IRVING BOYS BASEBALL ASSOCIATION, INC.

2023
RULE BOOK



TRINITY VIEW PARK

IRVING, TEXAS

(blank page)

IRVING BOYS BASEBALL ASSSOCIATION, INC.
RULES AND REGULATIONS

The officers and directors of IBBA wish to stress that this is a program for the youth of Irving. Our first responsibility is to teach sportsmanship and fair play, how to be humble in victory and gracious in defeat, and as adults, set living examples for the boys to follow.

2023 OFFICERS AND BOARD OF DIRECTORS

President .....Rudy De Leon 972-322-0115
Vice President ....
Secretary .....
Treasurer ..... John Boothman 469-422-0097

A coach called over one of his players to explain the principles of sportsmanship.

"We don't believe in temper tantrums, screaming at umpires, using bad language or sulking when we lose," he said. "Do you understand?" The boy nodded. "All right, then," said the coach. "Do you think you can explain it to your father jumping around over there in the stands."

TABLE OF CONTENTS

A. **GENERAL LEAGUE RULES**

- I. 2023 DATES
- II. TEAMS
- III. PLAYER ELIGIBILITY
- IV. MANAGING AND COACHING
- V. PLAYING RULES
- VI. EQUIPMENT
- VII. SCOREKEEPERS AND UMPIRES
- VIII. PROTESTS
- IX. DIVISIONAL PLAYOFFS
- X. TOURNAMENT TEAMS
- XI. FALL BALL RULES
- XII. CRIMINAL BACKGROUND CHECK POLICY STATEMENT
- XIII. INTERPRETATION

B. DRAFT PROCEDURE - 6U

C. GENERAL DRAFT PROCEDURE - 8U, 10U, 12U, 14U

D. SPECIFIC DRAFT PROCEDURES – 8U, 10U, 12U, 14U

E. CONSTITUTION AND BY-LAWS

GENERAL

LEAGUE

RULES

A. GENERAL LEAGUE RULES

ARTICLE I -- 2023 DATES

..... First Tryout
.....Player Draft/Assignment
.....Preseason Tournament
..... Opening Day
April 25 .....First Regular Season Game

DATES SUBJECT TO CHANGE – For meeting updates please check the League web site @ www.irvingboysbaseball.com .

"Bold Print indicates new or amended rule "

ARTICLE II -- TEAMS

1. Each team in the 14U, 12U, 9U and 10U League must have one (1) official manager and may have three (3) official coaches. Each team in the 5U through 8U League must have one (1) official manager and may have four (4) official coaches. Each team may have two alternative coaches. Coaches who start the game must remain in the game. (No exchanging of coaches during the game.) Coaches must be at least sixteen (16) years of age. These individuals must make written application to and be approved by the Board of Directors of IBBA.
   a. Each Manager, Coach and team mom and umpire must pass the criminal background check.

2. A full roster for a team shall consist of not less than eleven (11) players. The Board of Directors must approve any deviation.

3. Valid registrations shall be defined as a properly executed signed registration form along with a copy of the birth certificate and proper fee as stated below per child. Late registration will be $25.00 per child. Any non-valid registration shall cause the player to be ineligible to be drafted or assigned to a team.
   Registration Fees
   5U – 8U $30 first player

14U $30 first player
$15 discount for second player and subsequent player for a single family.

a. Any additional funds solicited from a player or parent must be approved by the Board of Directors.

b. Returned check charge will be $25.00 per check.

4. No team shall spend over $80 for uniforms per child. Anything over $80 is subject to Board approval.

5. No refunds will be issued after a player is drafted or assigned with the exception of illness, injury, or family relocation. This does not apply to the 6U and under Leagues.

No refunds for any reason after the beginning of the preseason tournament

6. In 7U through 14U Leagues: Any player assigned to an approved roster and subsequently quits for any reason other than injury or family relocation, will not be allowed to join any other IBBA team during the current Spring season without Board approval.

5. A "Disbanded Team" shall be so declared only by the Board of Directors. The Board of Directors shall decide the placement of the players on such disbanded teams.

6. IBBA registered teams as a whole may play outside tournaments as long as it does not interfere with the leagues pre-season tournament and league games.

