



2018 FSBL RULES

2018 FSBL LEAGUE

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GENERAL LEAGUE RULES

NOTE: Applies to the entire League, unless otherwise noted in the individual division rules.

1. All rules will be governed by League Rules, Pony Baseball Rules (excluding age restrictions), Babe Ruth Rules (whichever is applicable), and Sporting News Rulebook, in the order listed for priority.
2. If any player is injured, the umpire will use his/her discretion to stop play, at which time the ball is dead.
3. If a player, while swinging at the ball and missing, or after hitting the ball, accidentally throws their bat, they will be warned by the umpire the first time. If it occurs a second time the player will be called out.
4. No metal cleats are allowed from T-Ball through Bronco.
5. Any runner is out when, the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
6. No "Slug Bunts" are permitted. A slug bunt is when a player squares around to bunt, or shows bunt, and then takes a full swing at the ball. Any batter deemed slug bunting by the umpire will be ruled out.
7. If the playing field is not available due to bad weather or other circumstances, the league will make a reasonable attempt to reschedule the games at the next earliest convenient date. It is the responsibility of the Scheduler, Player Agent and the Vice President of Operations to set the dates of make-up games.
8. Baseball bats can only be swung in on deck circle or batter's box during the game. Baseball bats cannot be swung in dugout.
9. At the discretion of the umpire, a player who intentionally throws his or her helmet or bat out of anger can result in an ejection.
10. Any spectator, player, manager or coach acting in a disorderly, demeaning or vulgar manner shall be ejected from the game and immediate park area at the discretion of the umpire.
11. All players must wear League issued uniforms. All shirts must be properly tucked in to ensure safety. Improperly attired players may be subject to a one game suspension at the discretion of the protest committee. It is required that all players wear a protective cup. Only Sox hats are to be worn during in-house games. FS Raptor or Hawk hats are not allowed.
12. No harassment or intimidation by any person will be allowed. Persons who fail to comply may be asked to leave the premises by the umpire or a Board Member
13. All games will start promptly according to schedule. Starting at the Mustang level if after fifteen (15) minutes, a team does not have 8 or more players, that team shall forfeit. If neither team has enough players present, the game shall be a DOUBLE Forfeit. If a game does not start on time due to one team not having enough players, once the game starts, the game



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start time is based on the scheduled start time and shall not exceed the 2 hour time limit.

14. The ball is live upon hitting the fences and dead upon leaving the playing field. The runner is entitled to two bases from the last base he / she had possession of the ball leaving the field of play.
15. **Spotter Rule:** Any player that is warming up to pitch must have a spotter. The spotter must wear a helmet at all times and face the field of play. Any player that is catching must be fully equipped when warming up the pitcher. Catchers must have their back toward the field of play and pitchers must face the field of play. Catchers must wear a helmet and chest protector at all times.
16. **Instructional to Pinto Call-up:**
Players may be moved up one division to fill a roster of ten (10) players with the approval of the Player Agent, but may not pitch or catch. A player moving up from one division to another may not start or play more innings than a regular roster player. Players moving up must play at least three (3) innings or half the game, whichever is the least. Instructional Managers will supply players' names to the Player Agent of the Pinto Division.
17. **Pinto to Mustang Player Call-up:**
Players may be moved up one division to fill a roster of ten (10) players with the approval of the Player Agent, but will not pitch or catch. Managers must notify the Player Agent or the Vice President of Operations at least 1 hour before game time to be given the possibility of getting a player. A player moving up from one division to another may not start or play more innings than a regular roster player. Players moving up must play at least three (3) innings or half the game, whichever is the least and cannot play more innings than any rostered player, except in case of injury, whichever is the least. Players moving up will bat at the end of the order. All mustang rules apply to all players. Pinto Managers will supply up to three (3) players' names to the Player Agent of the Mustang Division.
18. **Mustang to Bronco Player Call-up:**
A pool of players will consist of current 10 year-old Orange Raptors first and will be used to fill a roster of ten (10). The Vice President of Operations and the Player Agent shall supervise use of this player pool. Managers must notify the Player Agent or the Vice President of Operations at least 1 hour before game time to be given the possibility of getting a player. Players moving up must play at least three (3) innings or half the game, whichever is the least and cannot play more innings than any rostered player moving up must play at least (3) innings or half the game, whichever is the least and cannot play more innings than any rostered player, except in case of injury and they cannot pitch or catch. Players moving up will bat at the end of the order. If a player is used, it is the responsibility of the team Manager to notify their player agent.
19. **Bronco to Pony Player Call-up:**
A pool of players will consist of current 12 year-old Orange Raptors first and will be used to fill a roster of ten (10). The Vice President of Operations and the Player Agent shall supervise use of this player pool. Managers must notify the Player Agent or the Vice President of Operations at least 1 hour before game time to be given the possibility of getting a player. Players moving up must play at least three (3) innings or half the game, whichever is the least and cannot play



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more innings than any rostered player moving up must play at least (3) innings or half the game, whichever is the least and cannot play more innings than any rostered player, except in case of injury and they cannot pitch or catch. Players moving up will bat at the end of the order. If a player is used, it is the responsibility of the team Manager to notify their player agent.

20. PHYSICAL VIOLENCE IS NOT PART OF OUR BASEBALL PROGRAM. ANY MANAGER, COACH, PARENT, PLAYER, OR FAN CAUGHT FIGHTING WILL BE SUBJECT TO DISCIPLINARY ACTION INCLUDING POSSIBLE SUSPENSION FOR THE REMAINDER OF THE SEASON. DISCIPLINE WILL BE DECIDED BY THE HEARING BOARD AS PROVIDED FOR IN THE BY-LAWS.

