

**AFFTON  
ATHLETIC  
ASSOCIATION**  
FIELD DIVISION



**2012 SUPPLEMENTARY RULES**

**BASEBALL/SOFTBALL  
&  
CO-ED INSTRUCTIONAL**

**REVISED NOVEMBER 2011**





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# AFFTON ATHLETIC ASSOCIATION COMPLEX RULES

**DO NOT BRING FOOD, DRINK OR ALCOHOLIC BEVERAGES INTO THE COMPLEX.**

**NO COOLERS WILL BE ALLOWED.**

NO FIREARMS OR WEAPONS OF ANY KIND ALLOWED.

**ABSOLUTELY NO TAILGATING** ON ANY OF THE PARKING LOTS.

NO HITTING OF BALLS OF ANY KIND INTO THE FENCES.

**NO DOGS OR PETS OF ANY KIND ALLOWED ON COMPLEX.**  
**(SERVICE DOGS WILL BE ALLOWED.)**

NO SKATE BOARDS, BIKES OR ROLLER BLADES.

PLEASE OBEY PARKING, DRIVEWAY SIGNS AND MARKINGS. WE HAVE A BACK ENTRANCE AND PARKING LOT OFF TESSHIRE ROAD. IF YOU HAVE GAMES ON FIELDS 8, 10, 11, 12 OR USING THE CO-ED PRACTICE FIELDS, THIS IS WHERE YOU WOULD ENTER AND PARK. IT IS ALSO CLOSE TO FIELDS 6 AND 9. THERE IS NO ACCESS FROM THE FRONT TO THE BACK OF THE COMPLEX.

NO PARKING ON AAA PROPERTY FOR THE BIKE/WALKING TRAIL.  
PARK AT YOUR OWN RISK.

CARS LEFT OVER 48 HOURS WILL BE TOWED AT OWNER'S EXPENSE.

ALL THAT IS DISHONORABLE, UNSPORTSMANLIKE AND UNBECOMING A GENTLEMAN OR LADY IS CONDEMNED. THE RULES OF CONDUCT APPLY UNTIL YOU LEAVE THE AAA COMPLEX. FOR MORE DETAILS ON RULES OF CONDUCT PLEASE SEE ARTICLE NINE IN THE AAA RULE BOOK.

THE COMPLETE AAA RULE BOOK CAN BE FOUND ONLINE AT  
[www.afftonaa.com](http://www.afftonaa.com)

**FAILURE TO OBEY COMPLEX RULES WILL  
MEAN EJECTION FROM THE COMPLEX.**



## **ARTICLE ONE**

### **OFFICIAL RULES**

#### **Section 1.1 Rules Applicable**

The official Rules of the Major League Baseball and National Federation of State High School Assoc. (NFHS), as supplemented in this section, shall apply to all players, managers, coaches, and umpires participating in the AAA programs. Ignorance of the rules involved cannot be used as an excuse for violation. Rules which are obviously meant for professionals do not apply.

#### **Section 1.2 Tie Games---Championships**

- A. Standings are based on the Cumulative Point Total earned by the individual teams. The higher point total, the higher the ranking. The following point system will be used:
1. The winner of a game will receive 3 points
  2. If a game ends in a tie, each team participating in that game will receive 1 point.
  3. No points are awarded to the losing team.
- B. To determine first place of a Division within the League when teams are tied in the standings, the following tiebreakers will be used in the order they appear here:
1. Games cards will be pulled for the games the teams played each other during the regular season. The best record will determine first place. If the two team's head to head record is even, then go to the next tiebreaker.
  2. The second tiebreaker will be the total runs scored in the games in which these teams played each other. The team with the most runs scored in these games will be determined the winner.
  3. If still tied at this point, a single elimination playoff game will be played between these teams at a date and time determined by AAA.

Ties in the standings for other than first place will not be resolved.

- C. An official tie game shall be recorded in the standings as a tie, with each team receiving 1 point towards the standings.

## **ARTICLE TWO AGE DIVISIONS**

No player in open registration shall be allowed to play up more than one age level unless approved by the Division Vice President. NO PLAYER MAY PLAY UP TO ATOM 1 OR PIXIE DIVISION UNTIL LEGAL AGE REQUIREMENT IS MET. THE VP FOR ATOM/BANTAM IS THE ONLY ONE THAT MAY APPROVE PLAYERS TO PLAY UP TO ATOM 1 AND THE VP FOR HOUSE SOFTBALL IS THE ONLY ONE THAT MAY APPROVE PLAYERS TO PLAY UP INTO PIXIE.

## Section 2.1 Baseball

- A. **ATOM I (8 & Under):** to include players who have not attained the age of EIGHT (8) prior to May 1 of the preceding year.
- B. **ATOM II (9 & Under):** to include players who have not attained the age of NINE (9) prior to May 1 of the preceding year.
- C. **BANTAM I (10 & Under):** to include players who have not attained the age of TEN (10) prior to May 1 of the preceding year.
- D. **BANTAM II (11 & Under):** to include players who have not attained the age of ELEVEN (11) prior to May 1 of the preceding year.
- E. **MIDGET I (12 & Under):** to include players who have not attained the age of TWELVE (12) prior to May 1 of the preceding year.
- F. **MIDGET II (13 & Under):** to include players who have not attained the age of THIRTEEN (13) prior to May 1 of the preceding year.
- G. **JUVENILE I (14 & Under):** to include players who have not attained the age of FOURTEEN (14) prior to May 1 of the preceding year.
- H. **JUVENILE II (15 & Under):** to include players who have not attained the age of FIFTEEN (15) prior to May 1 of the preceding year.
- I. **JUNIOR DIVISION (19 & Under):** to include players who have not attained the age of NINETEEN (19) prior to Aug. 1 of the preceding year.
- J. **SENIOR MEN DIVISION:** to include players who have attained the age of EIGHTEEN OR OLDER

## Section 2.2 Softball

The Softball program shall be composed of teams for the age divisions defined below:

- A. **PIXIE DIVISION:** to include players who have not attained the age of NINE (9) years prior to January 1 of the year playing.
- B. **TEN AND UNDER I:** to include players who have not attained the age of TEN (10) prior to January 1 of the year playing.
- C. **TEN AND UNDER II:** to include players who have not attained the age of ELEVEN (11) prior to January 1 of the year playing.
- D. **HOUSE TWELVE AND UNDER I:** to include players who have not attained the age of TWELVE (12) prior to January 1 of the year playing.

