

**3 & 2 BASEBALL CLUB
of
KANSAS CITY MISSOURI
RULES OF PLAY**

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GENERAL INTRODUCTION

The following rules and regulations, supplemented by American League Baseball Rules, latest edition, except where in conflict with these Rules of Play, shall govern play and conduct of both girls and boys and team officials in all league games played under the supervision of the 3 & 2 Baseball Club of Kansas City, Missouri. These Rules and Regulations have been drawn up in accordance with the purpose and aims of the Club as set forth in its Charter and By-laws and shall have as their basis, the development and teaching of the elements of good sportsmanship and fair play. It will be borne in mind that the program has been instituted for the development of all boys and girls participating therein, and not for the aggrandizement of any individual or team.

These Rules and Regulations are to be supplemented by the Charter and By-laws of the Club, which shall govern the inner workings of said 3 & 2 Baseball Club of Kansas City, Missouri.

There has never been a set of rules or laws that are without so called "loopholes". When it is apparent any individual or team is losing a protest or defense on merely a minor technical point or loophole that is contrary to tradition, fair play, or good sportsmanship, the spirit of the law will be considered as well as the letter of the law.

The Rules of Play contained herein shall be in effect until such time as these Rules of Play have been revised and adopted by the Board of Directors of said Club. The Board of Directors shall have the power to make decisions on any points not specifically covered in the Rules and Regulations.

SECTION I PLAYING FIELD AND EQUIPMENT DIMENSIONS

All distances will be measured from the back of home plate.

A. Rookie League

Base Lines- 66 feet to back of base.

Pitching distance- 47 feet, 6 inches to the front of the base of the machine.

B. Midget "C"

Base lines- 66 feet to back of base.

Pitching distance- 47 feet, 6 inches to the front of rubber.

C. Midget "B"

Base lines - 70 feet to back of base.

Pitching distance -50 feet, to the front of rubber.

D. Midget "A"

Base lines - 90 feet to back of base.

Pitching distance - 60 feet, to the front of rubber.

E. Junior Division

Base lines - 90 feet to back of base.

Pitching distance - 60 feet, 6 inches to the front of rubber.

F. The pitching rubber and all bases shall be anchored with at least two spikes, except the Hollywood bases used at 3 & 2 Stadium.

G. All teams must use a regulation pitching plate (24" X 6") and home plate (12" X 17").

H. Bat Rules are as follows

- Junior Division: All players must use the BBCOR .50 bat.
- Midget C- Midget A: All bats must have the USSSA 1.15 stamp (shown below) and can be up to 2 3/4 inch barrel.
- Rookie League: Any 2 1/4 inch barrel bat may be used (with or without USSSA 1.15 Stamp.) Additionally, Bats with the USSA 1.15 stamp up to 2 3/4 inch barrel may be used.

USSSA

1.15

BPF

I. An error in measurement made in the laying out of a diamond or the use of nonregulation or insufficient equipment may be corrected at the end of an inning, and such error shall not be allowed as a basis for a protest of a game, except in the case of

a refusal of either manager or umpires to allow the correction of such error. Game time shall be extended on account of this correction.

SECTION II OFFICIAL GAME

A. Run Rule, game will be considered complete when:

Rookie League team is ahead by 12 runs after 5 innings

Midget Cor B team is ahead by 15 runs after 4 innings or 10 runs after 5 innings

Midget A or Junior team is ahead by 10 runs after 5 innings

B. 7 innings shall constitute a scheduled game for all leagues.

C. A time limit of 1 hour and 30 minutes for the Rookie League and 2 hours for both the Midget and Junior divisions. These limits will apply for all ball games, except in the case of a tie, regardless of the number of innings played.

D. If it is necessary to play an abbreviated game due to weather, or darkness, it will be an official game at the end of five full innings, or 4-1/2 innings if the home team is ahead. If a game is stopped prior to the time it would be an official game, play will be suspended and resumed from the point of suspension. In some cases, at the judgment of the League President, a game suspended before the 4th inning mark will be considered complete and not resumed.

E. In computing the time limit, an inning shall begin when the last out of the preceding inning is made.

F. When the official time limit has expired the Home Plate Umpire will call time out and inform both participating managers that time has expired. If the Visiting team is at bat, the inning continues until three outs are made. The Home team will bat only if behind in score or the score is tied.