21. If the Frankfort Square Park District Lightning Alarm system goes off all players, coaches, and fans must leave the fields immediately and leave the park district property. Site specific rules are:

- Union Creek 1-4. All parties must leave the fields and cross the bridge to the parking lot behind Hilda Walker until the all clear sounds (3 short blasts from the lightning warning system)
- All other fields. All parties must leave the fields and wait in the parking lot until the all clear sounds (3 short blasts from the lightning warning system)
- It is **HIGHLY** recommended that all persons wait in their cars until the all clear is given. All managers, coaches, umpires, or board members have the right to delay / cancel any game if lightning and or thunder is observed even if the lightning detection system does not go off.

22. Bat Rules for In-house teams:

Effective January 1, 2018, with the exception of -3 (BBCOR certified), all other 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5, -7, -9, etc.), must be USABat certified with the USABat licensing stamp on the bat in order to be used for league and tournament play.

EFFECTIVE FOR THE 2018 SEASON – All Pony Bats cannot be greater than a -8 length to weight drop differential

If an illegal bat is used during game play and,

1. Detected before batter enters box or during at bat, warning issued and bat is changed with no penalty.
2. Detected after ball is in play and before the next batter bats the batter is out and runners return to original bases if advanced. Warning is issued and bat is removed from dugout to prevent use again.

23. Before the start of each season, playoff brackets (where applicable) will be shared with managers and posted on fsbl.net with information on how pool play will work following the regular season.

23. The Mercy "Slaughter" rule applies to Pinto, Mustang, Bronco, and Pony divisions where the score is kept. The rule is if a team is up by 15 runs in the 4th inning or 10 runs in the 5th inning, the game is over.

24. For Pinto no base runner may advance once the defense has control of the ball with a minimum of 1 foot within 6ft of the pitcher's mound. In order to enforce the 6ft rule a circle with a 6ft radius from the center of the mound shall be drawn in chalk prior to the start of each game. The managers will be responsible for drawing the circle and the umpire will not start the game until the circle is in place



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25. No base runner may advance once the defense has control of the ball in the infield and the base runner has not reached $\frac{1}{2}$ way to the next base. In order to enforce this a hash mark will be drawn in chalk half way through 1st / 2nd base and 2nd / 3rd base. The managers will be responsible for drawing the hash marks and the umpire will not start the game until the hash marks are in place

26. Pitching

a. Pitching limits are defined as the earlier of the maximum number of pitches or innings as outlined by each division

- a) Pony 4 innings or 70 pitches per day, 7 innings per week
- b) Bronco 4 innings or 60 pitches per day, 6 innings per week
- c) Mustang 3 innings or 50 pitches per day, 5 innings per week
- d) Pinto 2 innings or 40 pitches per day, 5 innings per week

Weekly limit restarts on Monday morning.

b. If a pitcher reaches the number of pitches limit while facing a batter, the pitcher may continue to pitch until the completion of that batters at-bat.

c. Any player who reaches the above daily limits is requires 48hrs of rest between pitching performances

d. Each team must track pitches for their pitcher and the opposing pitcher

e. At the end of each inning, the 2 pitch count monitors must meet to calibrate on number of pitches. At the end of every game, the manager must send the number of innings and pitches pitched to the player agent. Failure to do so will result in a warning issued. Upon a second offense, the pitch count and innings limits will be imposed for the level below, and will be communicated to all managers in the division by the payer agent.

Example:

If the pitcher hits the daily pitch or inning limit (1 pitch constitutes 1 inning), they are to adhere to the rest required in the above rule c.

a. -

- For example, if a Pinto pitcher pitches 2 innings but throws only 25 pitches, that player has hit the innings limit and has to rest 48hrs before pitching again.

- For example, if a Mustang pitcher pitches 60 pitches in 2 innings, that player has hit the pitch limit and has to rest 48hrs before pitching again



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GENERAL RULES FOR MANAGERS AND COACHES

1. Managers and Coaches are to be mindful of the fact that the enjoyment and development of their players are to be uppermost in their minds.
2. Managers will be held responsible for the conduct of their players, coaches, and spectators both during practices and regular games. If there is an issue that the manager cannot control, then the manager should contact the appropriate player agent or board member.
3. Managers are expected to know all League rules and game rules, and abide by them. Failure to adhere to the all League rules will be grounds for suspension.
4. Managers or coaches that are removed from a game by an umpire because his/her conduct is detrimental to the League's best interest will be automatically suspended for the next scheduled game. Additional penalties as listed may be handed down in any order depending on the severity of the offense.
 1. **Warning:** The party is notified of the offense and that continued repetition of the offense would result in a more severe penalty.
 2. **Suspension:** The party is notified in writing of the offense and that he/she is suspended from all League activity (including practices) for a specific number of additional games or days.
 3. **Dismissal:** The party is notified in writing of the offense and that he/she has been dismissed from the League for the remainder of the current year. The committee will be comprised of the V. P. of Operations, the Head Umpire and the Player Agent of the division affected. The decision then will be presented to the full Board.
5. Part of the Manager's responsibility is to help maintain all playing fields. Managers should enlist the help of their coaches.
6. Managers shall report any problem they encounter to their respective Player Agent.
7. Managers are not to make any changes in their team roster (adding or dropping players) without the approval of the Player Agent and/or the Vice-President of Operations.
8. Player Agents will be expected to maintain a close liaison with all managers to ensure proper conduct during games and resolution of any problems that may occur.
9. Managers will be responsible for enforcing all Rules of Conduct with their players.
10. Managers are responsible for proper care and condition of all equipment. All equipment will be turned in at the end of the season, cleaned and in good condition. Equipment needing repair or replacement during the season shall be reported to the Player Agent. Any equipment that



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needs replacing must be turned in first. League issued equipment will be turned in at the conclusion of the season on a date determined by the Director of Equipment.