- E. **HOUSE TWELVE AND UNDER II:** to include players who have not attained the age of THIRTEEN (13) prior to January 1 of the year playing.
- F. **HOUSE FOURTEEN AND UNDER I:** to include players who have not attained the age of FOURTEEN (14) prior to January 1 of the year playing.
- G. **HOUSE FOURTEEN AND UNDER II:** to include players who have not attained the age of FIFTEEN (15) prior to January 1 of the year playing.
- H. **SELECT TWELVE AND UNDER:** to include players who have not attained the age of THIRTEEN (13) prior to January 1 of the year playing.
- I. **SELECT FOURTEEN AND UNDER:** to include players who have not attained the age of FIFTEEN (15) prior to January 1 of the year playing.
- J. **SIXTEEN AND UNDER DIVISION:** to include players who have not attained the age of SEVENTEEN (17) prior to January 1 of the year playing.
- K. **EIGHTEEN AND UNDER DIVISION:** to include players who have not attained the age of NINETEEN (19) prior to January 1 of the year playing.
- L. **SENIOR DIVISION** to include players regardless of age.

**ARTICLE THREE**

**PITCHING AND BASE DISTANCES**

<u>Division</u>	<u>Pitching Distances</u>	<u>Base Distance</u>
<b>Baseball Division</b>		
Atom 1 House	39 feet	55 feet
Atom 2 House	42	60
Atom 2 Silver	42	60
Bantam 1 House	46	65
Bantam 1 Gold	46	65
Bantam 2 House	50.6	70
Bantam 2 Gold	50.6	70
Midget 1 House	50.6	75
Midget 1 Prep	50.6	75
Midget 2 House	54	80
Midget 2 Prep	54	80
Juvenile 1 House	55.6	85
Juvenile 1 Prep	60 feet 6 inches	90
Juvenile 2	60 feet 6 inches	90
Junior	60 feet 6 inches	90
Senior	60 feet 6 inches	90

## **Softball Division**

Pixie	30 feet	55 feet
10 and Under	35	60
12 and Under	40	60
14 and Under	40	60
16 and Under	43	60
18 and Under	43	60
Senior Women	43	60

## **ARTICLE FOUR**

### **ELIGIBILITY**

#### **Section 4.1 Rosters and Registration Forms**

In order to be eligible to participate in an Association game, a player must be properly registered on both the official registration form and the official team roster. Verification of age is mandatory. All registration forms and official rosters must be in the handwriting of the signer. Players in the Atom and Pixie Divisions who cannot sign their names may print them. However, the manager of their team shall be responsible for the authenticity of such printed names.

#### **Section 4.2 Player on One Roster Only**

A player can be on a Bantam Gold, or Prep Baseball Program Roster and a House Draft Roster simultaneously. A player may be on a Select Softball Roster and a House Draft Softball Roster simultaneously. A player **MAY NOT** be on an Atom 2 Silver and Atom 2 House roster simultaneously.

A. Transfers

Once a player is on a team roster, he/she cannot transfer to any other Affton Athletic Association team during the current year.

#### **Section 4.3 Applicability**

The roster and the registration form of players, managers and coaches apply to the current season only.

#### **Section 4.4 Discretion**

The Executive Board of Directors reserves the right to reject the roster registration of a prospective player, manager or coach.

#### **Section 4.5 Changes to Roster**

Changes in a team's official roster will be made at the discretion of the Division Vice President. All changes must be filed with the Division Vice President on or before the third (3rd) day prior to the game in which the change is to become effective.

#### **Section 4.6 Additions to Roster**

- A. After the player draft, a manager desiring to make an addition to his/her official roster must go through the Division Vice President and seek approval.
- B. Registration will be closed and no additions to team rosters will be permitted after seven (7) game of the current playing season. The Executive Board shall have the authority to waive this rule to prevent forfeiture of games in the case of a division having insufficient registrants.

#### **Section 4.7 Free Agent**

The Executive Board has the right to declare any player a "Free Agent" at any time for just cause. In the event a player is declared a "Free Agent", the team manager must, upon notification, submit to the Association a new official roster containing this change.

#### **Section 4.8 Age Verification**

- A. Team Registration, Silver, Gold and Prep Teams  
The manager of Team Registration, Silver, Gold and Prep teams shall be held accountable for statements of his/her players in regards to age. A birth certificate or driver's license (if applicable) must accompany each roster submitted to AAA.
- B. House/Open Registration  
Every player registering in the House/Open Registration must show acceptable proof of age (birth certificate, CYC card, etc.) at time of registration.

#### **Section 4.9 Questions of Eligible/Legal Player**

- A. At ground rules or during the game if there is a question of an ineligible/illegal player, the manager/coach must bring this question to the field umpires' attention. The field umpires will then contact the chief umpire. All team managers will be required to carry a copy of their AAA signed and approved roster to every league game and present it to the umpire if requested. If the Manager is asked to produce their approved roster and cannot, they will forfeit the game.
- B. The registration of a player from and/or an official roster does not exempt him from protest for ineligibility at a later date, provided sufficient proof of ineligibility is presented at the time of protest. The Protest Committee, upon receipt of proper evidence by a bonafide team member of the Association, must declare the player in question ineligible, and his team automatically forfeits any and all games in which such player has participated as a member of that team.

#### **Section 4.10 Abuse of Age Limitation**

Teams fielding players contrary to the age limits prescribed for the various divisions shall be liable to disciplinary action as deemed appropriate by the Executive Board of Directors of the Field Division.

### **Section 4.11 Release Player**

At the time of the draft no manager may release a player or players from the previous year's roster without:

1. Notifying the appropriate Vice President in writing by November 1 of the preceding year.
2. Vice President submitting to the Executive Board for approval.
3. Upon Executive Board approval, the manager notifying player and parents in writing two (2) weeks before the draft.

The Executive Board will have final decision on all releases.

### **Section 4.12 Procedure for Placing of Players After Draft Meetings**

- A. The order of the draft will be followed throughout the season. **EXCEPTION:** If a team falls below the minimum number of twelve (12) players, this team will go first in the draft for this round only. If two (2) or more teams fall below the minimum twelve (12) the teams shall be placed 1, 2, etc., according to their draft order, unless one of these teams has had to forfeit games due to not being able to field a team.
- B. The Division Vice President shall contact the manager of record of the team next eligible for a player when a player enters the pool. The manager will be asked if he will accept an additional player. **EXCEPTION:** If the team is below the minimum number of twelve (12) players, the team must accept the first player to enter the pool. The manager, if he has between twelve (12) and fifteen (15) players, has the right to pass on a player. A manager who passes on a player is automatically agreeing for this player to be placed on any other team in the division and will not be polled for agreement, thus using his/her turn in this round of the draft by passing.
- C. After the player in the pool has paid his or her registration fee and is placed on a team, he or she must sign the roster before being allowed to participate in any league games.
- D. Manager must notify the Division Vice President of the name(s) of player(s) being removed from team roster and the reason player is leaving within one (1) week of player being removed from roster.
- E. A player cannot be removed from a roster without consent of a player's parents unless approved by Division Vice President. Request must be made in writing and dated.
- F. The Division Vice President will oversee all emergency cases and roster changes.