ARTICLE III -- PLAYER ELIGIBILITY

1. The age limit of the leagues shall be as follows:

a. **Players 4 years old as of April 30 of the current year**
b. Players 5 and 6 years old except those 7 years old prior to April 30 of current year.
c. Players 7 and 8 years old except those 9 years old prior to April 30 of current year.
d. Players 9 and 10 years old except those 11 years old prior to April 30 of current year.
e. Players 11 and 12 years old except those 13 years old prior to April 30 of current year.
f. Players 13 and 14 years old except those 15 years old prior to April 30 of current year.
g. Age, for the league purpose, means "League Age" which is that age attained by a player prior to May 1 of the season in question.
h. Any deviation from the above age classifications must be approved by the IBBA Board of Directors

2. Players may request to "Play Up"" one age group. In order for a player to play up an age division he must make the league aware by signing a player contract with the intended team prior to the day of tryouts. This must be signed by the Parent, coach and League Director. In addition to this Player Contract there will be a Parental Release signed by the parent and presented at the same time as the Player Contract. The "Release" is intended to make sure the parent or guardian is aware that the player is playing out of his age group and that he could be subjected to opposition of up to 3 years difference in age during League Play. (Example: A Player that turns 8 in the current season could be playing opponents in the 10U league that turn 11 in the current season. This is because we do not have sufficient teams currently for age specific league play).

3. In addition there will be no players allowed to be taken in the draft out of their normal age group. (Example: A 5yr old player must be taken to a 5U team if available or not more than 6U team.) The definition of one year age difference is based on Calendar year and not age division. Therefore a 7yr old can play in 7U or 8U but cannot go to a 9U team even if he played 8U the previous year.
4. Any player found to be illegal will be suspended until such time he becomes a legal player, and all the games that the player has participated in may be forfeited.

    a. IBBA players are prohibited from participating on/or with teams in other non-scholastic baseball programs without IBBA Board approval.
    b. An illegal player is one who is not legally a member of the league because the player does not meet the requirements as to age, residence, registration rules**,** incomplete fundraiser and/or participating with other non-scholastic baseball programs.

5. Penalty for use of an ineligible player shall be immediate removal of the player and manager from the game upon appeal by the opposing manager, notification of the official scorer or league officers, provided the official scorebook or other league records verify the ineligibility of the player concerned. The manager also becomes ineligible to participate in the team's next game. The player may be required to serve an additional suspension at the discretion of the Board of Directors. A manager who violates this rule is subject to an automatic suspension if the incident is reported within one (1) week.

    a. An ineligible player is one who is legally a member of the league, but who is ineligible to play or pitch in a particular game or games because of the limitations set forth in these rules and regulations, or as the result of a previous rule violation or disciplinary action.
    b. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one (1) pitch has been thrown to a batter after the point of violation. This does not apply to the beginning of the game.
    c. In the event the manager of an ineligible player refuses to remove the player from the lineup when the appeal is made, and verified, the game is subject to forfeit.

6. Players must appear in full uniform of their respective team at all scheduled league games beginning with the first game of the season. Players out of uniform will not be permitted to participate in any league games. If a part of his team uniform missing (cap, shirt with sleeves and number, pants, etc.) he is considered "out of uniform." A player will also be considered out of uniform if the uniform is not worn in accordance with The Sporting News rules. Managers and coaches must be in team caps and coordinating shirts/jerseys. <u>No tank tops, sandals, or cutoffs allowed</u>. 5U - 8U uniforms consist of numbered shirt and cap, NO Shorts. The Board of Directors must approve any deviation from the above.

    A player is not out of uniform if he is wearing an alternate jersey for the current year uniform. Example is a home versus an away alternate color jersey.

7. No jewelry allowed or metal in hair, except for medical or religious purposes. Penalty for not removing the article in question is the player will be considered an ineligible player.

8. Parents and guardians of players are urged to support and encourage their child's team. When signing their registration, parents or guardians must agree that by their actions and

conduct, they will set examples in sportsmanship for their child and his teammates. Any demonstration of poor sportsmanship on the part of the parent(s), guardian(s), or their guest(s) may subject their boy to immediate dismissal from the IBBA and their immediate removal from the park.

9. Any player who is injured and has any area of bleeding, must have this area covered prior to continuing with the ball game. The umpire and/or the team can call an injury time-out and will have a reasonable amount of time (determined by the Umpire-in-Chief) to cover the area.

ARTICLE IV -- MANAGING AND COACHING

1. No manager or coaches applications will be accepted after April 1.

2. No change of coaching staff positions will be allowed after May 1.

3. Consumption of alcoholic beverages by an approved IBBA volunteer is strictly prohibited at any organized team function while in the direct supervision of players. This includes team parties, All-star travel, Ranger games, etc.

4. Any manager using an un-approved coach during a game or pre-game warm-up shall be subject to suspension.

5. All Managers and Coaches must wear official IBBA identification cards that are visible in order to participate on the field. No exception to this rule. Additional or lost cards may be purchased for $10.00.

6. Any time a manager or coach is ejected from a ball game; he/she will surrender his/her coaching card to the umpire. The coach will then watch the remainder of the game from the foul pole adjacent to their dugout. The coach must then go to a Board member to obtain their card prior to leaving the park.

7. No suspended or ejected manager or coach shall continue to direct his team in any manner during scheduled games. If found guilty of this act, the team will forfeit that particular game. The decision will rest with the Umpire-in-Chief and/or the Board of Directors.

