



BYLAWS OF BSB

(RULES AND REGULATIONS)

REVISED 05/2024

BSB

BLUE SPRINGS BASEBALL

60

YEARS

1963 - 2023

BLUE SPRINGS BASEBALL, INC.

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CONSTITUTION

1. NAME

The name of this organization shall be "Blue Springs Baseball, Inc.", or BSB.

2. PURPOSE

The basic purpose of BSB shall be to guide the character and development of its participants in an atmosphere of strength, endurance, agility, and skills, through instruction in the fundamentals of baseball. These elements, considered basic to the total fitness of the individual, are objects to be strived for in a program fostering friendship and clean, wholesome play and upholding the standards of good sportsmanship and upstanding moral values, both on and off the playing field.

3. MEMBERSHIP

- 3.A. Membership will be given to anyone interested in the promotion and betterment of BSB upon payment of an annual registration fee which includes a background check and Coaches Card. This fee is \$25 per person on or before April 15th. After this date, the fee will increase to \$45 per person. The Board may allow exceptions to this increase for first time coaches that volunteer at or after our draft.
- 3.B. Membership entitles holder to vote for the representatives on the Board of Directors and to make recommendations to the Board at general membership meetings.
- 3.C. All managers and coaches must be dues paying members before taking the field. Penalty: Manager suspension and possible forfeiture of league game.

4. BOARD OF DIRECTORS

- 4.A. There shall be an annual election of the Board of Directors to be held in April of each year at a place, time, and date designated by the Board of Directors.
- 4.B. The newly elected Board members will assume their duties on August 1, following the general election.
- 4.C. Election of officers will be in the order of President, down to the T-Ball Division Representative, as written in [Bylaw 4.D.](#) (Excluding Chief of Umpires, Tournament Director, and Past Board Members at Large as these are contracted positions). (New 02/22)
- 4.D. The Executive Board of Directors shall be composed of:
 - 4.D.1. President,
 - 4.D.2. Vice-President,
 - 4.D.3. Secretary,
 - 4.D.4. Treasurer,
- 4.E. The Board of Directors shall be composed of:
 - 4.E.1. Equipment Manager,
 - 4.E.2. Chief of Umpires,
 - 4.E.3. Tournament Director,
 - 4.E.4. Technology Director,
 - 4.E.5. Fall Ball Coordinator,
 - 4.E.6. Past Board Members At Large
 - 4.E.7. One (1) Age Group Representative for each division, except for the 13U/14U Divisions and High School 15U/18U.
- 4.F. Each member shall have one (1) vote for each Director.
- 4.G. All Directors shall serve for a one (1) year term.
- 4.H. Should a Board member be unable to fulfill their responsibilities, the President shall appoint their replacement. This new member will be subject to approval by a majority vote of Board members.

4.I. Duties and Responsibilities

- 4.I.1. BSB shall be administered by the Board of Directors.
- 4.I.2. All Board members, except the President, shall be entitled to vote at all regular or special Board meetings. The President will vote whenever there is a tie.
- 4.I.3. A Board member shall be required to vacate their position if they miss three (3) scheduled meetings in a year without valid reason, or otherwise fails to perform the duties of their position as outlined in the Constitution. Valid reasons include work, illness, vacation, or death in the family.
- 4.I.4. The President shall, at times, select from the membership, various committees to carry out the functions of the league.
- 4.I.5. Members must have served at least one term on the BSB Board before becoming eligible to serve as an Executive member of the Board.
- 4.I.6. The Board shall concern itself with all budget and financial matters related to the league.
- 4.I.7. Board members must act solely in the best interests of the league, players, and its members, and not for personal gain. (New 02/22)
- 4.I.8. Board members must concern themselves with the league's public image. (New 02/22)
- 4.I.9. Board members must serve as active advocates and ambassadors for the league. (New 02/22)
- 4.I.10. Board members must fully engage in identifying and securing the financial resources and partnerships necessary for the league to advance its mission. (New 02/22)
- 4.I.11. In the event it is proven, after an investigation by the Executive Board, that a Board member is in violation of their duties, the Board member will be relieved of their duties or asked to resign. (New 02/22)
- 4.I.12. A majority of Board members must be present at any Board meeting to constitute a quorum for league business.
- 4.I.13. The Constitution and Bylaws may be amended by two-thirds (2/3)-majority vote present. Notice to all league representatives and notice via electronic means; (i.e. Mass email or alert system) will be all that is required.
- 4.I.14. The President has the authority to take immediate action on any question or problem that may arise pertaining to the operation of the league not elsewhere covered in the Bylaws but must make all members aware of that action at the next general meeting. Their actions are subject to approval by a majority vote of the Board.
- 4.I.15. The President, Emeritus President, and Treasurer are permitted to sign checks for any league account.
- 4.I.16. The Equipment Manager is permitted to sign checks for the Equipment account only.
- 4.I.17. The Concessions Director is permitted to sign checks for the Concessions account only.
- 4.I.18. Business dealing with a single division will be brought up only after the Division Representative has been properly notified.
- 4.I.19. The Tournament Director will serve as the tournament coordinator for all league tournaments; shall gather tournament information for the membership; and, shall sign all tournament certifications on behalf of BSB.
- 4.I.20. A Rules Committee shall be appointed biannually by the President to review any recommended changes for the league. The Rules Committee shall meet between August 1 and November 1 and give a report to the Board of Directors at the November Board meeting. The Rules Committee may consist of the Division Representative from each division and an appointed coach or manager from each division. All proposed rules changes must be submitted to the Rules Committee in writing. No rules changes can come before the membership without prior approval of the Rules Committee and the Board of Directors.

4.J. Definition of Officers

4.J.1. President

- 4.J.1.a. They shall, call and preside over all league meetings, Board meetings and functions of the league.
- 4.J.1.b. They shall, as necessary, appoint members to committees to perform functions to carry out league business.
- 4.J.1.c. They shall, be responsible and accountable to the members of the league for all acts and actions.
- 4.J.1.d. They shall, sign league correspondence.

4.J.2. Vice-President

- 4.J.2.a. They shall, assist the President and will assume the responsibilities of the President if for some reason the President is not available.
- 4.J.2.b. They shall, be in charge of ways and means projects for the league.

4.J.3. Secretary

- 4.J.3.a. They shall, record and read the minutes of all meetings.
- 4.J.3.b. They shall, be accountable for the custody of the official rules and Bylaws and shall record all changes and amendments.
- 4.J.3.c. They shall, be responsible for the care and control of all league records relating to their office, with the exception of the financial records.
- 4.J.3.d. They shall, provide each team manager with a copy of the rules and Bylaws and amendments as made.
- 4.J.3.e. They shall, sign league correspondence.
- 4.J.3.f. The American League (Rec) Divisions may arrange for skills test or drawing (7U Division, Coach Pitch, and T-Ball) for their age group and have two (2) or more members of the Executive Board who will administrate the drafts for all Divisions.
- 4.J.3.g. They shall, turn over all records to their successor at the end of their term.

4.J.4. Treasurer

- 4.J.4.a. They shall, receive and deposit in such bank or banks, as the Board from time to time may direct, all moneys belonging to the league.
- 4.J.4.b. They shall, keep a true and detailed account of all moneys received and paid out.
- 4.J.4.c. They shall, make a financial report, in writing, at each meeting of the Board and any meeting of the general membership.
- 4.J.4.d. They shall, prepare annual information tax returns (IRS form 1099).
- 4.J.4.e. They shall, turn over to their successor in office all moneys, records, papers, and other property on-hand belonging to the league.

4.J.5. Director of Technology

- 4.J.5.a. They shall, oversee the use of technology in the league. (New 01/17)
- 4.J.5.b. They shall, research and recommend practical solutions for the league. (New 01/17)

4.J.6. Other Board Members will attend all Board and league meetings and vote on all matters.

- 4.J.7. Age Group Representatives: In addition to the normal Board functions, the age group representatives shall perform the following functions:
 - 4.J.7.a. Alignment of teams within their age group,
 - 4.J.7.b. Notify all managers in their age group of league meetings,
 - 4.J.7.c. Act as general liaison between managers in their age group and the Board,
 - 4.J.7.d. Preside over all meetings in their age group,
 - 4.J.7.e. The American League (Rec) Divisions may arrange for skills test or drawing (7U Division, Coach Pitch, and T-Ball) for their age group and have two (2) or more members of the Executive Board who will administrate the drafts for all Divisions.
 - 4.J.7.f. Assist the Fund-Raising Committee for their division.