### **Formation of Teams**

Managers will abide by any judgments made by the Division Vice President in carrying out the process for team formation. Any manager having cause to dispute such actions or decisions is afforded the right to appeal to the Executive Board, providing such appeal is made within one (1) week following the disputed action by letter to the Division Vice President.

## **ARTICLE FIVE TIME**

### **Section 5.1 Starting Time**

All games start promptly as scheduled. All teams, baseball and softball, must start the game with at least eight (8) players and cannot finish the game with less than eight (8). All players showing up after the start of the game will be added to the bottom of the batting lineup.

### **Section 5.2 Number of Players**

Teams capable of fielding eight (8) eligible players must start their game at the scheduled starting time with eight (8) players.

### **Section 5.3 Grace Time--Forfeiture**

Should either team not be ready to start the game within fifteen (15) minutes after the scheduled starting time, the umpires must forfeit the game to the opposing team. Should both teams not be able to start the game within the time limit prescribed, the game shall be ruled a double forfeit, and each team will be charge with a loss. In the case of games delayed by use of the grace period: For purpose of Sections 5.5 and 5.6, the game will be considered to have started at the scheduled starting time.

### **Section 5.4 Official Time**

The umpires will be the only ones to keep Official Time. Official time begins immediately after Ground Rules. The umpires will announce to both managers the Official Game Time at the end of Ground Rules.

### **Section 5.41**

An umpire will bring a time clock with an alarm to each field that will attach to the fence. Immediately after Ground Rules, the home plate umpire will start the clock and no new inning may start after the alarm goes off.

### **Section 5.5 Regulation Game**

A regulation game shall consist of seven (7) innings for baseball and softball with the exceptions as noted in Sections 5.6 and 5.7 of these supplementary rules.

### **Section 5.6 Time Limits**

- A. No inning can start after two (2) hours of continual playing time, except as listed in subsections B, C and D of this rule. A new inning begins immediately after the final out of the previous inning.
- B. In the Atom 1 & 2 House, Atom 2 Silver baseball divisions and Pixie, 10u, 12u and 14u House

Softball Divisions no inning will start after one (1) hour and forty-five (45) minutes of continual playing time, regardless of the game situation, including ties.

- C. In the Team Registration Division of Softball (12 & Under, 14 & Under, 16 & Under, 18 & Under, and Senior Women Division), no inning can start after one (1) hour and twenty (20) minutes of continual playing time. A new inning begins immediately after the final out of the previous inning.
- D. In all age divisions if the game is tied after the regulation seven (7) innings and time is remaining on the game clock, additional innings will be played until Section 5.6 subsections A, B and C are met.

### **Section 5.7 Minimum Innings--Official Game**

- A. An official complete game will be declared if at least three and one-half (3 and 1/2) innings have been played and the home team is leading, or four (4) innings if the visiting team is leading, and the game must be terminated due to inclement weather, darkness, time limit or curfew.
- B. All Divisions. An official game will be declared if at least four and one-half (4 and 1/2) innings have been played and the home team is leading by ten (10) runs or more, or five (5) innings if the visiting team is leading by ten (10) runs or more.

### **Section 5.8 Inclement Weather**

In case of inclement weather prior to the game, managers are responsible for contacting the AAA rainout line at 314-994-1255 or the AAA web site at [www.afftonaa.com](http://www.afftonaa.com) for all updates on field conditions. In the case of a rainout AAA's rainout policy will apply. If inclement weather occurs during a game (as determined by the Chief Umpire on duty), Managers or their representative shall report to the Chief Umpires room between fields 2 & 4 immediately after the suspension of the games for the rescheduling of the games or instructions for rescheduling. Leaving the complex without reporting to the Chief Umpire's room will result in rescheduling the game at the discretion of the team that does report, or if neither team reports, at the discretion of the Vice President of the Division.

The rescheduled game date & time which is determined by the Vice President will be final and NOT subject to another reschedule.

### **Section 5.9 Rainout Reschedule Policy**

Information for the rainout reschedule meeting will be on the rainout line or the web site. Every team must have a representative at the meeting. If only one team is represented at the meeting the game will be rescheduled at that team's discretion and will not be rescheduled if the other team has a conflict. If there are no representatives from either team, AAA will attempt to reschedule based on field availability with the approval of the Vice President of the Division.

If games are rained out on a Saturday or Sunday, the reschedule meeting will be the following Monday at 6:30pm. Monday through Friday reschedules will be the night of the rainout. The time will be

announced on the rainout line or web site.

### **Section 5.10 Rescheduled Games**

All rescheduled games must be played on the date and time as specified by AAA.

### **Section 5.11 Initial Schedule Requests Allowed**

Prior to Summer Schedule being established, all Managers will be advised of a deadline date for submitting "schedule requests" which will be taken into consideration by the committee doing the Summer Schedule. A maximum of ten (10) requests will be considered for each team submitting requests. These requests must state a specific day and date that a team wishes to be not scheduled to play at AAA. For example, a Manager may request "Thursday, June 1 or Sunday June 10<sup>th</sup>". We will NOT accept any blanket requests such as "no Thursdays" or "no Weekends". The scheduling committee will consider all request received, however, no guarantee is implied and no requests should be taken for granted.

## **ARTICLE SIX EQUIPMENT**

### **Section 6.1 Uniforms & Shoes**

All teams that are registered in the Summer program of AAA must have a uniform which consist of a minimum of a tee shirt that matches with each player to have a different number on the back of the shirt.

All players must wear tie or Velcro-fastened shoes. Shoes with metal spikes or metal cleats are strictly prohibited in all divisions of softball and baseball with the exception Juvenile One, Juvenile Two, Junior, and Senior Men Divisions of baseball, and the 16u, 18u and Senior Women Division of Softball. No Pitcher of any age in the Baseball Divisions may wear metal spikes while pitching. The only shoes allowed for pitchers in any age level of baseball are tennis shoes or rubber molded baseball spikes. Pitchers in 16u, 18u and Senior Women division of softball are allowed to wear metal spikes.

### **Section 6.2 Baseballs and Softballs**

The official baseballs and softballs must be those as designated by the Executive Board of Directors.

- A. Two (2) new baseballs are required for each Association baseball game with each team furnishing one (1) at the start of each game. Atom House teams will use a Rawlings R850-8.5" baseball. All other divisions of Baseball will use the Rawlings R100 or R200-9" baseball.
- B. Two (2) new or like new softballs are required for each Open Registration softball game, with each team furnishing one (1) at the start of the game. Umpires must approve all like new softballs before each game.  
Two (2) new or like new softballs are required for each Team Registration softball game, with each team furnishing one (1) at the start of the game. Pixies & 10u Softball will use an 11" ball. All other divisions of Softball will use a 12" softball.

- C. If during the progress of the game a third (3<sup>rd</sup>) ball is required, it must be furnished by the home team. If a fourth (4<sup>th</sup>) ball is required, it shall be furnished by the visiting team. Third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) balls can be acceptable used balls but they still must be official baseballs or softballs as designated by the Executive Board of Directors for that baseball or softball division.

