



Pembroke Lakes Optimist RULES

2018

Approved 2/22/2018

Introduction
(Effective Fall Season 2012)

These are the general rules for the baseball and softball program of the Pembroke Lakes Optimist (PLO).

The rules are proposed by the Sports Board and adopted by a general club membership vote. These rules will govern the program for the year following their adoption/amendment.

The Club President will call two or more meetings during the spring season to discuss the vote upon amendments. Proposals for amendments are to be posted in the clubhouse for one week and will be voted upon during the next club meeting.

Amendments and changes are to be passed by a majority of 51% of the club members at the time of the vote.

I. Sports Board

A. The baseball and softball program will be directed by a Sports Board made up of a Youth Activities Director (YAD), a Softball Coordinator, and the Commissioner of each of the baseball and softball divisions (leagues) and the Umpire Director(s). The Club President may appoint additional members.

B. The Youth Activities Director will be appointed and serve at the discretion of the President of the Pembroke Lakes Optimist. The President Elect will appoint the Youth Activities Director by July 1 of each year. The duties of the YAD include, but are not limited to, the following: will preside over the Sports Board and assume responsibility for the overall operation of the baseball and softball programs.

As head of the Sports Board, YAD will convene meetings as needed; select Commissioners, Softball Coordinator, and Umpire Director(s); supervise the activities of his appointees; supervise drafts, opening day, and trophy day; post sign-up sheets; coordinate the all-star competition and all tournaments. YAD will report Sports Board activities to the club.

1. The Softball Coordinator is appointed and serves at the discretion of the Director to assist in coordinating the activities of the softball leagues. Duties will be assigned by the Director and shall include, but not be limited to: recommendations on tournaments and travel leagues, monitoring rule changes, coordinating softball fund-raising activities, and assisting the Club Treasurer in monitoring traveling team accounts.

C. A Commissioner will direct each league/division. The Youth Activities Director, in consultation with the PLO officers, will appoint the Commissioner of each of the baseball and softball divisions. Commissioners report to and serve at the discretion of the Youth Activities Director. The Youth Activities Director may appoint assistant commissioners as necessary.

The duties of the Commissioners include, but are not limited to, the following: recommend managers for the league, conduct league drafts, allocate players from waiting lists, resolve disputes among managers and coaches, resolve disputes between managers and parents, nominate all-star managers and coaches, conduct all-star selections, set up make-up games, and generally conduct the business of the league in an orderly fashion.

1. No member may be Commissioner in a league where they are managing or coaching except Colt/Palomino Division.
 2. No member may be Commissioner in a league where their child plays, unless approved by the Club President and Youth Activities Director.
- D. The Umpire Director(s) will direct the umpire program. The Youth Activities Director will decide the number of Umpire Directors. Umpire Director(s) report to and serve at the discretion of the Youth Activities Director. Umpire Director(s) will assign umpires for each game, evaluate performance of the umpires, and hold clinics for the training of umpires.
- E. The Sports Board is the interpreter and the arbitrator of these rules and adjudicator of protests, complaints and any situations that the Youth Activities Director, Softball Coordinator, Commissioner and/or Umpire Director cannot resolve.
- F. A quorum of 60% of the Sports Board members is necessary to reach a decision.
- G. Decisions of the sports Board are made by a majority vote.
- H. The Youth Activities Director votes only when an additional vote is needed in case of a tie.
- I. Sports Board members must be PLO club members.
- J. Guests may speak on behalf of individuals who come before the sports Board at the discretion of the Youth Activities Director.
- K. Sports Board members shall be expected to attend a minimum of 50% of Sports Board meetings per calendar quarter. Failure to do so will result in removal from the Board.
- L. Any expenditure over \$1,500 must be approved by the Executive Board.

II. Registration

- A. Registration in the program is open to all residents of Pembroke Pines. Those players that reside outside of Pembroke Pines will be subject to a surcharge. Fee to be determined by the City of Pembroke Pines.
- B. Registration will be held on dates set by the Club Registrar and approved by the Club President/Youth Activities Director.
- C. A Registrar will be appointed by the Club President. The Registrar will answer to the Youth Activities Director and Club President.

- D. Players will not be placed on a team until the registration fee has been paid in full and all other required paperwork is in order.
- E. Refunds will be given prior to the tryout.
- F. Any resident of the City of Pembroke Pines has priority in registration over non-resident, provided they register by the last published registration date.

III. Selection of Managers and Coaches

- A. All managers will be recommended by the respective League Commissioners and approved by the Sports Board. All managers, coaches and assistant coaches must submit to and pass a background check mandated by the City of Pembroke Pines, have their photograph taken and wear their identification badge while on the field.
- B. Selection of managers shall give preference to club members over non-members. In addition, the following criteria shall be taken into account in the selection of managers:
 - 1. Volunteer work
 - 2. Club leadership
 - 3. Meeting attendance
 - 4. Coaching ability and experience
 - 5. Organization and interaction skills
 - 6. Parent and player response experience.
- C. Managers must meet team concession stand work requirements (see V.10). Managers, prospective managers or their representatives may be expected to do the following:
 - 1. Volunteer work service
 - 2. Umpire baseball or softball games
 - 3. Announce Friday night games
- D. New managers will draft new teams or have the choice of taking over an existing team if their child is already on the existing team.
- E. Existing managers must go through the same selection process each season.
- F. Managers may coach more than one team within the program (not in the same division) upon approval of the Sports Board.
- G. Appeals on manager appointments will go before the Sports Board.
- H. These rules and the Sports Board will adjudicate discipline of managers and coaches.
- I. All managers or their assistant coaches are required to attend mandatory meetings and coaching clinics. Failure to do so may result in disciplinary action by the Youth Activities Director/Sports Board.

