

1- TOURNAMENT STRUCTURE

- A. All Tournaments are listed as either "Rec All-Star or A level", "AA" or "OPEN" and will group all teams of the same age within pool play. Teams are assigned to elimination bracket play based on their seeding in pool play.
- B. Brazos River Athletics, its directors, or representatives will do everything in their power to provide a fair playing field for all levels of play. We spend countless hours researching teams, their records, their rosters, and their coaches. However, even with our best efforts, there will ALWAYS be those teams that choose to be trophy hunters.

2- TEAM REQUIREMENTS

- A. The team manager, upon request, must provide a copy of any player's birth certificate to the tournament director. Any player without a birth certificate or who's age puts them ineligible for the team they are competing with places the player and team as subject to disqualification.
- B. All teams competing in BRA events must have excess accident/medical coverage and general liability insurance. Required coverage limits are a minimum of \$100,000 excess accident/medical, and a minimum of \$2,000,000 general liability which includes participant legal liability. The team has the right to purchase its insurance from any reputable company. Insurance certificates will be verified at check-in.

3- GENERAL ROSTER RULES

A player may only participate with one team (aka original team) per event. PENALTY: Removal of player from all teams (original and non-original) for rest of tournament. Removal of non-original team manager for rest of tournament. Forfeit of protested game by non-original team only.

- A. Participation with any other team, even in another age division, within the same event is also prohibited and will result in same penalty as rules in section.
- B. A player may "play up" in age, but under no circumstance shall a player be permitted to "play down" in age. Any player found to be playing down in age shall be ruled illegal. PENALTY: Forfeit of protested game and disqualification of player and team manager for rest of tournament.
- C. Tournament playing age is defined as the age of the player on or before May 1st of current year
 - **5U** Will not turn 6 years old prior to May 1st or Grade exception PRE K
 - 6U Will not turn 7 years old prior to May 1st or Grade exception K
 - **7U** Will not turn 8 years old prior to May 1st or Grade exception 1st grade
 - **8U** Will not turn 9 years old prior to May 1st or Grade exception 2nd grade
 - **9U** Will not turn 10 years old prior to May 1st or Grade exception 3rd grade
 - **10U** Will not turn 11 years old prior to May 1st or Grade exception 4th grade

- 11U Will not turn 12 years old prior to May 1st or Grade exception 5th grade
- 12U Will not turn 13 years old prior to May 1st or Grade exception 6th grade
- 13U Will not turn 14 years old prior to May 1st or Grade exception 7th grade
- **14U** Will not turn 15 years old prior to May 1st or Grade exception 8th grade

ALL GRADE-BASED PLAYERS MUST HAVE A COPY OF BIRTH CERT AND CURRENT REPORT CARD, OFFICIAL SCHOOL ID WITH GRADE, OR ANY OFFICIAL GOVERNMENT DOCUMENT STATING GRADE

- D. All players must have participated in at least half of their home league's recreational ball season (All-Star Tournaments).
- E. Awards are presented only to roster players who are present and have participated in the tournament.(Exception: if a player has been injured during the tournament and is receiving medical assistance, an award will be presented.)

4- GAME RULES

4.1 GENERAL PROVISIONS:

BRA takes pride in using the OFFICIAL MLB BASEBALL RULES, with these exceptions, as our basis for all tournament play.

4.2 BATS:

4.2A BAT SIZES:

A. All bats in all age divisions may not exceed 34" in length, and 2 \%" in barrel

diameter.

4.2B PROHIBITED BATS:

- A. All bats labeled "For T-Ball Only" may only be used when hitting off a TEE..
- B. All bats labeled "Coach Pitch" may only be used within Coach Pitch competition.
- C. All bats labeled "Not for Use with Real Baseballs" are prohibited from play
- D. Any bat that is altered in any manner is prohibited

4.2C BAT PERFORMANCE STANDARDS:

- A. Brazos River Baseball will only permit aluminum and composite bats which bear the "BPF 1.15, BBCOR OR USA Stamped" manufacturer's branding, label, or stamp in ages 14U and under. Wood bats, Composite Bats, or Bamboo bats may also be used.
 - B. 14U Division Can Not use bats with a greater than a -5 Drop.
 - C. 13U Division Can Not use bats with a greater than a -8 Drop.

