



Ball Clubs of Norman

Baseball & Softball Rules 2021

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Section 1: Teams

1.1. Spring and Fall League

1.1.1. Spring and Fall are two separate baseball leagues.

1.2. Team Rosters

1.2.1. Once a player is assigned to a team (and the roster has been released) he/she cannot be removed from the roster unless it is by mutual decision by coach and player and has been approved by the age group coordinator.

1.2.2. Once league games begin any roster changes must be approved by the Ball Clubs of Norman Board.

1.2.3. No player can be on two baseball/softball rosters in the same division.

1.2.4. A player cannot be added to a roster after May 15th of the Spring season or after September 15th of the Fall season unless approved by Ball Clubs of Norman Board. They will be required to register through the Ball Clubs of Norman and pay the late join fee.

1.2.5. Under no circumstance shall any player be allowed to transfer to a team that is ranked higher, at the time of the transfer, once league play begins (unless approved by the age group coordinator and board).

1.3. Player Sign Up and Team Assignment

1.3.1. The deadline for the Spring and Fall baseball seasons will be determined by the Board of Directors and posted on the website.

1.3.2. All players who sign up will list the Norman Public School they attend, or would attend in the case of preK, private school, home school, and players living with a Parent for the summer.

1.3.3. All signups will be done through the Ball Clubs of Norman league website.

1.3.4. Rosters are first created from the initial registration with parent and coach requests (coach supplied roster).

1.3.5. Individual registrations are assigned by age, buddy, school/location in order to fill teams or create new teams. It is possible that a player will not be playing with other players from his/her school due to the number of teams needing players. It is also possible that there are no additional roster spots on any of the teams at which case a refund will be made.

Section 2: Games

2.1. General

2.1.1. All players in every group must wear batting helmets with ear protectors. Helmets must remain on while the player is on the playing field beginning when the player leaves the dugout and until they reenter the dugout. This rule also applies to any bat girl / boy used by the team.

2.1.2. All catchers must wear chest protectors, leg guards, catcher's mask that covers both ears (Hockey Style), and protective cups. Gear is not mandatory in T-ball, but they at the least must wear a helmet with facemask and chest protector. The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps).

2.1.3. Softball Defensive Face Masks: All infield players must wear face masks during league games. 6u and 8u outfield players must also wear face masks during league games.

2.1.4. Steel cleats are allowed only in the Prep (13u/14u) age group and are prohibited in all other age groups.

2.1.5. Only players participating in the game (any player listed on the team's roster), one bat girl / boy, and four (4) certified Coaches will be permitted in the dugout during the game.

2.1.5.1. When a team is on offense (batting) one (1) Coach is allowed in the first base Coaches box, one (1) Coach is allowed in the third base Coaches box, and one (1) may position him / herself in front of the dugout, if so desired. These Coaches must confine themselves to the Coaches' box or immediately in front of the dugout. No seating of any kind allowed outside of the dugout.

2.1.5.2. In 4 year old T-ball, 3 Coaches will be allowed on the field when their team is playing defense.

2.1.5.3. In 5 year old T-ball, 2 Coaches will be allowed to assist players, when their team is playing defense, but must position themselves outside of the foul lines, beyond 1st and 3rd base.

2.1.5.4. In 6 year old T-ball 1 Coach will be allowed to position themselves directly in front of the dugout, while their team is playing defense. These Coaches must confine themselves to the area immediately in front of the dugout.

2.1.5.5. In 7 and 8 year old coach pitch, 1 coach will be allowed to position themselves directly in front of the dugout, while their team is playing defense. These Coaches must

confine themselves to the area immediately in front of the dugout.

2.1.5.6. In 9 through Prep age groups, 1 coach will be allowed directly in front of the dugout, while their team is on defense and must confine themselves in front of the dugout.

2.1.5.7. If in the judgement of the home plate Umpire, a coach has violated these rules, the Umpire will warn the Coach on the first offense. If a second offense occurs, the Umpire will direct the offending Coach to the dugout.

2.1.5.7.1. If the violation is committed by the first or third base Coach, on the second offense the Coach will be directed to the dugout, and a different background verified Coach can assume their position.

2.1.6. Players will be automatically ejected from a game if caught throwing equipment or committing flagrant, unsportsmanlike conduct and/or contact. Players may remain in the dugout after an ejection and during suspensions.

2.1.6.1. Following ejection from a game for violation of 2.1.6, the player can be suspended from the next league game.

2.1.6.2. Any player suspended twice during a season for violation of rule 2.1.6 can be suspended for the remainder of the season.

2.1.6.3. The player must appear before the Board of Directors, with their Parents and Head Coach, before the end of the current season, to determine if the player will be allowed to return the following year.

2.1.6.4. A Coach caught playing a suspended player will forfeit any game in which the suspended player participated. Taking the field in any capacity constitutes participation. The Coach will be suspended until a Board of Directors meeting is held to review the matter.

2.1.7. Head Coaches only will be allowed to discuss decision calls with Umpires; any deviation from this will result in a Coach's Warning.

2.1.8. A soft T-ball will be used in 4 year old T-ball.

2.1.9. Game Balls

2.1.9.1 Baseball, A 9", 5 ounce, cork or cork/rubber center, and must have a cowhide leather cover, baseball will be used in 5 year old through Prep baseball.

2.1.9.2. Softball, 11 inch USSSA blue stitch leather ball must be provided by the teams for play.

2.1.10. 5U -12U may use any bat as long as it is stamped in accordance with current USSSA or USA baseball bat rules. Prep must use a -3 and/or -5 bat that are stamped USSSA or USA baseball baseball bat rules.

