



General Rules

NFHS rules will apply except as altered by the following additions and exceptions

GPR1. All parents, coaches, and participants **MUST** adhere to the League Code of Conduct in addition to their own association's rules. The League is built on the ideals of promoting sportsmanship, respect, and positive behavior at all times and will be strictly enforced.

A signed Code of Conduct will be required for **ALL** parents and coaches prior to the first game.

GPR2. All players **MUST** meet the age requirements for their designated division in accordance with the League's established age cutoff date. Age eligibility will be determined by the player's date of birth as follows:

Spring Season - Players age on April 30th determines age division.

Fall Season - Players age on April 30th of the following year determines age division.

5 - 6 years old: **TeeBall** (TB)

7 - 8 years old: **PeeWee** (PW)

9 - 10 years old: **Minor** (MN)

11 - 12 years old: **Major** (MJ)

To ensure fairness and accuracy, National Sports ID (NSID) will be the official and **REQUIRED** method of age verification for **ALL** League participants. Each player **MUST** have a valid and verified NSID profile **PRIOR** to participating in any practices or games.

NOTE: A team where player(s) are found ineligible based on age verification will forfeit all games the player participated **AND** disqualification from the postseason tournament.

GPR3. All associations participating in the League **ARE** required to follow the League's Player Evaluation and Draft Guidelines to promote fair competition across the League. Associations that have two (2) or more teams per age division are required to follow these guidelines.

NOTE: Violations **MAY** result in disciplinary action, including removal from postseason play, as determined by the League.

GPR4. All team Managers or their designee **MUST** enter a complete team roster in QuickScores by a date established by the League or at the latest, by the **FIRST** scheduled season game. Failure to submit team rosters will result in forfeiture of **ANY** game(s) played until the roster is submitted.

NOTE: At minimum, each player's first name, last name, birthdate, and jersey number are required. **DO NOT** enter nicknames or alternate jersey numbers.

GPR5. Dress & Appearance:

A. Players shall be legally and properly equipped before taking the field. This includes, but is not limited to:

a. Wearing a complete uniform to each game to include at minimum a team jersey, pants, hat, and either rubber or plastic cleats.

b. Wearing all protective gear. This includes a helmet to be worn while on-deck, batting, or running bases. Catchers must wear full catcher gear to include a cup.

c. **NOT** wearing any jewelry (except medical alert items) during a game to include rings, bracelets, watches, necklaces, earrings, etc.

d. **NOT** allowed to play if wearing any type of hard surface cast or brace. An ace bandage or similar type of soft support does not constitute a cast and the Umpire has the final say in the safety of any soft cast.

e. Pitchers **ARE NOT** allowed to wear items that distract the batter. This includes, but is not limited to, any type of athletic wrapping or white/gray arm sleeves/bands below the pitching elbow, exposed undergarments not of a solid dark color, sunglasses having dark, mirrored, or distracting lenses obscuring the pitcher's eye or creating a glare to the batter. Further discretion shall be determined by the Umpire.

NOTE: Players not legally and properly equipped **WILL NOT** be allowed to participate until they meet League equipment standards.

B. Coaches must wear team-approved attire, closed toe shoes, and maintain a professional appearance. Clothing or accessories displaying offensive language, images, or symbols are not allowed while on the field.

NOTE: All coaches **MUST** wear League provided lanyards during all games.

GPR6. ALL bats, regardless of material, weight, or barrel size are legal and shall be stamped with USA or USSSA markings.

GPR7. Each team shall provide at minimum one (1) baseball per game that consists of a leather cover, cushioned cork center, and wool winding.

NOTE: Synthetic, “bouncy,” and soft trainer balls for younger ages are PROHIBITED.

GPR8. Coaches and Parents may not use hitting sticks or other similar devices outside the field of play during games and warm-ups including use in the batting cages.

GPR9. A player who is present that will not play for disciplinary reasons **MUST** be excused by a League Official and/or Umpire and **BOTH** Managers. In this instance, the violation of the participation rule will not constitute grounds for protest.

GPR10. No game will be started with less than eight (8) players on each team. If a team fails to field at least eight (8) players within fifteen (15) minutes of the scheduled game time, this **WILL** result in a forfeit.

NOTE: If a team starts play with eight (8) players, the team **WILL** receive an automatic out for the ninth position in the batting lineup the first time through the rotation. If the player arrives prior to their first plate appearance no out will be taken.

NOTE: If **BOTH** teams start with eight (8) players, the automatic out rule **DOES NOT** apply and will remain out of effect even if another player is subsequently added to either teams official game lineup after the game starts.

NOTE: Once a game has started, a player arriving late shall be added to the bottom of the lineup, **UNLESS** arriving after their team has completed a full batting rotation, in which case the player **MAY NOT** enter the game.

Exception: If the player arriving late becomes the **9TH BATTER** in the rotation and the Manager elects to do so **AND** the opposing Manager gives consent, the player **MAY** enter the game. The Scorekeeper and Umpire must be notified.