5. MANAGERS AND COACHES

5.A. Code of Ethics

- 5.A.1. Managers are expected to place the emotional and physical wellbeing of their player ahead of their own desire to win.
- 5.A.2. Managers shall lead by example in demonstrating fair play and sportsmanship to all of their coaches, players, parents, volunteers, and fans.
- 5.A.3. Managers will adhere to the philosophy that this is a game for the kids and not allow the actions of coaches, parents, or fans to interfere with the enjoyment of the game.
- 5.A.4. Managers must be familiar with the rules of BSB relative to their division.
- 5.A.5. Managers are expected to treat each player as an individual, understanding the vast range of difference that may exist in emotional and physical development between their players.
- 5.A.6. Managers shall organize practices that provide instruction in a fun and challenging format.
- 5.A.7. Managers shall be responsible for not only their own actions but also for those of their coaches, players, volunteers, parents, and fans.
- 5.A.8. Managers agree to not let disputes on the diamond escalate so as to interrupt the flow of the game. Report all disputes/challenges to the BSB Board.
- 5.A.9. Any manager or coach who uses alcoholic beverages when they are coaching shall be barred from further participation in Blue Springs Baseball.
- 5.A.10. Managers and coaches shall refrain from using tobacco or any electric smoking, vaping, or atomizer devices while on the field and in the dugout area.
- 5.A.11. Managers and coaches shall keep their players under control at all times and confine them to the bench when applicable.
- 5.A.12. No manager, umpire, coach, or player will be allowed to use profanity in addressing anyone.
- 5.A.13. Only managers or coaches of record (credentialed) may talk and address the umpires during games.
- 5.A.14. No manager, coach, or parent will be allowed to recruit players from another team during the active season (from freeze slip due date through July 15th).
- 5.A.15. Managers and coaches shall be dressed in an appropriate manner becoming to baseball.
- 5.A.16. Cooperate with your fellow managers, coaches, umpires, and officials; above all do not lose your temper.
- 5.A.17. Managers agree to emphasize to their team the importance of their participation in fundraising activities of BSB as it pertains to their division. Managers also agree to only partake in fundraising activities that have been sanctioned or approved by the BSB Board.
- 5.A.18. Managers shall emphasize to their coaches, players, parents, and fans that the experience of baseball should be an enjoyable one. If playing baseball through BSB is not fun for the kids, then we have lost focus of what this is all about.

- 5.B. Responsibilities:
- 5.B.1. A manager must declare their intent to return as a manager by the first meeting in February each year, or lose their seniority rights and rights to their players. (Mod 01/15)
 - 5.B.2. Return all league equipment to the Equipment Manager by September 15. Penalty: Lose all "freeze" rights for the following year and release of all team members as free agents.
 - 5.B.3. Participate in league fund raising projects actively.
 - 5.B.4. Attend all general membership meetings.
 - 5.B.5. Managers and coaches must be voting members of BSB. (Refer to Membership [Bylaw 3.C3.C](#))
 - 5.B.6. All teams are to comply with interleague rules (pitching charts, etc.) while participating in interleague games (home or away). All BSB teams are expected to show up for all interleague games. If, for a valid reason, you cannot field a team for an interleague game you must contact your division representative no less than 24 hours before the scheduled game time. Failure to show up for an interleague game without notification will result in a two (2) game suspension for the Manager of Record.
 - 5.B.7. If, for a valid reason, you cannot field a team for a scheduled league game you must contact your division representative no less than 24 hours before the scheduled game time. Failure to show up for a scheduled league game without notification will result in a one (1) game suspension for the Manager of Record.
- 5.C. Any manager or coach (or player) who physically abuses an umpire will be subject to suspension.
- 5.D. Any manager or coach (or player) who is ejected from a game for any reason will be automatically suspended for their next game.
- 5.E. When a Manager Quits:
- 5.E.1. Should a manager become unable to perform their duties (i.e., transferred, health reasons, job duties change, etc.) one (1) of their coaches of record may, upon approval by the Board, assume the manager's role. The Division Representative must be present.
 - 5.E.2. Players may, at the next season/draft,
 - 5.E.2.a. Be "Frozen" by the new manager per league rules; or,
 - 5.E.2.b. Go into the draft per league rules; or,
 - 5.E.2.c. Be "Frozen" by any other team providing other "freeze" provisions are followed. (TEAM for that draft is not considered an existing team).
 - 5.E.3. The manager for the season is the "Manager of Record" at the draft. After that time, any person taking over as manager would be an interim manager. All players on the team would be "Free Agents" at the end of the season.
- 5.F. Seniority:
- 5.F.1. A manager's seniority shall be determined by the following method:
 - 5.F.1.a. Total consecutive years as a manager and/or Board member,
 - 5.F.1.b. Total consecutive years as a coach of record,
 - 5.F.1.c. Total consecutive years as a member of the league,
 - 5.F.1.d. Date of first request,
 - 5.F.1.e. Decision by the Board.

- 5.F.2. In the event of a dispute over seniority, one progresses to the next decision level only if the previous level does not resolve the situation.

Example: If two managers want to manage a team but only one (1) team is available, [Bylaw 5.F.1a](#) will first be used to determine the seniority of the managers. If both persons are still equal in seniority by that rule, then proceed to [Bylaw 5.F.1b](#) and so on, until seniority is established or the Board votes.

- 5.F.3. A manager may lose their seniority, at Board discretion, if they fail to have a minimum of 60% of the total allowable freezes.

6. **ROBERT'S RULE OF ORDER**

All meetings and business shall be conducted under Robert's Rules of Order.

7. **TOURNAMENT PLAY**

7.A. A tournament director, who shall hold a position on the Board, will chair all tournaments held by the league.

7.B. All tournaments held by the league must provide a budget that will show profitability before being approved.

8. **SECOND SEASON "FALL BALL"**

The Board of Directors shall have the authority to administer a "Fall Ball" program by rules that it establishes, so long as it is self-supporting and meets with no objection from American Legion Stanley Pack Post 499.

GENERAL RULES

NOTE: Any rules not addressed in the General Rules or Age Specific Rules below will defer to USSSA Official Rules.

1. DRAWING OR DRAFTING OF TEAMS

- 1.A. Teams for 7U Machine Pitch, Coach Pitch, and T-Ball will be picked by drawing names from a hat or box. All other divisions will be picked by a skills test and/or draft system. If numbers or other circumstances indicate, divisions will be drafted by computer or hat pick. (Mod 02/22)
- 1.B. No player may be retained by any manager without written parental consent.
- 1.C. There will be no trading of players (unless approved by Executive Board).
- 1.D. Managers may have no more than two (2) coaches present at the date of drawing or draft.
- 1.E. Managers' and Coaches' children's names need not be placed in the drawing if they are to play on their parent's team.
- 1.F. Brothers/sisters eligible to play in the same division who wish to be on the same team shall be on one slip of paper and constitute two turns of drawing or draft. This is the parent's choice.
- 1.G. A manager may freeze brothers/sisters, but each player constitutes an individual freeze.
- 1.H. A manager may not exceed the number of freezes allowed in the division.
- 1.I. No player will play, be drafted, or drawn until all registration fees, including late fees, are paid, or a hardship waiver has been approved by the Board.
- 1.J. All signed freeze slips must be turned into the league secretary the meeting before the draft/draw takes place. This is a drop-dead date. Failure to comply, penalty will be at the Board of Directors discretion. The number of freezes per team shall be as follows (by division):

DIVISION	MAX FREEZES
4U / 5U T-Ball	5
5U / 6U Coach Pitch	6
7U Machine Pitch	7
8U Machine Pitch	8
9U	9
10U	10
11U	11
12U	12
13U / 14U	13

- 1.K. All returning managers with Participation teams are required to submit the league provided Player Status Report at the meeting prior to freeze night. Failure to do so will result in the manager losing rights to previous year players. The Player Status Report will provide for three player categories:
 - 1.K.1. PLAYERS "FROZEN" FROM LAST YEAR: Player freeze slips must be signed for those players and must be turned in.
 - 1.K.2. PLAYERS FROM LAST YEAR WHO REFUSED TO BE "FROZEN": These players must go through the regular draft.
 - 1.K.3. PLAYERS FROM LAST YEAR WHO WERE NOT ASKED TO RETURN: These players are free to be "frozen" by any other manager.

1.L Draft Procedure

- 1.L.1. "Frozen" players will be assigned as draft picks on their team before the team is allowed to draft other players.
- 1.L.2. T-Ball will fill all available spots on the team's rosters. The maximum number of players per team will be thirteen (13). All avenues will be exhausted before any four (4) or five (5) year-old player is turned away. (Mod 02/21)
- 1.L.3. The maximum number of players for any team in the 6U Division through the 14U Division will be twelve (12).
- 1.L.4. All drafts for players in all divisions (except the 7U Division, Coach Pitch, and T-Ball Divisions) will be as follows:
 - 1.L.4.a. The managers will "blind draw" for team numbers either by drawing a playing card or drawing a number from a hat. This number will be their team draft number for the draft.
 - 1.L.4.b. After the end of the draft, the managers will "blind draw" for team numbers either by drawing a playing card or a number from a hat. This number will be how the divisions are assigned. Odd numbers in one division and even numbers in the other division. Exceptions: If agreed upon before the draft begins, due to AABC pairings or another selection process of assigning teams to a division. It must be acceptable by majority of the managers in the division.
 - 1.L.4.c. The order of draft will be pro-style:
 - 1.A.1.a.1. Beginning with team #1 and proceeding left to right in the first round.
 - 1.A.1.a.2. The second round will be the highest number team and going right to left.
 - 1.A.1.a.3. The subsequent rounds will be odd number rounds left to right and even number rounds right to left.
 - 1.A.1.a.4. The correct order for a twelve (12) team draft would be as follows:

		TEAM #											
		1	2	3	4	5	6	7	8	9	10	11	12
ROUND	1	1	2	3	4	5	6	7	8	9	10	11	12
	2	24	23	22	21	20	19	18	17	16	15	14	13
	3	25	26	27	28	29	30	31	32	33	34	35	36
	4	48	47	46	45	44	43	42	41	40	39	38	37
	5	49	50	51	52	53	54	55	56	57	58	59	60
	6	72	71	70	69	68	67	66	65	64	63	62	61
	7	73	74	75	76	77	78	79	80	81	82	83	84
	8	96	95	94	93	92	91	90	89	88	87	86	85
	9	97	98	99	100	101	102	103	104	105	106	107	108
	10	120	119	118	117	116	115	114	113	112	111	110	109
	11	121	122	123	124	125	126	127	128	129	130	131	132
	12	144	143	142	141	140	139	138	137	136	135	134	133

- 1.L.5. When a round does not have enough players who showed up for the skills test to complete a round, then those players will go into the hat with the no-shows. (i.e. 120 players, 10 teams, 13 no-shows - at the end of round 10, the names of the seven players not yet drafted will be placed in a hat along with the names of the 13 no-shows. The team managers will then draw names from the hat to complete their team rosters.) All managers will participate in this drawing even if it means that a team would be skipped in the event of a "short round" possibility.
- 1.L.6. All sign-ups over the limit of thirteen (13) players per team will be on a waiting list and will not be included with the no-shows.
- 1.L.7. Late sign-ups will be "blind drawn" after every three (3) days, or three (3) or more players have become available for the drawing.
- 1.L.8. All managers in the division will be notified of the time and place of the drawing. They can attend if they want. The Division Representative will be responsible for notifying the managers in the division. The President and a Division Representative outside the division will do the blind drawing.
- 1.L.9. Practice times shall be assigned at the General Meeting before the draft. Days and times will be determined by participation in meetings, events, and seniority. All managers will pick one (1) weeknight practice and then starting over with seniority pick one (1) weekend practice. If a manager or coach cannot be present, then they will pick from available times.

