins. Players must bat in the same order throughout the game. Managers may freely substitute players in the field during the game.
2. A player who is removed from the batting order for any reason may only be reinserted in the same batting position. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
3. Players who arrive after the game begins must be inserted at the end of the batting order. For example, if eleven (11) players are in attendance when the game begins and a twelfth player arrives after the game begins, the late arriving player must be inserted in the last position on the scorecard.
4. No player may sit 2 innings in a row.
5. If not followed, manager will be referred to the Conduct and Rules Committee (CRC).

**Section 6.05 SPEED UP RULES FOR MINOR, MAJOR, AND BABE RUTH DIVISIONS** There will be no “courtesy runners”. However, Fishhawk Baseball will implement a speed up rule. This rule allows a runner, who is the last out, to run for the catcher when there are 2 outs.

**Section 6.06 PITCHER PARTICIPATION AND RULES (Minors, Majors, Juniors, Seniors)**

1. Fishhawk Youth Baseball will adhere to the pitch count guidelines as set forth in the chart below for regular season, post season and Fall Ball seasons.



1. Pitching in consecutive days will be permitted per the above chart. However, a pitcher will be prohibited from having pitching appearances in three consecutive days.
2. Once a pitcher is removed from the mound, he may not return to the game as a pitcher.
3. Games in which an ineligible pitcher has been used shall be declared forfeited. The withdrawal of an ineligible pitcher after the pitcher is announced or after a warm-up pitch is delivered but before that pitcher has pitched a ball to a batter shall not be considered a violation. Fishhawk Youth Baseball urges all managers to prevent forfeits. This rule applies to both regular season as well as post season league tournament.
4. A manager determined to be in violation of these pitch count rules will be required to appear in front of the Conduct and Rules Committee (CRC). Additionally, the manager will receive a written warning outlining the offense from the CRC. A second violation of the pitch count guidelines will result in a one week suspension of the offending manager. A suspended manager will not be eligible for All-Star coaching consideration. A third violation will result in revocation of manager duties for the remainder of the season.
5. All game pitches will be counted towards pitch count, including suspended games and those officially declared as “no game”.

**Article 7. DIVISION RULES**

Official Baseball Rules will be observed, except as provided in the official Cal Ripken/Babe Ruth Baseball Rule book and in the following local Fishhawk Youth Baseball League Rules Section

**7.01 T-BALL DIVISION**

1. Game
   1. Complete game is 6 innings OR one hour and 15 minutes– whichever comes first. No inning shall start after 1 hour.
   2. Games will be supervised by the coaches; no league umpires will be provided.
   3. Official scorebooks will be kept for each spring season T-Ball game.
   4. A tee will be used for all batters in games during the 1st half of Fall and Spring. Coaches will pitch 3 pitches to a player during the 2nd half of the season. If ball is not put in play after 3 pitches, a tee is used, a batter will use tee until ball is put in play. Only 3 pitches allowed, no extra pitches for foul tips, foul balls, bad pitches, etc.
   5. An offensive half inning will end when the team on offense scores either five (5) runs or receives three outs.
   6. There is no “mercy” rule in T-Ball.
   7. A player must be put at the position of catcher. The only equipment required for a catcher is a league provided helmet with facemask, glove and cup. No other catcher’s gear is required.
   8. A 10 foot arch away from home plate will be drawn in chalk from baseline to baseline. All balls batted must pass this arch. If a ball batted doesn’t pass this line it is considered foul and the batter will swing again. There is no foul ball limit.
   9. No defensive player may play the same position more than two innings in the same game.
   10. There will be no minimum number of players for a spring game – no forfeits.
   11. No defensive player may play 2 consecutive innings in the outfield, unless there are more than 12 players on the team, then the manager may adjust accordingly in the best interest of the players.
2. Batting / Offense
   1. All offensive players at bat or on the bases must wear a helmet.
   2. No bunting is allowed; a half swing is not considered a bunt.
   3. There will be no strike outs. Players will receive as many swings at the ball as necessary to hit the ball.
   4. A batting coach may assist the player at the tee in taking his/her batting position and addressing the ball; however, the batting coach may not assist the player in swinging.
   5. Base runners must maintain contact with the base until the ball is batted.
   6. No base advancing on overthrows to any base. No runners may advance further when outfielder releases ball toward infield, runners who are at least halfway between two bases may advance to the next base; otherwise, they must return to the last base safely touched.
   7. Runners must tag-up on caught fly balls.
   8. There will be NO on deck batter.
3. Defense
   1. All players will take the field on defense.
   2. The infield shall consist of a pitcher, catcher, and no more than 4 other players.
   3. Infielders other than Pitcher must remain in the base lines until the ball is batted. The pitcher must remain within the pitcher’s mound until the ball is batted.
   4. All other defensive players should be placed beyond the infielders.
   5. The defensive team may station coaches in the field to assist players. Coaches may not physically assist players in making plays.
   6. No infield fly rule.
4. Equipment
   1. Rubber cleats (no metal cleats).
   2. Max 2 1/4” barrel bat.
   3. Level 1 Soft Core safety baseball
   4. Field: 60’ bases; no pitching mound
   5. Protective cups