2.1.10.1. If a player is caught using an illegal bat (either by umpire or opposing coach), the first offense will be the player being called out. The second offense will be the player being called out and the Head Coach being ejected from the game. For the third offense, the payer will be called out and the Head Coach will be suspended for the current season. An illegal bat will be recognized as per Ball Clubs of Norman rules and the current list on USSSA or USA baseball of illegal bats.

2.1.10.2. Wooden bats are allowed in all age groups.

2.2. Playing Field Regulations

2.2.1. T-ball

2.2.1.1. Will play on diamonds with sixty (60) feet between bases.

2.2.1.2. There will be an invisible thirty-five (35) foot safety arc from the 1st base line to the 3rd base line and will be marked with a hash on each line.

2.2.1.3. The pitching plates are 40' from the front edge of home plate.

2.2.1.4. An invisible foul / fair arc sits at the edge of the dirt circle in front of home plate, from 1st base line to the 3rd base line.

2.2.1.5. **Softball**, A circle will be placed around the pitching circle to indicate where the pitching position is to play.

2.2.2. 7u and 8u Coach Pitch

2.2.2.1. Will play on diamonds with sixty (60) feet between bases

2.2.2.2. There will be an invisible thirty (30) foot safety arc from the 1st base line to the 3rd base line.

2.2.2.3. The pitching plates are 40'(baseball), 35'(softball) from the front edge of home plate. The pitching coach must address the center plate during his delivery. The player playing the pitcher position must stand to either the left or right of the pitching coach.

2.2.3. 9u through Prep

2.2.3.1. Baseball 9u and 10u will play on diamonds with 65 feet between the bases. The front edge of the pitchers' plate shall be 46 feet from the back of home plate.

2.2.3.2. Baseball 11u and 12u teams will play on a diamond with 70 feet between bases. The front edge of the pitchers' plate 50 feet from the back of home plate.

2.2.3.3. Baseball Prep (13u and 14u) will play on a diamond with 90 feet between bases. The front edge of the pitchers' plate shall be 60 feet from the back of home plate.

2.2.3.4. Softball 10u Live Arm

2.2.3.4.1 The base distance will be sixty (60) feet. The pitching rubber will be set at thirty-five (35) feet.

2.2.3.5 Softball 12u Live Arm

2.2.3.5.1. The base distance will be sixty (60) feet. The pitching rubber will be set at forty (40) feet.

2.2.3.6. Softball 14u Live Arm

2.2.3.7. The base distance will be sixty (60) feet. The pitching rubber will be set at forty-three (43) feet.

2.3. Game Length, Run Limits, Ending, and Forfeiture

2.3.1. For 4u, 5u, and 6u, the game time will begin immediately after the first swing. For 7u through Prep, the game time will begin immediately after the first pitch of the game.

2.3.1.1. During league play for all ages, a 5 minute buffer will be

given for start time. If after the 5 minute buffer, a team or both teams are not ready for play, game will be ruled a forfeit. If both teams are not ready, the game will be recorded as 0-0 tie.

2.3.2. Game lengths

2.3.2.1. Softball, All ages will have a one (1) hour game time or five (5) complete innings, whichever occurs first.

2.3.2.2. T-ball (4u) will have a one (1) hour game time or three (3) complete innings, whichever occurs first.

2.3.2.3. T-ball (5u and 6u) games will be one (1) hour or six (6) innings, whichever occurs first.

2.3.2.4. 7u and 8u games will be one (1) hour or six (6) innings, whichever occurs first.

2.3.2.5. 9u and 10u games will be one (1) hour ten (10) minutes or six (6) innings, whichever occurs first.

2.3.2.6. 11u and 12u games will be one (1) hour twenty (20) minutes or six (6) innings whichever occurs first.

2.3.2.7. Prep (13u and 14u) games will be one (1) hour thirty (30) minutes or seven innings (7), whichever occurs first.

2.3.2.8. League games can end in a tie.

2.3.2.9. For age groups T-ball through 8u Coach Pitch, a game ending by forfeit or run rule, before the inning rule or time limit have been reached, will be continued as a scrimmage from that point on (providing both Coaches agree), until either the inning rule or time limit rule is reached. The Umpires will continue officiating when a game is continued as a scrimmage.

2.3.3. Inning run limits

2.3.3.1. Softball, 6U through 14U, each team is limited to scoring six (6) runs per at bat.

2.3.3.2. Baseball, T-ball (4u) through 12u, each team is limited to scoring seven (7) runs per at bat. Prep will have a ten (10) runs per at bat limit.

2.3.4. Game Ending Run Rules

2.3.4.1. Softball, 6U through 14U will have a run rule limit of ten (10) runs after 3 innings or seven (7) runs after 4 innings.

2.3.4.2 Baseball, T-ball (4u) through Prep will have a run rule limit of eleven (11) runs after 3 innings or eight (8) runs after 4 innings.

2.3.5. Rain Out Games

2.3.5.1. T-ball (4u) through 12u baseball and Softball 6U through 14U, 2 1/2 innings will constitute a full game if the home team is ahead. Prep 3 1/2 innings will constitute a full game if the home team is ahead.

2.3.5.2. In the event a game is called before the inning rule 2.3.5.1 is reached, the game will be rescheduled for a later date and continue from the same point at which the game was called. The home plate Umpire will annotate time remaining in the home team score book and verify statistics are properly annotated.

2.3.6. All Ball Clubs of Norman league games will be official and played as long as a team begins with (8) players.

2.3.6.1. Any team starting with eight (8) players will NOT have an automatic out charged in the ninth (9th) position of the official batting order. (LEAGUE RULE ONLY)

2.3.6.2. Any player on the roster may be inserted at the bottom of the lineup upon arrival.

2.4. Team Lineup and Fielders

2.4.1. No age group will be allowed to use designated hitters.

2.4.2. League Only, For all age groups, a continuous lineup of all available players will be used.

2.4.3. For all age groups, players arriving late will be inserted as the last batter in the lineup.

2.4.4. 4u T-ball will field only infield positions.