SECTION III OFFICIAL BASEBALLS

The 3 and 2 Baseball Club will furnish all the baseballs for the regularly scheduled league games and payoffs.

SECTION IV UNIFORMS

A. Players must be fully and neatly uniformed to participate in league games.

B. Uniforms shall consist of:

1. Rookie and Midget "C"- baseball cap, T-shirt with sponsor's designation, ankle length jeans or ankle length solid color knit or warm-up pants, uniform in type and color and gym shoes, or athletic shoes with or without rubber spikes. Shoes with steel spikes are prohibited. Sweatshirts under Tshirts are acceptable but all on a given team should be the same color and cannot be white. Complete baseball uniforms are allowed.

2. All others- complete uniforms including baseball shoes with rubber spikes or all purpose rubber-cleated athletic shoes. Steel spikes are permitted for the Junior

divisions. Effective 2014, steel spikes are permitted in Midget A except by the pitcher. The Midget A pitcher may not wear steel spikes on the portable mounds.

3. Each uniform shirt (including T-shirts for Midget "C") will have a different number displayed in a legible manner, on back of shirt. Minimum height is 4 inches on numbers.

C. All managers and coaches must wear appropriately identifying shirts and team hats. Hat must be worn with the bill forward. Shorts will be allowed provided they are Golf style shorts. (No jeans shorts). Failure to comply with this rule will result in the violator being removed until compliance and subject to a one game suspension per violation. Games will be subject to being forfeited under these conditions.

D. All players must wear a full protective helmet of the type, which covers both ears while batting and on base.

E. Players are prohibited from wearing: watches, rings, pins, earrings, jewelry or other metallic items, excluding plastic, rubber, leather or string bracelets. The exceptions are medical notification bracelets or necklaces.

SECTION V ELIGIBILITY OF PLAYERS

- A. Rookie- (8 & Under) on May 1
Midget "C" (9 & Under-Junior) 9 on May 1
Midget "C"- (10 & Under) on May 1
Midget "B"- (12 & Under) on May 1
Midget "A"- (14 & Under) on May 1
Junior- (18 & Under) on May 1

Note: Please refer to www.kc3&2.com for specific dates for eligibility.

B. Eligibility shall be limited to players with amateur standing.

C. No player may play 3 & 2 baseball while participating in another baseball league or Tournament Team without the permission of his 3 & 2 Manager. (Also see paragraph K below).

D. Any player wishing to play in any tournament, and who still has eligibility for the following season in the same 3 & 2 age group he is presently with, must have the permission of the manager before he can participate in the tournament.

E. Each player to become eligible shall submit a signed contract on forms furnished by the 3 & 2 Club, and a copy of the player's birth certificate, or any legal proof of age as demanded by the Secretary. The manager must submit such contract and proof of birth date, if requested, to the 3 & 2 Secretary for approval. However, should any question arise demanding it, the Secretary may request further proof.

F. For a player to become eligible, the player's contract must be accompanied by a membership fee from a parent or guardian. The Board of Directors will determine the Membership fee for two or more players from one family.

G. Date of eligibility shall be the day the registration is received by the Secretary or representative after opening of league play with the properly executed contract, release, or proof of age certificate, whichever occurs at the latest date.

H. Any player not returning the uniform to the manager or sponsor by November 1 of the same year, may not be eligible to play ball on any 3 & 2 Baseball league until the uniform is returned, paid for, or the Sponsor is satisfied.

I. All players in 3 & 2 must play in their respective division. However if they so desire, players can play up but no player may play down without the express approval of the board.

J. Any player who shall jump from any team within the 3 & 2 league to any other league shall be required, should the player desire to return to 3 & 2 league participation, to report to, or be properly released by the 3 & 2 team with which he was last registered.

K. In the Junior division only, any player registered in the 3 & 2 program shall also be eligible to register and play with a team in the Ban Johnson or similar league approved by the Board of Directors of the 3 & 2 league.

SECTION VI ELIGIBILITY & DUTIES OF MANAGERS, COACHES, & SPONSORS

A. Players, sponsors, managers, and coaches may participate in the 3 & 2 baseball program only with the approval of the Board. The Board of Directors also has the authority to refuse or revoke the right of any person to participate in the program.

B. The maximum participation of any voting member of the Club shall be confined to managing one team and coaching with two teams.