8. Any manager, umpire, coach, player, parent, director, or anyone assisting in the management of a team under the influence of an intoxicating substance while on the playing field or in the IBBA park may be permanently ousted from IBBA. Anyone in this condition must be reported to a Director of IBBA immediately.

9. Any manager or coach that is ejected from a ball game and found guilty by the Board of Directors will serve his/her suspension as an umpire for a game on a mutually approved date without compensation. This is to be served as a 3 man crew. Any player, parent or spectator must watch the game he/she is suspended from, in a location to be determined by the Board of Directors (determined at the hearing of ejection).

10. Managers and coaches are responsible for their teams on and off the field.

11. No tobacco use (dipping, chewing, smoking) by any participant (Player, coach, umpire, Scorekeeper) for the duration of the game.

12. No loose jewelry may be worn on the field by managers or coaches. Any loose jewelry must be removed or secured under their shirt to avoid distraction or potential breakage. Failure to comply will result in removal from the game.

13. Home team managers will be responsible for obtaining bases prior to the game and placing in position at least thirty (30) minutes prior to the start of the game. Visiting team is responsible for returning the bases to the designated location after the game. Any coaching staff not complying will be subject to board action if it is a recurring problem.

14. All managers must notify the League Director within twenty-four hours if a player quits. If a manager is found guilty of failing to comply, the manager will be suspended for the remainder of the season.

15. If a manager or acting manager is found to be "hiding" a player, the manager will be suspended for the remainder of the season and is not eligible to coach all-stars.

16. Any coach holding a team practice on the football fields or IBBA game fields (without Board approval) will be subject to the following penalty:
    a. First offense – one game suspension
    b. Second offense – three game suspension
    (c) Third offense – suspension for remainder of year

ARTICLE V -- PLAYING RULES

A. GENERAL PLAYING RULES

1. The organization shall play under the Official Baseball Rules as published by The Sporting News during the regular season except as amended by the IBBA and or the USSSA rules. The order of precedence of modification is IBBA, USSSA, and then Sporting News Rules. The AA League will play by USSSA rules followed by Sporting News Rules in that order.

2. Approved manager, coaches, or team mom will be the only ones permitted inside the dugout and playing field area during game time.

3. No one will be allowed in the coach's box on the field except the Manager or Coach.

   Coaches, on the field during play, are STRONGLY recommended to wear a protective half shell helmet while in the coach's box.

4. Games may be postponed:
   a. If the Board of Directors deems the field unplayable.
   b. In case of death in the immediate family member of a manager, coach, or team member.
   c. Mechanical failure.

5. Games may be scheduled and played on Sunday by IBBA, only as needed.

6. Rescheduled games will be played the next Saturday or Sunday, if needed, unless otherwise scheduled by League Director. The schedules will be on the main concession stand and league directors will attempt to verbally contact managers involved.

7. Game Length:
    a. If a game has to be called for any reason, and four (4) innings have been played (3-1/2 if home team is ahead), it will be considered a complete ball game. This rule supersedes the appropriate time limit.
    b. Games involved in the City Championship Tournament cannot be called complete games due to weather, mechanical failure or field conditions. The games in the City Championship Tournament will have a 2hr time limit except the Championship game. Games will be considered as Suspended and play will resume from point of suspension following Guidelines for Suspended Games.
    c. If a game is called for any reason before it is a complete game or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the league director.
    d. If a game is called for any reason in an uncompleted inning, after having reached complete game length, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its position of the uncompleted inning, the game shall be considered a suspended game and is to be continued from the point of curtailment at the time scheduled by league director.
    e. No inning shall begin after 12:00 midnight. If the game has time remaining or is tied, the game will be suspended and rescheduled.

8. Forfeit time will be ten (10) minutes after scheduled starting time of all games. A manager who does not provide adequate notice in advance of a forfeit and does not appear at scheduled game time with all possible players shall be subject to disciplinary action by the Board of Directors. If the game in question is postponed due to weather conditions the forfeit will be rescinded and the game will be rescheduled.

9. The first game of a double header shall begin promptly at 6:00 p.m. The second game shall start fifteen (15) minutes after the completion of the first game. If the first game ends before 7:15 p.m., Single games will begin promptly at 7:00 p.m. and the same time limit shall apply to single games.

10. Guidelines for Suspended Games:
    a. Current Forty- (40) hour rest pitching rule applies when the game resumes.
    b. Pitching rules that were in effect at the time the game was suspended, are still in effect when the game resumes.
    c. Players who were absent during the original game are eligible for the rescheduled game. This player must be placed at the bottom of the batting order.
    d. Any player not available at game time for a rescheduled, suspended game will be removed from the batting order without penalty. The roster will then accordion. That player is ineligible for the remainder of the game.