11. Managers, Coaches and players must remain in the area of their team bench while the game is being played. Players will not leave the team area without permission of the manager or coach. There will be no eating or drinking in the area of the team bench without the permission of the manager.
12. Only the Manager can approach the umpire for clarification of the umpire's decision.
13. Managers and coaches needing assistance or who have questions concerning League rules shall contact the Player Agent or Vice President of Operations. Copies of League Rules will be kept in the concession stand.
14. A manager may, for disciplinary reasons, remove a player from a game at any time.
15. Managers shall let the umpire and opposing Manager know the starting pitcher before each game.
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17. Regular scheduled games shall not be rescheduled without the approval of the V.P. of Operations. Games cannot be changed or rescheduled at the Manager's discretion.
18. Managers should start out practices with the fundamentals of the game and progress to more advanced sessions. Managers should schedule scrimmage games as players' knowledge and abilities improve.
19. Managers will be subject to a background check in accordance with Frankfort Square Park District directive.
20. Managers and coaches are strongly recommended to attend coaches clinics
21. It is mandatory for all Pinto and Mustang managers or one of their coaches to attend the 8U Raptor Blue and Orange tryouts. Pinto managers will be available to answer questions from the Mustang managers.
22. All managers are required to fill out player rating sheets and turn them in to their respective player agent at the conclusion of the season. Failure to fill out and turn in player rating sheets will result in future manager consideration.
23. Managers who do not turn in player rating sheets will not be able to vote at the nomination



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meeting or during tryouts for the Raptor / Hawks travel teams.

PLAYER RULES

1. All players will come to practice properly dressed.
2. Players are expected to attend all scheduled games and practices unless they are unable to attend for good reason.
 - a. Any player who misses a practice or game without a good reason may be suspended from playing the next game.
 - b. Any player who misses three (3) practices or games without good reason may be suspended from further games.
3. No player suspensions will occur without approval of the Player Agent and the V. P. of Operations.
4. No "Slug Bunts" are permitted. A slug bunt is when a player squares around to bunt, or shows bunt, and then takes a full swing at the ball. Any batter deemed slug bunting by the umpire will be ruled out.
5. Any player who engages in dangerous conduct or horseplay during practice may be suspended from playing the next game.
6. At the Managers discretion any player who displays unsportsmanlike conduct in a game will be removed from that game and may be suspended the following game.
7. Players are expected to come to games on time, fully equipped and in a clean, neat and serviceable uniform. Pitchers may wear long sleeved shirts but the sleeves must be solid colored (not white or striped). This also includes compression sleeves; sweat bands/wrist bands or sunglasses; unless sunglasses are prescription glasses. Failure to comply with these standards may result in suspension from the game. It is required that all players wear a protective cup.
8. If a player arrives fifteen (15) minutes after the scheduled start of the game, the manager will not be required to play him/her the minimum three (3) innings and (1) at bat.
9. If a player is called up and he/she is the ninth (9th) player once line-ups are exchanged that player will start and stay in three (3) innings.
10. All players are expected to show proper respect to all Managers, Coaches, Umpires, League Officials, the game of Baseball, other players, and spectators at all times, e.g., hats should not be worn backwards.
11. Parents having complaints about managers or coaches or any questions concerning league rules should contact their appropriate player agent. All player agents e-mail addresses are on www.fsbl.net under the "Board Members" section.



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12. No player may play or practice on a team outside FSBL during the FSBL spring or summer seasons, excluding Fall ball. For the purposes of this rule, the FSBL season is from January 15th through August 1st.

DRAFT PROCEDURES

Player/ Team Definitions

1. Draftable - any registered player who qualifies as follows:

Played in FSBL during the prior spring season

2. Lottery Pick - any registered player who did not play the prior spring season in FSBL.

Draft Procedure

1. All team names from each division are placed in one hat while all Manager names from that division are placed in a second hat. One team name and one Manager name will be pulled from the hat together and that Manager will be assigned to that team for the current season.
2. Once all of the teams have been assigned Managers, the draft order will be determined. The numbers of teams for each division will be placed in a hat and each Manager will pick one number. The number picked by each manager will determine the draft position for each team in the first round of the draft. Draft positions are considered final and cannot be traded.
3. The oldest age group within each division shall be drafted first, and the youngest age group within each division shall be drafted second.
4. Prior to the start of the draft, all manager family members will be placed on his/her team as follows:
 - a. If the player(s) was a Raptor from the previous/current season in FSBL, he/she will be that team's first round pick within the age group of that player. If more than one player fits this category, then these players will be the first, second, third, etc. round picks.
 - b. If the player(s) was a Hawk from the previous/current season in FSBL, he/she will be that team's second round pick within the age group of that player. If more than one player fits this category, then these players will be the first, second, third, etc.
 - c. If a player plays on team outside FSBL, he/she will that be that team's second round pick within the age group of that player. If more than one player fits this category, then these players will be the first, second, third, etc.
 - d. If the player(s) was not a Hawk that played the previous season, he/she will be the team's fourth round pick within the age group of that player. If more than one player



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fits this category, and then these players will be fourth, fifth, sixth, etc. round picks.