**Section 7.02 ROOKIE DIVISION**

1. Game
   1. Regulation game is six innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead).
   2. No inning shall begin (visitors at bat) after 1 hour and 45 minutes or past 9:00 P.M. Last inning shall be completed if started prior to 1 hour and 45 minutes. There is no drop dead time in Spring.
   3. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie.
   4. There will be a six (6) run scoring limit per team per inning.
   5. Each team will provide a volunteer (badged by FYSA/FYB) to operate the pitching machine for his/her team while batting. This person will also serve as the umpire for his team’s offensive half inning IF no official umpire is present. This person may consult with the coaches on the field on a call, but the pitching machine operator’s call is final. Please respect this volunteer’s decisions and treat them the same as you would any other umpire or league official.
   6. The pitching machine setting for Fall Ball: Machine is to be set at speed level 7 at beginning of season. Starting with 7th game, machine is to be set to 8. The pitching machine setting for Spring Ball: Machine is to be set at speed level 8 at beginning of season. Starting with 7th game, machine is to be set to 9. Machine is to be placed with front of machine base set against the front of the 46’ mark or the front of the pitching rubber (if available). A new spring is to be used at the start of each season.
   7. Official game/score books will be kept for All-Star certification purposes.
   8. Games will be played on a field with the bases set at 60ft apart and the pitcher’s mound at 46ft from home plate.
   9. Two lines shall be drawn 3 feet each perpendicular to and out from the pitching machine to mark where the pitcher should stand prior to the ball reaching the plate. If the pitcher crosses this line the pitch is ruled a dead ball/no pitch. If the ball was batted, the batter is awarded one base. A runner at third may only score on the dead ball base award if it results in a force play and the runner has to advance.
   10. The pitcher must stand with toes on or behind the lines drawn out from the pitching machine. The pitcher may shift back towards second but may not “cheat” towards first or third base. The pitcher must be in position and can’t be used to plug the gap between the short stop and third base or the second and first basemen.
   11. When a ball is batted into fair territory, runners will run as best they can, however play is stopped/ended when the ball is under control of an infielder standing in the infield (clay). An outfielder may not run from the outfield into the infield with the ball to stop play. An infielder must possess the ball in the infield to stop play.
   12. Mercy Rule: 10 Run Mercy Rule in affect after 4 innings (3 ½ if home team is ahead). 7 Run Mercy Rule in effect after 5 innings (4 ½ if home team is ahead). Game ended by Mercy Rule is official for scoring purposes. Managers are encouraged (but not required) to continue playing if time permits.
2. Batting / Offense
   1. All players will bat round-robin. The batting order will remain the same throughout the game. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
   2. All offensive players at bat or on the bases must wear a helmet.
   3. There will be a six (6) run scoring limit per team per inning.
   4. Inning ends after three (3) outs or six (6) runs.
   5. From the start of the season, bunting will be allowed. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any batter who does so will be warned by the acting umpire as well as the team manager. Subsequent infractions require the acting umpire to report the infraction to the board of directors.
   6. Base runners must maintain contact with the base until the ball is batted.
   7. Runner(s) may advance one base on an overthrow when throw is made to a base where an out is attempted. Application of this only applies on balls thrown to a base from an infielder to a base when an out is possible. Please note, a ball thrown to pitcher or another fielder is not an overthrow and runners may not advance. An overthrow is defined as when the ball PASSES the person it is thrown to or if the ball is dropped.
   8. Batted balls that hit either the Umpire or the pitching machine will be considered a ground rule single and the play will be ruled dead. Also, if a player touches the machine play will be ruled dead. Runners on base when this occurs only advance to the next base if a force was on.
   9. Runners must tag-up on caught fly balls.
   10. ABSOLUTELY NO ON DECK BATTERS ARE ALLOWED.
3. Defense
   1. Three (3) swinging misses or swinging strikes is an out, no walks or hit by pitch. (foul tip caught by catcher on 3rd strike is an out)
   2. Five (5) pitch maximum. If the fifth pitch is hit foul, then the batter will get additional pitches until the ball is hit fair, swing and miss or pitched ball with no swing. The Umpire may grant an additional pitch if he feels that one of the previous pitches was deemed as un-hittable.
   3. A maximum of two (2) coaches are allowed in the outfield to coach and encourage. During playoffs and championship game, coaches must be in foul territory
   4. Ten (10) fielders per side; four (4) outfielders placed a minimum of 20 feet behind infield.
   5. Coaches MUST rotate player positions during each game. Players are not allowed to play more than 2 innings at any one position during each game, with the exception of catchers who can play 3 innings behind the plate.
   6. No infield fly rule.
   7. There is no mandatory slide rule. Players must avoid contact and if they slide it must be without malicious contact. Over sliding a base or pop up slides without malicious contact is acceptable.
   8. No head first sliding will be allowed. If a player slides heads first, they are out.
   9. The pitcher must remain behind the safety line until the pitched ball reaches home plate.
4. Equipment
   1. Rubber cleats (no metal cleats).
   2. Max 2 1/4” barrel bat marked with BPF 1.15 stamp. Max 33 inches in length.
   3. Hard balls used.
   4. Field: 60’ bases; 46’ pitching mound
   5. Protective cups
   6. Fully equipped catcher - protective helmet / mask / hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