### **Section 6.3 Helmets**

All batters and base runners are required to wear protective helmets when the ball is in play. No Face mask is required on helmets. AAA leaves it to the discretion of the parents to add a face mask.

- A. In the Atom and Pixie Divisions, the umpire's warnings will be of an unlimited number.
- B. In all other divisions, the umpire will issue only one (1) warning, per game, per team regarding helmets for batters and base runners.
- C. After the first warning, in either instance, any batter or base runner, not necessarily the same batter or runner, who assumes his/her position at the plate or on the bases without a helmet will be declared out by the umpire.

### **Section 6.4 Required Catcher's Equipment**

Any player catching a pitcher while in a catching position will be required to wear a catcher's mask and a protective throat guard. During the game, the catcher will also be required to wear a protective helmet.

### **Section 6.5 Gloves**

- A. Pitchers cannot use a gray, silver or white glove. All other colors are acceptable.
- B. The only players who can use a first baseman glove are the first baseman and the catcher.

### **Section 6.6 Bats**

AAA does allow metal and wood bats in all divisions.

- A. All softball bats shall be a maximum of two and one quarter inches in diameter and marked as being approved for softball play. No t-ball or baseball bats shall be used.
- B. For all **House Baseball Divisions, Silver, Gold, Prep Select Baseball Divisions and Team Registration Baseball Divisions** the bat rule will coincide with Super Series rules.  
<http://superseriesbaseball.com/2011Rules.pdf>

### **Section 6.8 Batter's Box**

- A. In baseball, the batters box shall be 4' wide x 6' deep, positioned 6" in from home plate.
- B. In Softball, the batter's box shall be 3' wide x 7' deep, positioned 6" in from home plate.

### **Section 6.9 Jewelry**

It is at the parent's discretion to allow or not allow participants to wear jewelry.

## **ARTICLE SEVEN**

### **PROTESTS**

#### **Section 7.1 Written Protest--Fee**

Whenever an alleged violation of a playing rule occurs during the process of an official game, the manager or a coach of the protesting team must call time out and immediately notify the plate umpire and the manager or coach of the opposing team that the game is being continued under protest. This will enable all interested parties to take notice of the exact conditions prevailing at the time and will aid in proper determination of the issues. The protesting manager will note the time, inning, and score at the time of the protest on his line-up card. Failure of the protesting manager or coach to comply exactly with this section will nullify any future protest regarding the alleged violation of playing rules.

#### **Section 7.2 Violation of Playing Rule**

A protest involving an alleged violation of a playing rule, must be made in writing on the official Protest Form, signed by the authorized person making the protest on the field, and filed with the Protest Committee within forty-eight (48) hours following the game in which the alleged rule violation occurred. A fee of fifty dollars (\$50) must accompany the written protest.

#### **Section 7.3 Withdrawal of Protest--Effect**

In the event the protest is withdrawn at the end of the game involved, and the umpire is so informed by the manager or coach making the original complaint on the field, there shall be no protest, and such action will nullify any future protest regarding the alleged violation of rules.

#### **Section 7.4 Protests Not Withdrawn--Procedure**

If, however, the protest is not withdrawn, all umpires working the game must file an Official Protest Form of the incident causing the protest with the Protest Committee within forty-eight (48) hours following the game in which the alleged rules violation occurred. The opposing manager or coach must also file an Official Protest Form with the Protest Committee within forty-eight (48) hours of the game in which the alleged violation occurred.

Official Protest Forms can be picked up at the Umpire Office, AAA Office or concession stand.

### **Section 7.5 Protest Committee**

The Protest Committee consists of:

- 1) The Vice President of the Division from which the protest arises.
- 2) The Chief Umpire, or if unavailable, one of the Asst. Chief umpires as assigned by the Chief Umpire.
- 3) Two (2) managers. Each division will have a representative and an alternate. When the protest involves their division, the manager members will disqualify themselves.
- 4) The committee will meet within seventy-two (72) hours of receiving the formal protest with the corresponding protest fees.

### **Section 7.6 Refund of Protest Fee--When**

If the protest is disallowed, the fee will not be refunded. If the protest is allowed, the fee will be refunded.

## **ARTICLE EIGHT**

### **UMPIRES**

#### **Section 8.1 Eligibility**

Umpires for the Affton Athletic Association Corporation must be at least fourteen (14) years of age. Preference shall be given to individuals who have participated in the Association programs. Final eligibility of the umpires is left to the discretion of the Head Umpire.

#### **Section 8.2 Authority**

When the umpires enter the field and until they leave the field the umpires shall have complete charge of the field and shall exercise only that authority stated in the official rules cited in section 1.1 in Article One and as supplemented herein.

#### **Section 8.3 Discretion**

The Chief of Umpires shall have the authority at game time to determine the firmness of the field for play. The decision as to whether the game shall be played or postponed, due to inclement weather or other conditions shall be at his sole discretion.

## **ARTICLE NINE CONDUCT**

All that is dishonorable, unsportsmanlike and unbecoming a gentleman or lady is condemned. The rules of conduct apply until you leave the AAA Complex.

### **Section 9.1 Profane Language and Harassment**

Profane language, harassment and "ribbing" by any manager, coach, player, or spectator are strictly prohibited and will not be tolerated.

The umpire will warn the manager of the offending team (be it player, coach, or spectator) at the time of the infraction. If the infraction is deemed intolerable by the umpire, the guilty party may be ejected immediately.

If profane language, harassment or ribbing continues after the warning, play will be suspended temporarily until the situation is corrected, and the umpire may eject the guilty parties from the game, bench or complex.

If the infraction for profane language or verbal harassment forces suspension of the game for longer than three minutes, the game may be forfeited in favor of the opposing team.

### **Section 9.2 Discussions/Physical Contact**

All disputed plays must be discussed in a calm and sportsmanlike manner.

During or after a game, it is prohibited for any person to make verbal threats or deliberate physical contact with an umpire, an opposing player, manager, or coach. The umpire shall judge whether verbal statements or contact is deliberate or threatening.

If the offender is a player, he/she may be immediately ejected.

If the offender is a coach or manager, he/she shall be immediately ejected and the game can be forfeited to the opposing team.

If a spectator is the offender, the umpire shall request the manager of that spectator's team to get the person under control. Should the problem persist, the offender may be ejected from the complex.

The field umpires shall report all ejections and forfeitures on the lineup cards at the conclusion of the game. The lineup cards must be turned in to the Chief Umpire on Duty immediately after the game. The umpire shall submit a detailed written report of the incident and the surrounding circumstances to the AAA Field Division Office within 72 hours of the incident. (THE LINEUP CARD DOES NOT SUFFICE AS A DETAILED WRITTEN REPORT.)