5. Once all of the manager family members have been placed on his/her teams and placed into their corresponding rounds of the draft, then the draft will commence. Draftable players from each age group within each division will be selected following a serpentine draft order, i.e. 1, 2, 3, ...9, 10 in odd numbered rounds and 10, 9, 8, ... 2, 1 in even numbered rounds. If a manager family member has already been inserted as that team's pick for that round, then that team will skip over its pick for that round.
6. The draft will proceed until the pool of Draftable players of the oldest age group in the division (12 year-olds for Bronco and 10 year-olds for Mustang) are not sufficient to complete a full round in the draft. At that point, all Lottery Pick players will be chosen as follows:
 - a. All team names from that division are placed in one hat and all Lottery Pick players' names are placed in a second hat.
 - b. One team name and one Lottery Pick player's name will be pulled from each hat and will be matched up until all of the Lottery Pick players are matched with a team.
7. After all Lottery Pick players are matched with a team, the draft will continue as follows:
 - a. Any team not assigned a Lottery Pick player will draft from the remaining Draftable players until all teams have an equal number of players.
 - b. Any remaining Draftable players will be placed in the Draftable pool for the younger age group in that division (11 year-olds for Bronco and 9 year-olds for Mustang).
8. At this point, the draft for the younger players for each division will commence starting with paragraph number 4 above. The draft order will be reversed from the older age group. The draft will continue until all remaining Draftable and Lottery Pick players are chosen.
9. The draft is completed, trading will be allowed until the division player agent or board member conducting the draft declares the draft final. All trades will be equal, one player for one player, two for two etc. Any trades made outside of the draft will not be recognized.
10. The Vice President of Operations will assign late registrations by assigning the player to teams per a lottery of teams needing players. Once all teams are full a waiting list will be started
11. Fall Ball
Fall Ball Draft procedure (8 years old and above) – Will follow same procedure as Draft Rules with the exception of excluding any Raptor or Hawk language and playing in previous seasons



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T-BALL RULES

1. The length of the baseline will be forty-five (45) feet.
 2. Three (3) Innings will constitute a full game.
 3. Games will be limited to an hour and a half.
 4. The ball must roll ten (10) feet or it is considered a dead ball at the discretion of the manager/coach.

 5. Players, spectators, and equipment must be a minimum of fifteen (15) feet from the 1st and 3rd base foul lines, unless participating as a defensive player, batter or base runner.
 6. The catcher position is not allowed in t-ball.
 7. Two coaches, one at first and one at third, are allowed in the coach's boxes while their team is at bat. Coaches should make every attempt not to physically touch a player or to assist in a play in any manner unless the player is injured.
 8. Managers may position their batters at the tee, in the batter's box only. However, the batter must be originally positioned in the normal batting stance.
 9. Each team will bat all players every inning regardless of the number of outs. Normal infield positions apply. Extra players should be used in the outfield only.
 10. If the batting tee is knocked over by a bat, the ball is dead and is reset in the tee for the batter to hit again.
 11. Players must play no closer than normal positions, except a pitcher who can play his or her position up to approximately one-half (1/2) way between the second base and the pitcher's mound. A player may not change from one position to another during an inning.
 12. Players cannot make a complete (extreme) shift to defend against a batter.
 13. Play is stopped as in normal baseball by forcing the runner or runners to hold their bases.
 14. A ball that is hit to the outfield should be thrown in, not run in.
 15. The batter and all the base runners must wear batting helmets
 16. When the last batter of the inning comes up normal play and overthrow rules apply as with any other batter in the inning.
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17. Any games that are canceled due to rain or bad weather can be made up. Make-up games will be up to the managers to reschedule and find a place to play.
 18. Managers will rotate the batting order each inning.



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19. Manager may play all players on the field at the same time. If he/she chooses to do so, they must play the extra players in the outfield. No player shall play the same position more than two innings per game.

20. Starting at the half way point of the season, managers will pitch to a continuous batting order, even if there are (3) three outs in all three innings. Players will be given 5 pitches before hitting off a tee.

21. The manager should arrive at least 1/2 hour before game with a pre-determined position rotation scheduled.

22. An adult is required to be monitoring the bench at all times during the entire game.

23. The pitching mound will be set at (35) feet.



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INSTRUCTIONAL RULES

1. The length of the baseline will be fifty (50) feet. The pitcher's mound will be thirty-five (35) feet.
2. No game during the entire season will go beyond the maximum of an hour and 45 minutes and no new inning will start beyond an hour and 30 minutes.
3. Four (4) innings will constitute a full game.
4. During the first half of the season, managers will pitch to a continuous batting order, even if there are three (3) outs, in all four innings (4). A batter shall be given a batting tee after failing to hit a fair ball after (7) coach pitches. The batter has 3 attempts to hit a fair ball with the batting tee or will be called out.
 - a) During the second half of the season, innings one (1) and two (2) will have the managers / coaches pitching. Innings three (3) and four (4) will be like regular baseball with the players pitching.
 - b) Each inning pitched by the players will consist of three (3) outs or nine (9) batters. Managers will continue to pitch to all batters in innings one (1) and two (2).
 - c) Pitchers will not be able to pitch after hitting 3 hit batters.
 - d) No player may pitch more than one (1) inning per game, with a total of two (2) innings per week. One (1) pitch will constitute an inning.
 - e) No player will play the same position more than two innings per game.
 - f) During player pitching, no runs shall be walked in. If bases are loaded and a batter receives ball 4, a coach shall pitch to the batter. The strike count will continue from when ball 4 was reached. For example, if the batter had 1 strike when ball 4 was thrown, the batter will have 2 more strikes remaining. Only "swinging" strikes will be counted during pitch play. If the ball is not put in play after the 5th pitch from the coach, the batter will be out. The "at bat" will not end on a foul ball. An additional pitch will be provided until the batter misses or puts the ball in play.
5. Managers and/or coaches, from the team at the plate, will call balls and strikes from behind the pitcher during the innings that the players pitch.
6. Two (2) coaches will be allowed on the playing field while their team is in the field to help direct the fielding of play.
7. Two (2) coaches, one at first and one at third are allowed in the coaching boxes while their team is at bat. Coaches should make every attempt not to physically touch a player or assist in the play in any manner unless the player is injured.
8. The ball is dead upon hitting the fences or leaving the field of play.
9. There are no lead offs or stealing.