2.4.5. 5u through 6u T-ball can use either nine (9) or ten (10) defensive players. One must play in the pitching position. If 10 players are present, one player must play the catching position as well. All four (4) outfielders must stay behind the baseline. The baseline is defined as the dirt area, in an arc from first base to third base.

2.4.6. 7u through 8u Coach Pitch can use either nine (9) or ten (10) defensive players. One must play in the pitching position, and one player must play the catching position. All four (4) outfielders must stay 15 feet behind the infield dirt. The infield dirt is defined as the dirt area, in an arc from first base to third base.

2.4.7. Both teams will provide line up cards to the home plate Umpire and opposing team's scorekeeper prior to the start of play, to establish a formal team lineup. Lineup must include player's roster name (no nicknames) and number.

2.5. Co-Ed T-ball (4u) Rules of Play

2.5.1. T-ball (4u) will not have any umpires.

2.5.2. When “play ball” is called by the Coach, the Coach shall then position him / herself against the backstop out of play. And the batter may swing at the ball.

2.5.3. There will be no strikeouts. Each player will get 6 swings to hit the ball from the Tee. If the player has not hit the ball after the 6th swing they will automatically advance to first base to have an opportunity to run the bases.

2.5.3.1. To count as a hit the ball must travel farther than five (5) feet from the Tee.

2.5.4. Pitcher must start with one foot in the circle until the ball is hit. If no circle is present, the dirt area designated for the pitcher will be used as a circle. Infielders must stay behind the thirty (30) foot safety arc until the ball is hit. Pitchers must wear a facemask or helmet with faceguard.

2.5.5. A batted ball thrown to the first or third baseman that rolls into foul territory will stop play. Runners may advance one base.

2.5.6. Any Coach helping in the field is considered part of the field. If a live ball should hit a Coach it is considered a live ball and play should continue.

2.5.7. When an infielder has stopped the lead runner from advancing to the next base, the play is dead. A runner standing off a base that “jukes” or “feints” back and forth, is not attempting to advance to the next base, and time will be called.

2.5.8. Once a team has batted through their lineup the teams will exchange offensive and defensive sides. Batting lineups shall alternate from batter 1 – 12 to batter 12 – 1. This allows two different batters to be the leadoff batter.

2.5.8.1. The last batter of each line up should be allowed to run through the bases until home plate is reached.

2.5.9. Players who are thrown out or tagged out will be out but may remain onbase if the coach chooses.

2.5.10. No stealing. A runner must keep one foot on the base until the ball is hit. The player will receive one warning, and then they have to go sit in the dugout.

2.5.11. Defense will be situated in the infield only. A ball that rolls out of the infield (past the bases will be declared a ground-rule double. A ball that leaves the infield by crossing the infield base path in the air will be declared a home run.

2.5.12. There is no scorekeeping in 4u Tball league games.

2.6. T-ball (5u and 6u) Baseball

2.6.1. The batting team will have a Coach responsible for placing the ball on the tee and removing the tee after the ball is put into play.

2.6.1.1. The tee will be placed on top of home plate.

2.6.1.2. When “play ball” is called by the Umpire, the Coach will position him / herself against the backstop and out of play. After the ball is batted fair the Coach will remove the

tee from home plate and position him/herself so that they will not interfere with play.

2.6.1.3. The Umpire will handle interference by the Coach just as they would any other interference call. This is a judgement call by the Umpire.

2.6.2. The batter cannot swing at the ball on the tee until the Umpire calls “play ball”

2.6.2.1. Before the Umpire calls “play ball” the batter may line up with the ball and take practice swings, which may knock the ball off the tee without penalty. After “play ball” is called a practice swing or accidentally hitting the ball will be considered a strike.

2.6.2.2. The batter will have 6 swings to put the ball in play. If on the third swing, which would be the 3rd strike, the ball is hit into foul territory the batter will have three (3) remaining swing to put the ball in play. If the ball is not put into play after the 6th swing the batter will be retired and an out recorded.

2.6.2.3. The batter is not allowed to “bunt” or swing easy at the ball (penalty – strike). This is a judgement call by the Umpire.

2.6.2.4. If the batter hits the ball less than six (6) feet in fair territory, it is considered a strike.

2.6.2.5 The batter must hit the ball and not the tee for it to be considered a hit ball.

2.6.2.6. A play will be considered over and the Umpire shall call time, as soon as all runners are stopped at the base they occupy and the ball is in possession of a defensive player

in the infield. A runner standing off a base that “jukes” or “feints” back and forth, is not attempting to advance to the next base, and time will be called.

2.6.2.7. If a batter throws their bat and the bat does not hit a player, Coach or Umpire, the Manager will receive a “team” warning from the Umpire.

2.6.2.8. If the thrown bat hits a player, Coach or Umpire, the batter is automatically called out and the Coach receives a “team” warning.

2.6.2.9. All subsequent thrown bats will result in the batter being called out.

2.6.3. While the ball is in play, the ball will not be touched by anyone other than the Umpire, the Coach of the batting team, or a player on the field. If anyone other than those listed in the rule touched the ball, play will be called dead.

2.6.4. Pitcher must start with one foot on the pitcher’s plate until the ball is hit. Pitchers must wear a facemask or helmet with faceguard.

2.6.5. Infielders must stay behind the 30 foot safety arc until the ball is hit.

2.6.5.1. First offense will be a warning by the Umpire. Second offense the batter will be awarded first base.

2.6.5.2. If the ball is hit, all runners will be safe and the ball declared Dead.

2.6.6. Players are not allowed to steal or lead off (penalty – called out).

2.6.7. Infield fly rules do not apply.

2.6.8. Players cannot intentionally roll the baseball when a play is being made; the ball must be thrown to a defensive player.