4.2D PENALTIES FOR USE OF ILLEGAL BAT:

A. Penalty: If the ball is hit fair or foul, the batter is out and ejected from the game. Team manager is also ejected from the rest of the game. All runners return to previous bases unless play resulted in 3rd out.

4.3 GAME PRELIMINARIES:

- A coin flip shall determine the home and/or visitor in all pool play games.
- The highest seed will be home team in all bracket games.
- Dugouts are first come first serve.

4.4 TIE BREAKING CRITERIA FOR SEEDING:

- 1. Win Loss Record
- 2. Head to Head (Used when two teams are tied. Not used when 3 or more teams are tied)
- 3. Runs Allowed in all games the team have played
- 4. Runs Scored in all games the team has played
- 5. Coin Flip

4.5 BASE AND PITCHING DISTANCES - GAME LENGTHS

(*) Recommended distances but may have to be adjusted

based on ballpark and field availability

| Age | Bases | Pitching | |
|-------------|-------------|---------------|--|
| 6U, 7U, 8U | 50' or 60'* | 38' or 40'* | |
| 9U, 10U | 60' or 65'* | 44' or 46'* | |
| 11U, 12U | 70′ | 48' or 50'* | |
| 13U | 80' or 90' | 54' or 60.5' | |
| 14U | 80' or 90'* | 54' or 60.5'* | |
| 15U & Older | 90′ | 60.5′ | |

4.5 TOURNAMENT TIME LIMITS:

- A. In ALL games, the Official game time starts when UIC announces the game time.
- B. The local tournament director may impose game times as deemed necessary. These times are recommended and may be changed with no prior notice. No new inning may start after time or innings have expired, except when a game is tied. In all tournaments, to help keep the event on schedule, pool play games may end in a tie. Pool play is used for seeding purposes only.

| AGE | POOL | BRACKET | CHAMPIONSHIP | INNINGS |
|-------------|--------|---------|--------------|---------|
| 6U, 7U, 8U | 60 MIN | 75 MIN | ADD 15 MIN | 6 |
| 9U, 10U | 75 MIN | 90 MIN | ADD 15 MIN | 6 |
| 11U, 12U | 90 MIN | 105 MIN | ADD 15 MIN | 7 |
| 13U | 90 MIN | 105 MIN | ADD 15 MIN | 7 |
| 14U | 90 MIN | 105 MIN | ADD 15 MIN | 7 |
| 15U & OLDER | 90 MIN | 105 MIN | ADD 15 MIN | 7 |

4.6 OVERTIME/ EXTRA INNINGS (BRACKET PLAY):

- A. Overtime/ extra innings begin once the maximum time limit or innings have been reached and the score is still tied.
- B. Last two batters on 2nd and 3rd base with one out; No count on the batter. Continue this format until a winner is determined.

4.7 BATTING and PLAYER OPTIONS

- A. All teams will bat their full roster of players present in 14U and below. **NO EXCEPTIONS!!** High School divisions (15U-18U) may utilize the NFHS Designated Hitter rule if desired.
 - If a team is found not batting their entire roster (6U-14U), if they have not batted completely through their lineup, they may be added to the bottom and no penalty is incurred. If a team is found to have already batted through their order and the full roster has not batted, a forfeit will be declared.
- B. If a team drops below 9 players, an automatic out will be taken for each batting position below 9. If a player is going to show up late to the game they may be placed in the last position in the batting order and the team must take an out until the player arrives. However, if the player is not in the batting order for the beginning of the game, the player MUST wait until next game to play, AND must be on the team roster turned in prior to tournament start in order to be eligible.
- C. In all divisions (6-14), if a team (EXCEPT High School) loses a player due to injury or illness, and the game has started, you will NOT be required to take an out for the person in that position of the lineup when its their turn to bat. Simply remove them from the batting order. Move all players up in the order. See #8-B for a team dropping below 9 players due to injury or illness. In the High School division, you may substitute for a different player if you have additional players, lose your Designated Hitter, or refer to section #8-B if you fall below 9 players.
- D. No team will be allowed to play with less than 8 players. A forfeit must be declared.
- E. Free substitution for all positions except the pitcher.
- F. SLASHING WILL NOT BE ALLOWED FOR ANY AGE DIVISION.

- a. First offense: Dead Ball, Batter is out, and all baserunners return to previous bag.
- b. Second offense: Dead Ball, Batter is out, baserunners return to previous bag; player AND manager is ejected for remainder of game plus one game.