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10. The infield fly rule does not apply.
11. There will be no dropped third strike.
12. No base runner may advance once the defense has control of the ball in the infield.
13. Players may not make an extreme shift to defend against any batter. Play is stopped, as in normal baseball, by forcing the runner or runners to hold their base. The final player at bat will advance on a hit as if he/she were not the final batter. The inning is over once the final batter or any base runner is out, or the defense has control of the ball in the infield.
14. Each player must play three (3) innings.
15. The batter and all base runners must wear batting helmets at all times.
16. When the last batter of the inning comes up, normal play and overthrow rules apply as with other batters in the inning. If there is an overthrow, the base runner is given one (1) base, the ball is dead and the inning is over.
17. Players, spectators and equipment must be a minimum of fifteen (15) feet away from the 1st and 3^r base foul lines, unless participating as a defensive player, batter or base runner.
18. An adult is required to be monitoring the bench at all times during the entire game.
19. The manager should arrive 1/2 hour prior to the game with a pre-determined rotation schedule.
20. Managers can play 4 outfielders during the regular season. 3 outfielders will be enforced during the All Star game.



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PINTO RULES

1. **Collision rule:** a base runner must make every attempt to avoid a collision with a fielder. A fielder cannot block the base-path without possession of the ball. A fielder more than 3 feet up the line without possession of the ball can be called for interference.
2. The length of the baseline will be sixty (60) feet. The pitcher's mound will be thirty-eight (38) feet.
3. No game during the season will go beyond the maximum of two (2) hours, hard stop and no new inning will start beyond one (1) hour and 45 minutes.
4. There is a continuous batting order. (All players will bat)
5. No "Slug Bunts" are permitted. A slug bunt is when a player squares around to bunt, or shows bunt, and then takes a full swing at the ball. Any batter deemed slug bunting by the umpire will be ruled out.
6. Six (6) innings will constitute a full game. Each inning will consist of three (3) outs, or nine (9) batters or any combination of six (6) walks and/or hit batsmen. The last inning of a playoff game has no maximum batter restrictions.
7. There are no intentional walks.
8. In the judgment of the umpire, pitchers will be warned after hitting two (2) batters and will not be allowed to pitch after hitting three (3) batters.
9. Two (2) coaches, one at first base and one at third base, are allowed in the coaching boxes while their team is at bat. At no time or in any manner are either coach allowed to physically touch a player or assist in play in any manner unless the player is injured. If a coach or manager touches a base runner while the ball is in the field of play that base runner is out
10. The ball is dead upon leaving the field of play.
11. There are no lead-offs or stealing.
12. Bunting is allowed. Each player will be allowed one (1) bunt per game.
13. The infield fly rule does not apply.
14. There will be no drop third strike. The batter is out.
15. Players may not make an extreme shift or defend against any batters.
16. Base runners can advance only on a hit or walk. No runner may advance on a wild pitch.
17. No base runner may advance once the defense has control of the ball within 6ft of the pitcher's mound and the base runner has not reached ½ way to the next base.



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18. Play is stopped as in normal baseball by forcing the runner or runners to hold their base. The final batter will advance on a hit as if he/she were not the final batter. The inning is over once the final batter or any base runner is out or the defense has control of the ball in the infield.
19. When the last batter of the inning comes up, normal play and the overthrow rule apply. The base runner is given (1) base, the ball is dead and the inning is over.
20. Each player must play three (3) innings. (A player must not sit for more than two (2) consecutive innings) assuming the game is not shortened by the slaughter rule or weather.
21. Players, spectators, and equipment must be a minimum of fifteen (15) feet away from the 1st and 3rd base foul lines, unless participating as a defensive player, batter, or base runner.
22. The batter and all base runners must wear batting helmets at all times.
23. Starting at the half way point of the season, runners are allowed to steal second base but must not advance to third on an overthrow. Other runners on base cannot advance, i.e., runner on third cannot advance to home.
24. Runners may steal second or third but cannot leave the base they are occupying until the pitched ball until the pitched ball crosses the plate.
24. Score is kept during Pinto games and the mercy rule applies.
25. When a game is shortened by the slaughter rule to four (4) innings any player who did not start must start the next game.
26. At the end of the season all teams will be seeded in pool play based on a blind draw. The top 4 teams out of pool play will advance to the semi-finals
27. No base runner may advance once the defense has control of the ball with a minimum of 1 foot within 6ft of the pitcher's mound. In order to enforce the 6ft rule a circle with a 6ft radius from the center of the mound shall be drawn in chalk prior to the start of each game. The managers will be responsible for drawing the circle and the umpire will not start the game until the circle is in place
28. No base runner may advance once the defense has control of the ball in the infield and the base runner has not reached ½ way to the next base. In order to enforce this a hash mark will be drawn in chalk half way through 1st / 2nd base and 2nd / 3rd base. The managers will be responsible for drawing the hash marks and the umpire will not start the game until the hash marks are in place



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MUSTANG RULES

1. **Collision rule:** A base runner must make every attempt to avoid a collision with a fielder. A fielder cannot block the base path without possession of the ball. A fielder more than 3 feet up the line without possession of the ball can be called for interference.
2. Mustang games are 6 innings and games can end/result in a tie.
3. Bases will be 60 feet and the pitching plate will be 44 feet from home plate.
4. Any pitcher must be removed from pitching after hitting three (3) batters in one game.
5. There is a continuous batting order. (All players must bat)
6. Each mustang player present must play three (3) complete innings, assuming the game is not shortened by the slaughter rule or weather. A substitute must play three (3) complete innings. The pitcher will not return to the mound. .
7. There are no intentional walks.
8. If at the end of the season two or more teams finish with identical records, the higher place finish will be decided by regular season head to head competition. If the teams evenly split the regular season games then run differential between the two head to head games will be the next tiebreaker. If the run differential is tied, the next tiebreaker is runs against for the season. If the runs against is equal then a flip of a coin will determine the higher place finish.
9. If a batter, in the judgment of the umpire, unnecessarily tosses his/her bat, after making contact and hits a player or umpire, then the batter will be out and no runner will advance. The play will be dead. If the player makes no contact, the umpire will issue a warning.
10. Stealing of home is allowed at the half way point of the season. The runner may not advance to home until the pitched ball has crossed the plate. Prior to the half way point, a runner who steals 3rd base may not advance home, even if played upon and an overthrow occurs.
11. Runners may steal second or third base but may not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the home plate. Once the pitcher has possession of the ball the runner must return to the base. Runners who leave the base before the pitched ball reaches or passes home plate will be called out and the pitch will be considered a dead ball.
12. There will be no dropped third strike; the batter is out.
13. If a player is hit by a pitch, the ball is considered dead and runners cannot advance.
14. On a walk, a player cannot advance past first base unless played upon.
15. No full inning will start after one hour and forty-five minutes. Time limits do not apply during playoffs.
16. No "Slug Bunts" are permitted. A slug bunt is when a player squares around to bunt, or shows bunt, and then takes a full swing at the ball. Any batter deemed slug bunting by



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the umpire will be ruled out.

