



LEAGUE OPERATING RULES

FISHHAWK YOUTH BASEBALL

Updated January 2024

Article 1. PARK RULES/FIELD RESPONSIBILITIES

Section 1.01 PARK RULES 3

Section 1.02 FIELD RESPONSIBILITIES 3

Article 2. RULES-APPLICABILITY 4

Section 2.01 RULES 4

Section 2.02 PRIORITY OF RULES 4

Article 3. ELIGIBILITY, REGISTRATION & TRYOUTS 4

Section 3.01 AGE ELIGIBILITY 4

Section 3.02 REGISTRATION/WAITING LIST 4

Section 3.03 TRYOUTS/EVALUATIONS 5

Article 4. LEAGUE ORGANIZATION & TEAMS 5

Section 4.01 CAL RIPKEN DIVISION 5,6

Section 4.02: BABE RUTH DIVISION 6

Article 5. PLAYER SELECTION RULES 6

Section 5.01 DRAFT RESPONSIBILITIES 6

Section 5.02 DRAFT STRUCTURE 6

Section 5.03 PROTECTED PLAYERS 6,7

Section 5.04 SIBLINGS 7

Section 5.05 TRADING PLAYERS 7

Article 6. PLAYER PARTICIPATION/SUBSTITUTION 7

Section 6.01 PURPOSE	7
Section 6.02: MINIMUM NUMBER OF PLAYERS TO FIELD A TEAM	7
Section 6.03 PARTICIPATION/RE-ENTRY RULES FOR TBALL DIVISION	7
Section 6.04 PARTICIPATION/RE-ENTRY RULES	7
Section 6.05 SPEED UP RULE	7,8
Section 6.06 PITCHER PARTICIPATION AND RULES	8
Section 6.07 PITCHING RULE EXCEPTIONS	8
Article 7. DIVISON RULES	10
Section 7.01 T-BALL DIVISION	10
Section 7.02 ROOKIES DIVISION	10,11,12
Section 7.03 MINORS DIVISION	13
Section 7.04 MAJORS DIVISION	14,15
Section 7.05 BABE RUTH DIVISIONS	15
Article 8. TOURNAMENT TEAM PLAY AND SELECTION	15
Section 8.01: POST SEASON LEAGUE TOURNAMENTS	15, 16
Section 8.02 ALL-STAR TEAMS	16
Section 8.03 ALL-STAR MANAGER SELECTION	16
Section 8.04 ALL-STAR TEAM SELECTION	16,17
Article 9. PLAYER, COACH, AND FAN CONDUCT	17
Section 9.01 RULES OF CONDUCT	17
Section 9.02 EJECTION BY UMPIRE	18
Section 9.03 ALCOHOL, TOBACCO USE AND ILLEGAL DRUGS	18
Article 10. FALL ADDENDUM	18
Section 10.01 GENERAL	18,19
Article 11. BAT REGULATIONS	19
Section 11.01 CAL RIPKEN DIVISION	19
Section 11.02 BABE RUTH DIVISION	19,20

Article 1. PARK RULES/FIELD RESPONSIBILITIES

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

Section 1.01 PARK RULES

- a) Adherence to rules as stated in park signage is mandatory.
- b) No pets are allowed in the complex unless they are certified service animals.
- c) No skateboards, ripsticks, scooters, hoverboards, or skates allowed in the complex.
- d) No climbing fences, trees, or any other structure.
- e) No throwing or batting balls into fences.
- f) No glass containers are allowed in the complex.
- g) Pitching will be done in bullpens only.
- h) No fence “jumping” to gain access to fields or batting cages.
- i) No alcoholic beverages.
- j) No vehicles other than the Park Administrator’s Mule/Golf Cart will be inside the park except for authorized deliveries, repairs, or emergencies.
- k) No parking in front of emergency gates, field gates, or driveways.
- l) No swinging of bats will be allowed outside of the field of play or outside of a batting cage.
- m) All players (to include pitchers) must wear a batting helmet when in the batting cage.
- n) No metal spikes in batting cages.
- o) All code of Conduct rules signed by players, parents, and coaches during registration will be strictly enforced.

Section 1.02 FIELD RESPONSIBILITIES

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

Article 2. RULES-APPLICABILITY

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

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

- a) Fishhawk Youth Baseball League Rules
- b) National Babe Ruth League, Inc., Rules
- c) Official Baseball Rules

Article 3. ELIGIBILITY, REGISTRATION & TRYOUTS

Section 3.01 AGE ELIGIBILITY

- a) Cal Ripken Division: Any player ages 4 (four) through 12 (twelve) on or before April 30th of the current season is eligible to participate in the Fishhawk Youth Baseball Cal Ripken Division.
- b) Babe Ruth Junior Division: Any player aged 13 (thirteen) through 16 (sixteen) years of age on or before April 30th of the current season is eligible to participate in the Fishhawk Youth Baseball Babe Ruth Division.
- c) Babe Ruth Senior Division: Any player aged 16 (sixteen) through 18 (eighteen) years of age on or before April 30th of the current season is eligible to participate in the Fishhawk Youth Baseball Senior Babe Ruth Division
- d) Proof of Age: Parents must present a copy of their child's birth certificate at registration. Certified copies of birth certificates shall be required for players to participate in post season tournament play.