GPR11. Replacement players **WILL** be allowed during the **Regular Season**, but not Postseason tournament play. When your team **FALLS** below nine (9) players:

A. Replacement player(s) can be from another **RECREATION** team within **YOUR** Association of the same **OR** lower level, or;

B. If only one (1) recreation team within **YOUR** Association, replacement player(s) **CAN** be from another **RECREATION** team of the same **OR** lower level in your League.

NOTE: The added player(s) **MUST** bat last, **PLAY** in the outfield, and **MAY NOT** pitch.

GPR12. The **HOME** team shall be responsible for keeping the official scorebook or electronic alternative each game to include pitch count tracking. The **AWAY** team shall be responsible for operating the scoreboard equipment or electronic alternative each game. Both teams are expected to have a responsible adult available to handle these duties.

NOTE: The away team is also recommended to maintain a scorebook or electronic alternative in the event of any protest during the game.

GPR13. The start time of each game must be entered in the official scorebook as determined by the Umpire(s) at the pregame conference. The expiration of the time limit shall be determined when the last out is made in the bottom half of the inning. If any time remains at the point of the last out in the bottom half of an inning, a new inning will be started.

NOTE: The officials on the field will be the official timekeeper.

GPR14. In the event of any injury during a baseball game, time shall be called by the Umpire(s). As attention is given to the injured participant, time of the injury shall be noted by the official Scorekeeper. The game shall be temporarily suspended for the period of time necessary to address the injury. If play **CAN** resume within a ten (10) minute period, that time **SHALL** be deducted from the total game time. To be clear, the game shall resume and continue until the required number of innings has been played or the time limit of the game expires.

However, if play **DOES NOT** resume within the ten (10) minutes time period, notation should be made by the official Scorekeeper and any **time taken** attending the injury **beyond** the ten (10) minutes shall be added to the end of that particular ball game or the game shall be continued at a later date from the point of the injury. This determination will be made by the Umpire(s).

GPR15. Game Ties:

A. **REGULAR** season games will be recorded as a tie upon time limit expiration or full innings completed with each team credited with a (1/2) game win and (1/2) game loss.

B. **POSTSEASON** games will follow International Tie Breaker rules with the last recorded out being placed on 2nd base, and one (1) out to start each inning.

GPR16. Weather Rules:

A. Temperature rules **AT** the official start time of the game:

a. **NO** game will commence with a temperature **EXCEEDING** ninety-eight (98)°F

b. **MANDATORY** five (5) minute “Hydration Cool Off Period” will be observed at the completion of inning three (3) with a temperature **EXCEEDING** ninety-five (95)°F

NOTE: Official game time **WILL** be paused for this period.

c. **NO** game will commence with a temperature **BELOW** forty-five (45)°F for RK and TB or **BELOW** forty (40)°F for PW, MN, & MJ

B Lightning:

a. Game will **NOT** commence or an immediate stoppage **WILL** be issued when lighting is reported within six (6) miles of the baseball field **AND** institute a **MANDATORY** 30 minute pause to the official game time.

NOTE: **ALL** Players **MUST** leave the field and/or dugout area until the all clear is given or official cancellation is announced by the League or Park Director.

GPR17. IF League standings are impacted, a game that is called due to rain, darkness, power failure or any other reasons **MAY** be resumed upon League approval **UNLESS** it is considered a regulation game by the following:

A. 3 ½ innings have been completed and the **HOME** team is ahead, or;

B. Four (4) innings have been completed

NOTE: Managers shall be responsible for having the Umpire sign the book and should ensure that the Scorekeeper notes the circumstances of the game at the time of suspension. **Scorekeeper notes should include: position of base runners, batter's current count, outs, score and time remaining in the game, BEFORE leaving the field.** The time limit will still hold for a suspended game.

NOTE: If a pitcher already reached his pitch count for the current week and has not completed his days of rest, the pitcher of record from the suspended game will pick up as outlined in the official scorebook, and finish the batter of record. Once that batter has been retired, the pitcher must then leave the game. Pitchers that had pitched and were removed from the mound prior to the game suspension cannot reenter as a pitcher.

NOTE: A suspended game shall **ONLY** be annotated in the QuickScores comment section to include: current score, inning, and time remaining at stoppage.

GPR18. A player who becomes sick or injured during the game, may be removed from the game without penalty, **UNLESS** he is the 9th player. The Manager is responsible for notifying the Scorekeeper and Umpire by the players next plate appearance for official removal from the game.

NOTE: Team **WILL** receive an automatic out for the removed player the first time through the vacated spot in the batting lineup **IF** the roster drops below nine (9) players.

NOTE: If the player misses the next at bat, they **MAY NOT** reenter the game.

Exception: The Manager **MAY** elect to take an out during the players next plate appearance if expected to return.

GPR19. A player removed for disciplinary reasons by an Umpire or Manager, or decides to leave early may be removed from the game without penalty, **UNLESS** he is the 9th player. The Manager is responsible for notifying the Scorekeeper and Umpire for official removal from the game.

NOTE: Team **WILL** receive an automatic out for the removed player **EVERY** time the vacated spot in the batting lineup is reached **IF** the roster drops below nine (9) players.