IV. Selection of Players

- A. Baseball divisions will be set according to the **USSSA/South Florida Baseball Alliance** and the softball divisions will be set according to the **NSA Rule Book**. The Sports Board may set up additional divisions outside of **USSSA** and **NSA** rules.
- B. The regular team shall consist of 12 players; however, the Sports Board prior to the start of the season may adjust the actual size of teams for each league.
- C. All players must meet registration requirements (Section II) by the draft or they will not be placed on a team, allowed to try out, or be placed as a frozen player on a roster.
- D. Tryouts will be held for the selection of players in all divisions except T-Ball. Players frozen will not participate in tryouts.
- E. Freeze Rules to be applied as follows:
 - 1. The entire team in T-Ball/8 & under softball will be frozen from season to season, unless the parent of the child or the coach requests that the child be moved to another team with approval of the Commissioner and Youth Activities Director/Softball Coordinator.
 - 2. In all the other divisions, except T-Ball/8 & under softball, only four players may be frozen in baseball and five players in softball from season to season.
 - 3. When entering a new division and taking a new team, a coach may freeze only his child and a player freeze.
 - 4. If an existing frozen player in that division has a sibling entering the league, the entering player shall be drafted in the next available round.
 - 5. A manager will be allowed to make only one player freeze while in the division. Exceptions are:
 - a. that a manager will be eligible for another player freeze ONLY if the original player obtained as a player freeze leaves the PLO recreational program. However, if the original player freeze leaves the PLO program due to age, there is no availability for a new player freeze.
 - b. A coach is allowed one player freeze for each child the coach has in the division; however, at no time shall freezes overlap.
 - 6. If a previously frozen player freeze quits or leaves a team during or after the season, the player must go into the draft the following season and will not be eligible as a player freeze, to any manager, until the second consecutive returning season.
 - 7. For each season, only TWO players may be on a team as a result of a manager's freeze and/or player freeze.
 - 8. A player that requests to be placed in the draft (a) will not be frozen and (b) players may only request not to play for managers that they have previously played for.
 - 9. Any player who leaves the PLO recreational program to play PLO travel may return the

following season to his previous PLO recreational team provided the same manager remains.

- a. If the player returning to the PLO recreational league was the player freeze, he can only return to his previous PLO recreational team as the player freeze if another player freeze has not been named.

10.

G. Draft rules for Pinto, Mustang, Bronco, and Pony Divisions and all Softball Divisions, except 8 & under/T-Ball Softball:

1. New teams in league draft first, in the order as drawn from a hat.
2. Existing teams will draft after the new teams in the order of placement in the previous season. The existing team with the worst record the previous season will pick first and the existing team with the best record the previous season will pick last after the new teams.
3. No drafts in first round unless:
 - a. New team in league without a player freeze.
 - b. Existing teams do not have any freezes.
4. If a player is selected as a player freeze, he will be the first-round pick.
5. The manager's child shall be the second-round pick/freeze, this will occur only in the first season the child is in the league; afterward he becomes a regular freeze. Coaches must have written consent signed and present prior to draft day for all freezes.
6. Teams will not be able to draft until the round after their total number of freezes.
7. Siblings are to be placed on the same team unless otherwise requested by the parent. The siblings will be drafted in consecutive rounds.
8. If there are an unequal number of players in the last round to fill all available slots of the round, a draw will be conducted among all the teams to determine the teams that will be able to select players in the last round. After draft day, any new registrant to the program will be assigned to a team at the discretion of the sports board based on criteria that will be agreed upon by the sports board.
9. Pinto draft order will be by random selection from a hat by the Commissioner.
10. No one may be present in the draft room unless their child is frozen or until their child has been drafted on a team.

V. Baseball Playing Rules – League Play

Play is governed by “Official Baseball Rules of Major League Baseball”, as amended by the “**Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules**” and **PLO Rules and Regulations in this book.**

A. General Rules

1. The Playing Field

DIVISION	BASES	PITCHING	FOUL LINES	CENTERFIELD
Tball	55'	42'	140'	175'
Rookie	60'	46'	160'	185'
Minor	60'	46'	180'	210'
Major	70'	50'	230'	275'
Babe Ruth	90'	60'6"	275'	300'

B. Tie Breaker

- During the regular season, games may end in a tie.
- Extra Inning Rule:** (International Tie Breaker Rule) Upon the completion of six (6) innings in 6U thru 12U age divisions and 7 Innings in 14U age division or regulation game time in a ***playoff game*** where the score is tied the following will proceed:
 - To start each extra inning of a tied game, last recorded out is placed on second base, play each extra inning to 3 outs are recorded. Play until a winner is declared.
 - Rule Comment:** The International Tie Breaker Rule does **NOT** apply in Championship games. All Championship games, for all age divisions, will be completed in an extra inning format in accordance with MLB rules. Play will continue until a winner is declared.
- Mercy Rule