**Section 7.03 MINOR DIVISION**

1. Game
   1. Regulation game is six innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead).
   2. No new inning shall begin (visitors at bat) after 1 hour 45 minutes or past 9:00 P.M. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if started prior to 1 hour and 45 minutes. There is no 2 hour drop dead time limit in Spring, last inning is to be completed.
   3. There will be a six (6) run scoring limit per team per inning.
   4. League will provide at least one (1) Umpire for regular season games who will be stationed behind Home Plate.
   5. Games will be played on a field with the bases set at 60ft apart and the pitcher’s mound at 46ft from home plate.
   6. Official game/score books will be kept for All-Star certification purposes. First and Last name must be entered.
   7. Mercy Rule: 10 Run Mercy Rule in affect after 4 innings (3 ½ if home team is ahead). 7 Run Mercy Rule in effect after 5 innings (4 ½ if home team is ahead).
2. Offense & Defense
   1. All roster players will bat round-robin. The batting order will remain the same throughout the game. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
   2. All offensive players at bat or on the bases must wear a helmet.
   3. Leading off bases is not allowed; however, steals, advancing on passed balls, advancing on wild pitches are all allowed - according to the Official Rules of baseball. Stealing bases is allowed only after the pitched ball reaches Home Plate.
   4. There is no mandatory slide rule. Players must avoid contact and if they slide it must be without malicious contact. Over sliding a base or pop up slides without malicious contact is acceptable.
   5. Head first slides back to a bag or in a rundown situation are allowed if the runner slides from a stop/standstill, not from a run. This is for safety reasons. The determination of a legal or illegal head first slide is made by the umpire and is not disputable. If it is determined a head first slide occurred, the runner is out.
   6. Pitchers must adhere to the pitch count rules designated in Article 6 section 6.06.
   7. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any player that attempts a fake bunt-swing will be warned by the umpire as well as the team manager. Subsequent infractions the manager will be ejected and the player will be required to leave the game.
   8. All managers and coaches will remain in the dug-out during a defensive series.
   9. No infield fly rule.
   10. Intentional Walk-It is not automatic. Pitcher must deliver 4 pitches.
3. Equipment
   1. Rubber cleats (no metal cleats).
   2. Max 2 1/4” barrel bat marked with BPF 1.15 stamp. Max 33 inches in length.
   3. Field: 60’ bases; 46’ pitching mound
   4. Protective cups
   5. Fully equipped catcher-protective helmet/mask/hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