17. Two (2) coaches, one at first base and one at third base, are allowed in the coaching boxes while their team is at bat. At no time or in any manner are either coach allowed to physically touch a player or assist in play in any manner unless the player is injured. If a coach or manager touches a base runner while the ball is in the field of play that base runner is out.

18. The infield fly rule does not apply.



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BRONCO RULES

1. **Collision rule:** The base runner must make every attempt to avoid a collision with a fielder. A fielder cannot block the base path without possession of the ball. A fielder more than 3 feet up the line without possession of the ball can be called for interference.
2. Bronco games are 7 innings and games can end/result in a tie.
3. Bases will be 70 feet and the pitching plate will be 48 feet from home plate.
4. Any pitcher must be removed from pitching after hitting three (3) batters in one game.
5. There is a continuous batting order. (All players must bat)
6. Each Bronco player present must play three (3) complete innings, assuming the game is not shortened by the slaughter rule or weather. A substitute must play three (3) complete innings. The pitcher will not return to the mound.
7. There are no intentional walks.
8. If at the end of the season two or more teams finish with identical records, the higher place finish will be decided by regular season head to head competition, if the teams evenly split the regular season games then runs against will be the next tie breaker. If runs against is equal then a flip of a coin will determine the higher place finish.
9. If a batter, in the judgment of the umpire, unnecessarily tosses his/her bat, after making contact and hits a player or umpire, then the batter will be out and no runner will advance. The play will be dead. If the player makes no contact, the umpire will issue a warning.
10. All pitchers will receive one (1) balk warning per game.
11. No full inning will start after 2 hours. Time limits do not apply during playoffs.
12. No "Slug Bunts" are permitted. A slug bunt is when a player squares around to bunt, or shows bunt, and then takes a full swing at the ball. Any batter deemed slug bunting by the umpire will be ruled out
13. Two (2) coaches, one at first base and one at third base, are allowed in the coaching boxes while their team is at bat. At no time or in any manner are either coach allowed to physically touch a player or assist in play in any manner unless the player is injured. If a coach or manager touches a base runner while the ball is in the field of play that base runner is out



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PONY RULES

1. Collision rule: the runner must make every attempt to avoid a fielder. The fielder cannot block the base path without possession of the ball.
2. Any pitcher who in the judgment of the umpire is unable to exercise reasonable control to the extent that the safety of the batter may be in jeopardy must be from pitching after hitting three (3) batters in one game.
3. There is a continuous batting order and free substitution. (All players must bat)
4. Each Pony player present must play three (3) complete innings, assuming the game is not shortened by the slaughter rule or weather. A substitute must play three (3) complete innings. Once the pitcher is removed from the game, he cannot return to the mound.
5. If a batter, in the judgment of the umpire, unnecessarily tosses his/her bat, after making contact and hits a player or umpire, then the batter will be out and no runner will advance. The play will be dead. If the player makes no contact, the umpire will issue a warning.
6. All pitchers will receive one (1) balk warning per game.
7. Pony games shall be seven (7) innings in length. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the umpire calls the game. If a game is called for any reason, it shall be a complete game if five innings have been completed, or if the home team has scored more runs in four innings or four and a fraction innings, than the visiting team has scored in five innings.
8. Bases will be at eighty (80) feet. The pitching plate will be 54 feet from the home plate.



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PROTEST RULES

1. A protest based on a play, which involves an umpire's judgment, is not permitted.
2. A protest must be based on an interpretation of the rules.
3. The protesting manager must notify the home plate umpire on his intent to protest at the time the play occurs, before the next pitch takes place. The scorebooks must be marked so that the game could be replayed from that point. The umpires must initial the scorebooks at that time.
4. Protests must be submitted to the President, Vice President of Operations, the Director of Rules and Officials or the Vice President of Administration of the league within 48 hours of completion of the protested game.
5. If the protest is upheld, the game will be resumed from the point of protest, as marked in the scorebooks.
6. Any manager or coach, who withdraws a team from the field under any circumstances prior to the official completion of the game, will forfeit all rights to protest the game as described above.
7. Protest Committee: The protest committee will be comprised of the President, Vice-President of Operations, the Rules and Officials Chairman and the Player Agent of the division involved in the protest.



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POST SEASON

Post Season rules will be reviewed by all board members at the May Board Meeting.

All Player Agent's shall hold a managers meeting with all managers on the evening of the last regular season game to go over all of the post-season rules. If the Player Agent cannot make it he shall find a Board Member as a replacement to have the meeting

The Player Agent, VP of Operations and Head of Umpires shall either be at the post-season games or be available by phone in the event a ruling is needed. If they are not available, then the Player Agent shall provide an alternate contact to their managers. Any board member present at the game can be consulted for a ruling as well

Pinto seeds for pool play shall be determined by a hat pick which will take place at the managers rule meeting.