Game Length	Runs	After
6 Innings	15	3 innings
6 Innings	10	4 innings
7 Innings	15	3 innings
7 Innings	10	4 innings
7 Innings	8	5 innings

C. Special Provision

- A game shall be forfeited to the opposing team when a team:
- Fails to appear upon the field, or being upon the field, refuses to start play within one (1) minute after the umpire has called “Play” at game time unless such delayed appearance is, in the umpire’s judgment, unavoidable;
- Employs tactics palpably designed to delay or shorten the game; Refuses to continue play during a game unless the game has been suspended or terminated by the umpire; Fails to resume play, after a suspension, within one (1) minute after the umpire has called “Play”;

D. Umpires

- All leagues and tournaments played under the jurisdiction and administration of SFBA

Baseball shall utilize umpires who are registered with the Association.

2. One (1) or more umpires will be assigned to officiate each game.
3. The umpires shall be responsible for the conduct of the game in accordance with these Rules and for maintaining discipline and order on the playing field during the game.
4. Each umpire is the representative of Pembroke Lakes and is authorized and required to enforce all of these Rules.
5. Each umpire has authority to order a player, coach, manager, sponsor or spectator to do or refrain from doing anything, which affects the administering of these Rules, and to enforce the prescribed penalties.
6. Each umpire has authority to disqualify any player, coach or manager for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.
7. Each umpire has authority at his discretion to eject from the playing field any person whose duties permit his presence on the field and any spectator or other person not authorized to be on the field.
8. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or manager shall object to any such judgment decisions.
 - **Rule Comment:** Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
9. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
10. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
11. Immediately following a game, the umpire shall report to the Umpire Coordinator and/or officials all violations of rules and other incidents worthy of comment, including the disqualification of any player, coach or manager and the reasons therefore.

E. Sportsmanship

1. All players, coaches and managers will be expected to behave in a sportsmanlike manner at all times.
2. Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive will at a minimum be reprimanded with a warning. If warranted, the offending party may be removed from the playing field and stands area at the discretion of the Umpires and/or the SFBA Tournament Director.
3. Abusive language or cursing will not be tolerated under any circumstances and will be an automatic ejection. Throwing of equipment will be an automatic ejection.
4. A team may be forced to forfeit and/or be removed from the tournament, if necessary.
5. Any player, coach, manager, sponsor or spectator leaving their position or base on the playing field or leaving the bench or dugout area or the stands to participate in a fight or

brawl will be immediately ejected from the game and may be disbarred pursuant to Rule.

F. Protest

1. Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations, roster issues or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League Commissioner before the last out of the game is recorded. If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. No protest will be allowed following the game. PLO Sports Board will rule on all protests and their decisions shall be final.

G. Player participation in all divisions, except Colt, Palomino and Travel:

1. All players must play at least 2 innings in the field and once at bat in a regulation length game. This is known as the “must play” rule. The “must play” rule does not apply in a game shortened by a “mercy” run rule or a game shortened by weather or umpire discretion. Failure to play all players in a regulation length game shall cause the game to be forfeited; the manager/coach will be ejected and suspended from the next game. See Sections C and D for player participation rules for T-Ball and Pinto Leagues. If a team has 10 players to start a game, they must bat all 10 players.
2. A player arriving to a game after the 2nd inning is not subject to the must play rule.
3. A regulation length game is 6 innings in 8U Rookie, 10U Minor and 12U Major (5 ½ if home team is winning) and 7 innings in Babe Ruth (6 ½ if home team is winning).
4. Runners must either slide or avoid contact if a play is being made when advancing to the next base; failure to do so will result in the player being called out, unless the contact is incidental in the judgment of the umpire. If, in the judgment of the umpire, the runner tried to “truck” or hurdle over the catcher or fielders trying to put out the runner, the runner shall be ejected from the game.
5. If the batter swings the bat while, in the judgment of the umpire, the runner on third is stealing home, the runner will be called out and the third base coach will be ejected. The play will be dead and the pitch shall not count.
6. PLO league games must start with at least 8 players and must end with at least 8 players. Games with 8 players will have an out recorded in place of the 9th player. Players arriving late to a league game shall be inserted at the end of the batting order and allowed to take the field. Less than 8 players is considered a forfeit.
7. If a player leaves due to injury or illness and the team has no eligible substitute, the missing player’s spot in the batting order will be skipped with no penalty; however, if the missing player was ejected, an out will be recorded in this spot each time. (If team started with 8 players, this rule does not apply. Refer to #6 above).
8. An inning ends when the third out is called. An inning starts immediately when the previous inning is over.
9. No defensive changes are allowed unless a pitching change or injury occurs in the inning.
10. Winning coaches must report/enter game scores to the respective Division Commissioners/Webmaster within 24 hours of game ending. Failure to do so, and only at the discretion of the board, the win can be awarded to the official losing team.
11. In league play only, speed up rule applies for catcher or pitcher of record with 2 outs (optional). Substitute runner will be player not currently in batting line up or, if team has 10 players or less, player that made last out.

