

AAA, ABSA

2026

Inter-league Rulebook

Baseball



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Any rule not covered in this document will follow the National Federation of High School (NFHS) rule book. The rules contained herein shall take precedence over the NFHS rules when such rules conflict.

****RULE 1****

OBJECTIVES OF THE GAME

This section contains general information concerning the dimensions of the field and/or equipment and player uniform and equipment regulations.

A. Bats:

In the 14U division all bats must display either the 1.15 stamp, a BBCOR stamp, or be made completely of wood and must adhere to the -3 (weight to length) requirement.

In the 13U division all bats must display either the 1.15 stamp, a BBCOR stamp, or be completely of wood and must adhere to the -8 (weight to length) requirement.

In all other divisions 9U-12U, bats will be required to have the 1.15 stamp or BBCOR stamp. There are no weight restrictions.

B. Helmets:

1. 14U batting helmets must be NOCSAE certified.
2. Players intentionally removing their helmets while in live ball territory and with the ball live will be called out after a team warning.

C. Baseballs:

Two baseballs, furnished by the association, will be used to start the game.

As additional balls are needed, the teams will alternate furnishing the balls starting with the home team. The ball does not need to be new, but it must be acceptable to the umpire in charge.

Note: Teams playing are responsible for retrieving the foul balls NOT the umpires. Each team should go after the balls hit to their side of the field.

D. Catcher:

1. Legal throat protectors are required for catchers in ALL divisions of baseball and softball. Catcher masks with a built-in throat protector are acceptable, but it must extend past the bottom of the mask. Masks MUST meet NOCSAE and NFHS standards.
2. All players warming up pitchers are required to wear a catcher's mask, helmet, and throat protector. It is advisable for adults to wear a mask but not required.

E. Pitchers:

1. May not wear a plain white shirt under any condition whether or not it is part of their uniform. The pitcher's undershirt/exposed sleeve must not be white, if it extends past the elbow.
2. May not wear a batting glove on their pitching hand.
3. May not have any tape or bandages from the wrist to the fingers on the throwing hand.
4. May use any color glove that can be bought in a store, as long as it does not contain gray or white. Gloves that are distracting may be removed at the discretion of the umpire. Violators must remove the offending glove from the game.
5. Must have their shirts tucked into their pants.
6. Mounds will be used in the 9U and up divisions.
7. Must not wear anything that can distract the batter. This will be left up to the sole discretion of the umpire in charge.
8. Play wristbands may ONLY be worn on the wrists.

F. Player's shoes and spikes and wearables:

1. Shoes with metal spikes or cleats are prohibited in all divisions except 13U and 14U. Players in all divisions are never allowed to wear metal spikes on portable mounds. If during a team conference, a fielder accidentally steps on the mound with metal spikes, a team warning will be issued, any following offense will result in immediate ejection.

Penalty: Players in the prohibited divisions found wearing these shoes will be immediately ejected. Players found wearing metal spikes on mounds will be ejected immediately.

2. Any player wearing any type of cast or splint (includes any removable ones) will NOT be allowed to play.

3. No jewelry of any type can be worn by the players. Exception Medical alert jewelry MUST be taped to the players body.

G. Uniforms:

1. All players must have **number** at least 6" high on the back of their uniform shirt.

2. Players must have unique numbers and cannot change in the middle of a game or between multiple games without notifying the opposing manager and umpires.

Penalty: The player is disqualified and restricted to the bench for the duration of the game. (this must be determined within the first batting rotation, or no penalty will be assessed.)

3. It is mandatory that all players wear protective cups.

Division	Pitching	Bases
9U	44 feet	65 feet
10U	46 feet	65 feet
11U	50 feet	70 feet
12U	50 feet	70 feet
13U	54 feet	80 feet
14U	60 feet 6 inches	90 feet

If divisions need to be merged, then the pitching distance will be split between the two divisions. The bases will be the longest of the two divisions.

****RULE 2****

GAME PRELIMINARIES

This section defines what needs to be done prior to the start of each game.