Section 3.02 REGISTRATION/WAITING LIST

Registration dates for each season will be determined by the Board and will be advertised on www.fishhawkbaseball.sportngin.com at least one month prior to the first registration date.

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

Section 3.03 EVALUATIONS

Evaluations – This is when coaches assess the players to balance the teams. All kids that are signed up on time will play on a team. All players assigned to the Rookie Division and above will be required to be evaluated in order to ensure league drafts are conducted in a fair manner. The Player Agent will coordinate all aspects of player evaluations and will be assisted by the Division Managers when conducting evaluations for their respective divisions.

- a) During evaluations players will be evaluated on the following skills: Hitting, Fielding Fly Balls, Fielding Ground Balls, Running, Throwing, and Catching. Pitching evaluations are optional.
- b) Rookie Division: If spaces are available after all registrations have been conducted, 6-year-old players who wish to be considered for the Rookie Division must have played one year of organized T-Ball during a Spring Season will be eligible to attend evaluations with the 7-year-old players. 6-year-olds who are evaluated for the Rookie Division are not guaranteed to be drafted to a Rookie Division team.
- c) Minor Division: If spaces are available after all registrations have been conducted, 8-year-old players who wish to be evaluated for the Minor Division will attend evaluations with the 9-year-old players as well as attend the 8-year-old evaluations. 8-year-olds who are evaluated for the Minor Division are not guaranteed to be selected to a Minor Division team.
- d) Major Division: If spaces are available after all registrations have been conducted, 10-year-old players who wish to be evaluated for the Major Division will attend evaluations with the 11-year-old players as well as attending the 10-year-old evaluations. 10-year-olds who are evaluated for the Major Division are not guaranteed to be selected to a Major Division team.
- e) Babe Ruth Divisions: Evaluations will be divided into Junior Babe Ruth evaluations for 13-, 14-, 15-, and 16-year-old players. Senior Babe Ruth evaluations are for 16-, 17- and 18-year-old players.
- f) Players who do not attend evaluations prior to the draft will not be eligible for selection during the normal draft. These players will have their names placed in a hat after the draft in preparation for a blind draw method. A Hat-Pick option will be available after the 7th round of the draft.
- g) Players who have a parent that will be manager or first assistant coach are not required to attend evaluations unless that player is attempting to play up a division. In that case an evaluation must take place.

ARTICLE 4: LEAGUE ORGANIZATION & TEAMS

Section 4.01 CAL RIPKEN DIVISION

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

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

- c) Minors – Players between 8 and 10 years old are eligible for the Minor Division. This division will be comprised primarily of 9- and 10-year-old players. Assuming spaces are available, 8-year-olds can try-out for the Minor Division. Minor teams will be limited to drafting no more than two 8-year-olds per team. The total number of 8-year-olds who can play up cannot exceed the total number of teams in the division (i.e., 10 teams in the Minor Division – no more than ten 8-year-olds may play up to the Minor Division).
- d) Majors - Players between 10 and 12 years old are eligible for the Major Division. This division will be comprised primarily of all 11- and 12-year-old players. Assuming spaces are available, 10-year-olds can try-out for the Major Division. The total number of 10-year-olds who can play up cannot exceed the total number of teams in the division (i.e., 10 teams in the Major Division – no more than ten 10-year-olds may play up to the Major Division).

Section 4.02: BABE RUTH DIVISION

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

- a) Junior Babe Ruth – Players between the age of 13 and 16 years old are eligible for the Junior Babe Ruth Division.
- b) Senior Babe Ruth – Players between the age of 16 and 18 years old are eligible for the Senior Babe Ruth Division.

ARTICLE 5: PLAYER SELECTION RULES

Section 5.01 DRAFT RESPONSIBILITIES

Player drafts will be organized and conducted by the League Vice President and the Player Agent for all divisions except for T-Ball. T-Ball players will be assigned to teams by the T-Ball Division Representative. Division Representatives will be present at their respective division draft in order to assist the Player Agent.

Section 5.02 DRAFT STRUCTURE

Draft order will be determined by the result of a blind lottery. Teams will choose players in the order in which their team was drawn in the lottery, with the draft following a serpentine pattern. Only players who were present at try-outs are eligible for selection during the initial draft. Once the 7th round of the draft has been completed, then players who did not try-out will be selected to teams by a blind draw per 3.03 (f).