12. PLO will follow Babe Ruth League pitch count rules for pitchers. Please refer to the below chart.

Division	Daily Max	0 Days Rest	1 Day Rest	2 Days Rest
10U	75	1-40	41-65	66+
12U	85	1-40	41-65	66+
15U	95	1-45	46-75	76+

H. Farm System – Baseball and Softball Divisions:

1. The farm system coordinator or commissioner shall have final say as to the assignment of players to teams.
2. Purpose – To prevent teams from having to forfeit a game or play with nine players by allowing players from the next younger division to fill in.
3. Conditions for using the Farm System – Use of the farm system are limited to teams faced with not having nine players to start a game due to unusual circumstances, such as a school trip or multiple illnesses. The farm system is not to be used for the replacement of players who have permanently left the team, except when no other player is available on waiting list. Those players should be replaced by the Commissioner using players of league age.
4. Assignment of players – A farm system coordinator will be appointed by the Youth activities Director. Teams requiring a farm system player shall contact their division commissioner, within a reasonable time, prior to the start of the affected game. Coaches may not use players not assigned or approved by their commissioner; otherwise, they are illegal players.
5. Players eligibility – Farm system players shall be the 9th or 10th players in baseball and 8th and 9th players in softball. They shall only play in the outfield. Only players in their last year of eligibility in the younger division can be on the list. Only two farm system players shall play for a team in one game unless prior approval has been given by their division commissioner, Youth Activities Director or Optimist President. If a team has 10 players, it cannot request use of the farm system.
6. All farm players must be the last batters in the line up.
7. Any violation of the farm system rules will result in a one game suspension for the violating manager and forfeiture of the game.

I. T-Ball – Non-competitive league:

1. **Fair Ball Arc:** There shall be a ten (10) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.
2. **Safety Arc:** There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
3. **Pitching Plate:** The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate

4. Time limit – No new inning may start after 1 hour 15 minutes.
5. Regulation games are 4 innings, 3 in case of rain.
6. Teams may start a game with eight (8) players. The ninth (9th) position in the batting order will be declared an out each time at bat. A ninth (9th) & tenth (10th) player and all subsequent players may be added to the batting order as soon as they become available.
7. The ball to be used is a regulation Level 5 – Safety Ball that **MUST** be pre-approved.
8. Runners may advance only one base on an overthrow and only one overthrow per play is allowed. The extra base is not automatic and must be earned by the runner unless the ball is dead as a result of being out of play. It is a judgment call on the part of the umpire as to when an overthrow occurs.

A wild throw should be considered an overthrow when attempting to throw the ball to a fielder to make a play on a runner or when throwing the ball to the pitcher. The ball does not need to leave fair territory in order for an overthrow to occur. An overthrow does not occur when attempting to relay the ball from one outfielder to another who is not directly involved in a play on a runner.

The base to which a runner may advance depends on where the runner is at the time the overthrow occurs. Runners having passed, in the judgment of the umpire, half the distance to the next base when the overthrow occurs will be awarded the base they are going to plus one base. Otherwise he is entitled to only one base unless forced to advance by another player. Example: a runner on first has not passed the halfway point between first and second when the ball goes out of bounds on a fielder's attempt to throw out a batter at first. The runner on first is entitled to third base as a result of being forced by a batter to advance who is entitled to second base as a result of the overthrow.

9. Umpires shall call "Time" after every play and declare the ball dead as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. A home run occurs when the batted ball crosses the home run line in flight; if it crosses the line after bouncing, it shall be a ground rule double.
10. A maximum of four coaches per team may coach while on offense; one home base coach, one 1st base coach, one 3rd base coach, and a dugout coach. On defense, a maximum of two coaches may coach in the field (1 in the infield and 1 in the outfield). All other coaches must remain around the dugout area.
11. There is no infield fly rule.
12. When a batter throws his/her bat, the team will be given one warning and the next batter that throws the bat will be called out. This is a judgment call by the umpire.
13. The defensive team will consist of all players, one at each of the normal infield positions with the balance in the outfield. The pitcher must remain on the rubber until the ball is hit.

14. The defensive player listed as pitcher shall stay in contact with the pitchers' plate until the ball is hit.
 - **Rule Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-play being declared.
15. The Infield Fly Rule shall not be in effect at any time.
16. The defensive players listed as the pitcher and catcher **MUST** wear a helmet with a face guard.
17. The catcher shall play the catcher's position at a distance safely behind the batting tee; preferably a short distance away from the back stop.
18. All players will bat in a rotating order. A player arriving after the start of the game must be added to the end of the batting order.
19. Bunting is **NOT** allowed.
20. If a player is ruled out at any base by the coaches, the player is out and **MUST** return to the dugout.
21. The entire present roster shall bat regardless of three (3) outs. However, each time three (3) outs are recorded by the defensive team, the bases will be cleared. Once the entire line-up has batted, teams shall switch sides (ends inning).
22. Coaches may not touch a player while play is in progress. If a player is touched or impeded by his/her coach, a warning will be given to a team. The next time this occurs, the runner will be called out. With the exception of the base coaches and a coach assisting the batter, all other coaches, players and spectators must remain behind the fence. Coaches may instruct a player, including the batter, on how to play a position, but not while the ball is in play.
23. All managers, coaches, spectators and players must refrain from making derogatory remarks to opposing teams, coaches and umpires. Profanity is strictly prohibited. Violators will be asked to leave the part by the umpire and failure to leave will mean that the game is over. Smoking is PROHIBITED in the dugout and on the field.
24. Batting orders should be exchanged prior to the start of the game. If a team is called for batting out of order, they will be given one warning and any further occurrences will result in an out being called according to the standard baseball rules.
25. All decisions of the umpire are final. No protests are allowed.
26. Head first slides are not allowed at any base, unless the player is returning to a base.