- A. Ground rules:** The umpires and managers shall discuss ground rules prior to the start of the game. No players, other than captains, may be on the field during ground rules.
1. Ensuring players are properly equipped and will remain so during the game.
 2. Ensuring coaches, players, and fans are aware that good sportsmanship is expected and demanded throughout the game. That head coaches are responsible for their conduct as well as their assistants, players, and fans conduct.
 3. Define “out of play” lines.

4. Define awards when the ball goes “out of play” or gets stuck in the fence.
5. Any special division rules.
6. Maximum runs per inning and mercy rule.
7. No outside food or drink.
8. Verify accuracy of the game sheets.
9. **No Gentleman’s agreements!**
10. Any player(s) that must leave the game early as a scheduling conflict MUST be declared at ground rules.

Penalty: Leaving early, without declaring at ground rules and not injured, would be an out.

B. Rosters/batting order:

1. In all divisions, every player listed on the team roster and present at game time shall be listed on the official batting order and shall take his turn at bat as his name appears on the batting order. Exception: A player being withheld from a game for team disciplinary reasons or any player wearing any type of cast or splint will not be allowed to play. This must be stated at ground rules.

Penalty: The team in violation will forfeit the game at the time of the infraction is brought to the attention of the umpire in charge.

2. Any player arriving late shall be placed at the bottom of the batting order and must wait until their proper turn at bat to make a plate appearance. If a player is present but is not placed in the batting order, they may not participate once all batters properly listed have batted at least once.

3. In all divisions, there will be “free substitutions.” However, each player will be required to play in the field at least six defensive outs prior to the start of the sixth inning of a seven inning game and the fifth inning of a six inning game. The start of the next inning begins when the third out in the bottom of the previous inning is made.

Penalty: The team in violation will forfeit the game at the time the infraction is brought to the attention of the umpire in charge. It is the responsibility of the opposing team to keep track and appeal to the umpires.

4. In the event that there is a player who can NOT play defense, bat, or run then that player may NOT participate. The practice of allowing a player to bat and then have a pinch runner every time they get on base will not be tolerated. Exception: catcher and pitcher, if a runner is injured and unable to run the bases, they may be replaced by the player who made the last out and no penalty will be assessed. However, once a player is removed from the game due to an injury and has missed their turn at bat, that player may not re-enter the game defensively or offensively.

5. If a player is ejected or removed for team disciplinary action, then the position occupied by the ejected/disciplined player will be considered an OUT. If this causes a team to field less than eight players, then the team will forfeit the game.

6. The inner league requires the completion of official game sheets. Each sheet must be signed by head coach/manager of both teams.

Penalty: The team refusing to sign will forfeit the game. If this effects tie breakers (runs allowed), actual runs scored will be used.

a. Shall list the names of all umpires officiating the game.

b. Shall be considered as the official record of all games played in the league.

c. Shall contain accurate game score/totals. The home team scorebook will be considered the "official score book" if irreconcilable differences occur between the team's scorebooks. Head coach/managers signatures attest to the final/official outcome of the game; inaccurate/incomplete information may affect standings.

d. Should be retained by each manager as proof of the score in case the original gets lost or misplaced.

e. Shall be accurately completed by the umpires and turned in to the umpire in charge.

f. Shall have nothing added to it once the copies have been separated.

5. All teams are required to have a league roster approved showing all players. Team rosters or players may be challenged anytime until the completion of the game. The boy's commissioner reserves the right to challenge the roster of any

team prior to the game. Whenever a roster/player is challenged the manager/team must present an approved roster before the end of the game. Submission of a lineup constitutes the intent of playing a player in the game. Any late arriving player can be challenged up to the end of the game.

Penalty: Any illegal player discovered or failure to produce an approved roster by the completion of the game will result in the game being forfeited by the offending team.

Any infractions shall be noted on the official game sheet and subject to review by the inner league executive board for further disciplinary action.

Suggested Procedure for checking Rosters: Roster checks should be performed by either/both the field representative/ league officer, or umpire in charge. If an entire roster is being challenged, have both teams line up on the foul lines in order they appear on the roster. The official and a manager/coach from each team will check for accuracy. The first thing to check is to ensure that the roster was filled out correctly and signed/dated by the team's league official. Then, it is suggested that each member of the team will be asked a question (date of birth, address, phone, etc..). If something does not check out, ask the player a second question. The last check should be to have the player sign his name. Remember, each team should also carry a "valid proof of age" for each player. Individual player(s) may be challenged without the need to line up the entire roster.