At the conclusion of a game whether by inning limit, time limit, or forfeiture, the manager, coaches, players and spectators are prohibited from confronting the umpire or verbally or physically harassing the

umpire. Any such incident may result in immediate ejection from AAA complex at the direction of the Executive Board Member on Duty or the Chief Umpire on duty. The umpire shall submit a written report of the incident and the surrounding circumstances to the AAA Field Division Office within 72 hours of the incident. The AAA Executive Board shall review and evaluate all reported incidents to determine if additional disciplinary action is required.

Any manager, coach, or player that is ejected from a game for striking or pushing an umpire, member of the opposing team, or any person in attendance at the AAA complex shall be suspended from participation in all AAA games until reviewed by the AAA Field Division Executive Board. Any spectator that strikes or pushes an umpire, member of the opposing team, or any person in attendance at the AAA complex shall be banned from the complex until reviewed by the AAA Executive Board of Directors.

### **Section 9.3 Alcohol/Tobacco Products/Illegal Drugs**

The consumption of alcohol or use of any tobacco products or illegal drugs by any manager, coach, or player during a game or during pregame activity, is strictly prohibited and will not be tolerated.

This restriction applies to the field of play, the players' bench and anywhere in close proximity to the field of play. Chief of Umpires or an officer of the Association who observes the infraction will notify the crew chief/plate umpire for that game. If the offense is judged by the Umpire Crew Chief to be minor, the offender may be asked to cease participation in the game and become a spectator for the balance of the game. If the Umpire Crew Chief judges the offense to be a major or repetitive problem in that game, the offender will be subject to ejection.

If the offender will not comply, he/she may be ejected from the AAA facility by the umpire crew chief/plate umpire or Chief Umpire or the AAA Executive Board Member on Duty.

### **Section 9.4 Manager's Responsibility for his/her team, coaches, players**

The manager of a team is responsible for the conduct of his/her players, coaches and spectators of his/her team. Failure of the manager to control or maintain proper conduct of his/her players, coaches or spectators followers may result in ejection of the manager from the game.

#### **A. EFFECT OF PLAYER EJECTION ON BATTING ORDER**

Any player ejected from a game shall be recorded as an automatic out every subsequent time his/her turn comes up in the batting order. It is the responsibility of the umpire to inform each team's manager that a player has been ejected and that an automatic out will be assessed when that player is up to bat.

B. Any player, coach or manager who is ejected from a game will be automatically be suspended for the next game they attend. Their name shall be listed at the bottom of the lineup card with "suspended" written next to it. The manager or coach in charge at the game must tell the umpire at ground rules of the suspension and show where the suspended person is sitting. The AAA Field Division Executive Board of Directors shall review and evaluate all reported ejections and forfeitures to determine if additional disciplinary action is required.

## **Section 9.5 General Behavior**

A manager, coach, player, or team spectator shall not:

- A. Deliberately throw equipment (on the field or dugout). Penalty for such an offense may result in a warning or immediate ejection. Failure to comply with the ejection may result in forfeiture.
- B. Purposely disrupt the opposing pitcher during his/her pitching motion for the purpose of trying to cause a balk. Penalty for such an offense shall be a warning. Failure to comply with the warning may result in ejection.
- C. Act in a disruptive manner in the area behind the catcher while the opposing pitcher and catcher are in position. First offense will result in a warning and subsequent infraction may result in ejection.
- D. Be in the field of play outside the vicinity of the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coaches box or one of the players on defense. The penalty if the offense is judged to be of a minor nature shall be a warning from the umpire. Repeated offense or a deliberate violation in effort to display protest or delay of the game may result in ejection. Failure to comply may result in forfeiture.

A pitcher judged by an umpire to be deliberately throwing at a batter shall be ejected. The umpire shall use his/her discretion to determine whether a pitcher repeatedly throws at or hits a batter merits a warning or ejection.

## **Section 9.6 Equipment on Field**

No hitting sticks, batting nets, tees, etc. are allowed on the field, sidelines or walkways during any games. They are only allowed on a ball field where there are NOT games being played.

Umpires and/or Board Members will issue a warning at the first infraction and if infraction occurs a second time during the same game, the Manager may be ejected from the game.

## **Section 9.7 On Deck Batter**

The on deck batter is to be between the length of YOUR dugout. (You must be within one end and the other end of the dugout. Does not matter which end.)

# **ARTICLE TEN PLAYERS**

## **Section 10.1 Minimum Playing Time**

- A. In all open registration divisions there will be free substitution of defensive players, with every player playing at least three of the seven innings in the field. Players may be inserted defensively at any time during the game.

- B. Slow moving games. In the case of slow-moving games, if one (1) hour and five (5) minutes of playing time has elapsed from the official starting time of the game and three (3) complete innings have not been played, the umpire will, at the next half (1/2) inning, declare the game A SLOW-MOVING GAME and notify the managers to make their substitutions, inserting all their players from the bench that did not start the game to insure that all players will get to play at least half the game. Failure to comply with this rule may result in the game being forfeited to the opposing team.
- C. In baseball and softball team registration divisions, there will be free substitution of defensive players. Players may be inserted defensively at any time during the game.
- D. Softball will use ten (10) players on the field, except in **Select Summer** Team Registration Softball which will field nine (9) players.
- E. All line-up changes/additions become official when reported to the home plate umpire.

### **Section 10.2 Who Plays**

- A. All players showing up for a game will be placed in the batting order. Players arriving late will be added at the bottom of the batting order.
- B. A courtesy runner will be allowed for the catcher and/or pitcher with one (1) or two (2) outs. The last player making an out will be the courtesy runner. This rule is being implemented to speed up the game, but it is not mandatory.

### **Section 10.3 Exceptions**

Exceptions to Section 10.2 are as follows:

- A. A player who has continually missed practice or previously scheduled games without reasonable excuse.
- B. Sickness or injury.
- C. Players being disciplined.
- D. In cases of A, B, and C above, the umpire and opposing manager must be notified before the start of the game.

### **Section 10.4 Injury Exception**

- A. If a pinch runner is needed for an injury, the player making the last out will be the pinch runner, except under 10.2 B. If an injured player cannot take his/her turn at bat that player must be removed from the game.

- B. In the Ten (10) and Under division of softball, if an injured player cannot take her turn at bat that player must be removed from the game and no automatic out is assessed when that player's turn in the batting order comes up.

## **ARTICLE ELEVEN FIELD RULES**

### **Section 11.1 Atom House and Pixie and Ten (10) and Under Divisions Conferences**

In the Atom House, Pixie, and Ten (10) and Under Divisions, a manager or coach can confer with any of his/her players on the field an unlimited number of times if the action is warranted. The only exception will be if, in the judgment of the umpire, it is being done to intentionally delay the game.

### **Section 11.2 All Other Divisions - Conferences**

In all other divisions, a manager will be allowed to confer with any of his/her players on the field twice in an inning or a total of three (3) times in a game, whichever comes first. At the third (3rd) conference in an inning or the fourth (4th) conference in a game, whichever comes first, the pitcher must be removed from his/her position. A team is allowed the aforementioned number of conferences for each pitcher used in a game.