2.6.9. No intentional walks allowed.

2.6.10. No courtesy runners allowed.

2.7. 7u and 8u Coach Pitch Baseball

2.7.1. A regulation team consists of at least nine players.

2.7.2. Teams can use either nine or 10 defensive players. One player must play the pitching position, and one player must play the catching position. For teams using 10 defensive players, four players must play outfield positions.

2.7.3. Teams must have a minimum of eight players to start and finish a game. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the board member on duty. Umpires have no authority to forfeit a game.

2.7.4. There is a 30-foot safety arc from the back tip of home plate and from the first-base line to the third-base line.

2.7.4.1. Fielder must stay beyond the arc until the ball is hit.

2.7.5. There is a pitching plate 40 feet from the tip of home plate from which the coach must pitch.

2.7.5.1. Pitching Coach must pitch overhand.

2.7.6. The pitching coach must address the center plate during his delivery. The player playing the pitcher position must start on either the left or right side of the pitching coach until the ball is hit.

2.7.7. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. On dropped 3rd strike, batter is out.

2.7.8. There are a maximum of seven runs or three outs per inning.

2.7.9. A batted ball hitting a coach pitcher is declared a dead ball. The batter will be awarded first base and all other runners advance one base. If in the umpire's judgement, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance. In addition, any time a player runs into pitching coach while attempting to make play on batted ball, play will be stopped and batter will be awarded first base. All runners on base will be awarded next base.

2.7.10. A play will be considered over and the Umpire shall call time, as soon as all runners are stopped at the base they occupy and the ball is in possession of a defensive player in the infield. A runner standing off a base that "jukes" or "feints" back and forth, is not attempting to advance to the next base, and time will be called.

2.7.11. All teams must roster bat for all games. (League Only)

2.7.12. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.

2.7.13. The catcher must be located in the catcher's box, no more than four feet behind home plate.

2.7.14. Infield fly rule is in effect for 8u only. 7u will not use infield fly rule.

2.7.14.1. An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly", if Fair.

The ball is live and runners may advance at the risk of ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

2.7.15. Bunting is not allowed in 7U & 8U coach pitch.

2.7.15.1. No fake bunts allowed in any age. If a player "shows" bunt then they are committed to attempt to bunt or take the pitch. The penalty for swinging after "showing" bunt: the batter is declared out and no runners will advance.

2.7.16. Base stealing is not allowed in 7U & 8U coach pitch.

2.7.17. Runners cannot leave their bases until the ball is batted into play. A runner who leaves early is declared out, and the pitch is declared a no pitch.

2.7.18. While a ball is in play, a coach pitcher is prohibited from coaching; either physically or verbally.

2.7.19. Courtesy runners are only allowed for the catcher. The courtesy runner must be the player who is the last recorded out.

2.8. 9u Through Prep Baseball

2.8.1. All Ball Clubs of Norman league and tournament game pitching rules and limitations will be followed.

2.8.1.1. Limitations of pitching are based upon recorded outs while the pitcher is on the mound.

2.8.1.1.1. In 9u/10u age groups that are scheduled for six innings, a pitcher cannot pitch more than 12 outs in any given day and cannot pitch more than 21 outs in three consecutive days, regardless of game guarantee.

2.8.1.1.2. In 11u/12u age groups that are scheduled for six innings, a pitcher cannot pitch more than 15 outs in any given day and cannot pitch more than 24 outs in three consecutive days, regardless of game guarantee.

2.8.1.1.3. In Prep, scheduled for seven innings, a pitcher cannot pitch more than 18 outs in any given day and cannot pitch more than 27 outs in three consecutive days, regardless of game guarantee.

2.8.1.2. Any pitcher in the Prep or younger divisions that has pitched two days in a row must rest the 3rd day, regardless of outs recorded. (League Only)

2.8.1.3. Any pitcher in the Prep or younger divisions that has pitched 9 or more outs in a single day must rest the following day, regardless of outs recorded.

2.8.1.4. Pitching limitations stop for the day when the park is shut down for the night and the teams leave.

2.8.1.5. When games are suspended and continued the next day, pitching limitations are split between the two days. **Note: Outs recorded count for the day that are recorded. When the game resumes from suspension, all outs recorded count for the current day.**

2.8.1.6. In the case of a double or triple play, there is no penalty for exceeding outs recorded at the time of the play.

2.8.1.7. It is the duty of each team's Coach on both sides to make sure recommended pitching guidelines are being followed.

2.8.1.8. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.

2.8.1.9. Any violation of pitching limitations will result in the immediate correction for the violation and follow-up from the league to the offending coach regarding following recommended pitching guidelines.

2.8.2. Balks – 9u and 10u

2.8.2.1. When a balk occurs, a warning will be given then balks will be enforced.

2.8.2.2. 9u-each pitcher per game is given a warning before enforcing balks.

2.8.2.3. 10u-each team per game is given a warning before enforcing balks.

2.8.2.4. Tournament play: Balks shall be strictly enforced without warning.

2.8.3. In age groups 11U through Prep, balks shall be strictly enforced without warning.

2.8.4. If a pitcher balks with no runners on it shall be recorded as a "ball".

2.8.5. When a balk is called, it will be considered an immediate dead ball.

2.8.6. When a team is charged with its second visit in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game (unless rule 2.8.6.2. applies). The pitcher may be moved to another defensive position.

2.8.6.1. A visit is recorded when a coach calls time, enters the playing field and address the team.

2.8.6.2. When a starting pitcher is pulled from a game he is allowed to re-enter as a pitcher once in the same game but not in the same inning in which he was pulled.

2.8.7. Once a player has "addressed" the mound, i.e. a player standing on any part of the dirt mound who picks up the baseball and throws one (1) warm up pitch to the catcher, must throw at least one (1) pitch to the batter, before being removed from the position.