6. Player divisions will be determined as follows. Any exceptions must be authorized by the Inner League Board.

Division	Age Requirements
9U	May not reach age 10 before May 1 st current year
10U	May not reach age 11 before May 1 st current year
11U	May not reach age 12 before May 1 st current year
12U	May not reach age 13 before May 1 st current year
13U	May not reach age 14 before May 1 st current year
14U	May not reach age 15 before May 1 st current year

7. The following rules/guidelines for team rosters:

a. All teams must complete an Official Inner League Roster to be eligible to play during the current season. All official team rosters must be verified and validated by the president or the boy's commissioner. The team roster must state:

* The official name of the team.

* The player's name, date of birth, address, telephone number, manager's and coaches' names are required, and they must be legible.

* The stated age division, the team will participate in.

* Signature line and player's signature.

b. Rosters will be restricted to fifteen players at any one time.

c. All official league team rosters must be typed or neatly printed, and signature must be in the handwriting of the player. Only copies of the original will be accepted (there will be no white-outs or carbon copies). Managers are responsible for the authenticity of all signatures.

Abuses will Not be tolerated, and severe penalties may be imposed by the inner league board.

8. Registration of players, managers, and coaches

a. "Select" teams are not allowed to draw players from the player pool.

b. Any player can play on more than one team as long as the teams don't play each other in league play. For example: a player can play in 9U and 10U team. No player can play for more than one team during any scheduled time slot.

c. All managers and coaches listed on the official team roster must have a valid, satisfactory background check on file with the association prior to them being allowed to participate on the field with that team.

Penalty: Offending manager/coach will be immediately suspended from the premises until such a time a satisfactory background check is completed and approval is granted by the inner league board.

9. Player transfers

- a. Changes to a team roster must be approved at least 24 hours in advance before player can participate.
 - b. No pool player can switch from one team to another after the league's draft is complete.
 - c. No player may be added to a roster after June 1st.
 - d. Additions to fall ball rosters may be made only with the approval of the president or boy's commissioner. Such additions require an updated roster to be submitted for the verification and validation and the new roster must be approved a minimum of twenty-four hours prior to the scheduled game time.
 - e. In fall ball, no changes to the team roster may occur after a team has played six games.
- a. In the case of a double header, teams shall occupy the same dugout for both games of the double header, preventing the need for the team to change dugouts.

****RULE 3****

Starting and Ending the Game

This section defines what constitutes a regulation, suspended, rained out, or protested game.

A. Game times:

1. Weekday starting times are 6PM -all divisions.
All games shall have a fifteen minute forfeit time from the schedule starting time.
2. All games will have a one hour and forty minute time limit. No inning can start after time has elapsed.

3. Time will be stopped for serious injury, field maintenance, and rain delay. All time issues will be based solely on the umpire's clock and discretion. All games must start within fifteen minutes of scheduled game time, unless delayed by weather or other circumstances.

4. The time clock will start at the conclusion of ground rules.

B. Completed games:

1. Games in all divisions shall consist of seven innings. If tied at the end of the regulation innings, extra innings may be played as long as the time limit is observed.

2. A game can be officially declared over if:

a. In seven inning games, either team is ahead by 12 runs after three innings, 10 runs after four innings, or 8 after five innings.

3. Any game, which goes the full time limit and has completed one full inning will be considered an official game.

In the event of rain or darkness, a game shall be considered completed and not made up after four innings or one hour. Any game called after four innings or one hour that cannot be completed will have the score revert back to the last complete inning, unless the home team has taken the lead in their last at bat. All games that do not meet the above criteria will be considered a suspended game.

C. Suspended games

Any game that is halted prior to its completion due to foul weather, light failure, or other natural means and does not meet the completed games criteria will be considered suspended.

1. Only the Umpire on duty or a field representative has the authority to suspend a game.

2. When a game is suspended, specific information must be kept in order to restart the game properly

a. current inning

b. number of out(s)

- c. current batter
- d. count on batter (if any)
- e. location of runners
- f. score
- g. time remaining in the game

This information should be noted on the official score sheet and signed by both managers and umpires.