2. **TEAM ELIGIBILITY**

- 2.A. At least one coach or manager, representing each team, must be present before the team becomes eligible to play.
- 2.B. Each team shall have at least seven (7) players present to start a game.
- 2.C. All coaches and managers must be at least eighteen (18) years of age.
- 2.D. Each team must be present and ready to play within fifteen (15) minutes of the regularly scheduled game time.
- 2.E. An individual may manage only one (1) team.

3. **PLAYER ELIGIBILITY**

- 3.A. Players will be assigned to divisions under provisions set forth in special playing rules.
- 3.B. Birth certificates must be made available for verification if player's age is questioned.
- 3.C. A player may not participate in any other league except church, school, or work.
- 3.D. Each player enrolled must have a signed contract.
- 3.E. A parent or guardian must sign the contract.
 - 3.E.1. The registration fee must accompany the signed contract.
 - 3.E.2. All players signing up late (after the last scheduled sign-up date) will be charged an additional fee of \$10.00.
- 3.F. A player may play up in age, but the following must be met:
 - 3.F.1. The player must be "frozen" by the older team.
 - 3.F.2. No player may register above their age division, based on the current age key, and placed into a draw/draft situation.
 - 3.F.3. The league President must approve.
 - 3.F.4. If a player becomes a "player from last year who was not asked to return", and is not "frozen" by another team with the division, the player must return to the appropriate age division. (Refer to [Bylaw 3.F.23.F.2](#)).
- 3.G. New players (players starting after the season begins) will be assigned to teams by the league Secretary.
- 3.H. A player must pay their full fees at sign-ups before they are recognized as an eligible player. Freezes not paying and or not signing up go to the bottom of the sign-up list and must go through the draft.
- 3.I. All players must play in their assigned age division. Players may receive an exception based on special needs or circumstances, to be approved by the Board of Directors.
 - 3.I.1. Penalty - Any player trying to cheat the league concerning their age will be required to appear before the Board to explain their actions.
 - 3.I.2. Being banned from league play for more than one season would be considered appropriate punishment.
 - 3.I.3. The team manager and/or coaches could also be held accountable if they conspired with the player.

4. **PLAYER RELEASE**

- 4.A. There are no player releases in any division.
- 4.B. All players entering 13U/14U and above are free agents.

5. **SCHEDULES**

- 5.A. Official schedules will be drawn up by the Secretary or master scheduler, then given to the division representative for final review. This will include pre-season spring training games of the league. With Board approval and if time allows, Division Representatives may schedule a post-season tournament and/or All-Star game.
- 5.B. Teams will play their league games in accordance with the official schedule.
- 5.C. Make-up and postponed games rescheduled by the Board of Directors or other designated representative will become part of the official schedule.

6. **UMPIRES**

- 6.A. All divisions above 5U/6U Coach Pitch, will use at least one (1) umpire per game. (Mod 03/18)
- 6.B. Umpires will be assigned by the head umpire subject to approval by the Board.

7. **SAFETY**

- 7.A. All players will wear a cap while participating in league games. Catchers may forego wearing a cap while wearing a catcher's mask.
- 7.B. Full protective helmets must be worn by all batters and base runners.
- 7.C. Steel cleats are not allowed except for age division 13U and older.
- 7.D. Watches and rings shall not be worn, and hard objects shall not be carried in pockets during league games.
- 7.E. Catchers must wear masks while warming up pitchers.
- 7.F. All catchers must wear protective cups except those in the T-Ball and Coach Pitch divisions. Penalty: Player is not eligible to play in the catcher's position for the game.
- 7.G. Recommendation: The Board recommends that all players wear athletic supporters with protective cups in 7U Division and above.
- 7.H. Protective helmets must be worn by catchers in all divisions (except T-Ball and Coach Pitch) during games and practice.
- 7.I. Whenever a tag play is evident, (i.e., If a defensive player or catcher is in the process of receiving the ball or waiting with the ball at the base or home plate), the runner must slide or seek to avoid contact. (Mod 01/17)
 - 7.I.1. A legal slide consists of a headfirst slide, or a feet first slide directly to the base/plate, or sliding around the defending player within reach of the base/plate, avoiding contact. (Mod 01/17)
 - 7.I.2. Runners cannot leave their feet (jump, hurdle, or dive) over the defensive player.
 - 7.I.3. A defensive player or catcher must not block, tag, (i.e., "fake tag", or be in the base line in front of the base/plate without possession of the ball). (Mod 01/17)

8. **SAFE SPORTS ACT OF 2017** (MOD 05/18)

- 8.A. In compliance with the 2017 Safe Sport Act, which has set higher standards of care to protect youth, Blue Springs Baseball (BSB) has adopted a Child Abuse/Molestation Risk Management Program.
- 8.B. In addition to submitting a background check, it is now required for all administrators and staff, 18 years of age and older, with access to youth - including directors, officers, coaches, assistant coaches, managers, concession workers, field maintenance, and umpires to complete the Abuse/Molestation Awareness Training.
- 8.C. Individuals **MUST** have their League Credentials on their person while representing BSB in any capacity.
- 8.D. Individuals that cannot produce their League Credentials when asked will not be able to perform their duties until such time they can present their League Credentials.
- 8.E. Coaches who cannot present their League Credentials will be disqualified from their current game. The Manager of the team will be required to serve a one game suspension for not ensuring all their coaches and volunteers have their League Credentials.

9. **LIGHTNING AND/OR INCLEMENT WEATHER RULES**

- 9.A. Games in progress will be called "suspended" when lightning occurs as described in the following paragraphs. Players will immediately head to their cars.
- 9.B. Lightning Apps - Lightning apps are used by Umpires and League Officials.
- 9.C. Flash-Bang method - If lightning apps are not available, the flash bang method will be used. Count the seconds from the time the lightning (flash) is sighted to when the clap of thunder (bang) is heard. Games will be suspended if the count is less than 15.
- 9.D. Authority to suspend play or call the game. Using the criteria listed above, any BSB Board member shall have the authority to suspend or call games. In the absences of any BSB Board member, the Umpire in Charge, if present, or the Senior Umpire in Charge, or the Senior Umpire involved in an on-going game, will appoint an adult to monitor the weather conditions using the above criteria, who will update if the conditions meet any of those criteria.
- 9.E. When threatening weather occurs, the need to complete the games and the safety of all participants must come together. One suspension, up to 30 minutes shall be called by the Senior Umpire or Executive Board Member on site. If during the suspension the situation worsens or becomes obvious the conditions will not improve or it is after 9 pm Monday - Thursday when school is in session, the games will be called for the night. (Mod 02/22)
- 9.F. All subsequent games for the day will play as scheduled unless weather dictates canceling additional games.
- 9.G. Normal rules for an Official Game will apply.

10. **OFFICIAL GAMES**

- 10.A. Official game time starts once the home plate umpire concludes the Managers Plate Conference. This rule pertains to League Ball and Fall Ball. (New 01/15)
- 10.B. A game will become official and listed in the official standings as prescribed in special playing rules for each division.
- 10.C. In the event a game must be called due to darkness or weather before it becomes an official game, the game will be rescheduled and played from the beginning as a new game. (Pitching rule still applies)
- 10.D. In the event a game must be called due to darkness or weather after the game becomes official, and the game is tied, the game will continue at a later date, if schedule permits, from the point at which the game was called.
- 10.E. The next inning starts immediately when the third (3rd) out is made.
- 10.F. Umpires will promote and expedite the changing of teams on and off the field. They will be responsible for attempting to complete the maximum innings allowed.
- 10.G. Game ending scenarios (AL Only): (Mod 07/22)
 - 10.G.1. Once time has expired, if in the top of an inning and the visitors are behind by six (6) or more runs, the game ends. (Mod 07/22)
 - 10.G.2. Once time has expired, if in the top of an inning and the visitors are or become ahead by six (6) or more runs, the game ends. (Mod 07/22)
 - 10.G.3. Once time has expired, if in the bottom of an inning and the home team is one (1) or more runs ahead, the game ends. (Mod 07/22)
 - 10.G.4. Once time has expired, if in the bottom of an inning and the home team scores the winning run, the game ends. (Mod 07/22)
 - 10.G.5. Once time has expired, if in the bottom of an inning and the home team ties the score, but also makes three (3) outs, the game ends. (Mod 07/22)

11. **OFFICIAL SCOREBOOK**

- 11.A. The scorekeepers may use a written scorebook or an electronic scorebook.
- 11.B. The home team's scorebook is the official scorebook of record.
- 11.C. It is the role of the visiting team's scorekeeper to verify the home team's scorebook between innings.
 - 11.C.1. If a discrepancy is found, the home plate umpire must be notified.
 - 11.C.2. If the discrepancy cannot be solved between the umpire and the two scorekeepers, then a protest can be filed with the league. (For further information, please refer to [Bylaw 12](#)).
 - 11.C.3. If the visiting team's scorekeeper does not verify and/or protest the home team's scorebook during the game, or immediately following the final out, then the home team's scorebook becomes the official scorebook of record.
- 11.D. If the home team is using an electronic scorebook and the device fails:
 - 11.D.1. The home team must call time out immediately.
 - 11.D.2. The home plate umpire and the visiting team must be notified.
 - 11.D.3. The visiting team's scorebook becomes the official scorebook of record.
 - 11.D.4. No extra game time is given for these issues.
 - 11.D.5. If the home team fails to notify the home plate umpire and visiting team immediately, and the game continues to be played to completion:
 - 11.D.5.a. If both teams agree on the outcome, the game is final.
 - 11.D.5.b. If both teams do not agree on the outcome, the visiting team's scorebook will be the official scorebook of record.