Section 5.03 PROTECTED PLAYERS

The manager of each team may protect his/her child and the child of his/her first assistant coach during the draft. Only the Manager may protect his/her player if a child is playing up. First assistant Coaches cannot protect their player if the player is not the established league age and must go through the regular draft and evaluation rules. Managers must designate their first assistant coach prior to evaluations. The draft position of the managers/coach's child will be determined by the age of the player and will vary with each division as follows:

Rookie - 8-year-olds will be drafted in the 3rd spot; 7-year-olds will be drafted in the 4th spot; 6-year-olds will be drafted in the 5th spot. If both protected players are either 7 or 8 years old, they will be drafted in the 3rd and 4th spots.

Minors – 10-year-olds will be drafted in the 3rd spot; 9-year-olds will be drafted in the 4th spot; 8-year-olds will be drafted in the 5th spot. If both protected players are either 9 or 10 years old, they will be drafted in the 3rd and 4th spots.

Majors - 12-year-olds will be drafted in the 3rd spot; 11-year-olds will be drafted in the 4th spot; 10-year-olds will be drafted in the 5th spot. If both protected players are either 12 or 11 years old, they will be drafted in the 3rd and 4th spots.

Babe Ruth Junior Division - 15-year-olds will be drafted in the 3rd spot; 14-year-olds will be drafted in the 4th spot; 13-year-olds will be drafted in the 5th spot. If both protected players are either 14 or 15 years old, they will be drafted in the 3rd and 4th spots. If both protected players are 13 years old, they will be drafted in the 4th and 5th spots.

Babe Ruth Senior Division - 18-year-olds will be drafted in the 3rd spot; 17-year-olds will be drafted in the 4th spot; 16-year-olds will be drafted in the 5th spot. If both protected players are either 17 or 18 years old, they will be drafted in the 3rd and 4th spots. If they are both 16 years old, they will be selected for the 4th and 5th spots.

Section 5.04 SIBLINGS

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

Section 5.05 TRADING PLAYERS

Trading players is permitted after the draft. The Vice President, Player Agent, and Division Representative will review the case and jointly decide on whether or not to allow the trade. The decision of the Vice President, Player Agent, and Division Representative will be final. All trades will be final before the Managers leave the draft room upon completion of the draft.

Article 6: PLAYER PARTICIPATION/SUBSTITUTION

Section 6.01: PURPOSE

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

Section 6.02: MINIMUM NUMBER OF PLAYERS TO FIELD A TEAM

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

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

- a) All players in attendance must be inserted in the batting order and allowed to bat. The batting order will be established before the game begins and players must bat in the same order throughout the game.

- b) All players in attendance will play a defensive position on the field during every inning.

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

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

Section 6.05 SPEED UP RULES FOR MINOR, MAJOR, AND BABE RUTH DIVISIONS

The last batted out is permitted to run for the catcher of record (was the catcher when last out of previous inning was recorded).

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

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

League Age	Daily Max	0 DAY*	1 Day	2 Days
7-8	50	1 – 20	21 – 35	36 +
9-10	75	1 – 40	41 – 65	66 +
11/12	85	1 – 40	41 – 65	66 +
13-15	95	1 – 45	46 – 75	76 +
16-18	105	1 – 45	46 – 75	76 +

- b) Pitching in consecutive days will be permitted per the above chart. However, a pitcher will be prohibited from having pitching appearances in three consecutive days.
- c) Once a pitcher is removed from the mound, he may not return to the game as a pitcher.
- d) Games in which an ineligible pitcher has been used shall be declared forfeited. The withdrawal of an ineligible pitcher after the pitcher is announced or after a warm-up pitch is delivered but before that pitcher has pitched a ball to a batter shall not be considered a violation. This rule applies to regular season and post season games.
- e) A manager determined to be in violation of these pitch count rules will be required to appear in front of the Conduct and Rules Committee (CRC). Additionally, the manager will receive a written warning outlining the offense from the CRC. A second violation of the pitch count guidelines will result in a one-week suspension of the offending manager. A suspended manager will not be eligible for All-Star coaching consideration. A third violation will result in revocation of manager duties for the remainder of the season.

- f) All game pitches will be counted towards pitch count, including suspended games and those officially declared as “no game.”
- g) Pitcher’s age, not division, determines daily max and required rest.