**Section 7.04 MAJOR DIVISION**

1. Game
   1. Regulation game is six innings. Game will be official if four (4) full innings are completed (3 ½ innings if the home team is ahead).
   2. Double headers are permitted in this division. No new inning shall begin (visitors at bat) after 1 hour 45 minutes or past 9:00 P.M. A new inning begins once the last out at the bottom of the inning is made. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if started prior to 1 hour and 45 minutes. There is no 2 hour drop dead time limit in Spring, last inning is to be completed.
   3. In the event a double header is scheduled, all such games will have a time limit of 1 hour 45 minutes, with every effort to have a completed game at that time, except that any inning in progress at the expiration of 1 hour 45 minutes will be played to conclusion. If a double header is scheduled, attention will be given to ensure a reasonable amount of rest between games.
   4. League will provide (2) two sanctioned Umpires for regular season games.
   5. Games will be played on a field with bases set 70ft apart with the pitcher’s mound set at 50ft from the mound to home plate.
   6. Official game/score books will be kept for All-Star certification purposes. First and Last name must be entered.
   7. Dropped third strike- On a dropped third strike, the play is not complete until the batter is called out by force at first base, tagged out before they reach first, or makes no attempt at first base (umpire’s ruling). This rule is in effect when first base is unoccupied or there are two outs.
   8. The 10-Run Mercy Rule is in effect after 4 innings (3½ innings if home team is ahead).
2. Offense & Defense
   1. All offensive players at bat or on the bases must wear a helmet.
   2. Leading off bases, steals, advancing on passed balls/wild pitches are allowed.
   3. Balks will be called in accordance with the Official Rules of Baseball.
   4. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
   5. Head first slides back to a bag or in a rundown situation are allowed if the runner slides from a stop/standstill, not from a run. This is for safety reasons. The determination of a legal or illegal head first slide is made by the umpire and is not disputable. If it is determined a head first slide occurred, the runner is out.
   6. Pitchers must adhere to the pitch count rules designated in Article 6 Section 6.06.
   7. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any player that attempts a fake bunt-swing will be warned by the umpire as well as the team manager. Subsequent infractions the manager will be ejected and the player will be required to leave the game.
   8. On deck batter may warm-up in the on deck area behind the batter.
   9. All managers and coaches will remain in the dug-out during a defensive series.
   10. Infield fly rule is in effect.
   11. Intentional Walk-It is not automatic. Pitcher must deliver 4 pitches.
3. Equipment
   1. Rubber cleats (no metal cleats).
   2. Max 2 1/4” barrel bat marked with BPF 1.15 stamp. Max 33 inches in length.
   3. Field: 70’ bases; 50’ pitching mound
   4. Protective cups
   5. Fully equipped catcher - protective helmet / mask / hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