11. Players must not question an umpire's decision. Violators may be subject to ejection.

12. Any time a player is ejected from a ball game the player and his/her manager must appear before the IBBA Board of Directors at the next scheduled meeting.

13. Fifteen (15) minutes prior to the start of each game, the manager shall turn in to the official scorekeeper and opposing manager a batting order/roster showing all his players listed (including first and last names, jersey number and position number). All teams shall bat the entire roster. Any player not present at game time shall have the reason noted. This player, if subsequently shows up, will bat in his batting position and can be inserted into the game after arriving provided that:

    a. The defensive players who start the game shall play two- (2) innings.
    b. All substitutions will be made at the top of the inning.
    c. Players who have started the game and played three (3) consecutive innings can be substituted for in the fourth inning by a player who has played two (2) innings (Example: Player on bench in the 4th inning). The substitution must be made prior to taking the field for the defensive half inning.
    d. Beginning in the top of the fifth inning, free substitution shall be allowed for defensive purposes only for all players that have met the 2 inning minimum.

    Failure to comply is subject to Board action. This rule does not apply in the case of an injury or illness.

14. **No game shall start without EIGHT available defensive players present at 10 minutes past game time for 10U – 14U and the 9th player will be an out each time the batting position for the ninth player arrives in the lineup. For the 5U – 8U league where 10 players are required they may start with 9. Failure to take the field at that time is considered a forfeit. If the visiting team can not produce the allotted defensive players in their defensive half of the first inning it will be considered a forfeit. If due to injury after the start of the game it can be completed with 8 players.**

15. **All players (starters and substitutes) must play in alternating innings of the first 4 innings per game. Exceptions to this rule include rain shortened or other officially completed games. This rule does not apply in the case of an injury or illness.**

16. Player participation rule does not apply if a player shows up after the beginning of the game has started. It will be the coach's decision to play the player or not to play the player.

17. In all leagues (excluding 5U and 6U), if the player leaves a game for an injury, illness or ejection, he is not allowed to return to the game. He is out the next at-bat, and is then skipped in the batting order for the remainder of the game**.** This rule does not apply if player is injured or ill while on defense after start of fifth (5th) inning. Coach may then make defense substitution. If player were unable to bat then he/she would count as an out the first time as stated above.

    a. When batting the roster, the last out made can sub for a runner who cannot run (injured player); and then the next at-bat, that injured player is an automatic out. Roster to accordion after the out.

18. A two (2) minute time limit on changing fields will be effect from the time of the last out until the first pitch.

19. All pitching and substitute changes must be reported by the manager or coach, and then only between innings and/or during an official time out. This shall be done from the playing field behind home plate to the official scorekeeper. Failure to do so may result in forfeiture of game.

20. A pitcher who is withdrawn from the mound may not return to the mound in the same game.

21. No automatic walks are allowed in 12U and up. The pitcher must throw all pitches.

22. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning while the same player is pitching, a pitching change must be made.

    a. The only exception to this rule is in case of injury, or if time is called by the opposing team or by an umpire.

23. In each inning during a team's time at bat, the offensive manager may call time out only two (2) times in order to instruct his batters and/or base runners (men on bases).

    a. A penalty for calling more than two (2) offensive time outs in the same inning will be an automatic strike on the batter for each subsequent time out called.

24. Each team must furnish one (1) new and one used official **USSSA** Emblem stamped baseball that meets with the umpire's approval at the start of the game. Teams will furnish additional baseballs as required to prevent delay of game.

25. The batter may be in his on-deck circle or down past the dugout, but he may not go to the opposing team's on-deck circle.

26. No <u>BATBOYS</u> or <u>BATGIRLS</u> allowed in any league.

27. Absolutely **"**<u>NO SOFT TOSS</u>**"** except for wiffle balls into any of the fences at Trinity View Park.

28. No hitting devices (ex: portable batting nets, etc.) are allowed in use in the vicinity of the playing fields during games.

29. No live batting practice on game fields (Exception: If the game you are scheduled for is a forfeit, you may practice on your scheduled field).

30. Division record is based on overall record in leagues. Tie breaker as follows:
    a. Head to head record.
    b. Record of Division games.
    c. Least runs allowed between tied teams.
    d. Least number of runs allowed in all league games.
    e. Run Differential between teams involved (Runs Scored - Runs Against). Max runs scored 8 runs per game.
    f. Coin toss

31. Any batter at the discretion of the plate umpire who throws his/her bat will be given one (1) warning. Any further violation will result in the batter being called out. This is a delayed dead ball.