Article 7. DIVISION RULES

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

7.01 T-BALL DIVISION

a) Game

1. Complete game is 6 innings OR one hour and 15 minutes– whichever comes first. No inning shall start after 1 hour.
2. Games will be supervised by the coaches; no league umpires will be provided.
3. Official scorebooks / Gamechanger will not be kept for each season T-Ball game.
4. A tee will be used for all batters in games during the 1st half of Fall and Spring. Coaches will pitch 3 pitches to a player during the 2nd half of the season. If the ball is not put in play after 3 pitches, a tee is used, a batter will use tee until ball is put in play. Only 3 pitches allowed, no extra pitches for foul tips, foul balls, bad pitches, etc.
5. An offensive half inning will end when the team on offense scores either five (5) runs or receives three outs.
6. There is no “mercy” rule in T-Ball.
7. A player must be put in the position of catcher. The only equipment required for a catcher is a league provided helmet with a facemask, glove, and cup. No other catcher’s gear is required.
8. A 10-foot arch away from home plate will be drawn in chalk from baseline to baseline. All balls batted must pass this arch. If a ball batted doesn’t pass this line it is considered foul, and the batter will swing again. There is no foul ball limit.
9. No defensive player may play the same position for more than two innings in the same game.
10. There will be no minimum number of players for a spring game – no forfeits.
11. No defensive player may play 2 consecutive innings in the outfield, unless there are more than 12 players on the team, then the manager may adjust accordingly in the best interest of the players.

b) Batting/Offense

1. All offensive players at bat or on the bases must wear a helmet.
2. No bunting is allowed; a half swing is not considered a bunt.
3. There will be no strike outs. Players will receive as many swings at the ball as necessary to hit the ball.
4. A batting coach may assist the player at the tee in taking his/her batting position and addressing the ball; however, the batting coach may not assist the player in swinging.
5. Base runners must maintain contact with the base until the ball is batted.
6. No base advancing on overthrows to any base. No runners may advance further when outfielder releases ball toward infield, runners who are at least halfway between two bases may advance to the next base; otherwise, they must return to the last base safely touched.
7. Runners must tag-up on caught fly balls.
8. There will be NO on deck batter.

c) Defense

1. All players will take the field on defense.
2. The infield shall consist of a pitcher, catcher, and no more than 4 other players.

3. Infielders other than Pitcher must remain in the base lines until the ball is batted. The pitcher must remain within the pitcher's mound until the ball is batted.
 4. All other defensive players should be placed beyond the infielders.
 5. The defensive team may station coaches in the field to assist players. Coaches may not physically assist players in making plays.
 6. No infield fly rule.
- d) Equipment
1. Rubber cleats (no metal cleats).
 2. All non-wood bats must have the USA Bat T-Ball marking with a barrel no greater than 2 5/8".
 3. Level 1 Soft Core safety baseball
 4. Field: 60' bases; no pitching mound
 5. Protective cups

For the 6U TBall division, the players will switch to regular hard baseballs after April 1st in the Spring season and after October 1st in the Fall season. This will allow the players to get used to the regular baseball before they move up to the next level or play all stars in the Spring.

Section 7.02 ROOKIE DIVISION

- a) Game
- a. The regulation game is six innings. The game will be official if four (4) full innings are completed (3.5 innings if the home team is ahead).
 1. No inning shall begin (visitors at bat) after 1 hour and 45 minutes or past 9:00 P.M. Last inning shall be completed if started prior to 1 hour and 45 minutes. There is no drop-dead time in Spring.
 2. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie.
 3. There will be a six (6) run scoring limit per team per inning.
 4. Each team will provide a volunteer (badged by FYSA/FYB) to operate the pitching machine for his/her team while batting. This person will also serve as the umpire (if none provided) for his team's offensive half inning IF no official umpire is present. This person may consult with the coaches on the field on a call, but the pitching machine operator's call is final. Please respect this volunteer's decisions and treat them the same as you would any other umpire or league official. **The Pitching coach must maintain positive control over the pitching machine at all times.**
 5. The pitching machine setting:
 - Rookie 7U Division: pitching machine settings in fall will be set at 40mph for entire season. In spring the machine will start at setting 40mph and move to 42mph after the 6th game of the season.
 - Rookie 8U Division: pitching machine setting in fall will be set at 40mph and moved to 42mph after the 6th game. In spring the machine will start at setting 42mph and move to 44mph after the 6th game of the season.
 - The machine is to be placed with front of machine base set against the front of the 46' mark.
 6. Official Gamechanger will be kept for All-Star certification purposes.
 7. Games will be played on a field with the bases set 60ft apart and the pitcher's mound 46ft from home plate.