12. **PROTESTED GAMES**

- 12.A. All protested games will be decided by the Board within seven (7) days after receipt of a protest.
- 12.B. Only protests where the umpire's decision is in violation of playing rules will be allowed. Protests involving umpires' judgment will not be considered.
- 12.C. Procedures for protesting a game are as follows:
 - 12.C.1. When a call is made by the umpire in violation of playing rules:
 - 12.C.1.a. Call "time out" before the next play,
 - 12.C.1.b. Inform the umpire and official scorer that the remainder of the game will be played under protest, and
 - 12.C.1.c. The official scorekeeper shall note the protest in the scorebook and have both managers and umpire sign the book.
 - 12.C.2. After the end of the game, and within 24 hours, the protest must be submitted to a Board member in writing. All protests must be accompanied by a fee of \$20.00 which will be refunded if the protest is allowed.
- 12.D. Unlike playing rule protests, "participation" violations must be brought to the attention of the Board (in writing) within seven (7) days of the infraction, under [Bylaw 15.A.5](#).

13. **DETERMINATION OF TEAM STANDINGS**

- 13.A. Team standings in a division will be determined by win-loss record.
- 13.B. Post season play and/or awards are at the discretion of the Board and Division Representative.
- 13.C. In case of a tie for first place the following tiebreakers will be used:
 - 13.C.1. If three (3) or more teams are tied with the same record in a division, head-to-head may only be used if one (1) team has defeated all other tied teams.
 - 13.C.2. Once a level of tiebreaker is used, we do not revert back to any steps of the tie-breaking procedure. We will continue down the list until all ties are broken.
 - 13.C.2.a. Head-to-head competition
 - 13.C.2.b. Runs allowed per game.
 - 13.C.2.c. Runs differential (+/- of 8 runs per game)
 - 13.C.2.d. Coin Flip
- 13.D. The same method to be used for any other tied position in the division, until all teams placing is equal to the number of teams in that division.

14. **PLAYER PARTICIPATION**

- 14.A. Managers must play each eligible player present at the start of an official league game at least two (2) full innings of a four (4) or more inning game. Managers must play each eligible player present at the start of two (2) consecutive official league games three (3) full innings.
(Mod 01/17)

Clarification: If an official league game does not consist of four (4) or more innings, any player that plays less than two (2) full innings, must play two (2) full innings in the next official league game. (Mod 01/17)
- 14.B. Managers may suspend players (subject to Board approval) for a period of time not to exceed five (5) days for failure to attend the League's scheduled practices or for misconduct.
- 14.C. Players may not be suspended for failure to attend unscheduled practices.
- 14.D. Players ejected from any game will not be eligible to play in their team's next game.
- 14.E. The use of tobacco or any electric smoking, vaping, or atomizer devices in any form by a player is prohibited. Violators will be ejected and [Bylaw 14.D](#) will apply.
- 14.F. A manager cannot change the lineup after the official start of the game. Any batter missing their turn at bat is an out; however, if the player does not show up, the manager may remove the player from the lineup after taking one out. No additional outs will be recorded for this spot in the batting order. A player can also be removed from the lineup for injury or illness. This removal does not constitute an out in the batting order; however, this lineup change requires the notification of the opposing manager. This rule applies for the 7U through 14U divisions.

15. **FORFEITS**

- 15.A. Teams will forfeit a game when:
 - 15.A.1. No adult representative is present at game time.
 - 15.A.2. An insufficient number of players are present at the official game time.
 - 15.A.3. Using an ineligible player (this includes pitching rule violations). See [Bylaw 16.G](#).
 - 15.A.4. Failing to play all eligible players (this includes improper substitutions).
 - 15.A.5. Violations of [Bylaw 15.A.3](#) or [Bylaw 15.A.4](#) must be brought to the attention of the Board (in writing) within seven (7) days of the infraction.
- 15.B. A game shall be declared ended at the time of forfeit.
 - 15.B.1. If before the game has started, the score shall be 7-0 in favor of the offended team.
 - 15.B.2. If before a game becomes official, no records are kept other than the fact of forfeit.
 - 15.B.3. If after a game becomes official, or after a regulation game, all records are kept.

16. **PITCHING REGULATIONS**

- 16.A. Divisions 9U through 14U shall limit the number of innings a pitcher may pitch in any one (1) game for any calendar day.
- 16.B. Divisions 9U through 14U shall enforce a "must rest" rule for pitchers according to the number of pitches thrown during a game.
- 16.C. Each team shall maintain a "Pitch Chart" for each game recording:
 - 16.C.1. The uniform number and name of each pitcher appearing in the game,
 - 16.C.2. The number of innings pitched by each pitcher, and
 - 16.C.3. The number of pitches thrown by each pitcher.
- 16.D. A team's manager, coach, or scorekeeper must sign the pitching charts at the conclusion of the game.
- 16.E. The pitching chart of the last game played by a team may be requested from the opposing manager at the start of the next game.
- 16.F. Definitions:
 - 16.F.1. Pitch: Any ball delivered to the batter by a pitcher. This shall include called strikes or balls, a hit ball (fair or foul), a hit batter, a wild pitch, or a pitch-out. An appeals throw, warm-up tosses, and balks are not counted as a pitch.
 - 16.F.2. Pitch Count: The number of pitches thrown by a player.
 - 16.F.3. Calendar Day: The 24-hour period commencing immediately after midnight (12:00:01 AM).
- 16.G. Violation of the maximum pitch limitation and violation of the maximum limitation and rest rules, after notification by the opposing manager, shall result in a forfeiture of the game and suspension of the manager for the next game in that division.
- 16.H. Pitching chart

Division	Per Calendar Day			Pitches Per Game			
	Max Pitches	Max Innings	Max Games	0 - 40	41 - 60	61 - 80	81 - 100
9U	60	3	1	0 days rest	2 days rest	N/A	N/A
10U	60	3	1	0 days rest	2 days rest	N/A	N/A
11U	80	4	1	0 days rest	1 day rest	2 days rest	N/A
12U	80	4	1	0 days rest	1 day rest	2 days rest	N/A
13U	100	7	-	0 days rest	1 day rest	2 days rest	3 days rest
14U	100	7	-	0 days rest	1 day rest	2 days rest	3 days rest

SPECIAL RULES FOR T-BALL

17. **PLAYER AGE**

- 17.A. Registrants with a "playing age" of four (4) or five (5) years old shall be eligible to play in the T-Ball Division. (Mod 02/21)
- 17.B. Playing ages will be determined by the current season's league Age Key contained herein.

18. **DRAFTING AND RETAINING OF PLAYERS**

- 18.A. Late sign-ups will be taken from the call list starting at the top and will be placed on teams as required by the league Secretary.
- 18.B. For further information, please refer to [Bylaw 1](#) (Drawing or Drafting of Teams).

19. **PLAYING DISTANCES**

- 19.A. Base length shall be fifty-eight (58) feet.
- 19.B. Pitching rubber shall be forty-five (45) feet from the back tip of home plate.
- 19.C. The batting tee shall be placed on home plate.
- 19.D. An arc shall be marked fifteen (15) feet from the rear tip of home plate, foul line to foul line.
- 19.E. Catcher shall take a position to the rear of the batting tee and off to one (1) side.
- 19.F. Batter's boxes will be used. They shall be:
 - 19.F.1. Four (4) foot wide and six (6) foot long
 - 19.F.2. Three (3) feet back and three (3) feet forward from the middle point on each side of home plate, as per American League Rules.

20. **GAME DURATION/OFFICIAL GAME**

- 20.A. All games for the T-Ball Division shall consist of three (3) innings.
- 20.B. Each inning will consist of the home and visiting teams batting their entire lineup, regardless of the number of outs or runs. (Please Note: this division is for learning basic baseball fundamentals, therefore number of outs and/or runs are NOT kept).

21. **PITCHING REGULATIONS**

The pitcher must keep both feet in contact with the pitching rubber until the ball is hit.

22. **DEFENSE**

- 22.A. Ten (10) players shall play in the field (if you have more than 10 players, the extra players may play a position in the outfield).
- 22.B. The fourth (4th) or more outfielders will not be allowed to assume an infield position.
- 22.C. The outfield is defined as any area beyond the infield baseline.
- 22.D. Defensive players may not play the same position twice in a game.

23. **BATTERS**

- 23.A. All players on a team will be in a continuous rotating batting order.
- 23.B. All players shall bat in rotation during the game.
- 23.C. If a coach determines the batter intentionally threw their bat, the batter is warned.