2.8.8. Slap bunts allowed in Prep Division only. No fake bunts, see 2.7.15.1.

2.8.9. If eligible, a courtesy runner can be used any time for the pitcher and/or catcher of record only. The courtesy runner is the last batter not on base. The courtesy runner does not have to be a legal substitute, but must be on the roster and should be listed on the lineup card. The courtesy runner can only run for one player per inning.

2.8.10. In all kid pitch divisions, an intentional walk is granted upon request. No pitches will need to be thrown.

2.9 6U Tball Softball Rules of Play

2.9.1. Defensive Positions

2.9.1.1. All defensive positions, other than catcher (see requirement on 2.5.2), are required to wear a face mask.

2.9.1.2. Defensive positions may not exceed ten (10) in numbers. You may play nine (9) defensive positions.

2.9.1.2.1. When playing with ten (10) positions, four of those positions must be in the outfield. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.

2.9.1.2.2. When playing with nine (9) positions, three of those positions must be in the outfield. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.

2.9.1.2.3. Defensive players must remain behind the 35-foot arc until the batter has hit the ball. One player must remain on the pitcher's mound until after the ball is hit. An exception can be made in cases of older teams vs younger teams. (Umpires Discretion)

2.9.1.2.4. Teams may not load the arc with all infield players. 3 defensive players only. (Umpires Discretion).

2.9.2. Catcher

2.9.2.1. The catcher must wear a mask attached to a full helmet and chest protector. (Shin Guards are not mandatory.)

2.9.3. Batting

2.9.3.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.

2.9.3.2. A batter will be allowed 3 swings per time at bat. If the batter misses the ball, it will count as a swing. A foul ball with 2 strikes will be considered the 3rd strike and the batter will be out.

2.9.3.3. Players are NOT allowed to bunt. The batter will be out.

2.9.3.4. No walks allowed

2.9.3.5. A swing that in the umpire's judgment makes contact mostly with the tee shall be considered a "dead ball" and a strike, even if the ball travels into fair territory.

2.9.4. Base Running/ Stealing

2.9.4.1. Stealing is NOT allowed. A runner is not allowed to leave the base until the batter has made contact with the ball. There will be no warnings for leaving the base early: it will be an automatic out.

2.9.4.2. The runner going to 1st will touch the orange bag, and the 1st baseman will have the right to the white bag. We will apply the rule written in the book as realistically as possible for 6U play.

2.9.4.3. An overthrow at any base will be considered a live ball. Runners may advance until time has been called.

2.9.4.4. Runners may not advance if the ball does not travel outside the catcher's circle.

2.9.5. Game Balls

2.9.5.1. 11 inch USSSA blue stitch leather ball must be provided by the teams for tournament play.

2.9.5.2. A batted ball thrown to the first or third baseman that rolls into foul territory will stop play.

2.9.5.3. Runners may only advance to the next base if they are halfway between the bases.

2.9.6. When an infielder has stopped the lead runner from advancing to the next base, the play is dead. A runner standing off a base that "jukes" or "feints" back and forth, is not attempting to advance to the next base, and time will be called.

2.10. 8U Softball Coach Pitch

2.10.1. Defensive Positions

2.10.1.1. All defensive positions, other than catcher (catcher is in full gear), are required to wear a face mask.

2.10.1.2. Defensive positions may not exceed ten (10) in numbers.

2.10.1.2.1. When playing with nine (9) positions, three of those positions must be in the outfield. When playing with (10), four of those positions must be in the outfield. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.

2.10.1.2.2. 1st and 3rd base may charge (without limits) on a bunt before the batter makes contact, the pitcher may pass the 35ft hash marks. If the pitcher leaves before the ball leaves the coach's hand a dead ball will be called and the batter awarded first base, and all other runners may advance if forced.

2.10.2. Pitcher

2.10.2.1. The pitcher can play on either side of the circle and cannot be past the pitching rubber or hash mark until the ball leaves the coach's hand.

2.10.2.1.1. No defensive player may enter the pitching circle at any time; this will be deemed a dead ball. The batter will receive first base and all other runners may advance one (1) base if forced. The chalk outlining the circle is deemed to be part of the circle.

2.10.2.1.2. A pitcher can pass the pitching rubber on an attempted bunt when the ball leaves the coach's hand. If she leaves before, this will be deemed dead ball, and batter will receive first base. All other runners will advance if forced.

2.10.3. Coaches

2.10.3.1. A defensive coach may be outside the dugout, just outside of the dugout gate. A defensive coach cannot walk onto the

field at any time unless given time out by the umpire. If a live ball hits a defensive coach or bucket, then a dead ball will be called and all runners will advance one base. 1.

2.10.3.1.1. Pitching coach can position the batters by signaling with hand motions, but cannot give instruction. The pitching coach cannot give instruction to Base Runners. The umpire can and will call the batter out if they feel this rule is being abused after the pitching coach has been warned. The pitching coach after delivering the pitch will kneel down to give defensive players a clear path to make a throw. Any pitching coach who is hit by a throw from a defensive player without making an attempt to move out of the way will be warned or removed. A dead ball will be called and the batter will be out and runners will return to their previous base.

2.10.3.1.2. A pitching coach hit by a batted ball will be a dead ball and the batter will advance one base. (all runners may advance one base if force) **2.6.3.1.3.** The pitching coach may not manipulate the pitch to create a defensive disadvantage for the catcher. (Putting it in the dirt) If you do this it will be ruled a dead ball no pitch. No runners will advance. Coach will receive a warning and if the rule is broken again the Coach can be removed from the game. (Umpires Discretion)

2.10.3.1.4. If a coach is removed from a game, that coach must leave the playing field. He/she may return for the next game to be played. If the violation is deemed to be excessive then that coach will be removed for the remainder of the day or tournament.