J. Rookie

1. **Fair Ball Arc:** There shall be a ten (10) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
2. **Safety Arc:** There shall be a thirty (30) foot mark on the baseline from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
3. **Pitching Circle:** There shall be a ten (10) foot diameter circle set according to the front edge of the pitching plate.
4. **Pitching Rubber:** The pitching rubber shall be located at forty-six (46) feet from the front edge of the pitching plate to the back point of home plate
5. The Pitching Machine Shall be used at all times. The Settings are listed below. The 8U Commissioner will announce to all coaches when setting will be changed. In general, it will be every 5 games. These settings are to remain untouched during the game. Only the micro adjuster screw may be adjusted.

Division	Part A (Micro Adjuster)	Part B (Release Arm)	Part C (Spring)
Session 1	3	4	5
Session 2	3	4	6
Session 3	3	4	7

6. Time limit – No new inning may start after 1 hour 30 minutes.
7. Regulation games are 6 innings. Games tied after 6 innings are complete games and considered a tie.
8. The pitching coach is **NOT** allowed to verbally or physically coach while in the pitching position at any time.
 - **Rule Penalty:** If a coach violates this rule, *First Offense:* Warning; *Second Offense:* Removal of coach as the pitcher for the remainder of the game.
9. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - **Rule Penalty:** If a coach violates this rule after the ball is pitched, obstruction will be called.
 - **Rule Additional Penalty:** If a coach violates this rule before the ball is pitched, *First Offense:* Warning; *Second Offense:* Removal of coach as the pitcher for the remainder of the game.
 - NOTE: Balls hit off the pitching machine are LIVE.
10. All pitchers must wear protective helmets with earflaps and faceguard (provided by Pembroke Lakes Optimist).
11. Umpires shall call “Time” after every play and declare the ball dead as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
 - **RuleComment:** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
12. A home run occurs when the batted ball crosses the home run line in flight; if it

crosses the line after bouncing or rolling, it shall be a ground rule double unless touched by a defensive player. If touched, it is a live ball until umpire calls "time" under the normal "time" rules mentioned in #4 above.

13. Maximum of 5 runs per inning.
14. A maximum of 4 coaches per team may coach while on offense; one pitcher, one 1st base coach, one 3rd base coach, and a dugout coach. On defense, all coaches must remain in foul territory near the dugout.
15. The offensive team will provide an adult behind the plate to assist the field umpire. This adult must not coach while ball is in play.
16. The coach - pitcher is not allowed to coach any player while the ball is in play. Penalty: coach - pitcher will be ejected.
17. Batters are not permitted to bunt or swing easy at the ball. This call will be left up to the judgment of the umpire. The penalty for a bunt or an easy swing is that the batter will be called back and charged with a strike. The ball is dead and runners may not advance.
18. A batter will get 5 pitches to hit the ball into fair territory unless he strikes out before the 5th pitch. Additional pitches will be given if the last pitch is fouled.
19. There is no infield fly rule.
20. When a batter throws his bat, the team will be given one warning and the next batter that throws the bat will be called out. This is a judgment call by the umpire.
21. The defensive team will consist of 10 players, one at each of the normal defensive positions. All players must remain in the same defensive positions for the entire inning. The pitcher must remain in the circle until the ball is hit.
 - **Rule Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - **Rule Additional Penalty:** *First Offense:* Warning; *Second Offense:* Removal of player from the pitching position for the remainder of the game.
22. No team may play without the catcher position defensively.
23. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.
24. All players will bat in a rotating order, even if they are not playing a defensive position. A player arriving after the start of the game must be added to the end of the batting order. No player will be on the bench defensively more than one inning consecutively.
25. Head first slides are not allowed at any base, unless the player is returning to a base.
26. Runners shall not lead-off or steal bases. A runner shall be called out for leaving the base before the ball is hit or reaches home plate.
27. In SFBA Inter-League Playoff and Championship games, a team may score a maximum of five (5) runs per inning with the 6th inning having no limit in the amount of runs allowed to be scored (6th inning = unlimited).

K. 10U Minor

1. League games shall be six (6) innings in duration.
2. Time limit – no new inning may start after 2 hours unless tied.
3. 7 runs maximum per inning.
4. Pitching as per below

Division	Daily Max	0 Days Rest	1 Day Rest	2 Days Rest
10U	75	1-40	41-65	66+

5. No player shall be allowed to wear metal cleats.
6. Teams **MUST** report/list a ten (10) player line-up using an Extra Hitter (EH), if there are 10 players present. If only 9 players are present at start of game, teams may use a 9 player line-up. All teams may also elect to report/list a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
7. If using substitutes, the starter is allowed to re-enter the game one time for the same player in the lineup.
 - If two substitutes are used in the same spot. The starter is not eligible to re-enter.
8. Free defensive substitution is allowed as long continuous line up is followed.
9. No head first sliding at home plate.
10. No butcher boy plays (slashers).
11. Runners shall not lead-off. A runner shall be called out for leaving the base before the ball is hit or reaches home plate.