- 23.D. A strike is defined as:
- 23.D.1. Any ball hit foul but not a third (3rd) strike.
 - 23.D.2. Any ball struck at and missed.
 - 23.D.3. Any ball failing to travel beyond the fifteen (15) foot arc is a foul ball.
 - 23.D.4. Batter may take one (1) practice measure-up; a second (2nd) measure-up shall be called a strike.
- 23.E. Any ball in fair territory traveling fifteen (15) feet or more is a fair ball.
- 23.F. Batters have unlimited number of strikes.

24. **RUNNERS**

- 24.A. Base stealing will not be allowed.
- 24.B. The runner cannot advance until the ball is hit.
- 24.C. After the ball is placed on the tee, runner(s) leaving the base before the batter hits the ball, the runner(s) must return to the previous base.
- 24.D. Defensive Interference:
- 24.D.1. Any defensive player standing on first base and not giving base runners their share of the base will result in the base runner being called safe.
 - 24.D.2. All other runners advance at their own risk.
- 24.E. When a defensive out is made, that baserunner goes to the dugout.

25. **PLAYER PARTICIPATION**

Managers have 'Free Substitution', eligible players may be substituted when defense takes the field, as long as the player participation obligation is met. See [Bylaw 14.A](#). (Mod 01/17)

26. **GENERAL DIVISIONAL RULES / INNING PLAY**

- 26.A. An inning consists of the home and visiting teams batting their entire lineup.
- 26.B. The lighter, official-sized baseball will be used in T-Ball.
- 26.C. Play stops per league rules.
- 26.C.1. A coach on the defensive team is to call time out when they judge a play has stopped.
 - 26.C.2. Play is dead when the ball is in complete control by a player, regardless of their location inside the baselines.
 - 26.C.3. Runners advancing illegally shall be returned to their proper base.
 - 26.C.4. When play stops, the ball is dead until placed on the tee.
 - 26.C.5. A coach on the offensive team shall start play by signaling "play ball."
- 26.D. Coaches / Managers
- 26.D.1. In T-Ball, coaches will be allowed to stand a minimum of ten (10) feet behind the bases to give instructions before a play.
 - 26.D.2. Two (2) base coaches for the team at bat.
 - 26.D.3. Managers shall be responsible for the removal of the batting tee from the base and playing field area after each and every batter.
- 26.E. Team Eligibility
- 26.E.1. A team may start a game with no less than seven (7) players.
 - 26.E.2. If seven (7) players are not available at game time, the teams should then be balanced with available players from both teams and a game played.

SPECIAL RULES FOR COACH PITCH

27. **PLAYER AGE**

- 27.A. Registrants with a "playing age" of five (5) or six (6) years old shall be eligible to play in the Coach Pitch Division. (Mod 02/21)
- 27.B. Playing ages will be determined by the current season's league Age Key contained herein.

28. **DRAFTING AND RETAINING OF PLAYERS**

- 28.A. Late sign-ups will be taken from the call list starting at the top and will be placed on teams as required by the Division Representative.
- 28.B. For further information, please refer to [Bylaw 1](#) (Drawing or Drafting of Teams).

29. **PLAYING DISTANCES**

- 29.A. Base length shall be fifty-eight (58) feet.
- 29.B. Pitching rubber shall be forty-five (45) feet from the back tip of home plate.
- 29.C. The batting tee shall be placed on home plate when needed.
- 29.D. An arc shall be marked fifteen (15) feet from the rear tip of home plate, foul line to foul line.
- 29.E. Catcher shall take a position to the rear of the batting tee and off to one (1) side.
- 29.F. Batter's boxes will be used. They shall be:
 - 29.F.1. Four (4) foot wide and six (6) foot long
 - 29.F.2. Three (3) feet back and three (3) feet forward from the middle point on each side of home plate, as per American League Rules.

30. **GAME DURATION/OFFICIAL GAME**

- 30.A. All games for the Coach Pitch Division shall consist of three (3) innings.
- 30.B. Each inning will consist of the home and visiting teams batting their entire lineup, regardless of the number of outs or runs. (Please Note: this division is for learning basic baseball fundamentals, therefore number of outs and/or runs are NOT kept).

31. **PITCHING REGULATIONS**

- 31.A. The pitcher must keep both feet in contact with the pitching rubber until the ball is hit.
- 31.B. Coaches will pitch from a designated area behind the 15 ft arc, which is designated with a chalk line.
- 31.C. If a ball is hit fair, the coach is required to exit the field in the direction opposite of the hit.
- 31.D. The pitcher on the pitching rubber (at the 45' mark) would stand to one side of the coach so they can view the batter.
- 31.E. The coach must pitch the ball overhanded.

Note: Coaches will be instructed to develop their players based on the skills that each individual possesses. If players are not ready for coach pitch based on evaluations at practices, then those kids should hit off the Tee until skills develop.

As skills develop in practice and work at home with parents, the coach will be responsible for determining which kids are offered coach pitch. If at any point, any coach does not want to play this option in any game, both teams will play all players from the Tee the entire game.

32. **DEFENSE**

- 32.A. Ten (10) players shall play in the field (if you have more than 10 players, the extra players may play a position in the outfield).
- 32.B. The fourth (4th) or more outfielders will not be allowed to assume an infield position.
- 32.C. The outfield is defined as any area beyond the infield baseline.
- 32.D. Defensive players may not play the same position twice in a game.

33. **BATTERS**

- 33.A. All players on a team will be in a continuous rotating batting order.
- 33.B. All players shall bat in rotation during the game.
- 33.C. If a coach determines the batter intentionally threw their bat, the batter is warned.
- 33.D. The Coach has the option to select batters on their team that will be offered an opportunity to either hit off the Tee or hit pitches delivered from the coach.
 - 33.D.1. If the latter approach is selected, the batter will be pitched three (3) pitches from the coach.
 - 33.D.2. If the player hits one of the pitches in fair territory, the ball is played.
 - 33.D.3. If the player does not hit one (1) of the three (3) pitches, the player is afforded an opportunity to hit a ball off the Tee.
 - 33.D.4. The player will then have strikes counted for missed swings and foul balls.
 - 33.D.5. Once the Tee is offered, batters have unlimited number of strikes.
- 33.E. A strike is defined as:
 - 33.E.1. Any ball hit foul but not a third (3rd) strike.
 - 33.E.2. Any ball struck at and missed.
 - 33.E.3. Any ball failing to travel beyond the fifteen (15) foot arc is a foul ball.
- 33.F. Any ball in fair territory traveling fifteen (15) feet or more is a fair ball.

34. **RUNNERS**

- 34.A. Base stealing will not be allowed.
- 34.B. The runner cannot advance until the ball is hit.
- 34.C. After the ball is placed on the tee, a runner leaving the base before the batter hits the ball is automatically out.
- 34.D. All base runners may attempt one (1) base on an overthrow, whether the ball is thrown from the infield or outfield.
- 34.E. If a play is attempted on an advancing runner and this play results in another overthrow, runners may not advance again.
- 34.F. Runners are limited to attempting one (1) base on the initial overthrow only.
- 34.G. Once the ball is under control in the infield, runners cannot advance.

35. **PLAYER PARTICIPATION**

Managers have 'Free Substitution', eligible players may be substituted when defense takes the field, as long as the player participation obligation is met. See [Bylaw 14A](#) (Mod 01/17)

36. **GENERAL DIVISIONAL RULES / INNING PLAY**

36.A. Play stops per league rules.

36.A.1. A coach on the defensive team is to call time out when they judge a play has stopped. (Mod 03/18)

36.A.2. Play is dead when the ball is in complete control by a player, regardless of their location inside the baselines.

36.A.3. Runners advancing illegally shall be returned to their proper base.

36.A.4. When play stops, the ball is dead until the Coach pitches or the ball is placed on the tee.

36.A.5. A coach on the offensive team shall start play by signaling "play ball." (Mod 03/18)

36.B. Coaches / Managers

36.B.1. Two (2) base coaches for the team at bat.

36.B.2. Managers shall be responsible for the removal of the batting tee from the base and playing field area after each batter, if needed.

36.C. Team Eligibility

36.C.1. A team may start a game with no less than seven (7) players.

36.C.2. If seven (7) players are not available at game time, the teams should then be balanced with available players from both teams and a game played.

SPECIAL RULES FOR 7U DIVISION

37. **PLAYER AGE**

- 37.A. Registrants with a "playing age" of seven (7) years old shall be eligible to play in the 7U Division.
- 37.B. Playing ages will be determined by the current season's league Age Key contained herein.
- 37.C. If numbers dictate, 7U and 8U divisions can be combined. (AL Only)

38. **DRAFTING AND RETAINING OF PLAYERS**

- 38.A. Late sign-ups will be taken from the call list starting at the top and will be placed on teams as required by the Division Representative.
- 38.B. For further information, please refer to [Bylaw 1](#) (Drawing or Drafting of Teams).

39. **PLAYING DISTANCES**

- 39.A. Base length shall be sixty (60) feet.
- 39.B. Pitching rubber/chalk line shall be forty-two (42) feet from the back tip of home plate.
- 39.C. The front edge of the pitching machine shall be the pitching rubber/chalk line.
- 39.D. An eight (8) foot chalk line will be drawn to represent the pitching rubber.

40. **GAME DURATION**

- 40.A. Games shall be six (6) innings or time limit, whichever comes first.
- 40.B. Games shall be no longer than one (1) hour and twenty (20) minutes.
- 40.C. No inning shall start after the time limit, unless the score is tied. California rules will be in play - one out and the last batted out on second (2nd) base.