2.10.4. Pitching Coach

2.10.4.1. The pitching coach will pitch around thirty(30) miles per hour. Adjustments to the pitching can be made as necessary.

2.10.5. Batting

2.10.5.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.

2.10.5.2. The batter will receive five (5) hittable pitches. The umpire can call a no pitch for an un-hittable pitch.

2.10.5.3. The batter will be called out after she has received three (3) swinging strikes, has received five (5) hittable pitches, or fouls off a bunt with two (2) strikes. If 5th pitch is fouled, players will receive another pitch until the last strike or the ball is put in fair play.

2.10.5.4. Bunting, Fake Bunt, and Slap Bunt are allowed. (Players are NOT allowed to fake a bunt and then to swing).

2.10.6. Base Running/Stealing

2.10.6.1. Stealing is allowed, when the ball has exited the coach's hand. There will be no warnings for leaving the base early: it will be an automatic out.

2.10.6.2. The offensive player can only steal one base per pitch, and you cannot steal home.

2.10.6.3. On a batted ball the base runner can take as many bases as wanted for an overthrow.

2.10.6.4. Time will be called when the runners are no longer advancing and the defensive player throws the ball to the pitcher. (Pitcher must have control of the ball).

2.10.7. Game Balls

2.10.7.1. 11 inch USSSA approved blue stitch leather ball must be provided by the teams for tournament play.

2.11. 10U Softball Live Arm

2.11.1. Defensive Positions

2.11.1.1. All infield defensive positions, other than catcher (catcher is in full gear), are required to wear a face mask. Wearing of facemask in the outfield is optional.

2.11.1.2. Defensive positions may not exceed nine (9) in numbers.

2.11.1.2.1. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.

2.11.1.2.2. 1st and 3rd base may charge (without limits) on a bunt before the batter makes contact.

2.11.2. Pitcher

2.11.2.1 USSSA Official Fastpitch Softball Rule 6 shall apply.

2.11.3. The Look-back Rule

2.11.3.1. USSSA Official Fastpitch Softball Rule 8.2 shall apply.

2.11.3.2. "The LOOK-BACK RULE is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle.

- 2.11.3.3.** Any runner(s) in motion may continue without stopping or may stop once, Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base.
- 2.11.3.4.** A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop.
- 2.11.3.5.** The runner, off base, may not stand motionless.
- 2.11.3.6.** There does not need to be any motion or recognition by the pitcher.
- 2.11.3.7.** Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead.
- 2.11.3.8.** If the pitcher no longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners or a fake throw is made, this rule does not apply.”
- 2.11.3.9.** “Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher’s circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempt play. a. EFFECT: Ball is dead and runner is out.”

2.11.4. Coaches

- 2.11.4.1.** A defensive coach may be outside the dugout, just outside of the dugout gate. A defensive coach cannot walk onto the field at any time unless given time out by the umpire. If a live

ball hits a defensive coach or bucket, then a dead ball will be called and all runners will advance one base. 1.

2.11.4.2. The offensive team may have two (2) coaches on the field: 1st base coach and 3rd base coach.

2.11.4.3. All subsequent coaches must remain in the dugout.

2.11.4.4. Any attempt made by a coach to intentionally interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the field of play and dugout.

2.11.4.4.1. If a coach is removed from a game, that coach must leave the playing field. He/she may return for the next game to be played. If the violation is deemed to be excessive then that coach will be removed for the remainder of the day or tournament.

2.11.5. Batting

2.11.5.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.

2.11.5.2. Bunting, Fake Bunt, and Slap Bunt are allowed. (Players are NOT allowed to fake a bunt and then to swing).

2.11.5.3. If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.

2.11.6. Base Running/Stealing

2.11.6.1. Stealing is allowed when the ball leaves a pitcher's hand on the delivery.

2.11.7. Game Balls

2.11.7.1. 11 inch USSSA approved blue stitch leather ball must be provided by the teams for tournament play.

2.12. 12U/14U Softball Live Arm

2.12.1. Defensive Positions

2.12.1.1. All infield defensive positions, other than catcher (catcher is in full gear), are required to wear a face mask. Wearing of facemask in the outfield is optional.

2.12.1.2. Defensive positions may not exceed nine (9) in numbers.

2.12.1.2.1. Starting position for outfielders shall be no closer than the edge of the grass until the pitch is delivered.

2.12.1.2.2. 1st and 3rd base may charge (without limits) on a bunt before the batter makes contact.

2.12.2. Pitcher

2.12.3.1. USSSA Official Fastpitch Softball Rule 8.2 shall apply.

2.12.3.2. "The LOOK-BACK RULE is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle.

2.12.3.3. Any runner(s) in motion may continue without stopping or may stop once, Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base.

- 2.12.3.4.** A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop.
- 2.12.3.5.** The runner, off base, may not stand motionless.
- 2.12.3.6.** There does not need to be any motion or recognition by the pitcher.
- 2.12.3.7.** Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead.
- 2.12.3.8.** If the pitcher no longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners or a fake throw is made, this rule does not apply.”
- 2.12.3.9.** “Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher’s circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempt play. a. EFFECT: Ball is dead and runner is out.”

2.12.4. Coaches

- 2.12.4.1.** A defensive coach may be outside the dugout, just outside of the dugout gate. A defensive coach cannot walk onto the field at any time unless given time out by the umpire. If a live ball hits a defensive coach or bucket, then a dead ball will be called and all runners will advance one base. 1.
- 2.12.4.2.** The offensive team may have two (2) coaches on the field: 1st base coach and 3rd base coach.