In All House Softball Divisions of Cross play with other Athletic Association, a manager will be allowed to confer with any of his/her players on the field twice in an inning or a total of two (2) times in a game, whichever comes first. At the second (2nd) conference in an inning or second (2nd) conference in a game, whichever comes first, the pitcher must be removed from his/her position. A team is allowed the aforementioned number of conferences for each pitcher used in a game.

### **Section 11.3 Change of Pitchers**

A time out must be called in order to change pitchers unless such change occurs at the beginning of a half inning. The time out will be counted as a conference and will be charged against the pitcher being relieved except in Team Registration Softball.

### **Section 11.4 Pitcher Relieved - Position Played**

A pitcher who is removed from that position, for violation of section 11.2 (conferences) may remain in the game at another position but cannot resume, at any time during the same game, the position of pitcher.

### **Section 11.5 Delay of Game**

- A. In any event and in any division, the umpire shall be sole judge of whether the actions of manager, coach or players are delaying the game beyond reason. If the umpire so judges, he shall warn the manager of the offending team only once. After this warning, any repetition of the delaying tactics by said team may mean automatic ejection, from the game and/or the bench, of the offender.

- B. Pitcher may have choice of ball at each half inning. Ball that goes out of play will not be returned to the pitcher until he or she has completed one (1) batter.

### **Section 11.6 Forfeiture for Unreasonable Delay of Game**

Further unreasonable delay of the game by the offending team, after the ejection of the offender, will justify the umpire in awarding the game by forfeit to the opposing team.

### **Section 11.7 Unnecessary Wildness**

In order to insure all safety precautions for a batter, the wildness of a pitcher will be watched.

- A. The umpire will be the sole judge of a pitcher's wildness. At his/her discretion, he/she will warn the manager of the team involved that if the pitcher continues to be wild to a point where it places the batter in obvious danger of being injured unnecessarily, the pitcher may have to be removed from that position.
- B. At the second warning, the umpire will instruct the manager to remove the pitcher from that position. If the manager refuses this instruction, the umpire will be justified in awarding the game, by forfeit, to the opposing team. The manager of the offending team may also be subject to probation or suspension by the Executive Board.
- C. A pitcher removed for the infraction described above may remain in the game at another position but cannot resume, at anytime during the same game, the position of pitcher.
- D. The batter's effort and his/her ability or inability to avoid being hit by a pitch will also be taken into consideration.

### **Section 11.8 Pitching Limitation**

In the Atom House & Silver Divisions, a player will not be allowed to perform in the position of pitcher for more than four (4) innings of any game. In the Bantam Divisions, a player will not be allowed to perform in the position of pitcher for more than five (5) innings in any game.

- A. If a pitcher pitches to one (1) batter in any one (1) inning, it will constitute a full inning pitched against his/her total time as a pitcher in any game.
- B. It is the manager's responsibility to insure compliance with this rule. Any infraction, when brought to his/her attention by the umpire or the opposing team manager, may mean forfeiture of the game to the opposing team.

### **Section 11.9 Balk Rule (Illegal Pitch for Softball)**

In the Atom House Division, no balks will be called.

In the Pixie and the Ten (10) and Under Division, no illegal pitches will be called.

In the Bantam Division, each pitcher will be allowed one (1) balk per game. In the Twelve (12) and Under Division, each pitcher will be allowed one (1) illegal pitch per game. In this instance, the umpire will signify same. The ball will be declared dead, and the runner or runners will not be permitted to advance.

- A. After the first offense, the balk and illegal pitch rule will be in strict effect. In all instances, the umpire shall explain to the offending pitcher and his /her manager why the infraction was called.
- B. In all other divisions, the balk and illegal pitch rule will be in strict effect.

### **Section 11.10 Third Strike Rule**

- A. In the Atom House Division, the catcher need not hold the third (3rd) strike. The batter will be declared out automatically, and the base runners may advance at their own risk except to home plate.
- B. In the Pixie and Ten (10) and Under Divisions, the catcher need not hold the third (3rd) strike. The batter will be declared out automatically. The base runner or runners may not advance.

### **Section 11.11 Stealing**

- A. In the Ten (10) and Under Division of softball, a base runner may not steal home. To score a run in the Ten (10) and Under Division, the runner must be:
  - 1. Driven in by a batted ball.
  - 2. Forced in by a play that would require a runner to advance, such as a base on balls with bases loaded, hit batter, and any other play that would require a runner to advance.
  - 3. Played on at third base while occupying that base. The base the runner is on at the time of the pitch is considered the base occupied. Base runner attempting to steal third base CANNOT score on an errant throw by the catcher. This is not considered a play on the runner at third base for purposes of this rule.
- B. In the Atom House Division, no leadoffs from any base until the ball leaves the pitcher's hand. PENALTY: Any runner leaving base before the ball leaves the pitcher's hand will be called out.
- C. Stealing of home on a passed ball, wild pitch, dropped third (3rd) strike, or delayed steal is not permitted in the Atom House Division. To score a run in the Atom Division, The runner must be:

1. Driven in by a batted ball.
  2. Forced in by a play that would require a runner to advance, such as a base on balls with bases loaded, hit batter, or any other play that would require a runner to advance.
  3. Played on at third base while occupying that base. The base the runner is on at the time of the pitch is considered the base occupied.
- D. In the Pixie Division of softball, the following exceptions to the rules are in effect:
1. Base runners may not steal. They must be driven around the bases.
  2. The catcher must return the ball to the pitcher after every pitch. Neither the pitcher nor the catcher is allowed to pick runners off base.
- E. In the Pixie Divisions, the following exceptions to the rules are also in effect.
1. Play is stopped when the ball is returned to the infield and touched by a defensive player. However, all runners are required to advance or retreat to a base before the ball becomes dead. It is not an automatic advance. The runners are allowed only one base advance at the risk of being tagged out.
  2. Overthrows: Only one base advance on an overthrown ball. Maximum advance on ball hit to infielder is two (2) bases, whether or not there is an overthrow.

### **Section 11.12 Infield Fly Rule**

The infield fly rule will not be in effect in the Atom House, Pixie and Ten (10) and Under Divisions.

The rule will be in strict effect in all other divisions.

### **Section 11.13 Half Inning Rule--Atom, Bantam 1, Pixie, 10u Softball, 12u Softball Divisions**

#### **Baseball**

- A. In the Atom 1 House division, a half inning ends when the play is completed when the fifth (5) run is scored or when three (3) outs are made (a maximum of 8 runs may be scored).
- B. In the Atom 2 House, Atom 2 Silver and Bantam 1 House, a half inning ends when the play is completed on which the seventh (7th) run is scored or when three (3) outs are made (a maximum of 10 runs may be scored).