41. **OFFICIAL GAME**

- 41.A. In the event of inclement weather, rained out, or called for other reasons, a game shall become official after four (4) innings have been completed or after three and one-half (3 ½) innings, if the home team is ahead.
- 41.B. A team may start a game with no less than seven (7) players. Failure to field seven (7) players is cause for forfeit.

42. **PITCHING REGULATIONS**

- 42.A. The player pitcher shall stand adjacent to the pitching machine, behind the front legs, and in front of the rear leg at the time of the pitch.
- 42.B. The coach may position the pitcher to the right or left of the pitching machine.
- 42.C. The player pitcher may move after the pitch is delivered by the machine.
- 42.D. The batter shall bat until they have three (3) strikes or they hit the ball. Seven (7) pitches maximum.
- 42.E. There are no base-on-balls nor does a batter take a base should they be hit by a pitched ball.

43. **DEFENSE**

- 43.A. Ten (10) players shall play in the field.
- 43.B. Four (4) players shall be designated as outfielders.
- 43.C. The fourth (4th) outfielder will not be allowed to assume an infield position.
- 43.D. The outfield is defined as the grass area beyond the infield.

44. **BATTERS**

- 44.A. All players shall bat in a continuous rotation during the game.
- 44.B. The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.
- 44.C. The batter is automatically out if they throw their bat. Runners advance at their own risk. One warning per team - per game. (AL Only)
- 44.D. The infield fly rule does not apply.
- 44.E. No bunting allowed.

45. **RUNNERS**

- 45.A. Base stealing will not be allowed.
- 45.B. The base runner may not leave the base until the ball is hit.
- 45.C. A runner leaving the base too soon, in the umpire's judgment, is automatically out.
- 45.D. All base runners may attempt one (1) base on an overthrow, whether the ball is thrown from the infield or outfield.
- 45.E. If a play is attempted on an advancing runner and this play results in another overthrow, runners may not advance again.
- 45.F. Runners are limited to attempting one (1) base on the initial overthrow only.
- 45.G. Umpires shall call "time" after every play is completed. The umpire will consider a play completed when a defensive player has control of the ball in the infield, in fair territory, and is not attempting to make a play on an advancing runner. A runner who has already advanced at least half-way to the next base, at the moment "time" is called, will be awarded that base. Calling "time" and awarding bases are judgement calls by the umpire and not subject to appeal. (Mod 04/21)
- 45.H. If the catcher makes a play at any base, the runners are released at all bases to advance at their own risk. (i.e. With runners on first (1st) and third (3rd), if the catcher throws to first (1st), the runner on third (3rd) may advance at their own risk.

46. **PLAYER PARTICIPATION**

- 46.A. Managers have 'Free Substitution', eligible players may be substituted when defense takes the field, as long as the player participation obligation is met. See [Bylaw 14.A](#). (Mod 01/17)
- 46.B. Injuries or Illness: If you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game.

47. **GENERAL DIVISIONAL RULES / INNING PLAY**

- 47.A. Six (6) runs in any half (1/2) inning shall be considered three (3) outs. (AL Only)
- 47.B. Umpires and Coaches
 - 47.B.1. An umpire will count pitched balls, strikes, and outs.
 - 47.B.2. A coach will place a ball in the machine and is not allowed to coach any player (defensive or base runners).
 - 47.B.3. The pitching machine will be adjusted by a coach to reduce the number of called balls.
 - 47.B.4. The pitching machine speed and elevation shall be maintained by a coach and shall be the same for each team.
 - 47.B.5. The pitching machine speed will be set at thirty-seven (37) mph.
 - 47.B.6. A coach can be in the outfield. (AL Only)
- 47.C. Dead Ball
 - 47.C.1. If the batted ball hits the pitching machine the umpire shall call the ball "dead" and the batter is awarded first (1st) base.
 - 47.C.2. All runners presently on base will advance (1) base when the batter is awarded first (1st) base. (Mod 03/19)
 - 47.C.3. No runner may advance on their own.
 - 47.C.4. The umpire may also call a "dead ball" if, in their judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.

SPECIAL RULES FOR 8U DIVISION

48. **PLAYER AGE**

- 48.A. Registrants with a "playing age" of eight (8) years old shall be eligible to play in the 8U Division.
- 48.B. Playing ages will be determined by the current season's league Age Key contained herein.
- 48.C. If numbers dictate, 7U and 8U divisions can be combined. (AL Only)

49. **DRAFTING AND RETAINING OF PLAYERS**

- 49.A. Late sign-ups will be taken from the call list starting at the top and will be placed on teams as required by the Division Representative.
- 49.B. For further information, please refer to [Bylaw 1](#) (Drawing or Drafting of Teams).

50. **PLAYING DISTANCES**

- 50.A. Base length shall be sixty (60) feet.
- 50.B. Pitching rubber/chalk line shall be forty-two (42) feet from the back tip of home plate.
- 50.C. The front edge of the pitching machine shall be the pitching rubber/chalk line.
- 50.D. An eight (8) foot chalk line will be drawn to represent the pitching rubber.

51. **GAME DURATION**

- 51.A. Games shall be six (6) innings or time limit, whichever comes first.
- 51.B. Games shall be no longer than one (1) hour and twenty (20) minutes.
- 51.C. No inning shall start after the time limit, unless the score is tied. California rules will be in play - one out and the last batted out on second (2nd) base.

52. **OFFICIAL GAME**

- 52.A. In the event of inclement weather, rained out, or called for other reasons, a game shall become official after four (4) innings have been completed or after three and one-half (3 ½) innings, if the home team is ahead.
- 52.B. A team may start a game with no less than seven (7) players. Failure to field seven (7) players is cause for forfeit.
- 52.C. A game shall be considered complete and end immediately if:
 - 52.C.1. After four (4) innings, either team leads by eight (8) runs or more; or
 - 52.C.2. After three (3) innings, either team leads by fifteen (15) runs or more, or
 - 52.C.3. After two (2) innings, either team leads by twenty (20) runs or more (NL only).

53. **PITCHING REGULATIONS**

- 53.A. The player pitcher shall stand adjacent to the pitching machine, behind the front legs, and in front of the rear leg at the time of the pitch.
- 53.B. The coach may position the pitcher to the right or left of the pitching machine.
- 53.C. The player pitcher may move after the pitch is delivered by the machine.
- 53.D. The batter shall bat until they have three (3) strikes or they hit the ball. Seven (7) pitches maximum.
- 53.E. There are no base-on-balls nor does a batter take a base should they be hit by a pitched ball.

54. **DEFENSE**

- 54.A. Ten (10) players shall play in the field.
- 54.B. Four (4) players shall be designated as outfielders.
- 54.C. The fourth (4th) outfielder will not be allowed to assume an infield position.
- 54.D. The outfield is defined as the grass area beyond the infield.

55. **BATTERS**

- 55.A. All players shall bat in a continuous rotation during the game.
- 55.B. The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.
- 55.C. The batter is automatically out if they throw their bat. Runners advance at their own risk. One warning per team - per game. (AL Only)
- 55.D. The infield fly rule does not apply.
- 55.E. Bunting is allowed in 8U division. (NL only)
 - 55.E.1. No more than 2 bunts per ½ inning.
 - 55.E.2. Fake bunts are prohibited.
 - 55.E.3. If a batter shows bunt, they are committed to attempt to bunt or take the pitch.
 - 55.E.4. A batter who swings after showing bunt shall be called out and no runners advance.

56. **RUNNERS**

- 56.A. Base stealing will not be allowed.
- 56.B. The base runner may not leave the base until the ball is hit.
- 56.C. A runner leaving the base too soon, in the umpire's judgment, is automatically out.
- 56.D. All base runners may attempt one (1) base on an overthrow, whether the ball is thrown from the infield or outfield.
- 56.E. If a play is attempted on an advancing runner and this play results in another overthrow, runners may not advance again.
- 56.F. Runners are limited to attempting one (1) base on the initial overthrow only.
- 56.G. Umpires shall call "time" after every play is completed. The umpire will consider a play completed when a defensive player has control of the ball in the infield, in fair territory, and is not attempting to make a play on an advancing runner. A runner who has already advanced at least half-way to the next base, at the moment "time" is called, will be awarded that base. Calling "time" and awarding bases are judgement calls by the umpire and not subject to appeal. (Mod 04/21)
- 56.H. If the catcher makes a play at any base, the runners are released at all bases to advance at their own risk. (i.e. With runners on first (1st) and third (3rd), if the catcher throws to first (1st), the runner on third (3rd) may advance at their own risk.

57. **PLAYER PARTICIPATION**

- 57.A. Managers have 'Free Substitution', eligible players may be substituted when defense takes the field, as long as the player participation obligation is met. See [Bylaw 14.A](#). (Mod 01/17)
- 57.B. Injuries or Illness: If you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game.

58. **GENERAL DIVISIONAL RULES / INNING PLAY**

- 58.A. Six (6) runs in any half (1/2) inning shall be considered three (3) outs. (AL Only)
- 58.B. Seven (7) runs in any half (1/2) inning shall be considered three (3) outs. (NL Only) 04/25/2024 Addendum
- 58.C. Umpires and Coaches
 - 58.C.1. An umpire will count pitched balls, strikes, and call outs.
 - 58.C.2. A coach will place a ball in the machine and is not allowed to coach any player (defensive or base runners).
 - 58.C.3. The pitching machine will be adjusted by a coach to reduce the number of called balls.
 - 58.C.4. The pitching machine speed and elevation shall be maintained by a coach and shall be the same for each team.
 - 58.C.5. The pitching machine speed will be set between thirty-nine (39) mph (AL Only) and forty-two (42) mph (NL only).
- 58.D. Dead Ball
 - 58.D.1. If the batted ball hits the pitching machine the umpire shall call the ball "dead" and the batter is awarded first (1st) base.
 - 58.D.2. All runners presently on base will advance (1) base when the batter is awarded first (1st) base. (Mod 03/19)
 - 58.D.3. No runner may advance on their own.
 - 58.D.4. The umpire may also call a "dead ball" if, in their judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.