8. Two lines shall be drawn 3 feet each perpendicular to and out from the pitching machine to mark where the pitcher should stand prior to the ball reaching the plate. If the pitcher crosses this line the pitch is ruled a dead ball/no pitch. If the ball was batted, the batter is awarded one base. A runner at third may only score on the dead ball base award if it results in a force play and the runner must advance.
 9. The pitcher must stand with toes on or behind the lines drawn out from the pitching machine. The pitcher may shift back towards second but may not “cheat” towards first or third base. The pitcher must be in position and can’t be used to plug the gap between the short stop and third base or the second and first basemen.
 10. A catcher must be fully equipped and in position.
 11. For the 8U Division, it is mandatory that the catcher is positioned behind the plate in the normal catching position.
 12. For the 7U Division, the catcher must be behind the plate for it to be playing an Infield position. If they play back at the fence, that will not be considered an Infield spot and the player must play somewhere else in the infield throughout the game.
 13. When a ball is batted into fair territory, the runners may advance until he or she is forced to retreat by the defender or the Umpire calls “Time”. A defender cannot call “Time” merely to stop the play.
 14. Mercy Rule: 10 Run Mercy Rule in effect after 4 innings (3.5 if home team is ahead). 7 Run Mercy Rule in effect after 5 innings (4.5 if home team is ahead). Game ended by Mercy Rule is official for scoring purposes. Managers are encouraged (but not required) to continue playing if time permits.
- b) Batting / Offense
1. All players will bat. The batting order will remain the same throughout the game. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
 2. All offensive players at bat or on the bases must wear a helmet.
 3. There will be a six (6) run scoring limit per team per inning.
 4. Inning ends after three (3) outs or six (6) runs.
 5. From the start of the season, bunting will be allowed. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any batter who does so will be warned by the acting umpire as well as the team manager. Subsequent infractions require the acting umpire to report the infraction to the board of directors.
 6. Base runners must maintain contact with the base until the ball is batted.
 7. Runner(s) may advance one based on an overthrow when throw is made to a base where an out is attempted. Application of this only applies on balls thrown to a base from an infielder to a base when an out is possible. Please note, a ball thrown to pitcher, or another fielder is not an overthrow and runners may not advance. An overthrow is defined as when the ball PASSES the person it is thrown to or if the ball is dropped.
 8. Runners may advance until he or she is forced to retreat by the defender or the Umpire calls “Time”.
 9. Batted balls that hit either the Umpire or the pitching machine, sandbags or pitching coach will be considered a ground rule single and the play will be ruled dead. Also, if a player touches the machine, the play will be ruled dead. Runners on base when this occurs only advance to the next base if a force was on.
 10. Runners must tag-up on caught fly balls.
- c) Defense
1. Three (3) swinging misses or swinging strikes is an out, no walks or hit by pitch. (Foul tip caught by catcher on 3rd strike is an out)

2. Four (4) pitch maximum. If the fifth pitch is hit foul, then the batter will get additional pitches until the ball is hit fair, swing, and miss or pitched ball with no swing. The Umpire may grant an additional pitch if he feels that one of the previous pitches was deemed unhittable.
3. A maximum of two (2) coaches are allowed in the outfield to coach and encourage. **After April 1st in the Spring and October 1st in the Fall**, coaches must remain in foul territory.
4. Ten (10) fielders per side; four (4) outfielders placed a minimum of 20 feet behind the infield.
5. The catcher must be in full equipment and stay within the designated catcher's box.
6. Coaches **MUST** rotate player positions during each game. Players are not allowed to play more than 2 innings at any one position during each game, except for catchers who can play 3 innings behind the plate.
7. No infield fly rule.
8. There is no mandatory slide rule. Players must avoid contact if they slide and it must be without malicious intent. Over sliding a base or pop-up slides without malicious contact is acceptable.
9. No headfirst sliding will be allowed. If a player slides their heads first, they are out.
10. The pitcher must remain behind the safety line until the pitched ball reaches home plate.
11. **The head coach must get approval by the executive board by April 1st in the Spring or October 1st in the Fall, if they believe there is a safety issue, and they are not able to play an Infield spot throughout the game.**

d) Equipment

1. Rubber cleats (no metal cleats).
2. Max 2 5/8" barrel bat marked with USA Bat stamp.
3. Hard balls used.
4. Field: 60' bases; 46' pitching mound
5. Protective cups
6. Fully equipped catcher - protective helmet / mask / hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Section 7.03 MINOR DIVISION

a) Game

1. Regulation game is six innings. The game will be official if four (4) full innings are completed (3.5 innings if the home team is ahead).
2. No new inning shall begin (visitors at bat) after 1 hour 45 minutes or past 9:00 P.M. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if started prior to 1 hour and 45 minutes. There is no 2 hour drop dead time limit in Spring, the last inning is to be completed.
3. There will be a six (6) run scoring limit per team per inning.
4. The league will provide at least one (1) Umpire for regular season games who will be stationed behind Home Plate.
5. Games will be played on a field with the bases set 60ft apart and the pitcher's mound 46ft from home plate.
6. Official Gamechanger will be kept for All-Star certification purposes. First and Last name must be entered.
7. Mercy Rule: 10 Run Mercy Rule in affect after 4 innings (3 ½ if home team is ahead). 7 Run Mercy Rule in effect after 5 innings (4 ½ if home team is ahead).