#### **Softball**

- A. In the Pixie Division of Softball, a half inning ends when the play is completed when the fifth (5<sup>th</sup>) run is scored or when three (3) outs are made (a maximum of 8 runs may be scored).

- B. In the 10u Softball Division, a half inning ends when the play is completed on which the seventh (7<sup>th</sup>) run is scored or when three (3) outs are made (a maximum of 10 runs may be scored).
- C. In the Twelve (12) and Under Division of softball, a half inning ends when the play is completed on which the tenth (10<sup>th</sup>) run is scored or when three (3) outs are made (a maximum of 13 runs may be scored).

**Softball: When Affton Athletic Association Cross Plays with other organizations**

- A. In the 10u Softball division, a half inning ends when the play is complete on which the fifth (5<sup>th</sup>) run is scored or when three (3) outs are made (a maximum of 8 runs may be scored)
- B. In the 12u Softball Division, a half run ends when the play is complete on which the eighth (8<sup>th</sup>) run is scored or when three (3) outs are made (a maximum of 11 runs may be scored).

**Section 11.14 Collision Rule**

Player shall not maliciously run into a fielder who has possession of the ball. If the runner is attempting to slide or slides into any base and a collision occurs the umpire shall thoroughly consider the situation to determine if the runner collided with intent to dislodge the ball or hurt the opposing player.

Umpires shall take into consideration the following scenarios:

- a) the runner may have stumbled on a bat or other equipment.
- b) a runner's cleats may have gotten caught in the turf or mud.
- c) fielder was blocking the base without the ball and interfering the runner's right to the base.
- d) on a passed ball, the runner and the pitcher may arrive at the plate simultaneously.
- e) on a passed ball, the pitcher interferes with the runner's right to the base without possession of the ball.
- f) hurdling a defensive player may be judged to be malicious if a collision occurs.

If there is any question as to malicious intent, the prudent course is to warn the players involved and make the call (safe/out) based on the play, and any possible interference.

Any collision that is adjudged to have malicious intent shall result in ejection. Failure to comply with the ejection shall result in forfeiture.

Effect: The runner is out, the ball is dead and all other runners must return to the last base touched at the time of the collision. If the act is determined to be flagrant, the offender may be ejected from the game.

### **Section 11.15 Bunting**

In the Pixie Division of softball, bunting is prohibited. If the ball is bunted, the ball is dead and called a strike.

In all House Softball Divisions of Cross play with other Athletic Association, bunting is allowed.

### **Section 11.16 Fielders' Positions**

In the Pixie Division of softball, fielders must position themselves behind the baseline until the ball is hit. EXCEPTION: Pitcher and catcher.

## **ARTICLE TWELVE ATOM 2 SILVER SUPPLIMENTAL RULES**

### **Section 12.1**

All Atom 2 House rules apply unless specified.

### **Section 12.2 Number of Teams - Rosters**

This is a Team Registration Division. There is to be a 10 team maximum for the Atom 2 Silver Division. A Player **MAY NOT** be on an Atom 2 House Draft Roster and an Atom 2 Silver Roster simultaneously.

### **Section 12.3 Equipment**

1. Atom 2 Silver will use the Rawlings R200 9" ball

### **Section 12.4 Playing rules**

1. League consists of 12 game season
2. Bat the roster and free substitution of defensive players
3. No new inning may start after 1 hour and 45 minutes of continual playing time, regardless of the game situation, including ties.
4. Pitch/ Base distance is 42' pitching and 60' base distance
5. Leadoffs and stealing are allowed
6. Stealing of home base is allowed
7. Dropped third strike rule is in effect
8. Infield fly field rule is in effect
9. A player will not be allowed to perform in the pitching position for more than four (4) innings of any game.
10. Each pitcher will be allowed one (1) balk warning
11. A manager or coach will be allowed to confer with any of his players on the field (not necessarily the same player), once in an inning or a total of two times in one game, whichever occurs first.  
At the time of the 2nd conference in an inning or the 3rd conference in a game, the pitcher must be removed from his position and may return to the game at any defensive position

except pitcher.

A team is allowed the aforementioned number of visits for each pitcher used in a game.

12. No run rule in the Atom 2 Silver

The Affton Athletic Association Field Division Executive Board has the right to make any changes to these supplemental rules at any time during the year.

## **ARTICLE THIRTEEN CO-ED INSTRUCTIONAL TEE BALL**

### **Section 13.1 Mini Rookie League**

- A. Open to boys and girls who are too young to play regular Affton Athletic Association ball. Players must be four (4) years old prior to May 1 of the year playing.
- B. Teams are comprised of up to fifteen (15) players. All players are in the batting order and bat every inning. All Players play every inning in the field - pitcher, first, second, shortstop, and third base: the remainders of the players are in the outfield.
- C. The distance between bases is---forty-five (45) feet. The pitcher's mound is twenty-nine (29) feet from home plate.
- D. All players must hit off the tee for all 5 games. NO EXCEPTIONS
- E. The ball is a small, Markwort M-Ball. Each team will be supplied with 5 new game balls and some practice balls. Managers must supply a new ball at their game. The game batting tee is supplied by the home team.
- F. NO SPONSORS. T-shirts (AAA design in different colors) are given to each team, along with three (3) bats, tee ball stand and practice balls. No trophies--All Star awards will be given to participants on All Star Day at the end of the season.
- G. The season will be five (5) scheduled games.
- H. Play will be for one (1) hour and fifteen (15) minute time limit.
- I. Each half inning consists of the entire batting order getting to bat and ends when all players have batted once.
- J. After hitting the ball, the player will take one (1) base per hit. Ball is returned to the plate.
- K. Leadoffs and stealing are not allowed.
- L. Adult coaches are allowed on the field as needed.
- M. All players will run the bases regardless if there is an out.
- N. No score will be recorded. No standings will be kept in the CO-Ed Instructional League.

### **Section 13.2 Rookie League**

- A. Open to boys and girls who are too young to play regular Affton Athletic Association ball. Players must be five (5) years old prior to May 1 of the year playing.
- B. Teams are comprised of up to fifteen (15) players. All players are in the batting order and bat every inning. All Players play every inning in the field - pitcher, first, second, shortstop, and third base: the remainder of the players are in the outfield.
- C. The distance between bases is---forty-five (45) feet. The pitcher's mound is twenty-nine (29) feet from home plate.
- D. All players may hit off the tee for all ten (10) games. If manager pitches to players there is a limit of 5 pitches to each player.
- E. The ball is a small, Markwort M-Ball. Each team will be supplied with 10 new game balls and some practice balls. Managers must supply a new ball at their game. The game batting tee is supplied by the home team.
- F. NO SPONSORS. T-shirts (AAA design in different colors) are given to each team, along with three (3) bats and tee ball stand. No trophies--All Star awards will be given to participants on All Star Day at the end of the season.
- G. The season will be ten (10) scheduled games.
- H. Play will be for one (1) hour and fifteen (15) minute time limit.
- I. Each half inning consists of the entire batting order getting to bat and ends when all players have batted once. The batting order is to be reversed every inning.
- J. After hitting the ball, the player will take one (1) base per hit. Ball is returned to the pitcher.
- K. Leadoffs and stealing are not allowed.
- L. 2 Adult coaches are allowed on the field with the fielding team, behind the bases.
- M. All players will run the bases regardless if there is an out.
- N. No score will be recorded. No standings will be kept in the CO-Ed Instructional League

### **Section 13.3 Minor League**

- A. Open to boys and girls who are too young to play regular Affton Athletic Association ball. Players must be six (6) years old prior to May 1 of the year playing.