**Section 7.05 BABE RUTH DIVISIONS**

1. Game
   1. Regulation game is seven innings. Game will be official if five (5) full innings are completed (4 ½ innings if the home team is ahead).
   2. No new inning shall start after two (2) hours for JUNIORS and two (2) and ½ hours for SENIORS. Now new inning shall start after 9:00pm. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if started prior to 2 hours for JUNIORS and 2 ½ hours for SENIORS. There is no drop dead time limit in Spring, last inning is to be completed.
   3. In the event a double header is scheduled, all such games will have a time limit of 2 hours, with every effort to have a completed game at that time, except that any inning in progress at the expiration of 2 hours will be played to conclusion.
   4. League will provide (2) two sanctioned Umpires for regular season games.
   5. The 10-Run Mercy Rule is in effect after 5 innings (4½ innings if home team is ahead).
2. Offense & Defense
   1. All teams must bat their entire roster of players present for that game.
   2. Head first slides back to a bag or in a rundown situation are allowed if the runner slides from a stop/standstill, not from a run. This is for safety reasons. The determination of a legal or illegal head first slide is made by the umpire and is not disputable. If it is determined a head first slide occurred, the runner is out.
   3. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
   4. On deck batter may warm-up in the on deck area behind the batter.
   5. All managers and coaches will remain in the dug-out during a defensive series.
   6. Intentional Walk-It is not automatic. Pitcher must deliver 4 pitches.
3. Equipment
   1. Metal cleats are authorized.
   2. Bat Rules
      1. **Junior DIVISION** The bat may not exceed 34” in length, and the bat barrel may not exceed 2 5/8” in diameter. All aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.
      2. **Senior DIVISION** The bat may not exceed 34” in length and the bat barrel many not exceed 2 5/8” in diameter or be greater than a -3 length to weight ratio. Only composite bats certified and marked BBCOR .50 are allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.
   3. Field: 90’ bases; 60’6” pitching mound
   4. Fully equipped catcher - protective helmet / mask / hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

**Article 8: TOURNAMENT TEAM PLAY AND SELECTION**

**Section 8.01: POST SEASON LEAGUE TOURNAMENTS**

An end of season tournament will be conducted at the end of the season in the Rookie, Minor, Major, and Junior divisions to decide the league champion. The tournament will be a DOUBLE ELIMINATION TOURNEY. The brackets will be decided by a BLIND DRAW. The following is a reminder of some of these rules and any procedural issues pertaining to tournament play. Unless specified below, all other league rules are in effect.

1. Games will follow regular season Division time limits and Mercy Rules.
2. Elimination games will have no time limit but will adhere to Division Mercy Rules.
3. Pitching rules are in effect.
4. Protest – A judgment call cannot be protested. All protests must be filed with the Park Administrator immediately. Play will be stopped until a ruling is given by the protest committee. The protest committee will be a designated person from each team and the Park Administrator. (Designated persons can’t be a coach.) Only the manager may make a protest. The decision of the protest committee is final.
5. Suspended games – Rescheduled by the scheduler. All suspended games will begin from the exact point at which play was stopped. No rainouts. Pitching guidelines remain in effect.
6. Trips to the mound - Trips to the mound shall be limited to one per inning per pitcher. The second trip in the same inning will result in removal of that player as a pitcher. Any effort to circumvent this rule will result in a trip to the mound being charged by the umpire.

**Section 8.02 ALL STAR TEAMS**

Both the Babe Ruth and Cal Ripken Divisions have many opportunities for postseason tournament play. Fishhawk Youth Baseball League may field at least one team in each age group where tournament play is available. The Rookie Division will make every effort to field an “A” and “B” team. . If there are enough players in any specific age group and permitted by the District, then the Board can vote to add an additional all-star team for that division.

**Section 8.03 ALL STAR MANAGER SELECTION**

All Star managers and coaches will be selected by the All-star selection committee, which will be comprised of the President, Vice President, Coaching Coordinator, division rep., and Player Agent. If there is a conflict of interest, that committee member will be replaced by the President with a fellow board member of his/her choosing. This committee will select the managers and coaches they feel are the best qualified to direct the teams. All Star Managers will be selected by the all-star committee after the players have been voted on to the team.

1. Managers and coaches will submit an application, in writing, to the All Star Committee stating their desire to manage a specific team.
2. The All Star Committee will set a deadline for applications and vote for managers.
3. Division Reps will request recommendations from the managers in their division. These recommendations will be presented to the All Star Committee prior to the vote.
4. Any manager or coach up for consideration for an All Star Manager position will be permitted to address the All Star Committee in person prior to the vote.
5. Managers subject to Section 9.02(g) may not be eligible for All-Star consideration.
6. Manager/Coach can only manage/coach in the division in which they managed and/or coached.

**Section 8.04 ALL-STAR TEAM SELECTION**

The All-Star selection process will be conducted by the League Player Agent and is designed to allow participation of the League’s top players in post season tournament play against other leagues. All Star selection will take place near or after the regular season has been completed at a time to be determined by the Player Agent. Due to the potential short notice of All Star Tournament scheduling, the selection process may need to occur before the regular season has ended. In order for a player to be eligible for All-Star voting he/she must fill out an All-Star application, which will be signed by their parent. Team managers unable to attend the All-Star voting meeting may send one of their coaches in their place.