b) Offense & Defense

1. All roster players will bat. The batting order will remain the same throughout the game. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
2. All offensive players at bat or on the bases must wear a helmet.
3. Leading off bases is not allowed. However, stealing, advancing on passed balls, advancing on wild pitches are allowed. Stealing bases is allowed only after the pitched ball reaches Home Plate.
4. There is no mandatory slide rule. Players must avoid contact and if they slide it must be without malicious intent. Over sliding a base or pop-up slides without malicious contact is acceptable.
5. Headfirst slides are allowed.
6. Pitchers must adhere to the pitch count rules designated in Article 6 section 6.06.
7. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any player that attempts a fake bunt-swing will be warned by the umpire as well as the team manager. Subsequent infractions the manager will be ejected, and the player will be required to leave the game.
8. A total of **two (2) coaches** may remain outside the dugout while your team is on defense.
9. No infield fly rule.
10. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any count. The ball shall be declared dead before making the award.

c) Equipment

1. Rubber cleats (no metal cleats).
2. All non-wood bats must have USA Bat Marking. Barrel Maximum 2 5/8".
3. Field: 60' bases; 46' pitching mound
4. Protective cups
5. Fully equipped catcher-protective helmet/mask/hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Section 7.04 MAJORS DIVISION

a) Game

1. Regulation game is six innings. The game will be official if four (4) full innings are completed (3.5 innings if the home team is ahead).
2. Double headers are permitted in this division. No new inning shall begin (visitors at bat) after 1 hour 45 minutes or past 9:00 P.M. A new inning begins once the last out at the bottom of the inning is made. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if started prior to 1 hour and 45 minutes. There is no 2 hour drop dead time limit in Spring, the last inning is to be completed.
3. In the event a double header is scheduled, all such games will have a time limit of 1 hour 45 minutes, with every effort to have a completed game at that time, except that any inning in progress at the expiration of 1 hour 45 minutes will be played to conclusion. If a double header is scheduled, attention will be given to ensure a reasonable amount of rest between games.

4. League will provide (2) two sanctioned Umpires for regular season games.
 5. Games will be played on a field with bases set 70ft apart with the pitcher's mound set at 50ft from the mound to home plate.
 6. Official Gamechanger will be kept for All-Star certification purposes. First and Last name must be entered.
 7. Dropped third strike- On a dropped third strike, the play is not complete until the batter is called out by force at first base, tagged out before they reach first, or makes no attempt at first base (umpire's ruling). This rule is in effect when first base is unoccupied or there are two outs.
 8. The 10-Run Mercy Rule is in effect after 4 innings (3½ innings if home team is ahead).
- b) Offense & Defense
1. All offensive players at bat or on the bases must wear a helmet.
 2. Leading off bases, steals, advancing on passed balls/wild pitches are allowed.
 3. Balks will be called in accordance with the Official Rules of Baseball.
 4. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
 5. Headfirst slides are allowed.
 6. Pitchers must adhere to the pitch count rules designated in Article 6 Section 6.06.
 7. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any player that attempts a fake bunt-swing will be warned by the umpire as well as the team manager. Subsequent infractions the manager will be ejected, and the player will be required to leave the game.
 8. A total of **two (2) coaches** may remain outside the dugout while your team is on defense.
 9. The infield fly rule is in effect.
 10. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any count. The ball shall be declared dead before making the award.
- c) Equipment
1. Rubber cleats (no metal cleats).
 2. All non-wood bats must have USA Bat Marking. Barrel Maximum 2 5/8". Max 33 inches in length.
 3. Field: 70' bases; 50' pitching mound
 4. Protective cups
 5. Fully equipped catcher - protective helmet / mask / hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Section 7.05 BABE RUTH DIVISIONS

- a) Game
1. The regulation game is seven innings. Game will be official if five (5) full innings are completed (4.5 innings if the home team is ahead).
 2. No new inning shall start after two (2) hours for JUNIORS and two (2) and ½ hours for SENIORS. No new inning shall start after 9:00pm. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if started prior to 2 hours for JUNIORS and 2 ½ hours for SENIORS. There is no drop-dead time limit in Spring, last inning is to be completed.