3. Re-start of a suspended game will continue to the remainder of the time limit or innings limit.
4. Suspended games will be made up. Any player on the roster, whether they were at the original game or not, may play in the rescheduled game. Anyone not at the rescheduled game is to be taken off the lineup and the new players are to be added to the bottom of the lineup. Automatic outs will NOT be recorded for players not present at the rescheduled game.

D. Forfeit games

1. All teams must have eight players available to start a game. All baseball teams will field nine players.

Penalty: Failure to field eight players at any time during the game will result in a forfeit.

2. A forfeited game counts as a completed game as scheduled, the official final score will be 7-0
3. No show and/or forfeited games will be reviewed by the board for possible disciplinary action and possible monetary reimbursement to the association for umpires.

E. Rescheduling of games

1. Rained out games
 - a. In the event of a rain out, games will be re-scheduled as follows:

Either managers or a representative capable of rescheduling for the teams **must** meet at the field between 6PM and 6:30 PM the rain out game will be rescheduled at that time ONLY.

For weekend games only, the managers MUST call the rain out number and find out what time provisions have been made. The managers may be required to show up at game time to reschedule.

Penalty: Failure to show up on time will result in a forfeit for the team. This is not subject to appeal.

2. Cancellation due to natural disaster/inclement weather.

The above procedure may be changed during a natural disaster in cases where the playing field is inaccessible. It will be the manager's responsibility to call the rain out number and find out what provisions have been made.

3. Rescheduling of games.

Rescheduling of league games, once the league schedule has been declared, will not be authorized unless a result of inclement weather or association error.

F. Protests

1. If there is a question about a rule that was possibly misapplied, the team's coach or captain shall inform the umpire at the time of the play and before a pitch to the next batter of either team, or before the umpires leave the field of play in question, was the last play of the game. The plate umpire shall then inform the coach of the opposing team and the official score keeper.

2. The protesting manager shall then have ten minutes to locate the rule in question within these rules or the NFHS rule book and present it to the umpires, who shall determine the accuracy of the protest. If the manager does not provide proper documentation to support their protest within this time limit, the protest shall be denied, and the game resumed immediately from the point of interruption.

3. Repeatedly protesting as an obvious means to delay the game shall not be permitted and will result in the head coach/manager being ejected by the umpire for unsportsmanlike conduct.

Note: A \$50 cash protest fee must be given to either the umpire in charge or the executive on duty immediately when the ten minute protest time begins.

G. Conduct

1. All that is dishonorable, unsportsmanlike, and inappropriate behavior is strictly condemned. Players, coaches, managers, and/or spectators are forbidden to commit any acts to include, but not limited to:

- a. Use of words or actions to incite or try to incite spectators to demonstrate.
- b. Use of profanity, intimidation tactics, baiting, or taunting.
- c. Behavior in manner not in accordance with the spirit of fair play.
- d. Charge, threaten, or touch an umpire or opposing coach.
- e. Argue ball and strike calls or other umpire judgement calls.

2. The manager of a team is responsible for the proper conduct of their player, coaches, and spectators. If a player, coach, or spectator is ejected, the head coach shall, at a minimum, be restricted to the dugout.

3. At the discretion of the umpire in charge or field representative on duty: players, managers, coaches, or spectators guilty of inappropriate conduct shall have to leave the field immediately and go straight to the parking lot. They are prohibited from any further contact, direct or indirect, with the team for the entire day.

Any refusal to leave the premises as directed by the umpire in charge or field representative may cause the forfeiture of the game and summoning of the police.

Ejected players may NOT remain in the dugout. Any additional abuses will cause the player to be removed from the premises.

Penalty: Game is immediately forfeited and person(s) involved in incident are subject to probation or suspension upon review by the inner league board.

4. Any manager, coach, player, and/or spectator who makes contact or verbally threatens physical contact with an umpire or field representative will be ejected from the premises immediately and suspended indefinitely until the situation is

reviewed by the inner league board. If needed, police will be summoned to facilitate the offender's removal from the fields.