32. Runners must slide, avoid or go around a fielder without making intentional flagrant contact when a play is being made on him at any base, including home plate. If any player blocks any base while not in the possession of the ball, the runner shall be declared safe for obstruction of the base. A runner who makes any flagrant contact at any base shall be called out for the violation of this rule. If, in the judgment of the umpire, the runner's actions were deliberate and would tend to cause injury, the runner maybe ejected. It is understood there maybe incidental contact on close plays. This rule is intended to prohibit a runner from causing malicious contact with the fielder. This rule is strictly a judgment call on the part of the umpire and the umpire's call is final.

33. 10U, 12U, 14U Leagues. Runners may lead off at third base; however, when a runner attempts to steal home on the pitch the batter must either take the pitch or attempt to bunt. If the batter swings away in this situation, the runner will be called out and the manager will be ejected.

34. The Board of Directors shall settle any question of rules not specifically covered by these rules.

35. In all leagues the player running from first base to second base must slide directly to the base. If in the umpires discretion the player slides out of the baseline or into a defensive player making a play the runner will be called out and obstruction will be called. This will result in the runner going to first base also being called out.

36. There are no feint throws allowed to third base while contacting the pitching plate including a third to first pick-off play. This is aligned with the **USSSA and** Sporting News Rules.

B. 5U and 6U LEAGUE

1. The playing field of the 5U and 6U League (ages 4 - 6) shall be fifty-five (55) feet between the bases and thirty-eight (38) feet from the pitcher's plate to home plate.

2. The home team must furnish one (1) official Leather covered Game Approved baseball that meets with the umpire's approval at the start of the game. The visiting team will supply a league approved batting tee.

3. Six (6) innings will be a regulation game.

4. **Time limit is one (1) hour and the inning will be completed per rules.**

5. Each team may score a maximum of six (6) runs in each inning, except in the sixth (6^{th}) inning. In the sixth (6^{th}) inning a team may score a maximum of nine (9) runs.

6. Tie games shall not exceed seven (7) innings or the time limit. Nine runs may be scored in the seventh (7^{th}) inning. Tie games will count as ½ win and ½ loss.

7. Play will cease after a team is ten (10) or more runs ahead at the end of four (4) innings of play (3 ½ innings if the home team is ahead by ten or more runs), or any complete inning of play thereafter and will be a complete game.

8. Infield fly rule will not apply in the 5U and 6U Leagues.

9. No automatic walks allowed.

10. There will be ten (10) defensive players in the game. The tenth player will be designated as the rover. The tenth player must play if available. Less than nine (9) players is forfeiture. The number ten (10) batting spot is not an out if there are less than ten players.

11. Catchers must wear full helmet and facemask. There must be a catcher standing behind the batter's box.

12. The pitcher must have one foot on the rubber until the ball is hit. Violation after the second warning will result in the pitcher being moved to another position for the remainder of the game. Heart guard must be worn.

13. After a pitcher has been removed from the mound in a game, he cannot return to the pitcher's position in that game.

14. A player must stop the play by getting in front of the play. There is no more circle that will stop the play.

15. The ball must be thrown with a proper throwing motion and not rolled overhand or underhand. The penalty for rolling the ball will result in the runner being called safe.
    a. Any ball hit to the pitcher and fielded on the dirt mound must be thrown, as noted above, if a play is made at First Base. Pitcher is not allowed to run down the batter from the dirt. A play made to any other base is not affected.

16. All four (4) outfielders must remain in the outfield grass until the ball has been hit.

17. No defensive player other than the catcher can be positioned any closer than thirty-five (35) feet from home plate until the ball is hit. Violation after the second warning will result in the player being moved to another position for the remainder of the game.

18. Defensive coaches (two) must remain in the outfield grass in foul territory behind marked line.

19. Any batter who refuses to take his position in the batter's box will be called out.

20. The batter is allowed a total of three (3) strikes. A foul ball with two (2) strikes will count as a third strike and the batter will be out. Hitting the tee without touching the ball will be counted as a strike.

21. No bunting and/or balks are allowed in 6U

22. The batter shall be limited to two- (2) practice/measure up swings. Any subsequent swing will be considered a strike.

23. The batting Tee shall be placed on top of home plate.

24. The manager or coach may adjust the player and Tee only one (1) time during pre-season games. The home plate umpire shall make any readjustments as requested by manager/coach. No coach or manager can accompany the batter to the box for purposes of placement of the batter or adjustment of the Tee as of Opening Day, unless time out is called.

25. The manager or coach that is responsible for the batter may stand no closer than the on deck circle while the player is at bat.

26. The ball must travel outside an arc with a radius of five feet from the plate. If the ball does not go outside the circle it will be called a foul ball.

27. The bat must come in contact with the ground before leaving the ten- (10) foot diameter circle around home plate or the batter will be called out. (The bat can roll out of the circle if it hits the ground inside of the circle.) The umpire has the discretion to call a player out, after one (1) warning to the manager per batter, if the bat carries out of the circle with excessive force.