3. In the event a double header is scheduled, all such games will have a time limit of 2 hours, with every effort to have a completed game at that time, except that any inning in progress at the expiration of 2 hours will be played to conclusion.
 4. League will provide (2) two sanctioned Umpires for regular season games.
 5. The 10-Run Mercy Rule is in effect after 4 innings (3½ innings if home team is ahead).
- b) Offense & Defense
1. All teams must bat their entire roster of players present for that game.
 2. Headfirst slides are allowed per Babe Ruth rules.
 3. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
 4. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any count. The ball shall be declared dead before making the award.
- c) Equipment
1. Metal cleats are authorized.
 2. Bat Rules
 - i. **Junior DIVISION** The bat may not exceed 34" in length. All non-wood bats must have the USA Bat Marking or marked BBCOR .50. Bat Barrel Maximum- 2 5/8".
 - ii. **Senior DIVISION** The bat may not exceed 34". All non-wood bats must be BBCOR .50 and no greater than -3. Bat Barrel Maximum - 2 5/8".
 3. Field: 90' bases; 60'6" pitching mound
 4. Fully equipped catcher - protective helmet / mask / hard cup/throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Article 8: TOURNAMENT TEAM PLAY AND SELECTION

Section 8.01: POST SEASON LEAGUE TOURNAMENTS

The Post-Season tournament will be conducted at the end of the regular season in the Rookie, Minor, Major, and Junior divisions to decide the league champion. The tournament will be SINGLE OR DOUBLE ELIMINATION as determined by the board at the beginning of the season. The brackets will be decided by the best regular season records. Tiebreakers for two teams will be decided by HEAD-TO-HEAD RECORD. If the HEAD-TO-HEAD RECORD does not determine the higher seed the next tiebreaker will be total RUNS AGAINST for the entire regular season. If RUNS AGAINST does not determine the higher seed the next tiebreaker will be RUNS FOR the entire regular season. If RUNS FOR does not determine the higher seed a coin flip will be conducted. Tiebreakers for three or more teams will be RUNS AGAINST. The following is a reminder of some of these rules and any procedural issues pertaining to tournament play. Unless specified below, all other league rules are in effect.

- a) Games will follow regular season Division time limits and Mercy Rules.
- b) Elimination games will have no time limit but will adhere to Division Mercy Rules.
- c) If the game remains tied after the completion of 6 innings (7 for juniors), the following procedures will be implemented during extra innings. Each team will begin the 7th inning (8th for Juniors), and any subsequent necessary innings, with a runner on second, no outs, that player shall be the last batted out of the preceding inning, The batter shall be the next player in the batting order.
- d) Pitching rules are in effect per Section 6.06.

- e) Protests—A judgment call cannot be protested. All protests must be filed with the Park Administrator immediately. Play will be stopped until a ruling is given by the protest committee. The protest committee will be the manager from each team and the Park Administrator. Only the manager may make a protest. The decision of the protest committee is final.
- f) Suspended tournament games will be rescheduled. All suspended games will begin from the exact point at which play was stopped. No rainouts. Pitching guidelines remain in effect.
- g) Trips to the mound - Trips to the mound shall be limited to one per inning per pitcher. The second trip in the same inning will result in the removal of that player as a pitcher. Any effort to circumvent this rule will result in a trip to the mound being charged by the umpire.

Section 8.02 ALL STAR TEAMS

Both the Babe Ruth and Cal Ripken Divisions have many opportunities for postseason tournament play. Fishhawk Youth Baseball League may field at least one team in each age group where tournament play is available. If there are enough players in a specific age group and permitted by the District the Board can vote to add an additional all-star team for that division.

Section 8.03 ALL STAR MANAGER SELECTION

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

- a) Managers will apply, in writing, to the All-Star Committee stating their desire to manage a specific team.
- b) The All-Star Committee will set a deadline for applications and vote for managers.
- c) Division Representatives will request recommendations from the managers in their division. These recommendations will be presented to the All-Star Committee prior to the vote.
- d) Any manager up for consideration for an All-Star Manager position may be permitted to address the All-Star Committee in person prior to the vote.
- e) Managers subject to Section 9.02(g) may not be eligible for All-Star consideration.
- f) Managers can only manage teams in the division in which they managed and/or coached.

Section 8.04 ALL-STAR TEAM SELECTION

The All-Star selection process will be facilitated by the President, Vice President, Division Representative, and Player Agent. The President may add members as needed to this process. The All-Star selection process is designed to allow participation of the League's top players in post season tournament play against other leagues. All-Star selection will take place at or near the conclusion of the regular season. Due to the potential short notice of All-Star Tournament scheduling, the selection process may need to occur before the regular season has ended. For a player to be eligible for All-Star voting he/she must fill out an All-Star application which will be signed by their parent. Team managers unable to attend the All-Star voting meeting may send one of their coaches in their place.

- a) All Babe Ruth Division teams will be selected by the managers of their respective division, for the first 10 spots. The All-Star Manager selected will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
- b) The 12U and 11U All Star teams will be selected by the managers of the Major Division, for the first 10 spots. The All-Star Manager selected will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
- c) 10U All Star teams will be selected by the Minor division managers, for the first 10 spots. The All-Star Manager selected will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.