Mustang and Bronco will be seeded based on regular season standings

Coin flip shall determine the home team for all pool play games

Pool play shall determine what teams move on to the single elimination bracket

After pool play we shall go in to a single elimination bracket

Seeds for single elimination bracket shall be based on Pool Play records

Tie breakers shall be:

- Head-to-Head (only if all teams involved have all played each other and a clear winner can be determined)
- Runs Against
- Coin Flip

In bracket play, the home team shall be the higher seed 22

Both managers and the umpire shall record the actual start time of each game

No new inning shall start after 2 hours for Pinto and 2h 15m for Mustang and Bronco



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If a game is in the middle of a half inning at the end of the time limit, that half inning shall be completed for the game to be official

Ties are allowed in Pool Play.

- In the event of a tie score in bracket play, the game shall continue until a winner is determined

If a team is leading its opponents by fifteen (15) runs after four (4) complete innings or ten (10) runs after five (5) complete innings, the game Shall be terminated

Each player shall play three (3) innings.(A player shall not sit for more than two (2) consecutive innings) assuming the game is not shortened by the slaughter rule or weather

There are no intentional walks

A copy of these rules are to be e-mailed to all umpires and all managers prior to the start of the and a copy Shall be posted on message boards up at Union Creek for the playoffs

HAWK AND RAPTOR SELECTION, RULES AND COSTS

1. "Summer Tournament teams" are the teams selected at the end of the regular in house season. The teams are announced no later than August 1st. The teams are constituted from the announcement of the team until the end of the following seasons tournament play. Each division will have a "Raptor" team and a "Hawk" team. This will be called Summer Ball.
2. Raptor/Hawk teams will begin practice in January following the prior year's "Summer Tournament teams" season. The league allows travel teams to play two non-tournament games a week, one on Sunday and one on another day, home or away, selected by the board and not to conflict with the league in house season. This will be called Spring Ball.
3. "**Raptors**" will be the top twelve players voted on by division managers at the end of the regular in house season. "**The Hawks** are the 13* -24th highest voted on players by division managers at the end of the regular in house season. These players will be used as alternative players to the Raptor team who may need additional players.
4. The Hawk/Raptor season begins in January and ends in August.
5. The "Alternate Players" - are the players rated 13th, 14th, and 15th from a tryout or players receiving the 13th, 14th and 15th most votes per age group who will be playing



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on the Hawk team

6. At nomination time, all teams will have a minimum roster of 12 players for 12 and under teams. If, after nominations, teams drop below 12 players, a try out will be held and will be open to anyone.
7. The "Raptor/Hawk Coordinator" is a senior board member, who in addition to their regular board position will oversee the Raptor/Hawk teams and may also be referred to as the Tournament Baseball player agent.
8. Raptor/Hawk players, including the 13 and 14 year-old full-time travel players representing FSBL, are prohibited from playing on any other full-time travel teams during the season.

PROCEDURES FOR TEAM SELECTIONS

8-year-old team (for 2019 8u team and beyond)

1. A multiple-day try out will be held to determine the team. Try outs should be held after the instructional all star game in late June/Early July .
2. Instructional and Pinto managers (for play-ups) will nominate players they believe have the skills and commitment to play competitive baseball.
3. A Raptor/Hawk selection letter from FSBL will be given to each child nominated by his/her manager explaining all aspects of the Tournament Baseball selection.
4. League officials will evaluate the players. The instructional player agent, Tournament team player agent, and Vice President of Operations will tally the results and determine the team.
5. The top twelve rated players will be placed on the Orange Raptor team. Only the player agent, Raptor player agent and VP of Operations will know who these players are and their order of rank. Players receiving the 13th - 24th highest vote will play on the Blue Raptors team.
6. The team managers will be selected by the FSBL board. If a manager that fits this category is not selected, the Raptor Player agent and VP of Operations will elect a manager from a pool of interested player's parents.



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7. The teams will be tournament only and will not be allowed to play in local part time (i.e. Sunday) league games. Practices will be arranged by the league and will start in January and end in July.
8. The Raptor player agent and VP of Operations will meet with the selected managers and review the offseason practice schedule and guidelines for the coming year.
9. The manager will immediately meet with his team, review the schedule for offseason practices and guidelines for the team in coming year..

8-year-old team (only for 2018 8u team, not applicable beyond 2018. See Rule above for post 2018 procedures)

10. A multiple-day try out will be held to determine the team. Try outs should be held in mid-May to allow the team to be formed and practice in advance of a July schedule of games.
11. Pinto managers will nominate players they believe have the skills and commitment to play competitive baseball. Any child who was not nominated will be allowed to try out if his/her parent deems appropriate.
12. A Raptor/Hawk selection letter from FSBL will be given to each child nominated by his/her manager explaining all aspects of the Tournament Baseball selection.
13. Mustang managers and league officials will evaluate the players. The Pinto player agent, Tournament team player agent, and Vice President of Operations will tally the results and determine the team.
14. The top twelve rated players will be placed on the Raptor team. Players rated 13 - 15 will be alternate players for the team. Only the player agent, Raptor player agent and VP of Operations will know who these players are and their order of rank. Players receiving the 13th - 24th highest vote will play on the Hawk team.
15. The Raptor and Hawk team managers will be selected by the FSBL board. If a manager that fits this category is not selected, the Raptor Player agent and VP of Operations will elect a manager from a pool of interested player's parents.
16. The manager will immediately meet with his team, review the schedule of tournaments and determine if any alternate players are needed. Depending upon the roster requirements of the tournaments the manger, player agent, Raptor player agent and VP of Operations will determine the need for alternate players. If a Raptor team uses more than two Hawk players the league needs to decide how deep into the league we want to go filling in these teams for Summer and Spring ball.
17. Alternative players will be notified and practice with the team only if a need exists.