L. 12U Major

1. Time limit – no new inning may start after 2 hours unless tied. The home team shall keep the official score book and time.
2. 7 runs maximum per inning except unlimited runs in the 6th inning and thereafter.
3. PLO will following Babe Ruth League pitch count rules for pitchers. Please refer to the below chart.

Division	Daily Max	0 Days Rest	1 Day Rest	2 Days Rest
12U	85	1-40	41-65	66+

4. No player shall be allowed to wear metal cleats.
5. Teams **MUST** report/list a ten (10) player line-up using an Extra Hitter (EH), if there are 10 players present. If only 9 players are present at start of game, teams may use a 9 player line-up. All teams may also elect to report/list a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
6. If using substitutes, the starter is allowed to re-enter the game one time for the same player in the lineup.
 - If two substitutes are used in the same spot. The starter is not eligible to re-enter.
7. Free defensive substitution is allowed as long continuous line up is followed.
8. No head first sliding at home plate.
9. No butcher boy plays (slashers).

M. Babe Ruth

1. Time limit – no new inning may start after 2 hours unless tied. The home team shall keep the official score book and time.
2. 7 runs maximum per inning except unlimited runs in the 7th inning and thereafter.
3. PLO will following Babe Ruth League pitch count rules for pitchers. Please refer to the below chart.

Division	Daily Max	0 Days Rest	1 Day Rest	2 Days Rest
15U	95	1-45	46-75	76+

4. Teams **MUST** report/list a ten (10) player line-up using an Extra Hitter (EH), if there are 10 players present. If only 9 players are present at start of game, teams may use a 9 player line-up. All teams may also elect to report/list a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
5. If using substitutes, the starter is allowed to re-enter the game one time for the same player in the lineup.
 - If two substitutes are used in the same spot. The starter is not eligible to re-enter.
6. Free defensive substitution is allowed as long as must play rule is following (see V.A.2.).

VI. Softball Playing Rules

Play is governed by the "USSSA Official Rules" as amended by PLO Rules and Regulations as follows:

A. All Divisions

1. No player may participate on two softball teams at the same time unless sponsored by PLO with the exception of school teams where the child is attending or other team authorized by the Softball Coordinator. Players playing on unauthorized teams will not be allowed to play at PLO.
2. Any rule not covered here will refer to United States Specialty Sports Association (USSSA) current rules. USSSA current rules also apply where conflicts with these rules exist.
3. The child's age as of December 31st of that year determines the age group of that child. All players must play in the age group they are assigned to. Exception being 8 & under division player in their last year may be allowed to play in the division above with the approval of the Commissioner/Softball Coordinator.
4. A game may be official if eight (8) players are present. An automatic out will be called when the ninth batter is due to hit ***unless with 2 outs the 8th batter is walked or hit by a pitch.***
5. Teams batting 10 or more players with no substitutes will not be penalized by an injured player.
6. Game time is forfeit.
7. All postponed games or rescheduled games need to be approved by the Commissioner.
8. Each Commissioner is responsible for notifying the Softball Umpire Commissioner of rescheduled or postponed game times.
9. Players arriving late are placed at the bottom of the batting order.
10. All players will be in the batting order.
11. Players are required to play defensively at least every other inning for the entire inning.

12. Players shall not be moved defensively during an inning except for pitchers and moves resulting from a pitching change.
13. Regulation game is 6 innings for 10 & under and 7 innings for 12 & under and 14 & under. For 10 & under, no inning will start after one hour and 15 minutes (1:15 min); 12 & under, no inning will start after one hour and twenty minutes (1:20 min); 14 & under, no inning will start after one hour and twenty minutes (1:20 min).
14. In case of a tie (after time or regulation number of innings) one (1) additional inning will be played using the USSSA tiebreaker (last batted out of previous inning placed on second base with no outs).
15. Five (5) run maximum per inning. This rule does not apply in last scheduled inning of game: 10 & under – 6th inning; 12 & under – 7th inning; 14 & under – 7th inning.
16. Home team is responsible for the official score.
17. Winning coaches need to post their scores in the north concession stand by Monday night.
18. All batters and runners must wear helmet. Any player caught intentionally taking helmet off before play is stopped is out.
19. Pitching and Catching rules:
 - 10 & under – no more than 2 consecutive innings in any game.
 - 2 innings, 3 inning game
 - 2 innings, 4 inning game
 - 3 innings, 5 inning game
 - 3 innings, 6 inning game
 - 12 & under – NO more than 4 innings in game.
 - 14 & under – NO limit.
20. Suspended game will follow NSA Tournament rules.
21. Home plate umpire is responsible for official start time and game time.
22. To prevent teams from having to forfeit game or play with nine players, players from the next younger division can fill in. Team must have at least seven (7) of its regular players. All Farm Ups (in second year of season) may play at any defensive positions at the discretion of the coach and parents. Farm Ups will be placed at the end of the batting order.
23. All players must wear protective face masks in all divisions.
24. No player older than 15 years old as of January 1st shall play in the 14 & under division.
25. No third drop strike in the 10 and under division
26. Stealing home is allowed in the 10 and under division.
27. Overthrow Rule for 10 and under division – One base per pitch on an overthrow.
28. In Field Fly Rule is in effect.
29. Leaving base early in the 10 and under division - A warning will be given to the runner and the next time the runner will be called out.
30. The use of Cell Phones is not allowed on the Field.