C. All managers and coaches must be voting members of the 3 & 2 Baseball Club of Kansas City, Missouri, and if not, will not be allowed on the playing field, coaching lines, or benches. Registered managers and coaches must submit proof of such membership before they are permitted to register their teams.

D. All managers and coaches must be registered on the team roster sheet.

E. Alcoholic beverages are prohibited in the 3 & 2 complex. There will be no use of tobacco permitted within the confines of the playing field.

F. Managers, when leaving the field during a game for any reason, will designate a coach or player to be in charge during their absence. Once the manager or a designated representative leaves the field, he will not be allowed to come from off- the field and engage the umpire(s) in any discussion on a play during their absence.

G. Any player who is currently a member of a team may not be contacted in any manner until he is a free agent. Violators shall be subject to permanent suspension.

H. It shall be the duty of all managers to look into the status of each player who tries out for the team: i.e., is the player a proper free agent is the player the proper age group, and if released, a copy of the release must be presented to the manager in question.

I. No manager shall practice or play any player who has eligibility remaining in their present age group, without written consent from the player's present manager.

J. The managers of each team in a league game must, within 24 hours after the completion of a league game, telephone or email the score to their league Umpire evaluation forms may be filled out as well.

K. All team managers will make available immediately to their registered ball team -any fund raising items the 3 & 2 Board adopts to promote the 3 & 2 Baseball Club of Kansas City, Missouri. Violators will be subject to permanent suspension.

L. Any Fund Raising items must be returned to person or persons specified by the 3 & 2 Board of Directors. Penalty: violators will be subject to permanent suspension from the 3 & 2 Baseball Club of Kansas City, Missouri.

M. There will be no monetary wagers on any part of any 3 & 2 baseball game by any person affiliated with the 3 & 2 Baseball Club of Kansas City, Missouri. Penalty: to be determined by the Board of Directors.

N. All managers and coaches must check the playing area and the dugout so that they are clean when leaving the playing area.

O. All team managers or designated scorekeepers are responsible for accurate documentation of each player for each game, using a minimum of last name and number as identification. The preferred method is last name, first name (or initial) and number. The use of first names only is not acceptable.

P. The Manager/Head Coach must attend the pre-game meeting with the umpires. Attendance at this meeting states that each Coach is responsible for his or her's respective team's conduct and sportsmanship

SECTION VII FREE AGENT

A. Any player who is too old to play with the same age group, with which he or she played during the previous season, shall automatically become a free agent, effective after their last scheduled game, including play-offs.

B. Players on teams of the previous season shall automatically become free agents at sign-up day, only if the aforementioned team does not have the same sponsor or replacement sponsor with the same manager.

SECTION VIII RELEASING

A. Any player released from any team shall automatically become a free agent.

B. No release may be given to any player from 7 days prior to the last scheduled league game until the 7th day after initial sign-up date the following year.

C. Any player desiring to play with another team within the 3 & 2 Club must first be released from the team with which the player is under contract.

D. Release of any player from any team shall be at the discretion of the manager of said team.

E. Any player who has requested a release and has been unable to obtain said release from the manager may appeal to the Board of Directors in writing for classification as a free agent and a date of eligibility. This rule, however, does not compel the Board of Directors to declare such a player a free agent, for the Board may deny the player's requested release based on its judgment of the overall situation.

F. At the time of release of a player, the releasing manager shall give the player a written, signed notice to that effect, and the player in turn shall give said release to the manager of the new team. This form must be made out in triplicate by the releasing manager, who shall retain one copy and forward one copy to the club Secretary within 3 days, so that the player may be removed from the team roster. These releases must be drawn up on regular forms furnished by the 3 & 2 club without amendments.

SECTION IX SOLICITATIONS AND INDUCEMENTS

A. There shall be no solicitation of a player under contract whatsoever. Nor shall any managers, coaches, or sponsors permit any other person to make such a solicitation. Any known violations should be submitted to the Board of Directors in writing. Proven violators of this rule will be suspended from participation in the 3 & 2 Baseball Club of Kansas City, Missouri for a period of one year.

B. There shall be no solicitation or recruiting of players from any sources by offering gifts, jackets, baseball equipment or any other items of monetary value. Penalty: violators may be subject to permanent suspension.

C. Managers, coaches, and sponsors may advertise their club, league, and team, consistent with the following regulations:

1. The individuals desiring to advertise must submit their proposal, in total, to the Board of Directors 2 weeks prior to its issuance.