Harassment of umpires will NOT be tolerated. If there are two complaints, separate incidents, in writing, against a manager, coach, player, or parent from any umpire and it is brought to the attention of the inner league board, via the chief umpire, those complaints will be reviewed for possible disciplinary action against the offending individual.

5. Only the team manager may ask for an explanation on a call made by the umpire. Only the team manager may ask an umpire for an appeal on a call in play.

6. If there is an injury while a game is in progress or if a player has to leave, and it was stated at ground rules, excluding ejection or team disciplinary action, then the position occupied by the player in the batting order shall NOT be considered an out.

If a player is ejected or is removed by team disciplinary action, then the position occupied by the ejected player will be considered an out.

7. An ejection is effective for the entire day, regardless if the coach/manager/player/parent/fan is involved in another age division later on the same day.

H. Ejections:

Anyone who is ejected from a league game will be suspended as follows:

1st Ejection: Remainder of that day

2nd Ejection: Suspended for the remainder of the season and probation for the next year. All ejections shall be reviewed by the executive board within 72 hours to determine if additional disciplinary action is warranted against the person(s) ejected.

Note: Being suspended means that the person is NOT allowed on premises for the remainder of the day. If any suspended person re-enters the park without authorization, they will be immediately removed from the premises and suspended for the remainder of the season.

****RULE 4****

Putting the ball in Play

This section defines when the ball is “in play”, and what can/cannot happen when the ball is “dead”.

A. Only the umpire can call “time out”. A manager, coach, or player can REQUEST time out, but **ONLY** the umpire can grant a “time out. The manager or coach shall NOT enter the playing field until the umpire calls time. If a manager requests time to hold a charged conference or remove their pitcher after a batter-runner has received a base-on-balls, but before the runner reaches first base, the umpire shall grant time after the play is completed.

B. The offensive team is only allowed one charged conference per inning.

****RULE 5****

The Batter

This section contains rules relating to circumstances involving the batter (such as batting out of order, when the batter is ruled out, and when a batter becomes a runner).

A. Maximum run rule

1. 9U and 10U has a 6 run rule, all other age divisions do not have a run limit. These maximum run rules can be lowered at ground rules with agreement from both teams.

Note: For the purpose of this rule, NO runs may score after the maximum number runs have been attained.

B. 9U-Infield fly rule will NOT be in effect.

C. 9U-Batters can NOT run on a dropped third strike. The batter is automatically out. Runners may advance at their own risk.

D. All offensive players, on-deck batters, and non-adult acting as coaches in the coaching boxes, must properly wear approved double ear flapped batting helmets while in live batting territory.

E. Bunting is allowed in all divisions.

F. The batter must have their shirt tucked in. The umpire shall enforce this rule.

G. As a matter of safety, on-deck batters may warm up in the area opposite their dugout.

H. A foul tip is a live ball. If it is the third strike, the batter is out; runners may run at their own risk.

****RULE 6****

The Runner

This section contains rules relating to circumstances involving the runner.

A. Batting helmets with side flaps on both sides are required to be worn by all non-adults and players in ALL divisions while the ball is live and the non-adult is within live ball territory.

Penalty: After a team warning, every offending player shall be ejected.

B. Stealing

1. 9U players will only be allowed to steal 2nd and 3rd base ONLY. The ONLY way a runner from 3rd base can advance is if the ball is hit or they are forced to advance to home as a result of the batter becoming the runner.
 - a. Runner may not advance on a passed ball by the catcher or wild pitch by the pitcher.
 - b. Runner may not advance on a routine throwback from the catcher to the pitcher during the course of play.
 - c. If the pitcher commits a balk (umpire discretion) during a pick-off attempt, the runner will not be called out. This is the only time balks will be considered; there is no penalty to the defense, the ball will become dead and the runner will return to the previous base.
 - d. If a runner attempts to score on a passed ball or wild throw back to the pitcher, he is eligible to be put out. If he successfully makes it home, the umpire will put the runner back at the conclusion of the play. A runner is allowed to lead off, however the runner may not advance home and is eligible to be picked off from the pitcher or catcher. The runner must successfully return to 3rd base or runner can be put out.
 - e. A runner attempting to steal 3rd cannot go home on an errant throw by the catcher or pitcher.
 - f. Any ball thrown out of play will result in awards given to the runners. A runner from 3rd would score, if being forced from runners behind him, if a pitcher threw the ball out of play attempting to pick off a runner at first. Normally, a runner on 3rd would not be allowed to advance home when a play is made on a base runner at 1st or 2nd.