B. 8 and Under Rules:

1. T-Ball/8 & under softball divisions will be picked by the Commissioner and Youth Activities Director/Softball Coordinator if the players are not frozen
2. Batters are not permitted to bunt or swing easy at the ball. This call will be left up to the judgment of the umpire. The penalty for a bunt or an easy swing is that the batter will be called

- back and charged with a strike. The ball is dead and runners may not advance.
3. A batter will get 5 pitches to hit the ball into fair territory. Additional pitches will be given if the last pitch is fouled. A player who is 5 or 6 years old will be permitted to hit off a batting tee after
 4. There is a 35 foot minimum pitching distance. The pitcher must stay in the circle while pitching the ball and pitch from the center of the circle. The coach also must remain fully in the circle.
 5. Runners may advance only one base on an overthrow and only one overthrow **per play** is allowed. The extra base is not automatic and must be earned by the runner unless the ball is dead as a result of being out of play. A wild throw should be considered an overthrow when attempting to throw the ball to a fielder to make a play on a runner or when throwing the ball to the pitcher. The ball does not need to leave fair territory in order for an overthrow to occur. An overthrow would not occur when attempting to relay the ball from an outfielder to another who is not directly involved in a play on a runner. The base to which the runner may advance depends on where the runner was at the time the overthrow occurs.
 6. There is no infield fly rule.
 7. When a batter throws her bat, the team will be given one warning and the next batter that thrown the bat will be called out. This is a judgment call by the umpire.
 8. The defensive team will consist of a maximum of 10 players and a minimum of 8, one at each of the normal defensive positions. No outs will be recorded in any missing batting positions. All players must remain in the same defensive positions for the entire inning. The pitcher/coach must remain in the circle until the ball is hit.
 9. All players will bat in a rotating order, even if they are not playing a defensive position. A player arriving after the start of the game must be added to the end of the batting order. No player will be on the bench defensively more than one inning per game.
 10. No game shall last more than 6 innings. No inning shall start after 1 hour.
 11. An inning will end after 3 outs or when 5 runs have scored.
 12. Coaches may not touch a player while play is in progress. If a player is touched or impeded by her coach, a warning will be given to a team. The next time this occurs, the runner will be called out. With the exception of the base coaches and a coach assisting the batter, all other coaches, players and spectators must remain behind the fence. Coaches may instruct a player, including the batter, on how to play a position, but not while the ball is in play. The coach that is pitching can instruct base runners and/or batters before they pitch the ball. They are not allowed to coach once the ball is pitched.
 13. All managers, coaches, spectators and players must refrain from making derogatory remarks to opposing teams, coaches and umpires. Profanity is strictly prohibited. Violators will be asked to leave the park by the umpire and failure to leave will mean that the game is over. Smoking is PROHIBITED in the dugout and on the field. The use of Cell Phones is prohibited on the field.
 14. Batting orders should be exchanged prior to the start of the game. If a team is called for batting out of order, they will be given one warning and any further occurrences will result in an out being called according to the standard softball rules.
 15. All decisions of the umpire are final. No protests are allowed.
 16. The home team will be decided by a coin toss.
 17. All players must wear protective face masks.

VII. Awards

1. All players in T-Ball, Pinto and Pre-Softball leagues will receive participation awards.
 2. Awards in all other leagues will be allocated as follows:
 - Up to 3 teams – one set of awards
 - 4-7 teams – two sets of awards
 - 8 + over – three sets of awards
 3. If a league conducts a tournament at the end of the season, two additional sets of awards will be awarded to the team finishing in first and second place in the tournament.
- B. When a tie breaker becomes necessary:
- 1st Tie Breaker – Head to Head
 - 2nd Tie Breaker – Least runs allowed Head to Head
 - 3rd Tie Breaker – Most runs scored Head to Head

VIII. Sponsors

- A. Sponsors
1. Fee will be \$200.00 per season or \$350.00 per year.
 2. No team will be given hats unless its sponsor fee is in.
 3. Managers are responsible for obtaining a sponsor. In the event that a sponsor is not found, the manager will be responsible for the fee.
 4. Teams must wear hats and uniforms provided by PLO or forfeit the game.

NOTE: *The remainder of the rules will be considered and addressed by the Sports Board and presented to the membership at a later date.*

IX. All-Star Teams

J. Participation

1. Selection of players is by vote, and it is an honor bestowed upon the players selected. There is no must play rule on all-star teams.

K. Player Fee

1. A fee will be collected from every player. The Club President and Youth Activities Director will determine fee.

L. Selection of Players

1. Managers in each division shall submit to the division Commissioner their list of all-star candidates.
2. For baseball, ten players shall be voted upon each all-star team by:
 - a. A committee of no less than one-third and no more than one-half of the coaches in the respective division accounting for two-thirds of the balloting.
 - b. A committee equal to the number of coaches on the coaching committee appointed by the Youth Activities Director/Club President, accounting for one-third of the balloting.
3. For softball, ten players shall be voted upon each all-star team by a committee of one-half of the coaches in the respective division and the Commissioner.
4. All-star selection for 14 and under will be from players that have participated in the program (recreational or all-star) within the last 12 months.
5. The manager of the all-star team has the option to select additional players from the league; players must meet age requirements.
6. All first team selections must be completed before second team selections are made.
7. The selected players must play on the team that they were selected to play or forfeit the right to play all-star ball.
8. In softball only a maximum of two players may be selected from outside of the league with the approval of the Sports Board.
9. All all-star players/teams selected will play on the "A" team. "B" and/or "C" teams will be selected if the Sports Board elects to field those teams.
- 10.