4.8 INTENTIONAL WALK:

A. A team may choose to intentionally walk a batter anytime by just instructing the umpire to just "put them on" (no pitches are required).

4.9 COURTESY RUNNERS:

- A. Courtesy Runners may only be used anytime for the pitcher and/or catcher of record from previous inning.
- B. Any player in the game may be used as a courtesy runner
- C. In the event that a courtesy runner is due to bat, another courtesy runner may take their place on the base.

4.10 RUN (MERCY) RULE:

- A. 20 after 1 inning
- B. 15 after 2 innings
- C. 12 after 3 innings
- D. 10 after 4 innings
- E. 8 after 5 innings

4.11 TIME OUTS:

- A. Defensive team may have 2 time outs per ½ inning
 - Pitching change must occur on 2nd timeout of the inning
- B. Offensive team may have 1 time out per ½ innings

4.12 BETWEEN INNINGS:

A. A maximum of 90 seconds, or 5 warm up pitches, will be permitted between innings with time started upon the 3rd out. The umpire shall keep time. Automatic strikes may be called on an offensive team not ready to bat, and automatic balls may be called on a defensive team not ready after umpires have directed teams to play. If an injury requires an emergency pitching change, the new pitcher will have 10 minutes max for warm up, during which time the game clock shall be stopped.

4.13 EJECTIONS & CONDUCT:

- A. Any Ejections of coaches, players, and fans, based upon unsportsmanlike conduct, malicious contact, verbally abusing tournament officials, or throwing anything at another individual or onto the playing field, will result in an immediate ejection, AND ADDITIONAL SUSPENSION. A team can incur a maximum of three ejections total in any tournament. Upon the 3rd cumulative ejection to any team (including ejections to the manager, coaches, players, parents, or fans) the team is disqualified from the event.
- B. Within any tournament, upon the first ejection (for unsportsmanlike conduct or malicious contact) for any player, manager, coach or fan of the team, the person ejected is required to immediately leave the park premises, and will also be ineligible for attendance or participation in the team's next tournament game.

- C. Within any tournament, upon the second ejection of any player, manager, coach or fan of the team, the person ejected be required to immediately leave the park premises, and shall also be ineligible for attendance or participation in the team's next TWO tournament games.
- D. Within any tournament, upon the third ejection of any player, manager, coach or fan of the team, the entire team is immediately disqualified from further participation in that tournament. All members of the team are also prohibited from attending any remaining games in the event as fans or spectators. The team is also subject to permanent disqualification, or suspension, from future BRA participation, at the discretion of BRA.
- E. If any individual is ejected for a second time at any event, he or she will not be permitted into the park for the remainder of the tournament. Failure to comply with this rule will result in immediate disqualification of the team. The person is also subject to possible permanent suspension from BRA.
- F. If it becomes necessary, by an umpire or tournament director, to call security, due to an unruly coach, player, parent, or fan; or if a person refuses to leave the park after being ejected, the entire team is immediately disqualified effective when the call for assistance is initiated. No fees, admissions, nor travel expenses will be refunded.
- G. Post-Game Misconduct: If any team, or any member of a team, (including manager, coach, player, parent, or fan) displays misconduct or poor sportsmanship AFTER a game has concluded, or issues verbal assaults, trashes or damages park property, or physically threatens, or makes a physical assault against another person, the team will be permanently disqualified from further participation within BRA, and all guilty parties will be subject to arrest and prosecution to the fullest extent of the law.
- H. Use of profanity by coaches, players, parents or fans is considered unsportsmanlike conduct and may result in ejection, upon the decision of the BRA official or event director. Our events are for children, and BRA does not believe profanity is appropriate, nor acceptable, whatsoever, in our environment.
 - I. A manager or coach may not remove his team from the field, or refuse to continue play, due to a dispute with game officials. PENALTY: The game is immediately forfeited, and the team is disqualified from further participation in the tournament. The manager or coach is subject to indefinite suspension by BRA.
- J. No coach, player, or team shall, at any time, whether from the bench, coaching box, or playing field, attempt to incite by word or sign, any unsportsmanlike conduct or demonstration by spectators.
- K. Assistant coaches may not leave their field position, dugout, or bullpen area to appeal any play on the field. PENALTY: Ejection after one warning
- L. Razzing, heckling, chanting, or making disparaging remarks towards opponents, in any manner, is prohibited. Umpires are instructed to call time, and eject the fan or spectator. If a team's fan or spectator is ejected, the team manager is also ejected and will serve an additional game suspension.
- M. Any person making physical contact with a game official, park official, tournament administrator, or an organization representative of BRA, shall be immediately disqualified from further participation in BRA tournaments, and will be prosecuted to the fullest extent of the law. Making physical contact with athletic officials is a felony criminal offense in many states.