C. Overthrow (Out of Play) Awards:

1. If the ball is thrown out-of-play by a fielder, each runner is awarded two bases.
2. If the ball is thrown out-of-play by the pitcher WHILE IN CONTACT WITH THE PITCHER'S PLATE and prior to or during a pitch, each runner is awarded one base. If the pitch is ball four, the batter is only awarded 1st base.

Note: If a pitcher removes his foot from the rubber before he throws to a base to pick off a runner, he is now considered to be a fielder, NOT a pitcher and awards are made.

D. Runners

Runners will be called out if, with the ball being live, they are touched and/or assisted by managers, coaches, or other offensive team members.

E. Slide/Contact Rule

1. Contact rule is in effect for all divisions. A runner is out when he:
 - a. does not slide legally or causes illegal contact.
 - b. illegally alters the actions of a fielder in the immediate act of making a play
 - c. on a force play, does not slide in a direct line between the bases
 - d. does not attempt to avoid a fielder in the immediate act of making a play on him
 - e. dives over a fielder.

Penalty: The runner is out and the ball remains live unless interference is called.

Note 1: In (a) and (c) a runner may slide in the direction away from the fielder to avoid contact or altering the play of the fielder.

Note 2: A runner is never required to slide, but all slides must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.

Note 3: A fielder cannot entirely block any base and obstruction occurs if a fielder impedes or interferes with a runner or batter-runner legally running the bases or is blocking any base unless the fielder is in possession of the ball.

2. A coach, player, or other team personnel shall not initiate malicious contact either on offense or defense.

Penalty: The ball is immediately dead, if on offense, the player is ejected and declared out, unless he has already scored. If the defense commits the malicious contact, the player is ejected; the umpire shall rule either safe or out on the play and award the runner(s) the appropriate base(s) he felt they would have obtained had the malicious contact not occurred.

Coaches Note: If a runner makes unwarranted contact with a fielder he will be out. If the umpire determines that it was malicious, he will also be ejected.

F. Fake Tag Rule:

A fielder faking a tag without the ball in order to make a runner slide or hinder them from advancing to a subsequent base is considered Obstruction.

Penalty: Obstruction shall be called, and bases awarded accordingly. A team shall be issued, and additional occurrences will result in the offending fielder being ejected from the game. A runner does not need to slide in order for obstruction to be called. Merely altering the runner's movement in any way is sufficient. The umpire will award the runner the base that they feel the runner would have reached had the obstruction not occurred and issue a team warning at the end of playing action.

G. Courtesy Runner:

1. If a runner is injured, and only one occurrence per player per game.
2. For the pitcher or catcher at any time; for catcher with two outs. Courtesy runners may only be used for the pitcher or catcher on record, meaning the player that was pitching or catching at the end of the previous inning.

****RULE 7****

The Pitcher

This section contains rules relating to the pitcher.

A. In all divisions, the pitcher cannot make more than one appearance to the mound in one game. Once removed as pitcher that player may play any other position.

Penalty: If appealed by the opposing manager before the completion of the game, the game will be forfeited.

B. For all divisions, a second defensive charged conference in the same inning shall result in the immediate removal of the pitcher. Once removed as pitcher that player may play any other position. Every consecutive visit to the mound will result in removal of the pitcher in that position. The third mound visit to the same pitcher, within a game, will also result in a pitcher change.

Note: A charged conference is considered concluded when the manager/coach has crossed over the foul line. If the manager calls a player over to the dugout and that player talk to the pitcher, it will be considered a charged conference.

C. 9U: A pitcher may pitch no more than 12 defensive outs per calendar day.

10U, 11U, 12U, 13U divisions a pitcher may pitch no more than 15 defensive out per calendar day.

14U pitcher may pitch no more than 21 defensive outs per day.