2.12.4.3. All subsequent coaches must remain in the dugout.

2.12.4.4. Any attempt made by a coach to intentionally interfere with a fielder, batter, or runner making a play on the ball will result in that coach's immediate dismissal from the field of play and dugout.

2.12.4.4.1. If a coach is removed from a game, that coach must leave the playing field. He/she may return for the next game to be played. If the violation is deemed to be excessive then that coach will be removed for the remainder of the day or tournament.

2.12.5. Batting

2.12.5.1. Offensive players and Batters on the field must wear helmets with chinstraps and facemask at all times.

2.12.5.2. Bunting, Fake Bunt, and Slap Bunt are allowed.

2.12.5.3. If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.

2.12.6. Base Running/Stealing

2.12.6.1. Stealing is allowed when the ball leaves a pitcher's hand on the delivery.

2.12.7. Game Balls

2.12.7.1. 12 inch USSSA approved blue stitch leather ball must be provided by the teams for tournament play.

2.13. Protests

2.13.1. There will be NO protests in league play.

2.13.2. \$100 cash non refundable protest fee in tournaments.
Director on duty and/or UIC will rule on protest.

Section 3: Administrative

3.1. Age Classification

3.1.1. The age group of a player will be determined by the player's age on January 1st. The season runs from Fall to Spring. The January 1st used to determine age group is between the Fall and Spring seasons.

3.1.2. Players have the option of playing up in a higher age group, but only (1) year at the Coach's discretion and with written consent of a Parent or legal guardian. (Play up form)

3.1.3. Players will not be allowed to play down in lower age groups.

3.2. Insurance Coverage

3.2.1. The Ball Clubs Secretary must be notified within 48 hours of an accident, for the claim to be processed. Any incident must be recorded on an incident form that will be kept on file in the office.

3.3. Uniforms

3.3.1. All uniforms will consist of a jersey, pants, socks, and a hat.

3.3.1.1. Each player's uniform must have a number on the game jersey prior to the first league game. Each number must be unique for that team; no duplicate numbers are allowed.

3.3.1.2. A jersey or tee shirt must be worn under a sleeveless vest.

3.3.1.3. Cold weather attire can be worn as long as the jersey underneath, with the player's number can be shown for verification.

3.3.1.4. Pitchers may not have anything white on their arms, hands, wrists. If present, those must be removed before they are allowed to pitch.

3.3.2. Visible jewelry of any kind must be removed or tucked in.

3.3.3. No player will be allowed to use a cell phone or any electronic devices during the games.

3.4. Game Schedules

3.4.1. League schedules are considered final once posted.

3.4.2. Each request to re-schedule must be approved by both Head Coaches of the teams involved. The agreed upon re-schedule must then be sent to the Ball Clubs at which time they will reschedule or offer alternate options.

3.5. Ejections

3.5.1. Any PERSON ejected from a game, must immediately leave the ballpark. Failure to leave the ballpark will cause their team to forfeit the ball game.

3.5.1.1. Players may stay in dugout if controlled by a background clearance Coach.

3.5.2. At the completion of the ball game, all ejections from a game will be heard by the Umpire in Charge (UIC), Board Member on duty and all Umpires. NOTE: Person ejected must leave the park at the time of ejection. They will be allowed to present their case to the UIC and Board Member on duty.

3.5.2.1. The person ejected is suspended from attending any games at the ballpark until a final decision is reached. All decisions are final.

3.5.2.2. If the UIC, Board Member and all Umpires on the field are unable to meet after the completion of the ball game, every attempt will be made to resolve the ejection within 24 hours of the incident.

3.6. Player Participation

3.6.1. Every player must play at least one inning in every league game unless they are not present at the game. An inning consists of being in the lineup for one offensive and one defensive inning. Each Coach should make every effort to see that all players participate in every game.

3.6.1.1. Tournaments sponsored by the Ball Clubs of Norman are not considered league games, and are exempted under this rule.

3.6.1.2. Player disciplinary restrictions may reduce the amount of game playing time. Disciplinary restrictions are not related to player performance.

3.6.1.3. Failure to comply can result in the suspension of the Head Coach.

3.6.2. The Manager or Head Coach is required to maintain some form of documentation concerning player participation to be used to determine compliance with rule 3.6.1.

3.7. Field Maintenance

3.7.1. Coaches are responsible for cleaning their dugout after every game.

3.7.2. All field issues that are a potential safety concern should be shared with the age group coordinator and will be passed along to the grounds crew and board.

3.8. Continuous Improvement Process

3.8.1. If there are areas that are seen that need improvement, the observer can file the Continuous Improvement form and file with the Board for review and discussion.

Section 4: Coaches, Parents, Spectators, Scorekeepers, and Umpires

4.1. Managers and Coaches

4.1.1. All Head Coaches, Assistant Coaches, and/or dugout Parents are required to have an annual background check on file with the Ball Clubs of Norman.

4.1.2. The use of tobacco and e-cigarette products by Coaches, Assistant Coaches is prohibited anywhere in the ballpark.

4.1.2.1. A warning will be given on the first instance; further failure to comply with this rule will cause the Coach's team to forfeit the game being played.

4.1.3. The use of profanity, alcoholic beverages, non-prescription drugs, or illegal substances (i.e. marijuana, cocaine, etc.), is not allowed.

4.1.3.1. Any Coach or Assistant Coach under the influence of non-prescription drugs, or illegal substances, will be suspended from the Ball Clubs of Norman activities for life.

4.1.4. All Managers and Coaches are expected to play fair and show good sportsmanship to their players through their example and conduct while on the practice field and during games.

4.1.4.1. A Head Coach or Assistant Coach will automatically be suspended for actions committed that would be damaging for their team or the Ball Clubs of Norman in general.