1. All Babe Ruth Division teams will be selected by the managers of their respective division, for the first 10 spots. The All Star Manager selected will have the option to select 2 to 5 more players if he or she so desires. The team does not have to consist of more than 12 players.
2. The 12U and 11U All Star teams will be selected by the managers of the Major Division, for the first 10 spots. The All Star Manager selected will have the option to select 2 to 5 more players if he or she so desires. The team does not have to consist of more than 12 players.
3. 10U All Star teams will be selected by the Minor division managers, for the first 10 spots. The All Star Manager selected will have the option to select 2 to 5 more players if he or she so desires. The team does not have to consist of more than 12 players.
4. 9U All Star teams will be selected by the Minor division managers, for the first 10 spots. The All Star Manager selected will have the option to select 2 to 5 more players if he or she so desires. The team does not have to consist of more than 12 players.
5. 8U All Star teams will be selected by the Rookie Division managers, for the first 10 spots. The All Star Manager selected will have the option to select 2 to 5 more players if he or she so desires. The team does not have to consist of more than 12 players.
6. TBall All Star teams will be selected by the TBall Division managers, for the first 10 spots. The All Star Manager selected will have the option to select 2 to 5 more players if he or she so desires. The team does not have to consist of more than 12 players.
7. If the League fields a “B” division team in any age group, then the next 10 players who received the highest amount of votes, after the primary All Star team has been selected, will be assigned to the “B” division team. The All Star Manager will have the option to select 2 to 5 more players if he or she so desires. The team does not have to consist of more than 12 players.
8. All Divisions: A maximum of 15 players may be rostered to any All Star team. Therefore, prior to the submission of the All Star roster, 1 to 3 players may be added to a team at the discretion of the All Star manager based on the foreseen availability of the originally selected players. These alternate players may only participate in All Star games in which originally selected players are unable to attend

**Article 9 PLAYER, COACH, & FAN CONDUCT**

**Section 9.01 RULES OF CONDUCT**

1. All managers, coaches and spectators must conduct themselves in a civil manner in order to keep the games going without incident. Players are not allowed to challenge a call. Only the manager will be the spokesperson to the umpire. Displays of temper, profanity, or other actions of this nature by adults or players will be considered unsportsmanlike behavior and will be subject to punishment determined by the League Conduct and Rules Committee.
2. Cheering from the dugout is generally acceptable except when done in a disparaging manner that is directed toward one or more of the opposing players. This will be left to the discretion of the umpire and could be subject to forfeiture if not controlled by the manager/coach upon one (1) warning from the umpire(s)
3. Players, managers and coaches are expected to adhere to the Babe Ruth League, Inc. Sportsmanship Code, Hillsborough County Parks and Recreation Code of Conduct and Fishhawk Youth Baseball League’s Code of Conduct. Registration in this league, implies consent to adhere to the Code of Conduct, which will be presented to each player at registration. Players, Managers and Coaches found in violation of the Code of Conduct, may be subject to sanctions, which may include, removal from current league, post-season teams, and tournaments.

**Section 9.02 EJECTION BY UMPIRE.**

The umpire, umpire-in-chief, or assistant umpire-in-chief may eject any manager, coach, or player who argues any judgment calls (balls, strikes, safe/out, fair/foul, check swings, hit batter) or who violates the rules of conduct set forth in these rules. The umpire may also seek assistance from the Park Administrator to remove an unruly spectator. The umpire, umpire-in-chief, or assistant umpire-in-chief may first warn an individual of unsportsmanlike behavior; except charging the mound or physical violence, or thrown equipment when in the umpire’s judgment the behavior may cause physical harm to another player, coach or spectator, before ejecting an individual. Volunteer umpires for Rookie Division games are not authorized to eject managers, coaches, or spectators; however, they are authorized to stop play and confer with the park administrator on duty, who will then decide whether a manager, coach, or spectator should be ejected.