M. Selection of Managers

1. Managers, coaches and business managers shall be selected by the respective league Commissioner/Youth Activities Director and Softball Coordinator and approved by the Sports Board.
2. Managers must be club members as of June 1st.
3. Softball coaches may be selected at the end of the fall season.

N. Team Expenses

1. Each child is responsible for all of his or her transportation, food, lodging, extra

- uniform, and equipment expenses at all levels of competition.
2. PLO will pay no more than ½ of the transportation costs for all-star players and a maximum of 3 coaches to attend their respective Pony World Series or other out-of-state Pony tournaments and Softball NSA, ISA or ASA "A" Nationals provided the teams finished 1st 2nd or 3rd in their state tournament. (One reimbursement per team.)
Exceptions: Colt, Palomino, 16 & under and 18 & under softball, no expenses will be paid.
 3. One set of uniforms shall be provided by the club to each all-star team and a maximum of three coaches' uniforms, with the exception of Pinto and softball where four coaches' uniforms will be provided.
 4. Provided there are only "A" and "B" teams chosen, PLO will provide a maximum of \$2,000.00 per team in softball for tournament entry fees (8 & under through 14 & under only). In the event there are "A", "B" and "C" teams chosen, PLO will provide a maximum of \$2,000.00 per team for the "A" teams chosen, and a maximum of \$1,000.00 per team for the "B" and "C" teams chosen.
 5. Costs may be paid directly by the family or by participating in the fund-raising activities that may be run by the team managers. Funds raised shall be tracked per individual and shall be credited against any amount due for the above expenses. It should be indicated that there is no guarantee that the fund-raising activities will cover all or even a substantial portion of the expenses.
 6. All funds raised must be deposited in the PLO bank account and all expenses must be approved by and paid by the PLO Treasurer and Club President. Failure to abide by this regulation will be the immediate disbanding of the offending team.
 7. The Club President must approve all fund-raising activities.
 8. No team may participate in more than 8 tournaments, excluding the nationals, unless approved by the Sports Board.

O. Non-Recreational Teams

1. All non-recreational teams will be coordinated between the Youth Activities Director/Softball Coordinator.

X. Tournament Teams

1. Player participation on tournament teams is by invitation.
2. Tournament teams are any teams involved in games outside of regular play or all-stars, i.e. teams traveling out of the country, non-Pony tournaments, and any softball tournament after the National tournaments.
3. All tournament teams, coaches and managers must be approved by the Sports Board, Youth Activities Director and the Club President prior to their forming. Tournament team coaches and managers must be club members.
4. All monies for registration, uniforms, meals and lodging will be paid by the tournament team.
5. PLO will provide the necessary insurance to the tournament team provided that all players are registered through PLO and that team is approved by the Youth Activities Director. A certificate of insurance for that individual tournament will be issued to each tournament team by the Club President or Youth Activities Director.
6. All fund-raising activities must be presented in writing and approved by the Club President and Executive Board. This is to allow multiple teams to have equal time in fund raising and assures that no duplicate fund-raising activities will occur.
7. All monies from fund-raising must run through the Club Treasurer. Failure to comply will result in the disbanding of the team.
8. Fund-raising may only be conducted for the purpose of paying player transportation, uniform and team entry costs.

XI. Umpires

1. The umpire director(s) shall allocate umpires to officiate games.
2. No umpire shall officiate a game where a relative is playing or coaching.
3. No umpire may officiate a game in a league where he is a manager or assistant coach.
4. Umpires may officiate only in the league in which they are qualified, and meet the following age requirements:

LEAGUE MINIMUM REQUIREMENTS

T-Ball	1 st Year Pony
Pinto	2 nd Year Pony
8U Softball	12U Softball
10U Softball	14U Softball
14U Softball	High School Juniors

5. Club members, managers, coaches and parents may be asked to umpire games.
6. The Sports Board shall set umpire fees.

XII. Conduct of Managers, Coaches, Players, Club Members and Parents

1. Managers, coaches, and club members ejected from a game shall be:
 - a. Suspended for the next game following the first ejection.
 - b. Suspended for the remainder of the season on the second ejection in each division only.
2. Managers and coaches voluntarily forfeiting a game shall be suspended for three games and may face further disciplinary review by the Sports Board.
3. Players ejected from a game shall:
 - b. Serve a one game suspension in the next played game following the ejection.
 - c. A player ejected a second time shall serve a two game suspension in the next two played games following the ejection.
 - d. Following a third ejection, the player shall be suspended for the remainder of the season.
4. It is the responsibility of the manager and coaches of each team to control the behavior of the team's parents, and unsportsmanlike conduct by the parents can lead to the ejection of the manager and coaches.
5. Players cannot remove their helmet until entering the dugout.
6. Managers, coaches and umpires are prohibited from using tobacco products on or around the field during practices, warm-ups and games.
7. Managers, coaches, players and parents will be required to sign a code of conduct prior to the start of every season.