- d) 9U All Star teams will be selected by the Minor division managers, for the first 10 spots. The All-Star Manager selected will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
- e) 8U All Star teams will be selected by the Rookie Division managers, for the first 10 spots. The All-Star Manager selected will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
- f) T-Ball All Star teams will be selected by the T-Ball Division managers, for the first 10 spots. The All-Star Manager selected will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
- g) If the League fields a second All-Star team in any age group, then the next 10 players who received the highest number of votes after the primary All-Star team has been selected, will be assigned to the second team. The All-Star Manager will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
- h) All Divisions: A maximum of 15 players may be rostered to any All-Star team. Therefore, prior to the submission of the All-Star roster, 1 to 3 players may be added to a team at the discretion of the All-Star manager based on the foreseen availability of the originally selected players. These alternate players may only participate in All Star games in which originally selected players are unable to attend.
- i) All Rosters and Managers will be finalized and approved by the Executive Board of Directors prior to announcement.

Article 9: PLAYER, COACH, & FAN CONDUCT

Section 9.01 RULES OF CONDUCT

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

Section 9.02 EJECTION BY UMPIRE

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

- a) Managers, Coaches, or Players ejected from a game may not remain in the dugout.

- b) Ejected players will be suspended for the next game unless an appeal is submitted to the Conduct and Rules Committee and they in turn dismiss the suspension.
- c) Coaches ejected from a game must leave the immediate area (200 yards) for the duration of the game (until the officials have left the area). The intent is to keep the coach from directly participating in the duration of the game.
- d) Ejected coaches will be suspended for the next game unless an appeal is submitted to the Conduct and Rules Committee and they in turn dismiss the suspension.
- e) Fans ejected from the game must leave the complex. ANY individual ejected for acts of violence or making threats of violence must leave the complex.
- f) Individuals ejected may be called to appear before the Conduct and Rules Committee and will be considered on probation until the committee completes an investigation of the incident.
- g) Ejection from a regular season game may be grounds for disqualification as an All-Star manager or coach and the offender will be subject to a monetary fine of \$50.00 payable to FishHawk Youth Baseball. The ejection is subject to review by the Conduct and Rules Committee.

Section 9.03 ALCOHOL, TOBACCO USE AND ILLEGAL DRUGS

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

Article 10: FALL ADDENDUM

Section 10.01 GENERAL

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

Cal Ripken Division (Tball, Rookies, Minors, and Majors)

- a) No player shall sit a second inning until all players have sat 1 (one) inning.
- b) All players in attendance at the start of the game must play 1 (one) inning in the infield. If a manager feels that a player's safety is at risk playing the infield the manager must bring this to the attention of the Executive Board for consideration and approval.
- c) Pitching rules are limited as follows: An inning pitched is defined by the pitcher throwing at least one pitch in his team's defensive half inning.
 - 1. Minor Division –A player may pitch a maximum of 2 (two) innings per game.
 - 2. Major Division –A player may pitch a maximum of 2 (two) innings per game.
 - 3. MUST FOLLOW Section 6.06 PITCH COUNT GUIDELINES.
- d) Maximum of six runs per inning are in effect for all divisions.
- e) Time limits for all Rookies/Minors/Majors will be two hours with a hard stop. No new inning after 1 hours 45 minutes. If the home team does not get to bat at the hard stop the game will revert to the prior full innings score and results will be final.
- f) If a player leaves early, the player is removed from the batting order without penalty.
- g) Violations of these rules may affect a manager's opportunity to manage or coach in the future.

Babe Ruth Division (Juniors and Seniors)

- h) No player shall sit a second inning until all players have sat 1 (one) inning.
- i) Pitching rules are limited as follows: MUST FOLLOW Section 6.06 PITCH COUNT GUIDELINES
 - a. Juniors Division – A player may pitch a maximum of 3 (three) innings per game.
 - b. Seniors Division – No limit on number of innings per game, Section 6.06 will be in effect.

- j) If a player leaves early, the player is removed from the batting order without penalty.
- k) Violations of these rules may affect a manager's opportunity to manage or coach in the future.

ARTICLE 11: APPROVED BATS

SECTION 11.01. BAT REGULATIONS

Cal Ripken Division: All non-wood bats must have USA Bat Marking. Barrel Maximum 2 5/8". No BBCOR Bats are permitted in the Cal Ripken Division. For T-Ball, bats must be marked with USA Bat.

Babe Ruth Division

Juniors: All non-wood bats must have USA Bat Marking or marked BBCOR .50. Bat Barrel Maximum- 2 5/8".

Seniors: All non-wood bats must be BBCOR .50 and no greater than -3. Bat Barrel - 2 5/8". Solid one-piece wood bats are permitted for use in all divisions and must conform to Rule 1.10. No laminated or experimental bats shall be used in a game.

Penalties

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