

Official PHBA Rules

Baseball

2019 Edition



Baseball
& Softball



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- **Final decisions on rules interpretations, violations and consequences are in the purview of the Head Commissioner, League Commissioners, Chief Umpire and Umpire Crew Chiefs for each Division.**
- **Rules specific to a division are noted at the beginning of the rule with the following abbreviations**
 - **BW - Boys Western**
 - **BN – Boys National**
 - **BA – Boys American**
 - **BP – Boys Pioneer**
- **To maintain continuity with the PHBA 2018 Softball Rules, Section 1.03 and 2.04 have been deliberately left out of these rules.**

Foreword

The league was established in 1958 as an organization formed to provide a program for the youth of the Pleasant Hill area in cooperation with the Pleasant Hill Recreation and Park District, the Mt. Diablo Unified School District and Diablo Valley College.

Purpose

The purpose of this association shall be to promote, equip, govern and sponsor baseball and softball as played by youth 4 years of age and over using the doctrine of Positive Coaching.

Goals and Objectives

Enjoyment of the game shall be the basic goal of all participants and all efforts will be directed toward having each member of each team play baseball or softball. Coaches shall strive to be positive coaches by putting athletes first, teach character and foster self-motivation. Coaches shall also coach for mastery and refuse to use fear or intimidation while developing a partnership with each participant. Honor and respect of the game shall be paramount while an emphasis on winning shall be minimized.

Player's Code

- I hereby pledge to be positive about my youth sports experience and accept responsibility for my participation by following this Player's Code of Ethics Pledge
- I will encourage good sportsmanship from fellow players, coaches, officials and parents at every game and practice by demonstrating good sportsmanship.
- I will attend every practice and game that I can, and will notify my coach if I cannot.
- I will expect to receive a fair and equal amount of playing time.
- I will do my very best to listen and learn from my coaches.
- I will treat my coaches, other players, officials and fans with respect regardless of race, sex, creed, or abilities and I will expect to be treated accordingly.
- I deserve to have fun during my sports experience and will alert parents or coaches if it stops being fun!
- I deserve to play in an environment that is free of drugs, tobacco, and alcohol and expect adults to refrain from their use at all youth sports events.
- I will encourage my parents to be involved with my team in some capacity because it is important to me.
- I will do my very best in school.
- I will remember that sports is an opportunity to learn and have fun.

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2018 OFFICIAL PONY BASEBALL RULES (PINTO DIVISION FOR PIONEER, MUSTANG FOR AMERICAN, BRONCO FOR NATIONAL, PONY FOR WESTERN) will apply with the following exceptions and/or clarifications:

1.0 – The Playing Field

1.01 – Field Layout

Official Diamond dimensions for each Division are as follows

- (a)** BW: Bases – 80 Feet, pitching plate – 54 feet from the rear tip of home plate, Center of second base to rear tip of home plate – 113 Feet
- (b)** BN: Bases – 70 Feet, pitching plate – 50 feet from the rear tip of home plate, Center of second base to rear tip of home plate – 99 Feet
- (c)** BA: Bases – 60 Feet, pitching plate – 44 feet from the rear tip of home plate, Center of second base to rear tip of home plate – 84 Feet, 10 and ¼ inches
- (d)** BP: Bases – 55 Feet, pitching plate – 38 feet from the rear tip of home plate, Center of second base to rear tip of home plate – 77 Feet, 9 and ¼ inches. A 16 foot diameter pitching circle will be marked around the pitching plate

1.02 – Field Demarcations

- (a)** BW, BN: During field preparation a line will be marked (BW ½) (BN 1/3) the distance between the third base bag and home plate. A base runner on third may not cross the line until the pitch has crossed home plate. See Rule 4.07(a)
- (b)** BP: During field preparation, a line will be marked on each baseline, one half the distance between the bases. No line is required between home and first.

2.0 – Equipment and Uniforms

2.01 – Balls

- (a)** All Divisions: Only baseballs provided by PHBA on Equipment Day will be used as game balls

2.02 – Bats

- (a)** All Divisions: Wood baseball bats with barrel diameters not exceeding 2-3/4” are acceptable. All non-wood bats with barrel diameters 2-1/4”, 2-5/8” and 2-3/4” may be used if they have the USSSA 1.15BPF stamp. Alternatively all 2-1/4” diameter bats may have the older text based USSSA 1.15BPF marking. Bats that meet the new USA Baseball bat specifications are also acceptable provided they are stamped with the new “USA Baseball” stamp. If an illegal bat is found prior to the ball being put into play, then the bat is removed from the game and the at-bat proceeds with a legal bat. If an illegal bat is found after the ball is put into play, the batter shall be ruled out and all runners return to their positions prior to the at bat.