4.14 COLLISION AVOIDANCE RULE:

- A. All calls regarding malicious contact shall be judgment calls of the umpires.
- B. All malicious contact, will result in the runner being declared out, and ejected from the game, plus (1) one additional

(next) game.

4.15 BASEBALL CLEATS:

- A. Metal cleats are permitted in 13U-18U.
- B. Some tournaments may require portable mounds. Metal cleats are prohibited on ALL portable mounds. Please plan accordingly as there will be no exception to this rule.

4.16 RAINOUT REFUND POLICY:

1 and 2 Day Tournaments

- A. 0 games played = Full Refund
- B. 1 game played = 1/2 refund
- C. 2 games played = No refund
- D. A game is considered "played" once it has started.
- E. No individual gate refunds at any time
- F. Gate Fees are NON refundable unless you have ZERO games played.

SUSPENDED/ COMPLETE GAMES:

A game shall be ruled as official and complete if it is called by umpires or the tournament director due to rain, inclement weather, lighting failure, or other reasons beyond our control, provided 3 innings or half of the scheduled game time has been completed. If three innings or half of the scheduled game time have not been completed, the game shall be suspended, and resumed from that point, when safe play can be resumed. Elapsed game time shall be recorded, and any remaining game time limit shall also be resumed from the point of suspension.

4.2DUGOUTS:

- A. Teams will occupy dugouts on a first come first serve basis.
- B. All individuals inside the playing field fence, or in the dugout, MUST be on the printed team roster. Anyone inside the fence or dugout who is NOT on the roster is ejected from the park for that game only. A second violation will disqualify the team from the tournament and the manager may face suspension from BRA.
- C. Absolutely no glass items are permitted in the dugouts. Team water coolers are permitted, unless provided by the tournament site. Teams must pick up trash and debris in the dugout before departure from all games. Only ONE PLAYER the on-deck batter is permitted outside of the dugout. Unless the local park has a specific safetyrule altering this rule: the on-deck batter must remain on his own dugout side.
- D. Coaches are permitted to stand outside the dugout as long as in the judgment of the umpire they do not interfere with the game on the field. At any time the umpire feels a coach is interfering with the game on the field, he may choose to confine one or all coaches to the dugout.

4.3 WARM UPS:

- A. All team pre-game warm-ups will be done in specified warm up areas, or in the outfield of a ball field.
- B. No infield practice permitted on any infield
- C. No pitching practice permitted on any ball field mound.

4.4 GAME BALLS:

- A. "Regulation" leather covered baseballs are required for all tournament games at ALL LEVELS OF PLAY. NO "Safe T Ball" will be allowed.
- B. For 9U and above games, each team shall supply to the umpire, two new or like new game balls per game.
- C. For 6U, 7U & 8U games, each team shall supply their own baseball while on offense.

4.5 DISORDERLY CONDUCT:

A. Any disorderly conduct, threat of, or act of violence, shall result in the removal and arrest of the responsible individual(s). Any person on the premises, who is intoxicated, shall also be removed from the complex by security personnel. Any person(s) removed under these circumstances, shall be prohibited from entering park grounds, including the parking lots, for the duration of the tournament. Upon such ejections, refunds will not be given to any such individuals. Should any ejected individual refuse to leave the park, the tournament director may impose a forfeit. If the game has already concluded, such forfeit would apply to the team's NEXT game.

4.6 FIGHTING:

A. Should any player, coach, or team member take part in any fighting, those individuals shall be ejected from the tournament on the first occurrence. Should any member of the team subsequently become involved in a second incident of fighting, the entire team shall be ejected from all further participation in the tournament.

4.65 TOBACCO & ALCOHOL:

- B. Use of tobacco products is prohibited on all fields and in the dugouts during games.
- C. The illegal sale, or consumption, of alcoholic beverages on the park premises, or in the facility parking lots, is strictly prohibited at all BRA events.
- D. Anyone who appears intoxicated, or under the influence of alcohol or drugs, shall be ejected, from the ball park.