4.1.5. Coaches are responsible for complying with the following rules:

4.1.5.1. All Ball Clubs of Norman Official League rules, Ball Clubs of Norman Tournament Rules, and all MLB Rules.

4.1.5.2. To conduct themselves in a sportsmanlike manner in dealing with Umpires, opposing Coaches, players, parents and spectators.

4.1.5.3. To control the conduct of their players, parents and spectators.

4.1.5.4. To comply with the Ball Clubs of Norman player participation rule.

4.1.5.5. To be knowledgeable of baseball rules and coaching methods.

4.1.5.6. To sign and uphold the Coaches Code of Conduct.

4.1.5.7. To wear a minimum of a team hat and appropriate attire (no tank tops, flip-flops, or clothing that advertises tobacco or alcohol products of any kind).

4.1.5.8. Violations concerning any of the rules could result in suspension of the Coach, and forfeiture of any games played, depending on the particular violation.

4.2. Parents or Spectators

4.2.1. All parents, having guardianship of a child playing in the Ball Clubs of Norman league, must sign and abide by the Parents Code and Parents and Coaches Behavior Policy. Not signing the Parents Code of Ethics does not exclude Parents or guardians from abiding by its policy.

4.2.2. Every individual, whether a non-guardian relative, family friend, etc. (spectators) attending an event at Griffin/Reaves will abide by the Parents Code of Ethics and Parents and Coaches Behavior Policy.

4.2.3. Parents and spectators will not interfere with the opposing teams players by shouting comments like, he can't hit, don't worry he can't run, or countermanding a Coaches instruction. *Example:* a Coach yells for a player to throw the ball to second, and opposing team's spectators yell throw to third.

4.2.3.1. If a team believes this has occurred, the Head Coach will notify the Home Plate Umpire. The Home Plate Umpire will attempt to monitor these outbursts.

4.2.3.2. A second violation will result in a team warning to the offending team's Head Coach.

4.2.3.3. A third violation will result in forfeiture of the ball game by the offending team.

4.2.3.4. Any parent or spectator caught violating this rule will be ejected from the ballpark and must leave the premises immediately.

4.2.4. The use of tobacco and e-cigarette products by any person is prohibited anywhere in the ballpark.

4.2.5. Music will be allowed at ballpark provided following conditions are met:

- Music must be kid friendly and contain no vulgarity or disparaging remarks.
- Volume must be at a respectable level as to not disrupt other team or other fields.
- Music cannot be played during live ball action. May be as walk up music as long as music is turned off prior to at bat played starting.
- Umpires on field and Board Members have the authority to ask a team to turn music down or off. First offense will be a warning; Second offense will be termination of music rights for that game; third offense will be termination of music and ejection of Head Coach.

4.3. Scorekeepers

4.3.1. All Scorekeepers are expected to be knowledgeable of the score keeping procedures.

4.3.1.1. When players are substituted, the inning must be annotated by the player's name, since the score book will be used in reference to the one inning per game rule.

4.3.2. The home team score book is the official record of the game.

4.3.3. All Scorekeepers will sit near or behind the home plate Umpire (behind the backstop)

4.4. Umpires

4.4.1. All Umpires will be coordinated by and responsible to the Ball Clubs of Norman appointed UIC. The UIC is directly responsible to the Board of Directors.

4.4.2. Umpires shall wear approved attire including gray pants / shorts; collared shirts as instructed by the UIC, and navy blue baseball or umpire cap. For baseball (ages 9 through Prep) all home plate Umpires shall wear facemasks, chest protectors, and shin guards.

4.4.3. Umpires will be expected to have a good working knowledge of baseball rules, Ball Parks of Norman park rules and the mechanics of good umpiring.

4.4.4. Umpires can be expected to receive fair treatment from Coaches, Players and Spectators. They shall have support from the Board of Directors when enforcing the rules set forth by the Ball Clubs of Norman or MLB.

4.4.5. Umpires will have full charge of the game 15 minutes prior to the scheduled starting time. They shall make judgements concerning field of play conditions, equipment and questions regarding play of the game. 4.4.5.1. After games have started, the UIC will make all decisions concerning games affected by weather.

4.4.6. Umpires are expected to conduct themselves in a sportsmanlike manner that will display their knowledge of baseball rules and fair play.

4.4.7. The use of profanity, alcoholic beverages, non-prescription drugs or illegal substances (i.e. marijuana, cocaine, etc), is not allowed.

4.4.7.1. The UIC and /or Board of Directors will automatically suspend any Umpires suspected of being under the influence of alcoholic beverages, pending investigation.

4.4.8. The use of cell phones or other electronic device during the game, including inning breaks, will not be permitted unless communicating directly with the UIC regarding the game.

4.4.9. While officiating a game, if an Umpire is involved in a physical altercation with a Coach, Player, Parent or Spectator, the Umpire will not complete the game, nor will the Umpire be allowed to officiate another game until the UIC, the Executive Board Member, and Board Member on duty have reviewed the altercation.

4.4.9.1. Upon review it will be determined if the Umpire involved will be suspended or allowed to return to their schedule.

4.4.10. Umpires shall report any major disturbances, protest by Coaches, or questions regarding their duties to the UIC. The UIC shall in turn report to the Executive Board Member and Board Member on duty.

4.4.10.1. All complaints concerning an Umpire's ability to officiate a game must be submitted in writing to the Board of Directors. The UIC and the Board of Directors shall handle any questions regarding the abilities of any Umpire.

4.4.11. If a forfeit occurs, the Umpire will only be paid if they are assigned to the field where the forfeit occurred. Umpires must stay and officiate scrimmages, if necessary (full game time).

4.4.12. If the UIC has been notified in advance that a game(s) has / have been canceled, no Umpire fee(s) will be paid for the game(s).

The MLB rulebook will govern all other rules not specifically addressed above.

The USSSA Fastpitch rulebook will govern all other rules not specifically addressed above.