- (b) BW: All 15 year old players are restricted to the use of a “drop” 3 (-3) or lower bat. This is commonly referred to as a “high school” bat.

2.03 – Cleats

- (a) BW: Rubber cleats or steel spikes may be used by any player except in the case of use of a portable mound, the pitcher shall use rubber cleats.
- (b) BN, BA, BP: No player shall be allowed to play with steel spikes. Rubber cleats may be used.

2.05 – Helmets

- (a) All divisions: All batters must wear batting helmets with face protection. Personal helmets will NOT be allowed if they do not have commercially available face protective devices installed.

3.0 – Game Preliminaries

3.01 – Home Team/Lineup Card

- (a) All Divisions: One Team will be designated the HOME TEAM for each game. Both HOME and VISITING TEAMS are responsible for the preparation of the field. Each team will be scheduled as the HOME TEAM approximately one half of the games so no team has an undue advantage. The HOME TEAM will occupy the third base dugout; the VISITING TEAM will occupy the first base dugout. The VISITING TEAM will practice first.
- (b) All Divisions: Each team must have a printed lineup at every game showing each player’s defensive position by inning in order to verify that each player is playing per Rules 4.02(a)(b)(c).

3.02 – Pre-Game Field Practice

- (a) All Divisions: No practice on dragged fields until twenty minutes before game time. Each team is allowed ten minutes practice prior to the start of the game (time permitting). In the event the field is not ready twenty minutes before the game, practice time available will be equally split between the two teams.

3.03 – Team Rosters

- (a) All Divisions: The team roster for all teams will be set on Roster Night. Players will be removed from the roster for the following reasons:
- Player experiences a season ending injury
 - Player becomes automatically ineligible when he/she participates in another league during the PHBA season
 - Player moves out of town
 - Player officially quits in writing for personal matters

- Player is removed from the league for disciplinary reasons.

Extra/Late Sign-up/New players after Roster Night will be placed on a league waiting list as replacement players, and will enter the league on a first registered/first opening basis. Replacement players can only be added to team rosters from the waiting list by approval of the Head Commissioner or his/her designee.

3.04 – Field Specific Rules

- (a) BN: For all games played at the Valley View field. (Saturday Nights – 3:00pm, 5:30pm and 8:00pm), there will be a strict time limit. Games will end at the completion of six (6) innings or 5:15pm, 7:45 pm or 10:20pm whichever occurs first. This rule supersedes Rule 6.09(a) as it applies to the two (2) hour limit. To determine the winner of the game at the end of the time limit, refer to Rule 6.05(a).
- (b) BP: For all games at Rodgers Smith Park the following shall apply: If a batted ball is hit into left field and on the fly is carried into the dirt area it shall be considered a home run. If a batted ball is hit into left field and bounds into the dirt area it shall be considered a ground rule double.

3.05 – Badges

- (a) All Divisions: Only Manager, Coaches and team parent volunteers with PHBA ID badges (must have badge on person) and players are permitted in the dugout or on the playing field. **No exceptions.**

3.06 – Dugout Rules

- (a) All Divisions: All team members, Managers and Coaches must be in the dugout area. The only exceptions are the hitter, the on-deck player, and the two base line coaches. Absolutely no swinging of bats outside the on-deck circle or the batter's box is allowed. The batter and on-deck player must wear helmets and remain in their appropriate designated areas. Hitting sticks are not allowed within the fence lines of the field. If a coach wants to warm up the (in the hole) batter, it must be outside the fenced area. Note, these are public areas and there will be a lot of kids and parents walking around.

3.07 – Alcoholic Beverages/Smoking

- (a) All Divisions: ALCOHOLIC BEVERAGES & SMOKING OF ANY KIND ARE NOT ALLOWED in the playing or spectator area. Smoking, Vaping and/or chewing tobacco by a Manager, Coach or Players are not allowed during practice or a game.

4.0 – Playing the Game

4.01 – Starting the Game

- (a) All Divisions: The Umpire shall call “Batter-up” after the pitcher has pitched five (5) warm-up pitches. New or starting pitchers may take up to ten (10) warm-up pitches not to exceed one minute.