4.7 PROTESTS:

A. All protests will be resolved immediately. Only managers may protest. Judgment calls by umpires may not be protested. Upon a protest, a manager shall remit \$100.00 cash protest fee. If the protest is upheld, the \$100 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. Protests shall be resolved by the tournament director and his designees, in consultation with the umpires of the game. Game clock will stop during the filing of an applicable and official protest.

4.8 FORMAT ALTERATIONS:

A. All BRA Tournament Directors reserve the right to alter, change, or abbreviate tournament formats, when necessary due to weather conditions beyond their control, OR if a team fails to show for a scheduled game, in order to complete the tournament.

4.9 NO SHOW/ SURRENDER:

- A. Any team that no shows will be responsible for full payment of registration fee and gate fee. NO REFUNDS, NO EXCEPTIONS!
- B. Any team that fails to show for a scheduled BRA tournament game, unless a team medical emergency can be immediately verified and documented, shall be disqualified from further participation in any tournament. Teams are not permitted to "surrender" during the course of any tournament game. All games must be played to completion per tournament rules. Should a team remove its team from the field, or quit, prior to completion of any tournament game, that team is disqualified from all further participation in the tournament.

4.10 UNIFORMS/ EQUIPMENT:

- A. All players must be in uniform to play in the ball game and be distinguishable from other team mates.
- B. Protests on uniforms will not be permitted. Violators of the uniform rule shall be allowed to conform, or will be removed from the game.
- C. Managers and coaches are not required to wear uniforms.
- D. If player names are included on the back of jerseys, the name displayed must match the identity of the player. Teams cannot switch uniforms (containing names) to confuse opponents. Penalty: Player and team manager are disqualified from rest of event.
- E. If a player is added to a team (pick up player), and needs to use another player's jersey with an inaccurate name, the inaccurate name must be covered with tape, and the umpire and opposing coach must be verbally notified about the situation prior to commencement of the game. If a player enters the game without prior notification, the player is ruled an ineligible player and is ejected immediately along with team manager.
- F. All players must be properly equipped while playing.

4.11 CASTS, SPLINTS or BRACES

All casts, splints and braces must be padded with at least ½-inch of closed cell, slow recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have any exposed metal or other hard material. Note: A pitcher cannot wear any casts, splints or braces of any kind.

4.12 BAT BOYS/ GIRLS

All bat boys / girls must wear a double-ear batting helmet at all times when outside the dugout.

5- ELIGIBILITY

Accountability for player eligibility is a responsibility of both managers and parents. Managers and parents are responsible to ensure that players meet eligibility requirements including proper age

5.1 ALTERED BIRTH CERTIFICATES:

- A. Anytime a registered player's certificate of birth is found to have been altered or changed, the player and team manager shall be disqualified from tournament. The player whose certificate has been altered will be permanently disqualified from further participation in BRA, and the altered certificate will be submitted to state and county officials. Altering an official certificate of birth is against the law in most states.
- B. The team manager is responsible for attesting to the accurate age of his team players. Any manager using over-age players shall be disqualified from further participation

5.2 PROOF OF AGE:

All managers must carry, and provide upon request by a tournament director, birth certificates for all players. Failure to produce a certificate of birth upon request by a tournament official, shall result in disqualification of the player and team manager in that event, and forfeit of protested game.

5.3 RIGHT OF PARTICIPATION:

All teams, individuals, patrons, spectators, officials, and players, attending or participating in BRA events, are subject to the approval, and at the discretion, of BRA. BRA, as a privately owned entity, retains the right to prohibit attendance or participation of any team which, or individual who, displays improper conduct, character, integrity, sportsmanship, or issues any threats of harm, violence, legal action or disruption, towards BRA, its officials, or administrators.

6U (MODIFIED COAH PITCH)

6.1 GENERAL PLAYING RULES:

- A. An inning is considered over once a team scores seven (7) runs or three (3) outs are achieved with the exception of the 6th or final inning when unlimited runs may be scored.
- B. Umpires shall call "Time" after every play has concluded and declare the ball "Dead". Time should be called when all runners are no longer attempting to advance. A runner standing off the bag attempting to "juke" back and forth is not considered an attempt to advance.
- C. Run (mercy) rules remain in effect.