1. Players ejected from a game may not remain in the dugout.
2. Ejected players will be suspended for the next game, unless an appeal is submitted to the Conduct and Rules Committee and they in turn dismiss the suspension.
3. Coaches ejected from a game must leave the immediate area (200 yards), for the duration of the game (until the officials have left the area). The intent is to keep the coach from directly participating in the duration of the game.
4. Ejected coaches will be suspended for the next game, unless an appeal is submitted to the Conduct and Rules Committee and they in turn dismiss the suspension.
5. Fans ejected from the game must leave the complex. ANY individual ejected for acts of violence, or making threats of violence, must leave the complex.
6. Individuals ejected may be called to appear before the Conduct and Rules Committee, and will be considered on probation until the committee completes an investigation of the incident.
7. Ejection from a regular season game may be grounds for disqualification as an all-star manager or coach and the offender will be subject to a monetary fine of $50.00 payable to FishHawk Youth Baseball. The ejection is subject to review by the Conduct and Rules Committee.

**Section 9.03 ALCOHOL, TOBACCO USE AND ILLEGAL DRUGS**

1. Consumption of alcoholic beverages or illegal drugs is prohibited on the baseball complex.
2. Use of tobacco products is prohibited on all fields of play, in and around the dugouts or bleachers and in the immediate area surrounding the clubhouse.
3. The penalty may be ejection from the complex.

**Article 10: FALL BALL ADDENDUM**

These rules shall apply to Fall Ball only. The rules specifically addressed below will supersede the existing rules and regulations. For all divisions, the purpose of Fall Ball is to be fun and developmental.

**Section 1 – Player Participation**

Due to the strictly developmental nature of Fall Ball, the following rules apply to ALL DIVISIONS.

1. No player shall sit a second inning until all players have sat 1 (one) inning.
2. Managers may freely substitute players in the field.
3. All players in attendance at the start of the game must play 1 (one) inning in the infield. Although adherence to this rule is expected, safety of the child must come first.
4. Pitching rules are limited as follows:
   1. Minor Division –A player may pitch a maximum of 2 (two) innings per game.
   2. Major Division –A player may pitch a maximum of 2 (two) innings per game.
   3. Babe Ruth Divisions –A player may pitch a maximum of 3 (three) innings per game.
   4. MUST FOLLOW Section 6.06 PITCH COUNT GUIDELINES.
5. Maximum of six runs per inning are in effect for all divisions.
6. Time limits for all Rookies/Minors/Majors will be two hours with a hard stop. No new inning after 1 hours 45 minutes.
7. If a player is late, the player will be added to the end of the batting order.
8. If a player leaves early, the player is removed from the batting order without penalty.
9. For Rookie Division: bunting, running on overthrows, and stealing are prohibited.
10. For Rookie division: Pitching machine is to be set at speed Level 7 moving to Level 8 starting with 7th game.
11. Violations of these rules may affect a Manager’s opportunity to manage or coach in the future.

**ARTICLE 11: APPROVED BATS FOR FALL 2017 SEASON**

**CAL RIPKEN BASEBALL DIVISION**

All non-wood bats **must have USABat Marking**. Barrel Maximum 2 5/8". No BBCOR Bats are permitted in the Cal Ripken Division. For T-Ball, bats must be marked with [USABat T-Ball Stamp](http://www.baberuthleague.org/media/301774/USABat%20Tee%20Ball%20Sticker%20Program%20Overview.pdf" \t "_blank).

**Babe Ruth Division**

Junior BASEBALL DIVISION: All non-wood bats **must have the USABat Marking or marked BBCOR .50**. Bat Barrel Maximum- 2 5/8".

Senior BASEBALL DIVISION: All non-wood bats **must be BBCOR .50 and no greater than -3**. Bat Barrel - 2 5/8".

*Note: Solid one-piece wood bats are permitted for use in all divisions and must conform to Rule 1.10. No laminated or experimental bats shall be used in a game.*

**PENALTY**

1. If the illegal bat is discovered prior to a batter completing his “at bat” the bat is simply removed from play and the “at bat” continues.
2. A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play.
3. The “at bat” will be considered legal once a pitch is thrown to the next batter.
4. Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.