4.02 – Player Participation

- (a) All Divisions: Each player must play a minimum of two (2) innings, six (6) defensive outs, within the first four (4) innings of each game. The manager will bat every player present (whether playing defensively or not), through the complete roster, in every game. The following section applies for teams that field thirteen (13) or less players for the game. In the event that the game progresses beyond four (4) innings, each player will play a minimum of three (3) innings in the first five (5) innings and four (4) innings in the first six (6) innings. The number of innings played may be reduced only by an incidence of player’s late arrival, or leaving early. A late arriving player will play in half the innings that the player attends
- (b) All Divisions: In addition to Rule 4.02(a), each player must play at least one (1) inning in the infield within the first four (4) innings of each game. If the game is shortened to less than four (4) innings, this rule will not be enforced.
- (c) All Divisions: Any player removed from the game by their Manager may re-enter during a natural break in play as approved by the home plate umpire.

4.03 – Players/Batting Order

- (a) All Divisions: Players must remain in the same batting order during the entire game.

4.04 – Dropped 3rd Strike

- (a) BA, BP: Batter may **NOT** advance on a dropped 3rd strike. In such cases the batter will be out.

4.05 – Coach Pitch

Editor’s note – This rule varies slightly from PHBA Softball Rule 4.05

- (a) BP: After the pitch count has reached four (4) balls, the manager or the coach of the team at bat pitches to his player for the balance of the count up to a maximum of three (3) pitches. For instance count – 4-0 the coach has three (3) pitches to make. All pitches thrown by the coach are considered strikes. No walks are allowed. The foul ball rule applies. For instance if a batter safely fouls a pitch, the batter will remain at bat for another pitch etc.
- (1) The Manager or coach pitcher can pitch from a standing or kneeling position, all pitches must be delivered in an overhand motion.

(2) All pitches must be delivered from the pitching rubber, both coach pitcher and players.

(3) It is the responsibility of the adult to stay out of the way of the defense. If the manager or coach is hit by the batted ball, the ball is dead and considered a foul ball. If the manager or coach pitcher is hit with a thrown ball or otherwise interferes during the act of fielding, the Umpire will call the play dead and the lead runner on base (or the batter if there are no runners on base) will be called out.

(4) A defensive player must have at least one (1) foot in the pitching circle when the adult is pitching.

(5) A batter hit by a pitch from the manager or coach pitcher will not take first base. The pitch will be considered a strike.

4.06 – Bunting

(a) BA: Bunting is allowed with the following exception: bunting is **NOT** allowed with a runner on third base. If in the opinion of the Umpire, a ball is intentionally bunted with a runner on third base, the batter is out and runners do not advance.

(b) BP: Bunting is **NOT** allowed. If a batter, in the judgement of the Umpire, intentionally bunts a ball, the batter will be called out.

4.07 – Squeeze Plays

(a) BW, BN: Suicide squeeze plays are NOT allowed. A “suicide squeeze” is when a runner on third base goes more than (1/2 BW) or (1/3 BN) of the way towards home plate or is running toward home when the ball is hit, bunted or when the ball crosses the plate. If a suicide squeeze is called by the Umpire, the runner is out, the pitch counts and no other runs may advance unless forced to advance by a play or a walk. Safety squeeze plays are allowed.

4.08 – Leading Off/Stealing/Running the Bases

(a) BA: When a batter is walked or hit by a pitch and awarded first base, the player may not advance until after the next pitch to the next batter

(b) BA: Stealing is allowed, however, runners may NOT lead off. If the runner leaves the base before the ball leaves the pitcher’s hand, the runner will be called out.

(c) BA: Runner at third base may not steal home. If a runner at third base draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back if he is successful, however, if called out, the call will stand. No runners may advance and are in jeopardy of being put out.

(1) Scoring from third base:

- On batted ball.

- Bases loaded on a walk or hit batter.
- Continuous play on a batted ball.

(d) BP: Stealing is NOT allowed

(e) BP: Runners may NOT lead off. If a runner leaves a base early they will be called out

(f) BP: If the play is stopped by the pitcher being in control of the ball with at least one foot inside the pitching circle, the ball is dead. The pitcher must have established control of the ball in his glove or hand to constitute a dead play. Once this is established, runners will be allowed to advance to the next base provided the runner has passed the applicable halfway mark. If the runner has not passed the applicable halfway mark, the runner will be required to return to the previous base. No further play may be made on the runner.