SPECIAL RULES FOR 9U AND 10U DIVISIONS

59. **PLAYER AGE**

- 59.A. Registrants with a "playing age" of nine (9) years old shall be eligible to play in the 9U Division.
- 59.B. Registrants with a "playing age" of ten (10) years old shall be eligible to play in the 10U Division.
- 59.C. Playing ages will be determined by the current season's league Age Key contained herein.
- 59.D. If numbers dictate, 9U and 10U divisions can be combined.

60. **DRAFTING AND RETAINING OF PLAYERS**

- 60.A. Late sign-ups will be taken from the call list starting at the top and will be placed on teams as required by the Division Representative.
- 60.B. For further information, please refer to [Bylaw 1](#) (Drawing or Drafting of Teams).

61. **PLAYING DISTANCES**

- 61.A. Base length shall be sixty-five (65) feet.
- 61.B. Pitching rubber shall be forty-six (46) feet from the back tip of home plate.

62. **GAME DURATION**

- 62.A. Games shall be six (6) innings or time limit, whichever comes first.
- 62.B. Games shall be no longer than one (1) hour and forty-five (45) minutes.
- 62.C. No inning shall start after the time limit, unless the score is tied. California rules will be in play - one out and the last batted out on second (2nd) base.

63. **OFFICIAL GAME**

- 63.A. In the event of inclement weather, rained out, or called for other reasons, a game shall become official after four (4) innings have been completed or after three and one-half (3 ½) innings, if the home team is ahead.
- 63.B. A game shall be considered complete and end immediately if:
 - 63.B.1. After four (4) innings, either team leads by eight (8) runs or more; or
 - 63.B.2. After three (3) innings, either team leads by fifteen (15) runs or more, or
 - 63.B.3. After two (2) innings, either team leads by twenty (20) runs or more (NL only).

64. **PITCHING REGULATIONS**

- 64.A. Any pitcher removed from the mound two (2) times in any game shall not be eligible to pitch any more in that game.
- 64.B. Limitations:
 - 64.B.1. A pitcher may pitch in only one (1) game per calendar day.
 - 64.B.2. A pitcher in the 9U or 10U divisions shall pitch in no more than three (3) innings per game. (Mod 01/17)
 - 64.B.3. A pitcher may deliver no more than sixty (60) pitches per game.
 - 64.B.4. A pitcher throwing less than forty-one (41) pitches per game is eligible to pitch the next day, after zero (0) days rest.
 - 64.B.5. A pitcher throwing more than forty (40) but less than sixty-one (61) pitches per game is eligible to pitch after two (2) days rest.
 - 64.B.6. The rest period shall commence at 12:01 AM of the day following the pitching performance.
- 64.C. One (1) out in an inning shall constitute one-third (1/3) inning pitched.

65. **BATTERS**

- 65.A. All players shall bat in rotation during the game.
- 65.B. The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not. (AL Only)

66. **RUNNERS**

Lead offs and base stealing are allowed. (Mod 01/17)

67. **PLAYER PARTICIPATION**

- 67.A. Managers have 'Free Substitution', eligible players may be substituted when defense takes the field, as long as the player participation obligation is met. See [Bylaw 14A](#). (Mod 01/17)
- 67.B. Injuries or Illness: If you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game.

68. **GENERAL DIVISIONAL RULES / INNING PLAY**

Six (6) runs in any half (1/2) inning shall be considered three (3) outs. (AL Only)

SPECIAL RULES FOR 11U AND 12U DIVISIONS

69. **PLAYER AGE**

- 69.A. Registrants with a "playing age" of eleven (11) years old shall be eligible to play in the 11U Division.
- 69.B. Registrants with a "playing age" of twelve (12) years old shall be eligible to play in the 12U Division.
- 69.C. Playing ages will be determined by the current season's league Age Key contained herein.
- 69.D. If numbers dictate, 11U and 12U divisions can be combined.

70. **DRAFTING AND RETAINING OF PLAYERS**

- 70.A. Late sign-ups will be taken from the call list starting at the top and will be placed on teams as required by the Division Representative.
- 70.B. For further information, please refer to [Bylaw 1](#) (Drawing or Drafting of Teams).

71. **PLAYING DISTANCES**

- 71.A. Base length shall be seventy (70) feet.
- 71.B. Pitching rubber shall be fifty (50) feet and six (6) inches from the back tip of home plate.

72. **GAME DURATION**

- 72.A. Games shall be six (6) innings or time limit, whichever comes first.
- 72.B. Games shall be no longer than one (1) hour and forty-five (45) minutes.
- 72.C. No inning shall start after the time limit, unless the score is tied. California rules will be in play - one out and the last batted out on second (2nd) base.

73. **OFFICIAL GAME**

- 73.A. In the event of inclement weather, rained out, or called for other reasons, a game shall become official after four (4) innings have been completed or after three and one-half (3 ½) innings, if the home team is ahead.
- 73.B. A game shall be considered complete and end immediately if:
 - 73.B.1. After four (4) innings, either team leads by eight (8) runs or more; or
 - 73.B.2. After three (3) innings, either team leads by fifteen (15) runs or more, or
 - 73.B.3. After two (2) innings, either team leads by twenty (20) runs or more (NL only).

74. **PITCHING REGULATIONS**

- 74.A. Any pitcher removed from the mound two (2) times in any game shall not be eligible to pitch any more in that game.
- 74.B. Limitations:
 - 74.B.1. A pitcher may pitch in only one (1) game per calendar day.
 - 74.B.2. A pitcher shall pitch no more than four (4) innings per game.
 - 74.B.3. A pitcher may deliver no more than eighty (80) pitches per game.
 - 74.B.4. A pitcher throwing less than forty-one (41) pitches per game is eligible to pitch the next day, after zero (0) days rest.
 - 74.B.5. A pitcher throwing more than forty (40) but less than sixty-one (61) pitches per game is eligible to pitch after one (1) day of rest.
 - 74.B.6. A pitcher throwing more than sixty (60) but less than eighty-one (81) pitches per game is eligible to pitch after two (2) days rest.
 - 74.B.7. The rest period shall commence at 12:01 AM of the day following the pitching performance.
- 74.C. One (1) out in an inning shall constitute one-third (1/3) inning pitched.

75. **PLAYER PARTICIPATION**

- 75.A. Player substitutions, eligible players may be substituted when defense takes the field, as long as the player participation obligation is met. See [Bylaw 14A](#). (Mod 01/17)
- 75.B. The substituted player must return to their original spot in the batting order.

76. **LINEUP**

- 76.A. Manager may elect to bat 9, 9 + EH, or entire line-up
- 76.B. Manager's Option "Extra Hitter":
 - 76.B.1. If declared before the game starts, a manager can have a ten (10) player batting line-up.
 - 76.B.2. One (1) player is designated as an "Extra Hitter".
 - 76.B.3. If you start with ten (10) in the line-up, then you must bat ten (10).
 - 76.B.4. If, for any reason, you are unable to bat ten (10), then the "Extra Hitter" spot will be an out.
 - 76.B.5. If "Extra Hitter" enters the game as a defensive player, the player they replace in the field becomes the new "Extra Hitter" (Batting order stays the same).
 - 76.B.6. The new "Extra Hitter" can be substituted for by any non-playing player still on the bench but must play 2 full innings at a defensive position in the field. See [Bylaw 14A](#).
 - 76.B.7. If batting your entire line-up, you will be allowed 'Free Substitution' while on defense.
- 76.C. Injuries or Illness:
 - 76.C.1. If you are batting nine (9) or nine (9) + EH and you have a player unable to play due to injury or illness ONLY, that player may be substituted for by the player who has been out of the game the longest, without penalty. If there are no players available, the vacated position shall be declared an out every time it comes up to bat.
 - 76.C.2. If you are batting the entire line-up and you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game.
- 76.D. Courtesy Runner:
 - 76.D.1. You may courtesy run for the pitcher or catcher at any time. Courtesy runner must be a player not presently in the line-up.
 - 76.D.2. If you are batting your entire line-up, the courtesy runner must be the player who recorded the last out, unless that player is the pitcher or catcher, then you must use the player who recorded the previous out.

77. **GENERAL DIVISIONAL RULES / INNING PLAY**

Six (6) runs in any half (1/2) inning shall be considered three (3) outs. (AL Only)

SPECIAL RULES FOR 13U AND 14U DIVISIONS

78. **PLAYER AGE**

- 78.A. Registrants with a "playing age" of either thirteen (13) or fourteen (14) years old shall be eligible to play in the 13U/14U Division.
- 78.B. Playing ages will be determined by the current season's league Age Key contained herein.
- 78.C. If numbers dictate, 13U and 14U divisions can be combined.

79. **DRAFTING AND RETAINING OF PLAYERS**

- 79.A. Late sign-ups will be taken from the call list starting at the top and will be placed on teams as required by the Division Representative.
- 79.B. For further information, please refer to [Bylaw 1](#) (Drawing or Drafting of Teams).

80. **PLAYING DISTANCES**

- 80.A. Base length shall be eighty (80) feet.
- 80.B. Pitching rubber shall be fifty-four (54) feet from the back tip of home plate.