2. The format of the advertisement must compliment: (1) the 3 & 2 Baseball Club of Kansas City, Missouri, (2) the individual's league affiliation and (3) the specific team, in that order. The format cannot in any manner conflict with items "A" and "B" of this section.

3. The Board of Directors must rule on all such requests and notify the requesting individuals of their ruling in writing.

4. Penalty: violators will be subject to permanent suspension.

D. If a manager has difficulty in filling the roster, the manager should make inquiry to the Board of Directors.

SECTION X PLAYING RULES

A The President of the 3 & 2 league or a designated representative shall have ultimate authority to cancel or postpone any game because of playing conditions.

B. No league game shall be postponed for any reason other than at the discretion of the Club President or a designated representative, or because of inclement weather, or because of conditions of the playing field, subject to paragraph A above. (NOTE: Where no official umpires are present, and no substitutes may be agreed upon, the game will be postponed. If one official umpire is present, the game shall be played.)

C. The home team shall occupy the third base dugout or bench; in the event of doubleheaders, teams shall occupy same dugouts as in the first game.

D. Preceding game time, the home teams shall take the field prior to game time for ten (10) minutes infield and outfield practice; then the visiting team shall follow for ten (10) minutes. In successive game situations where the length of the first game tends to cause delay in the scheduled starting time of the later game, the official starting time of the second game shall be 30 minutes (less time if the managers and umpires agree) after the completion of the preceding game, barring uncontrollable delays such as, but not limited to, injury, light failure, etc. A delay is allowed for the ninth player arriving late, only if the player appears within 15 minutes of the scheduled game time.

E. All warm ups must take place on fenced in confines of the field you are scheduled to plan on. Playing catch, using hitting sticks, conducting soft toss drills in the common areas is prohibited. There shall be no hitting practice, however "soft toss" is permissible with wiffle balls.

F. If a game is temporarily delayed because of an immovable participant injury or because of weather or other act of God, the delay time shall be cumulative and playing time shall be extended accordingly.

G. If there is a late start due to inclement weather and only one game of scheduled double header between same two teams can be played, then game played will be first game scheduled and will be a 7 inning game.

H. A Manager or coach may take two (2) trips per pitcher per inning to the mound. Upon the second trip the pitcher must be removed from the mound or the remainder of the inning.

I. In the event of injury to a player and team has substituted all reserves; the manager must replace the injured player with the player be replaced. If the injured player is not a substitute, the manager may select a player from the bench to fill that position. The umpire will be the judge as to whether or not the injured player should be removed.

J. No game shall start after 10:00 p.m. on Monday, Tuesday, Wednesday, Thursday, and Sunday. No game shall start after 10:30 p.m. on Friday or Saturday unless approved by a league official.

K. League games and makeup games take precedence over tournaments, practice games or practices.

L. When there are league ties and you are to determine inter-league position, all teams tied will draw for position with the league manager holding the drawing by number to designate position.

M. Playoff schedules and rules concerning the play-offs will be determined by the Board of Directors, by June 15th each year.

N. The following substitution rule will be optional for use in all divisions.

1. Any of the starting players may withdraw and re-enter the game once, provided such a player occupies the same batting position whenever he is in the line-up. A substitute who is withdrawn may not re-enter the game. The starting player may return regardless of how many substitutes have been in that particular place in the line-up.

2. All substitutes must be assigned at the time of entry into the game, a legal position in the batting order, which may not be changed. All re-entrants must be placed in their original position in the batting order.

3. An illegal substitution is defined as a substitute re-entering a game; or a starting player re-entering in a different position in the batting order than the original position; or a starting player re-entering the game more than once.

4. Any illegal substitute, when discovered, shall immediately be *removed* from the game and may not re-enter. In addition, if illegal substitute is discovered while batting, or immediately after batting and before a pitch is thrown to the next batter, the American League batting out-of-order rule shall apply.

O. The designated hitter, as used in the American League of professional baseball, is not allowed. Effective 2014, in all Leagues except Rookie, Approved Team Line-up Options: 1) Teams may bat a nine (9) player line-up, 2) ten (10) player line-up using an Extra Hitter (EH) or 3) 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.

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game; once. but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position. will be treated as such for substitution purposes.

If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

P. A courtesy runner may be used when a runner is injured. The courtesy runner must be the player who made the last out on offense previous to the injury. The injured player or a normal substitute must return to the game immediately after the courtesy runner scores, is put out, or is left on base at the end of an inning.