4.09 – Catchers/Home Plate

(a) Boys – The catcher must leave an avenue to the plate for the runner during a play at home unless in possession of the ball or in the act of receiving the ball.

4.10 – Sliding

(a) BW: HEAD FIRST slides are allowed

(b) BN, BA, BP: Sliding is allowed however HEAD FIRST slides are NOT allowed except when a runner is returning to a previously occupied base. If a runner slides head first, other than when returning to a base, the runner will be called out.

4.11 – Advancing on Overthrow

Editor's note – The following rule (a)1,2,3,4 applies to a batted ball

(a) BP: When a play is made on a runner at a base and the ball goes into the field of play past the infielder where the play is being made, the runners may not advance past third base.

(1) Clarification – An overthrow occurs when a ball is thrown past or over a player in an attempt to make a play at any base, including home plate. is a failed throw or attempt to make a play to any base, including home plate

(2) An overthrow does NOT include missing a cut-off man or attempts to throw back to the pitcher. In those situations, runners may advance at their own risk until either an overthrow is made on a play to a base, or the pitcher controls the ball in the pitcher's circle.

(3) Runners may advance ONE base on a thrown ball into out-of-play areas (Past the first and third base fence lines. Except in Rule 4.11(a)(4)

(4) Runners may only score from 3rd base on a batted ball or bases loaded hit batter. No runner may score from 3rd on an overthrow or a throw out-of-play.

4.12 - Pitching

- (a)** BW: No player shall pitch more than 60 pitches per day or more than 100 pitches per calendar week through the first four (4) full weeks of the season. No player shall pitch more than 75 pitches per day or 100 pitches per calendar week starting the fifth Monday of the season. (A calendar week is from 12:00 am on Monday to 11:59 pm the following Sunday)
- (b)** BW: Boys with a league age of fifteen years are NOT allowed to pitch.
- (c)** BN: No player shall pitch more than 55 pitches or three (3) innings per day or more than 85 pitches or six (6) innings in a week through the first four (4) full weeks of the season. NO player shall pitch more than 70 pitches or four (4) innings per day or more than 100 pitches or eight (8) innings per calendar week starting the fifth Monday of the season. (A calendar week is from 12:00 am on Monday to 11:59 pm the following Sunday). One pitch in an inning counts as a full inning pitched.
- (d)** BA: No player shall pitch more than 50 pitches or three (3) innings per day or more than 75 pitches or six (6) inning per calendar week. (A calendar week is from 12:00 am on Monday to 11:59 pm the following Sunday)
- (e)** BP: No player shall pitch more than 40 pitches or two (2) innings per game, whichever comes first. Additionally, all players are limited to no more than 60 pitches or four (4) innings pitched per calendar week. A calendar week is from 12:00 am on Monday to 11:59 pm Sunday.
- (f)** All Divisions: If a pitcher reaches the maximum number of pitches in the middle of a player's at bat, he will be allowed to finish pitching to that batter before the pitcher must be removed. The official Scorekeeper is responsible for ensuring that pitches are counted. Warm up pitchers do not count toward the daily/weekly pitch counts.
- (g)** BW, BN, BA: Pitchers shall have at least 36 hours of rest before pitching again if they throw more than 30 pitches on any one calendar day. They may pitch no more than BW-75, BN-70, BA 50 pitches in back to back days. The 36 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred.
- (h)** BP: Pitchers shall have at least 36 hours of rest after pitching in two (2) innings on the same calendar day. The 36 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred.
- (i)** All Divisions: Once one (1) pitch is made in an inning, it counts as an "inning pitched"

- (j) All Divisions: The pitcher may pitch from the windup or the stretch regardless of runners on base.
- (k) All Divisions: Once a pitcher is removed from the pitching duties in a given game, he cannot return as pitcher in that game.
- (l) BW, BN: **Balks** – Warnings for balks shall be issued to each individual pitcher one time per game through the ending of the third full week of games. Beginning the fourth Monday of the season no warnings will be issued. Balks fall under the category of “umpire Judgement”. See Rule 7.01(a).
 - (1) BW, BN: Called balks shall be enforced using “high school” rules, I.E. dead ball, award bases.
 - (2) BA, BP: Balks will not be called in these leagues; however, the Umpire may point out incorrect pitching technique.
- (m) All Divisions: Any player warming up a pitcher, regardless of location, must wear a Catcher’s mask.