Penalty: If appealed by the opposing manager before the completion of the game, the game will be forfeited.

Note: Any player resulting in multiple outs being recorded that causes the pitcher to go past their maximum will be ignored for purposes of this rule.

D. Strike Zone

9U only: The strike zone is that area over home plate, the top being the batter's shoulders, and the bottom being halfway between the bottom of the batter's knees and his ankles, determined by the batter's normal batting stance. If he crouches or leans over to make the shoulder line lower, the umpire determines the height of what would be the batter's normal stance.

E. Balks and Illegal Pitches

1. 9U only: balks will only be considered when a pitcher is trying to pickoff a runner. Balks are always warnings and there is no penalty to the defense.
2. 10U AND 11U: the first balk by a pitcher will result in a warning with all runners returning to the last base legally occupied. The second and all subsequent balks by the same pitcher will be called and penalized accordingly.
3. If a pitcher throws a pitch as part of an intentional walk, the catcher must remain in the catcher's box until the ball is released from the pitcher.

Penalty: It is a balk and all runners advance one base.

- a. An intentional walk may be given a batter by simply informing the umpire that the defensive team wishes to walk the batter. No pitch needs to be thrown and the ball is dead.

4. A pitcher shall not intentionally pitch close to the batter.

Penalty: The pitcher shall be ejected if the act is judged to be intentional. In case of doubt the umpire may first warn the pitcher. This will be reported to the chief umpire and the executive board.

5. In all divisions, if a pitcher hits four batters in a game, the pitcher must be removed immediately for the duration of the game.

6. The starting pitcher shall take no more than eight warm up pitches and no more than five pitches each inning after. If the catcher is not ready to catch the warm up a coach or other non player may do so.

7. The pitcher shall deliver the pitch within 20 seconds of receiving a live or dead ball.

Penalty: After a team warning, a ball shall be added to the batter's count.

****RULE 8****

The Umpire

This section defines the duties of the umpire.

- A.** Must be certified to umpire by the home field chief umpire prior to umping any game.
- B.** All decisions made by the umpires are final. If a manager feels that an umpire has made a wrong decision involving a rule book rule, they need to protest the game.
- C.** Ensure that the field is set up correctly. Base and pitching distances vary by division.
- D.** Must be knowledgeable of NFHS and inner league rules.
- E.** Must stand behind the catcher to call balls and strikes even if there is only one umpire.
- F.** Must be properly dressed and wearing umpire equipment. Must be at fields prior to game time.
- G.** Drinking of alcohol before or during a game, smoking or vaping will NOT be tolerated. Also, foul or improper language will not be tolerated.
- H.** Make sure game sheets are filled out and signed and turned in to the chief umpire.

****RULE 9****

Miscellaneous Rules

This section will contain any other information not in the rule book.

A. No outside food or drink of any kind are allowed to be brought into any park. This includes the parking lot.

Water or a sports drink for your player **ONLY**, no glass containers.

Outside alcoholic beverages are not allowed on any premises and offenders will be ejected from the premises.

Penalty: Failure to immediately comply will result in a forfeit.

B. The use of any tobacco or vaping product within 25 feet of the field, dugout, or concession stand area is strictly prohibited. Violators will be asked to leave the area. Repeated violators will result in ejection of the offender.

C. Managers and coaches are forbidden to consume any alcoholic beverage prior to or during the game. Any person that has consumed alcohol may not enter the playing field.

D. For safety reasons: all managers, coaches, spectators, and players are to remain in the dugout or behind the out-of-bounds fences when there is no reason to be on the field. Umpires shall enforce this.

E. All managers are reminded to clean up their dugout/bleachers after the game.

F. No toss ball or hitting of balls into any field fences, backstops, outfield, sideline is allowed. No climbing over any fences.

Penalty: Failure to comply will result in a forfeit.

G. Managers are required to keep players and spectators out of the batters boxes and off the mound and fair lines after the field has been chalked for the game. **THIS INCLUDES BATTING PRACTICE.**

H. Head coach as listed on the team roster are required to attend the pre-game conference with the umpires unless they are attending to an injured player or are not physically present at the time.

Penalty: Head coach is restricted to the dugout.