- B. Teams are comprised of up to fifteen (15) players. All players are in the batting order and bat every inning. Players play every inning in the field - pitcher, first, second, shortstop, third base: the remainders of the players are in the outfield.
- C. The distance between bases is---forty-five (45) feet. The pitcher's mound is twenty-nine (29) feet from home plate.
- D. Players may hit off the tee the first three (3) games. The remainder seven (7) games will be coach pitched. When coaches start pitching a maximum of 5 pitches are allowed to each child. If they haven't hit the ball the tee must be used.
- E. The ball is a small, Markwort M-Ball. Each team will be supplied with 10 new game balls and some practice balls. Managers must supply a new ball at their game. The game batting tee is supplied by the home team.
- F. NO SPONSORS. T-shirts (AAA design in different colors) are given to each team, along with three (3) bats, tee ball stand and practice balls. NO TROPHIES -- All Star awards will be given to participants on All Star Day at the end of the season.
- G. The season will be ten (10) scheduled games.
- H. Play will be for one (1) hour and fifteen (15) minute time limit.
- I. Each half inning consists of the entire batting order getting to bat and ends when all players have batted once. The batting order is to be reversed every inning.
- J. After hitting the ball, the player may advance a maximum of 2 bases at a time until last batter. Ball is returned to the pitcher.
- K. Leadoffs and stealing are not allowed.
- L. 2 Adult coaches are allowed on the field with the fielding team, behind the bases.
- M. All players will run the bases regardless if there is an out.
- N. No score will be recorded. No standings will be kept in the CO-Ed Instructional League.

### **Section 13.4 Major League**

- A. Open to boys and girls who are too young to play regular Affton Athletic Association ball. Players must be seven (7) years old prior to May 1 of the year playing.
- B. Teams are comprised of up to fifteen (15) players. All players are in the batting order and bat every inning. Players play every inning in the infield and outfield - pitcher, catcher, first, second, shortstop, third base: the remainders of the players are in the outfield.

- C. The distance between bases is---fifty-five (55) feet. The pitcher's mound is thirty-five (35) feet from home plate.
- D. Major League Division will have pitching machines for the first six (6) games. The next 2 games will be coach pitched and the last 2 games will be Kid pitching. Kid pitch meaning, kids will pitch to their own team under the direct supervision of the coaches. When coach pitching, a player will get a maximum of 7 pitches. If they don't hit it is considered a walk and take the base. When Kid pitching, a child is only allowed to pitch to five (5) batters, with a maximum of 7 pitches to each batter. Coaches will call balls and strikes with their own pitchers.
- E. The ball is a small, Markwort M-Ball. Each team is supplied with 10 new balls and must provide their own ball when coach/kid pitching. Practice balls will be provided. There will be a bucket of balls with the pitching machine for both teams to use.
- F. NO SPONSORS. T-shirts (AAA design in different colors) are given to each team, along with three (3) bats, tee ball stand and practice balls. NO TROPHIES -- All Star awards will be given to participants on All Star Day at the end of the season.
- G. The season will be ten (10) scheduled games.
- H. Play will be for one (1) hour and fifteen (15) minute time limit.
- I. Each half inning consists of the entire batting order getting to bat and ends when all players have batted once. The batting order is to be reversed every inning.
- J. After hitting the ball, the player can run the bases. If a clear out is made the runner must leave the field.
- K. Leadoffs and stealing are not allowed.
- L. 2 Adult coaches are allowed on the field behind the outfielders.
- M. No score will be recorded. No standings will be kept in the CO-Ed Instructional League.

**CO-ED INSTRUCTIONAL IS FOR THE PLAYERS TO LEARN,  
EXPERIENCE AND ENJOY.**

**REMEMBER: NO ONE LOSES IN TEE BALL.**

**ARTICLE FORTEEN  
MISCELLANEOUS**

### **Section 14.1 Discretion---Rules Not Covered**

Any matter not expressly covered by these rules shall be left to the discretion of the Executive Board of Directors.

### **Section 14.2 Changes to Rules---Recommendations**

Any manager, coach, player, or League official has the right to recommend changes in the rules. Such suggestions must be made in writing **with name and contact information (phone# & email address)** and directed to the President of the Association before the September Board of Directors (parents) meeting (second Thursday of the month).

### **Section 14.3 Changes to Rules---Adoption**

Any section of these rules may be amended, altered or repealed by action of the Voting Members of the Association. In any cases, Section 14.2 must be adhered to.

### **Section 14.4 Final Authority**

The Voting Members of the Association will be the final authority on the official rules of the Association.

### **Section 15.0**

The Executive Board has the right to change or add any rule at any time as long as it is brought to and submitted to the monthly parent meeting and to be voted on and approved at said meeting by majority vote of the voting members in attendance.

## **RULE CHANGE COMMITTEE POLICY**

The President will appoint someone to be the committee chairperson. The chairperson will choose who they would like to sit on the committee. They must meet to go over all submissions before the October Executive Board of Directors Meeting.

The Rule Committee is to collect and go over all rule changes submitted. If needed, clarify what the change is intending for the rule. If the wording needs to be changed, the committee must contact the person who submitted the rule to have them agree to the changes. Contact with submitter must be made within 72 hours of meeting. If unable to make contact with submitter, the rule must stay as written. If the committee makes contact with the person after meeting, they must reconvene to go over the wording change in person or by email.

The committee must submit, to the Executive Board of Directors, all rule changes as received and any changes made to them at the Oct. Executive Board Meeting.

The committee must submit all rule changes to the Board of Directors Meeting (parents) as received and any variations made to them with Executive Board recommendations at the Oct. Board of Directors (parent's) meeting for discussions. If needed, changes may be made to the wording of the rule if the submitter is able to be contacted that night and agrees with changes. If unable to contact submitter, the rule will be rewritten with wording changes and submitted as another rule change (per Section 15.0) and both rules must be voted on in November.

The committee will submit to the voting members at the November Board of Directors (parents) Meeting, all original rule changes with all clarifications and Executive Board Recommendations to be voted on. No more discussions or changes may be made at this time.



## **PARENTS MEETING**

Second Thursday of each month, 7:00 p.m.  
in the board room above the  
Ice Rink

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