4.13 – Runs Per Inning

- (a) BW, BN: There will be five (5) runs maximum per team per inning through the fourth inning.
 - (1) BW: The number of runs in the fifth, sixth and seventh innings is unlimited.
 - (2) BN: The number of runs in the fifth and sixth innings is unlimited.
- (b) BA: There will be four runs maximum per team per inning through the fourth inning.
 - (1) The number of runs in the fifth and sixth innings is unlimited.
- (c) BP: There will be three (3) runs maximum per team per inning through the fourth inning.
 - (1) The number of runs in the fifth and sixth innings is unlimited.
- (d) All Divisions: All runs driven in by an over the fence home run will count regardless of the Maximum Run Rule (Rule 4.13(a)(b)(c)) and the Slaughter Rule (Rule 6.03(a)).

4.14 – Infield Fly

- (b) BA, BP: Infield fly rule does not apply

5.0 – IMPROPER BEHAVIOR, MISCONDUCT, AND EJECTIONS

5.01 – Intentional Contact

- (a)** All Divisions: When a defensive player is attempting to make a play on a runner at any base including home, unless the runner is sliding, the runner will be called out if they intentionally collide with the defensive player.

5.02 – Distracting Behavior

- (a)** All Divisions: No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter. PENALTY: the offender shall be removed from the game and shall leave the playing field, and, if an illegal pitch is made, it shall be nullified.

5.03 – Backstop Behavior

- (a)** All Divisions: No one may stand behind the backstop unless bleachers are positioned there. Coaches standing behind the backstop may be ejected by the umpire.

5.04 – Misconduct

- (a)** All Divisions: No Manager, Player, Substitute, Coach or Batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere
 - (1)** Incite, or try to incite, by word or sign, a demonstration by spectators;
 - (2)** Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
 - (3)** Call "Time", or employ any word or phrase or commit any act while the ball is live and in play for the obvious purpose of trying to make the Pitcher commit a balk;
 - (4)** Make intentional contact with the Umpire in any manner;
 - (5)** Rule 5.04 (a)1,2,3,4 are subject to immediate Ejection by the Umpire.

5.05 – Ejections

- (a)** All Divisions: Ejection: Either physical or verbal altercations will result in an automatic ejection from the game. This includes Player, Managers, Coaches and spectators. Any ejected person must leave the area before resumption of the game is permitted. ALL PLAYERS MANAGERS AND COACHES will be subject to the PHBA Code of Conduct. Any Player, Manager or Coach ejected from a game by the Umpire may face further disciplinary action to be determined by the League Commissioner and Head Commissioner that may affect their standing in future games. Additional sanctions may be imposed at the discretion of PHBA. Umpires will provide the Umpire Crew Chief for that division with written documentation outlining the reason for the ejection within 24 hours of the end of the game. Any

Player, Manager or Coach ejected for a second time in a season will face further disciplinary action to be determined by the league Commissioner and Head Commissioner that may affect their standing in future games. The PHBA Board of Commissioners will review all suspensions and any appeals to a suspension.

6.0 – ENDING THE GAME

6.01 – Game Length

- (a) All Divisions: Six (6) innings (seven (7) in BW) shall constitute a regular game. If after three (3) innings (four (4) in BW) the game must be called, it will go on record as a complete game (2 ½ innings [3 ½ in BW] if the HOME TEAM is ahead).

6.02 – Ties

- (a) All Divisions: If after six (6) innings, seven (7) for BW, the game is tied, the game will continue until a winner is determined, time permitting (see Rule 6.09(a)). If a tie game must be called, it will be counted as a half win.

6.03 – Slaughter Rule

- (a) All Divisions: If a team is ten (10) runs ahead at the end of the fifth inning, sixth in BW, the game will be called.

6.04 – Inning Surrender

- (a) BW, BN, BA: Each Manager may decide to end their offensive half of an inning if they choose by notifying the umpires that they will surrender the remainder of their at bats for the inning. At that point the half inning is over and the other team will come up to bat. **This is only allowable in unlimited run innings (5, 6 and 7).** If the team that surrenders their inning comes up again, the batting order must start exactly where it was left off before so that **no batters are skipped.**

6.05 – Calling a Game/Unsafe Conditions

- (a) All Divisions: Umpire's may call a game at any time because of any unsafe playing conditions such as, but not limited to, darkness, foul weather and rain. Through the last Sunday in April, Umpire(s) must call the game for darkness ten (10) minutes after the published sundown time for Pleasant Hill (posted on the PHBA Website). If a game is called before any full inning is completed, the score reverts to the last full inning. No consideration to the score will be given by the Umpire(s) in determining whether to call a game. When the game is called by the Umpire(s), the game will immediately stop and the score will revert to the end of the previous full inning. For purposes of this rule, the last "full inning" and the previous "full inning" are defined as the last inning in which the Visiting Team has completed its turn at bat with three (3) outs and the Home Team has either completed its turn at bat with three (3) outs or the Home Team is at bat and either tied or is leading in runs scored, regardless of the number of outs. There are three possible scenarios.