28. Tight Bases in Tee-Ball. The umpire will call out any player leaving his base before the ball is hit.

29. No stealing in Tee-Ball.

30. On an overthrow at first base, the batter and or runners may advance only one base. Runners advance at their own risk since it is not a dead ball unless ball travels into the dugout.

31. Any runner missing a base will be called out, if he does not make any attempt to return to the missed base before the ball is dead.

32. The following safety equipment is required for the pitcher position. It includes helmet with facemask and a heart protection device.

    a. The protective headgear must protect the full head and face. Just a face shield is not sufficient. It must be NOCSAE approved.

33. The batter shall not swing at the ball until the pitcher has made a pitching motion. Failure to wait until the motion is made results in a dead ball. The first violation per at bat is a warning. If the action continues it will count as a strike.

C. 7U and 8U LEAGUE

1. The playing field of the 8U League (ages 7 and 8) shall be sixty (60) feet between the bases, and forty (40') feet from the pitcher's plate to home plate.

2. Six innings will be a regulation game.

3. **Time limit is one (1) hour. The inning will be completed per rules.**

4. Play will cease after a team is ten (10) or more runs ahead at the end of four (4) innings of play (3 ½ innings if the home team is ahead by ten or more runs), or any complete inning of play thereafter and will be a complete game.

5. A maximum of six (6) runs may be scored by each team in each inning, except the sixth inning, where each team may score a maximum of nine (9) runs.

6. Tie games shall not exceed seven (7) innings or the time limit. Nine runs may be scored in the seventh inning. Tie games will count as ½ win and ½ loss.

7. Infield fly rule will not apply in the 8U League.

8. There will be ten (10) defensive players in the game. The tenth player will be designated as the rover. The tenth player must play if available. Less than nine (9) players is forfeiture. The number ten (10) batting spot is not an out if there are less than ten players.

9. The player fielding the pitchers position shall take his position always to the rear of the pitching plate, with both feet in contact with the dirt around the pitching plate, and on the left or right side of the Coach-Pitcher until the ball is hit.

10. A batter shall be declared out after failing to hit a fair ball after six (6) pitches. The batter is out if there are three strikes before the sixth pitch.

11. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead and no runners may advance.

12. No runner may leave a base until the ball has crossed the plate. Penalty for violation of this rule will result in the runner being called out by the umpire.

13. The catcher must be in the catching box in a catching position. Failure of the catcher to assume position results in an illegal pitch call, delayed dead ball call.

14. If Coach-Pitcher or Player-Pitcher is removed from the mound, whether he is the starter or not, he cannot return to the pitching mound. Player pitcher must wear heart guard.

15. If a batted ball strikes the Coach-Pitcher, the ball is dead; the pitch counts as a foul ball, and no runners shall advance. If it is the sixth pitch, it is considered a foul ball and the batter is out.
16. There will be a Mandatory courtesy runner for the catcher with 2 outs. It is the last out made.

17. COACH PITCHER RULES

    a. Coaches or managers shall pitch from a pitching plate forty feet (40') from the point of home plate. Coach-Pitcher must be in contact with the pitching rubber while pitching. The ball must be delivered overhand with a full throwing motion. Pitchers may not pitch from the stretch. No pitching from a kneeling position. PENALTY: Failure to use a full throwing motion would result in a penalty of the throw counting as a pitch against the batter, and would be a dead ball, and possible removal from the mound.
    b. The Coach-Pitcher cannot participate or direct his team in any way while on offense. Any interference on the part of the Coach-Pitcher, intentional or not, will result in a dead ball and the lead runner being called out. The Coach-Pitcher may be subject to removal from the mound after the first warning.
    c. Coach-Pitcher must make an attempt to get off the field when ball is put into play.
    d. When a time-out is called, the Coach-Pitcher may talk to and position his batter.
    e. The Coach-Pitcher must wear a baseball glove while pitching.

18. Any runner missing a base will be called out, if he does not make any attempt to return to the missed base before the ball is dead.
19. The following safety equipment is required for the pitcher position. It includes helmet with facemask and a heart protection device. The helmet must protect the head and face and be NOCSAE approved helmet.

D. 10U LEAGUE

1. The playing field of the 10U League (age 9 and 10) shall be sixty five (65) feet between the bases and forty-six (46) feet from the pitcher's plate to home plate.

2. Pitching Rules:

    a. All pitchers will be allowed to pitch a maximum 120 pitches in a calendar week (Sunday through Saturday).
    b. Not to exceed 60 pitches per day. If pitching 60 in a day the pitcher is allowed to finish the batter without penalty.
    c. A pitcher may pitch consecutive days as long as he does not exceed **(40)** pitches the 1st day; otherwise he will need a forty-(40) hour rest.

d. When pitching in more than one game on the same calendar day, pitchers may pitch in any combination of innings in those games provided they do not exceed 60 pitches in a calendar day.
e. Pitchers in violation of any of the pitching rules shall be considered an ineligible pitcher and the Manager will be ejected. The ineligible pitcher will have to follow the mandatory forty hour rest rule.
f. The forty-hour rule is from actual start of game time to actual start of game time.