81. **GAME DURATION**

- 81.A. Games shall be seven (7) innings or time limit, whichever comes first.
- 81.B. Games shall be no longer than one (1) hour and forty-five (45) minutes.
- 81.C. No inning shall start after the time limit, unless the score is tied. California rules will be in play - one out and the last batted out on second (2nd) base.

82. **OFFICIAL GAME**

- 82.A. In the event of inclement weather, rained out, or called for other reasons, a game shall become official after four (4) innings have been completed or after three and one-half (3 ½) innings, if the home team is ahead.
- 82.B. A game shall be considered complete and end immediately if:
 - 82.B.1. After five (5) innings, either team leads by eight (8) runs or more; or
 - 82.B.2. After four (4) innings, either team leads by twelve (12) runs or more; or
 - 82.B.3. After three (3) innings, either team leads by fifteen (15) runs or more; or
 - 82.B.4. After two (2) innings, either team leads by twenty (20) runs or more (NL only).

83. **PITCHING REGULATIONS**

- 83.A. Any pitcher removed from the mound two (2) times in any game shall not be eligible to pitch any more in that game.
- 83.B. Limitations:
 - 83.B.1. A pitcher may not be allowed to pitch more than seven (7) innings in one (1) calendar day.
 - 83.B.2. A pitcher may deliver no more than one hundred (100) pitches per game.
 - 83.B.3. A pitcher throwing less than forty-one (41) pitches per game is eligible to pitch the next day, after zero (0) days rest.
 - 83.B.4. A pitcher throwing more than forty (40) but less than sixty-one (61) pitches per game is eligible to pitch after one (1) day of rest.
 - 83.B.5. A pitcher throwing more than sixty (60) but less than eighty-one (81) pitches per game is eligible to pitch after two (2) days rest.
 - 83.B.6. A pitcher throwing more than eighty (80) but less than one hundred-one (101) pitches per game is eligible to pitch after three (3) days rest.

- 83.B.7. The rest period shall commence at 12:01 AM of the day following the pitching performance.
 - 83.C. One (1) out in an inning shall constitute one-third (1/3) inning pitched.
 - 83.D. Relief pitchers will be allowed a maximum of twelve (12) warm-up pitches.
84. **PLAYER PARTICIPATION**
- 84.A. Player substitutions, eligible players may be substituted when defense takes the field, as long as the player participation obligation is met. See [Bylaw 14.A](#). (Mod 01/17)
 - 84.B. The substituted player must return to their original spot in the batting order.
85. **LINEUP**
- 85.A. Manager may elect to bat 9, 9 + EH, or entire line-up
 - 85.B. Manager's Option "Extra Hitter":
 - 85.B.1. If declared before the game starts, a manager can have a ten (10) player batting line-up.
 - 85.B.2. One (1) player is designated as an "Extra Hitter".
 - 85.B.3. If you start with ten (10) in the line-up, then you must bat ten (10).
 - 85.B.4. If, for any reason, you are unable to bat ten (10), then the "Extra Hitter" spot will be an out.
 - 85.B.5. If "Extra Hitter" enters the game as a defensive player, the player they replace in the field becomes the new "Extra Hitter" (Batting order stays the same).
 - 85.B.6. The new "Extra Hitter" can be substituted for by any non-playing player still on the bench but must play 2 full innings at a defensive position in the field. (For further information, please refer to [Bylaw 14.A](#)).
 - 85.B.7. If batting your entire line-up, you will be allowed 'Free Substitution' while on defense.
 - 85.C. Injuries or Illness:
 - 85.C.1. If you are batting nine (9) or nine (9) + EH and you have a player unable to play due to injury or illness ONLY, that player may be substituted for by the player who has been out of the game the longest, without penalty. If there are no players available, the vacated position shall be declared an out every time it comes up to bat.
 - 85.C.2. If you are batting the entire line-up and you have a player unable to play due to injury or illness ONLY, you shall squeeze the line-up with no penalty and that player is not eligible to play for the duration of the game.
 - 85.D. Courtesy Runner:
 - 85.D.1. You may courtesy run for the pitcher or catcher at any time. Courtesy runner must be a player not presently in the line-up.
 - 85.D.2. If you are batting your entire line-up, the courtesy runner must be the player who recorded the last out, unless that player is the pitcher or catcher, then you must use the player who recorded the previous out.
86. **GENERAL DIVISIONAL RULES / INNING PLAY**
- Six (6) runs in any half (1/2) inning shall be considered three (3) outs. (AL Only)

SPECIAL RULES FOR 15U THROUGH 19U DIVISIONS

87. **TEAMS**

Teams in the 15U through 19U Divisions may play as a team in more than one league, however, BSB Division games will come first.

88. **RULES**

The 15U through 19U Divisions must present to the Board of Directors a set of written rules by which they will play before the division schedule will be approved by the Board.

89. **AGE REQUIREMENTS**

Players who turn 19 prior to May 1 of the current season are not eligible unless they are a senior in High School.

Also, any player turning 20 prior to August 1 will not be eligible. Players who are 18 are eligible for this division regardless of their grade.

BSB - NATIONAL LEAGUE COMPETITIVE DIVISION GUIDELINES

National League/Competitive, are teams in single age groups from 8 to 18 years. The teams are formed with skilled players from Blue Springs and surrounding areas. American League/Recreation will remain to allow children to play baseball and improve their skills on a less competitive level.

90. NATIONAL LEAGUE RULES

- 90.A. Prior year BSB managers will have first priority for National League teams.
- 90.B. Outside teams will be allowed in on a first come, first serve basis as space allows.
- 90.C. All players in 8U to 19U divisions would be free agents at the end of the preceding year.
- 90.D. All Managers must declare intent to play in the National League.
- 90.E. National League sign-ups are by team only.
- 90.F. The following team sign up fees will need to be submitted by the due date. 8U through 14U Divisions will be due by the last meeting in March. 15U through 18U Divisions will be due by the last meeting in May.
 - 90.F.1. \$1300.00 - 8U Division (Mod 03/18)
 - 90.F.2. \$1600.00 - 9U, 10U, 11U, 12U, 13U, and 14U Divisions (Mod 03/18)
 - 90.F.3. \$1700.00 - 15U, 16U, 17U, 18U, and 19U Divisions (Mod 03/18)
- 90.G. TEAM ROSTER REQUIREMENTS
 - 90.G.1. 8U through 14U Divisions
 - 90.G.1.a. Minimum of eleven (11) players per team
 - 90.G.1.b. Maximum of thirteen (13) players per team
 - 90.G.2. 15U through 18U Divisions
 - 90.G.2.a. Minimum of eleven (11) players per team
 - 90.G.2.b. Maximum of twenty (20) players per team
 - 90.G.3. All players on a team must submit a registration through Blue Springs Baseball. Managers are responsible for verifying their team's online league roster (Note: this roster is different than the USSSA roster). Players will not be eligible for game play until they have completed a Blue Springs Baseball registration.
 - 90.G.4. No freeze slips required.
- 90.H. Players cannot play on any other team in any other organized league in the same season. (i.e. Player cannot play on another team, or quit one team to go play for another team in the same season). Infraction of any of the eligibility rules will result in forfeiture of games, and/or expulsion of managers, coaches, or players and any other action deemed appropriate by the BSB Board of Directors.
- 90.I. Players in the National League may participate in League Fundraisers.
- 90.J. BSB rules will be used for American (Rec) and National (Comp) Leagues.
- 90.K. Possibility of combining divisions into double age brackets, if team numbers dictate.

APPENDIX

91. AGE KEY

2024 AGE KEY

DIVISION	AGE	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
19U ** <i>see below</i>	19	2005	2005	2005	2005	2004	2004	2004	2004	2004	2004	2004	2004
18U	18	2006	2006	2006	2006	2005	2005	2005	2005	2005	2005	2005	2005
17U	17	2007	2007	2007	2007	2006	2006	2006	2006	2006	2006	2006	2006
16U	16	2008	2008	2008	2008	2007	2007	2007	2007	2007	2007	2007	2007
15U	15	2009	2009	2009	2009	2008	2008	2008	2008	2008	2008	2008	2008
14U	14	2010	2010	2010	2010	2009	2009	2009	2009	2009	2009	2009	2009
13U	13	2011	2011	2011	2011	2010	2010	2010	2010	2010	2010	2010	2010
12U	12	2012	2012	2012	2012	2011	2011	2011	2011	2011	2011	2011	2011
11U	11	2013	2013	2013	2013	2012	2012	2012	2012	2012	2012	2012	2012
10U	10	2014	2014	2014	2014	2013	2013	2013	2013	2013	2013	2013	2013
9U	9	2015	2015	2015	2015	2014	2014	2014	2014	2014	2014	2014	2014
8U MP	8	2016	2016	2016	2016	2015	2015	2015	2015	2015	2015	2015	2015
7U MP	7	2017	2017	2017	2017	2016	2016	2016	2016	2016	2016	2016	2016
6 CP	6	2018	2018	2018	2018	2017	2017	2017	2017	2017	2017	2017	2017
5U/6U CP	5	2019	2019	2019	2019	2018	2018	2018	2018	2018	2018	2018	2018
4U/5U TB	4	2020	2020	2020	2020	2019	2019	2019	2019	2019	2019	2019	2019

Players born during the month and years indicated are eligible in 2024 for playing in the division indicated. Players must be that age on or before April 30 of the year of age division listed.

** Players who turn 19 prior to May 1 of the current season are not eligible unless they are a senior in High School. Also, any player turning 20 prior to August 1 will not be eligible. Players who are 18 are eligible for this division regardless of their grade.