6.2 PLAYING FIELD:

- A. A 10-foot circle shall be drawn around the pitcher's mound. The circle shall have a 5-foot radius from the center of the pitcher's rubber.
- B. The pitcher's rubber shall be in the center of the circle.

6.3 DEFENSE:

- A. Ten (10) defensive players can play in the field. Four (4) of these players must play in the outfield and may not cross over into the infield until the ball is hit.
- B. Defensive coaches are not permitted on the field of play.
- C. The pitcher must remain on the rubber until the ball has been hit. If the pitcher fails to do so, then the offensive team may choose the result of the play or consider it a no pitch.
- D. The infield fly rule does not apply.

6.4 BASE RUNNERS:

- A. Lead offs and stolen bases are not permitted.
- B. Base runners must remain on the base until the ball has been hit. PENALTY: Runner is called out.
- C. A COURTESY RUNNER is permitted for catcher of record only.

6.5 BATTERS:

- A. Each batter will receive 5 pitches to put ball in play.
- B. Batter can swing and miss at all 5 pitches without being out.
- C. If a batter fails to put a ball in play after the 5th pitch, the batter will then get ONE chance to put a ball in play off the Tee.
- D. If a batter fails to hit a fair ball off the Tee the batter will be called out.
- E. If a batter puts a ball in play off the Tee, then the batter and all other base runners are only allowed to advance one base.
- F. Bunting is not permitted. If a player bunts, ball is dead and is considered an official swing.

7- COACH PITCH

7.1 PLAYING FIELD:

- A. A 10-foot circle shall be drawn around the pitcher's mound. The circle shall have a 5-foot radius from the center of the pitcher's rubber.
- B. The pitcher's rubber shall be in the center of the circle.

7.2 PITCHING REGULATIONS:

- A. The adult coach pitcher, from the team at bat, must be stationed with one foot on the pitcher's rubber when he delivers the ball.
- B. The adult coach pitcher shall pitch overhand to his own team.
- C. A batter shall bat until they have received a maximum of 6 pitches, or 3 swinging strikes, or hits the ball. If the batter fouls off the 6th (or last) pitch, or fouls the 3rd strike, the batter shall remain at bat. The batter is not out by fouling off his final pitch. A 3rd strike foul tip caught by the catcher, or any foul pop-up caught by a defensive player, will remain an out.
- D. A player may only be intentionally walked ONCE per game. Only the opposing manager may request that a player is intentionally walked.
- E. The adult coach pitcher is to make certain that they get out of the way of any batted ball and does not interfere with the players' access to the ball. If, in the umpire's judgment, the adult coach pitcher interferes with a fielder's access to a batted ball, the batter is automatically out and the runners may not advance. If a batted ball, in the judgment of the umpire, accidently hits the adult coach pitcher, it shall be ruled a foul ball. All runners return to base.
- E. The adult pitcher may not talk to, or coach, any runners or batter while he is on the field. He is only permitted to pitch. If in the umpire's judgment, the adult coach pitcher does talk, or coach, the batter or runner will be declared out.

7.3 DEFENSE:

- A. Ten (10) defensive players can play in the field. 4 of these players must play in the outfield and may not cross over into the infield until the ball is hit.
- B. Defensive coaches are not permitted on the field of play.
- C. The infield fly rule does not apply.

7.4 GENERAL PLAYING RULES:

- A. An inning is considered over once a team scores seven (7) runs or three (3) outs are achieved with the exception of the 6th and final inning when unlimited runs may be scored.
- B. Lead offs and stolen bases are not permitted.
- C. Base-runners may not leave the base until the ball is hit or the ball has crossed the plate. PENALTY: The runner is called out.
- D. Base stealing is NOT permitted unless a defensive player (including pitcher) makes a play to the base occupied by a player. Any defensive throw to any base permits all runners to advance at their own risk.

- E. A runner on third base may not advance to home on a passed ball or wild pitch.
- F. The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.
- G. The batter is automatically out (not ejected) if he throws the bat. One warning will be given per team per game.
- H. No Bunting
- I. Defensive coaches are not permitted on the field of play.
- J. A COURTESY RUNNER is allowed for the catcher of record only, from the previous inning.
 - K. Umpires shall call "time" after every play has concluded and declare the ball "dead." Time should be called when all runners are no longer attempting to advance.
- L. Run (mercy) rules remain in effect.