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9 - 12 year old teams

1. Managers will nominate players at each age level based on skills, ability and commitment of the players. Nominated players will attend a mandatory exposure camp.
2. Players will be elected to the team by a vote of the managers of the division in which they play. The games played during the season will be the basis upon which players are evaluated.
3. A Tournament Baseball letter will be given to each child nominated by his/her manager explaining all aspects of "Hawk" and "Raptor" teams.
4. Managers will submit, to the player agent or other designated league official, their nominations at each age group. All managers must attend the all-star selection meeting. Any manager not being able to make the meeting will vote by:
 - a. Absentee ballot
 - b. Substitute who is usually a team coach. The manager is required to verbally inform the division player agent of his choices if a substitute is acting in his stead.
5. The division player agent, Tournament Baseball player agent, and Vice President of Operations will tally the results and determine the team.
6. The top twelve players receiving the most votes will be placed on the Raptor Team. Players do not have to move up to another team just because they were nominated to that team, they can decline and stay where they are.
7. Players receiving the 13th, 14th, and 15th most votes will be the alternate players. Only the player agent, Tournament Baseball player agent and VP of Operations will know the names of these players and their ranking. In order to be considered an alternate player, the player must receive more than one vote.
8. The Raptor/Hawk Manager will be selected by the FSBL board. If a manager that fits this category is not selected, the player agent, Raptor Player agent and VP of Operations will elect a manager from a pool of interested player's parents
9. The manager will immediately meet with his team, review the schedule of all-star tournaments and determine if any alternate players are needed. Depending on the roster requirements of the tournaments the manger, player agent, Tournament Baseball player agent and VP of Operations will determine the need for alternate



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10. Alternative players will be notified and practice with the team only if a need exists. Players receiving the 13th - 24th highest vote totals will play on the "Hawk Team". The league will need to determine how deep into the league it will go to fully staff these teams for both Summer and Spring ball.
11. Players vote to the Raptor/Hawk teams will be asked to sign a commitment letter and provide a nonrefundable Raptor/Hawk fee within 14 days of announcement of the teams. If a player fails to sign the letter or pay the fee, their spot will be forfeited and the next alternate will be added to the team.
12. If all alternates (all players receiving more than one vote) are exhausted, a tryout for the specific level will be held within 30 days of the original announcement of the team. The players making the team from the tryout will be required to sign the commitment letter and pay the nonrefundable fee. All teams must have 12 players at this point.
13. All Raptor and Hawk players must pay a \$275 commitment fee in August to guarantee their spot on the team (otherwise known as the commitment fee). The fee is based on the level and is determined by the board. If a player does not pay the fee in the prescribed time, their spot on the Raptor or Hawk team will be forfeited.

13 year old and above

1. 14U tournament teams will have an annual tryout for all incumbent and new players in late July or early August to determine the next season's Raptor and Hawk teams. The Raptor team will play a full time travel schedule. The Hawk teams will play in house and play a part time travel schedule as determined by the league.
2. There will be 12 players per travel baseball team. Teams needing players after the fall tryout will have a tryout as needed. Players trying out for Travel Baseball must be registered in FSBL. In addition to the loss of the candy fee any player who tries out for a Travel team, does not make the team and then quits the in house league before 1/2 of the in house schedule is complete will lose 50% of their registration fee. If they quit after 1/2 of the season the entire registration fee is forfeited.
3. The league recommends that all Raptors at 13 y/o and older teams play at 60/90 when available.
4. In house play will receive field priority.
5. All Raptor and Hawk players must pay a fee in August to guarantee their spot on the team (otherwise known as the commitment fee). The fee is based on the level and is determined by the board. If a player does not pay the fee in the prescribed time, their spot on the Raptor or Hawk team will be forfeited.



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SPRING BALL AND GAMES PLAYED

The teams will play the following number of games based on their age and division as outlined below.

<u>Age</u>	<u>League</u>
9	Play in a local league, subject to board approval. Usually a league fee exists to be paid by the players on the team.
10	Play in a local league, usually with no league fee, subject to board approval. Usually a league fee exists to be paid by the players on the team.
11	Play in a local league, join NIML or similar organization, subject to board approval. Usually a league fee exists to be paid by the players on the team.
12	Play in a local league, join NIML or similar organization, subject to board approval. Usually a league fee exists to be paid by the players on the team.
13 & 14	Raptor teams play full-time travel with no in house commitment. Hawk teams play an in house schedule and may play additional games during the week.

House league games will take precedent over Raptor games. Thus, Raptor schedules should not conflict with house league game schedules.

Uniforms

Uniforms for all teams will be purchased through the league and conform to league chosen color scheme and design as follows

<u>Age</u>	<u>Uniform</u>
8 and up	Players are responsible for the cost of their uniforms. The uniform will consist of a shirt where the number is required and name is optional, pants, socks, hat, belt and helmet.



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Tournament Team Fundraising

1. Any fundraising requested by Tournament teams will be submitted to the Hawk/Raptor coordinator for consideration. Team manager must submit budget of proposed baseball fees. Any fundraising projects that seek to raise funds exceeding the player fees and costs must be presented to the board of directors for consideration by Hawk/Raptor coordinator.
2. No Tournament team fundraising shall conflict with the league's general fundraising and no Tournament team player will be excused from the league's general fundraising.
3. Team is responsible for own cost/team budget/tournament.
4. Fundraising for tournaments must be approved by the board. See Fundraising.

Fundraising

- Effective with 2018 season all Raptor/Hawk teams will declare fundraising intentions for the season at the August FSBL Board Meeting. The August meeting will have agenda item for Fundraising Declaration. The intent is to coordinate fundraising activities of all team minimizing date conflicts to ensure higher success for the teams.
- Team Managers (or representative) to prepare Fundraising Declaration form including following details:
 - Team
 - Team Manager
 - Proposed tournaments
 - Proposed Fundraising Events
 - Date (or month at minimum)
 - Event Description
 - Fundraising to only be used for baseball activities. Funds not to be used for apparel, shoes, lodging, etc.
- 11u/12u teams get priority for fundraiser approvals
- 11u/12u teams will have promotion opportunities via FSBL website and Facebook

Absolutely NO solicitation of FSBL Corporate sponsors