3. Six innings will be a regulation game.

4. **Time limit is 1hr 30min. Any innings beginning before the 1hr 30 min. limit elapses will be completed. Exception: The game may exceed the 1hr 30 min time limit to break a tie.**

5. Play will cease after a team is ten (10) or more runs ahead at the end of four (4) innings of play (3 ½ innings if the home team is ahead by ten or more runs), or any complete inning of play thereafter and will be a complete game.

6. Each team may score a maximum of six (6) runs in each inning. Teams are allowed to score nine(9) runs in the 6^{th} inning.

7. There are no intentional or automatic walks in the 10U League.

8. The catcher must use a catcher's mitt.

9. A courtesy runner must be used for the catcher when there are two outs. The last batted out shall be the designated runner.

E. 12U LEAGUE

1. The playing field of the 12U League (ages 11 and 12) shall be seventy (70) feet between the bases and fifty (50) feet from the pitcher's plate to home plate.

2 Pitching Rules:

a. All pitchers will be allowed to pitch a maximum of 140 pitches in a calendar week. (Sunday through Saturday).
b. No pitcher may pitch more than 70 pitches in a calendar day. If pitching 70 in a day the pitcher is allowed to finish the batter without penalty.
c. A pitcher may pitch consecutive days as long as he does not exceed **(50)**pitches on the first day, otherwise he will need a forty- (40) hour rest.
d. When pitching in more than one game on the same calendar day, pitchers may pitch in any combination of innings in those games provided they do not exceed 70 pitches in a calendar day.
e. Pitchers in violation of any of the pitching rules shall be considered an ineligible player and the manager will be ejected. The ineligible pitcher will have to follow the mandatory 40 hour rest rule.
f. The forty hour rule is from actual start of game time to actual start of game time.

3. Seven innings will be a regulation game.

4. **Time limit is 1hr 30 min. Any innings beginning before the 1hr 30 min limit elapses will be completed. Exception: The game may exceed the 1hr 30 min time limit to break a tie.**
5. Play will cease after a team is ten (10) or more runs ahead at the end of four (4) innings of play (3 ½ innings if the home team is ahead by ten or more runs), or any complete inning of play thereafter and will be a complete game.
6. Each team may score a maximum of six (6) runs in each inning. Teams may score nine (9) in the 7th inning.
7. The catcher must use a catcher's mitt.
8. A courtesy runner must be used for the catcher when there are two outs. The last batted out shall be the designated runner.

F. 14U LEAGUE

1. The playing field for the 14U League (ages 13 and 14) shall be eighty (80) feet between the bases and fifty-four (54) feet from the pitcher's plate to home plate.

2. Pitching Rules:

   a. All pitchers will be allowed to pitch a maximum of 160 pitches in a calendar week. (Sunday through Saturday).
   b. No pitcher may pitch more than 80 pitches per calendar day. If pitching 80 in a day the pitcher is allowed to finish the batter without penalty.
   c. A pitcher may pitch consecutive days as long as he does not exceed **(60)** pitches in the 1st day; otherwise he will need a forty- (40) hour rest.
   d. When pitching in more than one game on the same calendar day, pitchers may pitch in any combination of innings in those games provided they do not exceed 80 pitches in a calendar day.
   e. Pitchers in violation of any of the pitching rules shall be considered an ineligible pitcher and the manager will be ejected. The ineligible pitcher must follow the mandatory 40 hour rest rule.
   f. The forty-hour rule is from actual start of game time to actual start of game time.
3. **Seven innings will be a regulation game. Time limit is 1hr 30 min. Any innings beginning before the 1 hr 30 min limit elapses will be completed. Exception: The game may exceed the 1hr 30 min time limit to break a tie.**

4. Play will cease after a team is ten (10) or more runs ahead at the end of four (4) innings of play (3 ½ innings if the home team is ahead by ten or more runs), or any complete inning of play thereafter and will be a complete game.

5. Each team may score a maximum of six (6) runs in each inning. Teams may score nine (9) runs in the 7th inning.

6. The catcher must use a catcher's mitt.

7. A courtesy runner must be used for the catcher when there are two outs. The last batted out shall be the designated runner.