(1) If a game is called in accordance with Rule 6.05(a) and the Visiting Team is still at bat, the score will revert back to the score at the end of the prior inning.

(2) If a game is called in accordance with Rule 6.05(a) and the Home Team is at bat with less the three (3) outs, and the Home Team is behind in runs scored, the score will revert back to the score at the end of the prior inning. If the Home team has tied the score after being behind the previous inning, the game will be scored a TIE. The score will revert back to the score at the end of the prior inning in any other scenario except Rule 6.05(a)3.

(3) If the game is called in accordance with Rule 6.05(a) and the Home Team is at bat and is leading in runs scored, the score will be the current score and the Home Team will be declared the winner.

6.06 – Game Rescheduling

(a) All Divisions: No game will be rescheduled, except for bad weather or unsafe playing condition. All proposed rescheduling must be approved in advance by the League Commissioner. Rain outs area tie if not rescheduled. Games not played due to weather will be rescheduled at the discretion of the League Commissioner.

6.07 – Incomplete Game

(a) All Divisions: A game called under Rule 6.05(a) that is not yet a complete game under Rule 6.01(a) will be rescheduled to the extent possible under Rule 6.06(a). A rescheduled game will resume at the point that the game was called and will continue until it qualifies as a complete game, ie, three innings completed; two and a half innings (four and three and a half in BW) if the home team is ahead. The batting order, pitchers and pitch counts will carry over to the resumed game.

(1) All Divisions: – Pitches used in the resumed game will also count against the pitcher's pitch counts for the week in which the game was resumed.

(2) Added for BN – See League Exceptions for Boys National games played after sundown, under the lights at Valley View.

6.08 – Team Minimums

(a) All Divisions: Each Team must have a minimum of seven (7) players throughout the entire game or forfeit.

6.09 – Game Time Limits

(a) All Divisions: All games will have a two hour time limit, two and a quarter for BW. All weekday games begin at the scheduled time. A new inning begins immediately following the third out. No new inning will start after two hours of play (two and a quarter for BW) for any/all games (including weekend games). Once a new inning is started within the two hour time limit, the inning will be played to completion,

unless called in accordance with Rule 6.05(a). The two hour limit (two and a quarter for BW) pertains to starting a new inning, not finishing the inning once it has been started

- (b) All Divisions: All forfeiture times are ten (10) minutes after starting game time. Umpire's time is considered official.

6.10 – Protests

- (a) All Divisions: Protest may be entered on the interpretations of the rules or the illegal use of players. There can be no protest over a judgement call of the Umpire.
- (b) All Divisions: PROTEST PROCEDURE: The protesting Manager shall immediately notify the Umpire, before another ball is pitched or any succeeding play begins, that the game is being played under protest. The Umpire will then notify the opposing Manager and both scorekeepers. The protest (in writing from the protesting Manager) must be delivered to the Commissioner of that league within 48 hours of the game's end. Violation of this procedure voids the protest. A \$20.00 fee must be included with the formal protest and will be returned only if the protest is allowed.

7.0 – Judgement Calls

7.01 – Umpire

- (a) All Divisions: Managers, Coaches or Players cannot dispute any judgement call by the Umpire (i.e. balls, strikes etc). Disputing a judgement call may result in an ejection from the game.

8 – Scorekeeping

8.01 – Scorekeeper

- (a) All Divisions: Home Team supplies the "Official" scorekeeper. Visiting Team supplies an additional scorekeeper. Each Manager must present to the opposing scorekeeper a completed lineup card prior to the beginning of the game. After each inning, Visiting Team scorekeeper will check with the Home Team scorekeeper for the correct score. Disagreements will be resolved by the umpire.

8.02 – Scorebook Audits

- (a) All Divisions: All scorebooks are subject to audit by the League Commissioner at any time.

8.03 – Posting Game Scores

- (a) All Divisions: Both team managers are responsible for posting the game score on the league website within 24 hours.