GPR20. Appeal Play:

Team Managers can appeal specific rule infractions to include, but not limited to, base running errors, batting out of turn, use of illegal equipment, etc.

Only the **MANAGER** can request and receive a time out from an Umpire, approach the foul line, and appeal or challenge a rule infraction by respectfully requesting clarification from the Umpire. An Umpire will render a decision on the appeal and the game will continue.

ONCE A DECISION on the appeal has been rendered, the appealing Manager **WILL** return to the dugout without further discussion.

NOTE: All appeals must be made promptly and before the next pitch, play, or defensive alignment change.

NOTE: Judgment calls (balls/strikes, safe/out, fair/foul) are **NOT** subject to appeal.

NOTE: Charging or rushing the Umpire, not requesting and receiving a time out, or displaying unsportsmanlike conduct may lead to ejection from the game.

GPR21. Ejections:

Umpires and League officials **HAVE** full authority to eject any individual whose behavior is deemed unsportsmanlike, disruptive, abusive, or unsafe. Ejections **ARE NOT** subject to on-field debate and must be complied with immediately.

Any ejected individual **MUST** move to a location out of sight and sound of the playing field and spectator area within five (5) minutes of the ejection. Failure to do so **WILL** result in forfeiture of the game and may result in additional disciplinary action.

Exception: Ejected players must remain in the dugout or leave the field area under adult supervision, as directed by Umpires or League officials.

A. **Coaches** 1st offense will result in an automatic two (2) game suspension, required to meet with the League Board, and probation for the remainder of the season. 2nd offense will result in an automatic suspension for the remainder of the season. Any single ejection during the postseason will result in suspension for the remainder of the season. Fighting or physical aggression **WILL** result in automatic **SEASON** suspension following a League review.

NOTE: Umpire(s) will warn the Manager of any unruly team parents. The Manager should then advise the parent that any further disruptions will result in **BOTH** the parent and Manager being ejected from the game.

B. Players 1st offense will result in an automatic suspension for the next practice **AND** game in addition to probation for the remainder of the season. 2nd offense will result in automatic suspension for the next two **(2)** practices **AND** next two **(2)** games in addition to ineligibility during postseason play. 3rd offense will result in an automatic suspension for the remainder of the season. Fighting or physical aggression **MAY** result in automatic **SEASON** suspension following a League review.

C. Parents 1st offense will result in an automatic ban from the next game. 2nd offense will result in an automatic ban for the remainder of the season. Fighting or physical aggression **WILL** result in automatic **SEASON** ban following a League review.

NOTE: Umpire(s) will officially warn the Team Manager upon **ANY** occurrence of unacceptable parent behavior. The Manager will then advise the parent that any further disruptions will result in **BOTH** the parent and Manager being ejected from the game.

NOTE: A coach, player, or parent who attends a game **WHILE** serving a suspension will cause their team to forfeit the game immediately upon discovery.

GPR22. Game Scores & Pitch Counts:

The **HOME** team Manager or their designee **MUST** submit official game scores **AND** pitch counts in QuickScores the evening of the completed game.

Exception: TeeBall age division will not submit pitch counts; no player pitching.

Failure to submit scores **AND** pitch counts by 12PM the day following the completed game **WILL** result in the HOME team forfeiting and a double point forfeit assessed.

NOTE: TB & PW will be scored 10-0 and MN & MJ will be scored 12-0.

NOTE: DO NOT enter player nicknames; use the format below to enter pitch counts:

Team Name: Jersey#00 Pitcher Last Name(xx pitches), #01 Pitcher Last Name(xx) -

Team Name: #00 Pitcher Last Name(xx), #01 Pitcher Last Name(xx)

EX: Grayson: #2 Lewis(45), #20 Olivieri(16) - Duluth: #20 Sebastien(36), #26Alexis(16)

GPR23. Protesting:

Only the **MANAGER** or acting team manager shall be entitled to file a protest.

The only legal protest shall be one that involves the misinterpretation of playing rules, the use of ineligible player(s), player participation requirements, or a pitch count violation. Protests involving an Umpires judgement **WILL NOT** be accepted.

A. Protests involving a play situation shall be initiated by the Manager by requesting time prior to the next pitch, notifying the umpire of the protest, notifying the official scorekeeper that shall record the point in the game, and continue the game. The protest **MUST** be submitted in writing to the League within twenty-four (**24**) hours of game completion in addition to a \$200 cash payment. Upheld rule protest will result in the protested game being replayed from the point of the protest at a time and date to be determined by the League.

B. Following completion of the game, protests involving player eligibility, participation requirements, or pitch count violations **MUST** be submitted in writing to the League within sixty (**60**) minutes of game completion in addition to a \$200 cash payment. Upheld violations will result in the offending team forfeiting the game.

NOTE: Any protest must be supported by the protesting Manager, as the burden of proof rests solely with the Manager initiating the protest.

NOTE: Upheld rule protests will result in the return of \$200 cash payment.

NOTE: Refused rule protests will result in \$200 cash payment forfeited to the League.