G. ROOKIE LEAGUE

1. Length of games shall be 60 minutes of play. Time begins when the ball is placed on the tee at stated game time.
2. Home Team is responsible for field set up for game and visiting team will be responsible to put up bases to the designated location. The TEE is to be provided by the teams. A tee will be provided to each team at the beginning of the season.
3. The batting order shall remain the same as presented to the Head Official at the start of the game. Possible to add that alternate innings the batting order is reversed. Odd innings Bat 1 - 7 and Even inning bat 7 -1.
4. All teams shall bat the entire roster of players who are present. There shall be no penalty for a batter that cannot or will not take his place in the batter's box. The player will be skipped without penalty. Every player will bat EVERY INNING.
5. Managers and coaches can help a batter get set (position the player and fix the Tee) but may not assist the batter with hitting the ball.
6. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game.
7. Teams will have 5 - 7 players present and the coach is to place players on the field in the traditional baseball defensive positions when playing defense. Fielding a catcher is optional. No team in this division will be forced to "take an out" based on the number of players present.
8. No defensive player can be positioned any closer than 35 feet from home plate until the ball is hit.
9. The pitcher must remain in contact with the pitching rubber until the ball is hit. The pitcher is required to wear the following protective equipment. Heart Protector and NOCSAE Approved face protection.
10. When playing defense, teams may position one (1) coach in the field of play to assist in positioning of his/her players. This on-field coach shall remain in the outfield area at all times. Defensive teams may also position one coach in foul territory on the 1B side and one coach in foul territory on the 3B side.
11. After the batting coach has positioned the batter in the batter's box, he/she will retreat to the backstop fence no closer than 15 feet from the batter and will remain there until the play is dead. It will be the batting coach responsibility to clear the tee and bat once the ball is put in play.
12. All Managers and Coaches on the playing field during a practice or a game shall show good sportsmanship at all times!!!

ARTICLE VI -- EQUIPMENT

1. An official USSSA Emblem stamped baseball selected by the Board of Directors is to be used for all scheduled league games (leather covered only).

2 The wearing of protective headgear is mandatory in the on-deck circle, at bat, and on the base paths. This applies to all leagues. Headgear must not be cracked or unsuitable for protection. If a player fails to comply with this rule, after it has been called to his attention by the umpire, he shall be called out.

3. Batting and running headgear will be the same. It shall be mandatory that all batters wear full protective headgear (top of head and side of head including the ears). Helmets must stay on the runner's head until he/she is in the dugout.

4. No steel cleats will be allowed in IBBA League play below the 14U league. This is to accommodate players participating with School teams to use a single pair of cleats.

5. All catchers must use the cup-type athletic supporter (except in the 6U League), and catcher's protective helmet with throat protector. Violators will be ejected from the game.

    a. All players in the 5U, 6U, 7U**,** 8U, 9U, 10U, 12U, and 14U leagues are encouraged to wear an athletic cup.

6. Any player warming up a pitcher must wear a catcher's headgear and athletic cup. Failure to wear the gear will mean the player cannot play.

7. Aluminum bats are approved, but they must have updated knobs for proper style per Federal regulations. Use of aluminum bats is not mandatory in all leagues. No SOFTBALL bats are allowed for play at any level.
    a. <u>All Aluminum bats must comply with the USSSA Bat Policy as listed on the USSSA baseball website. A link is provided from the IBBA Web site.</u>

8. ~~The League director must approve uniform colors, design, logos, and team name~~.

9. Any defensive players may wear protective headgear.

ARTICLE VII -- SCOREKEEPERS/UMPIRES

1. The Umpire-in-Chief, home plate umpire, must be the official timekeeper.

2. Umpires and scorekeeper must be at least sixteen years of age.

3. In the event an official scorekeeper is not present at the game, a league representative shall designate a person to keep score, who will become the official scorekeeper.

4. If an umpire ejects a player, coach, parent, or fan from the game, both umpires must be present at the next regularly scheduled Board Meeting.

    a. Both umpires and scorekeeper must fill out an incident report immediately following the game in question.

5. In cases of inclement weather:

    a. Scorekeepers are paid ½ pay when a game is called within fifteen minutes of the first game of the scorekeeper.
    b. Umpires are paid ½ pay if the game starts and complete pay when game has reached complete game length.
    c. Umpires and scorekeepers who work a rescheduled suspended game will receive full pay if the game goes three innings or more.

ARTICLE VIII -- PROTESTS

All protests must be filed, in writing, within twenty-four (24) hours with the League Director or Board Member. No protests will be allowed or heard where a judgment call by an umpire is involved. Protests must be made to the umpire-in-chief. The umpire will then call the opposing team's manager along with the protesting manager to the score stand where it shall be noted in the score book. No more than (2) representatives from each team involved shall be present at the hearing. The President of the IBBA may invite any member of the Board of Directors or any member of organized baseball to serve on the protest committee. All protests must be filed in writing with a $50.00 fee. In the event the protest is upheld, the $50.00 fee will be returned. There will be no exceptions to the above protest rule.