Q. The following courtesy rule will be optional for all divisions:

1. A team with two outs may use a courtesy runner for both Pitcher and Catcher of the previous inning. The runner must be a player not currently in the lineup and may be used once per inning. The courtesy runner Pitcher and Catcher re-entry status is not affected by this rule. If the team has no substitutes available, no courtesy runner will be allowed.

2. If an illegal courtesy runner is used the opposing manager must notify the head umpire before the runner crosses Home Plate. If the runner is determined illegal the runner will be declared out.

R. In the event of an injury to a player on a team with only 9 players (10 if using an EH), the team will be allowed to complete the game with only 8 players (9 if using an EH). However, whenever the injured player's turn comes up in the batting order, an out will be recorded.

S. By mutual agreement of both teams' managers, the batting teams may relinquish an inning without recording three outs.

T. A base runner is required to make every attempt to avoid excessive contact. Incidental contact that comes about in the act of sliding is acceptable. This rule is in force for any runner at any base where the ball is in possession of the fielder and he is attempting to make a tag. It should be noted that a fielder while not in possession of the ball and not attempting to field the ball, may be guilty of obstruction if that fielder impedes the progress of a runner. The determination of obstruction is entirely up to the discretion of the umpire.

U. The specific rules apply to the 9 & Under Junior Division and they are set forth in the Addendum attached to these rules.

V. Two managers cannot alter or change the rules of play as set forth herein. These rules of play shall be followed at all times.

SECTION XI ALL STAR GAMES

- A. All Star games schedules and rules will be determined by the Board of Directors.
- B. No more than eighteen (18) players can be on each team involved in an All Star game.
- C. Any player who is selected and is unable to play or who has withdrawn may be replaced by a player from the same team, to be selected by the learn manager
- D. A copy of each manager's starting line-up and substitution plan must be submitted to the official scorekeeper 30 minutes before the game time. Such list must give first and last names, uniform number, and team affiliation.
- E. Each player on each squad must play at least three full innings and bat at least once.
- F. No pitcher may pitch more than five (5) innings. If at the end of the regulation game (seven innings for all age groups), the game is tied, the pitcher who is pitching at that time may continue until such game is resolved.
- G. If it is necessary to remove any player because of illness or injury, and there is no replacement available, the player who was replaced by the injured or ill player shall replace him.
- H. All players must report to their All-Star manager in full, clean, and neat uniform of their team at this appointed lime prescribed by the manager.
- I. Any rainouts will be rescheduled by the President or his designate of 3 & 2 Baseball club.
- J. No protests will be allowed in any All-Star game. Umpires' decisions will be final.
- K. The substitution rule and the EH (extra hitter) rule will not apply.

SECTION XII FORFEITS, POSTPONEMENTS, TIME LIMITS, & PLAYING OFF GAMES

- A. The use of an ineligible player in any 3 & 2 league game will result in forfeiture of said game, regardless of when the player's ineligibility is discovered.
- B. Any team, which does not have eight eligible players and a manager or coach on hand and ready to play within 15 minutes after the scheduled game time, shall forfeit the game. The official game time shall be after the first pitch. There shall be no delay from scheduled game time in order for a team to practice.

SECTION XIII PROTESTS

A. Protests shall be made of Rules interpretations only, not on judgment calls, and only if they conform to the following:

1. Notification of umpire and opposing manager before play is resumed after the point of protest. If the protest is on the concluding play of the game, the umpire and opposing manager must be so notified before they leave the playing area. Both team's score books must be signed by both umpires at time of protest.

2. The official 3 & 2 Protest Form, as contained in the team packets, must be filled-out and signed by both managers and umpires prior to resumption of play. No other form is acceptable. Managers are expected to have their forms available for every game.

3. If a manager or umpire takes exception to the details of the protested play as written on the Protest Form, he must still sign the form. He is then allowed to write and sign the exception on the reverse side of the Protest Form.

4. Upon resumption of play, the protesting manager is temporarily custodian of the completed Protest Form. It is then the responsibility of the protesting manager to see that the form is in the hands of the Club Corresponding Secretary (see front of printed game Schedule Book for name and address) within 72 hours after scheduled game time. Accompanying the Protest Form must be a fee of \$25, which will be returned only if protest is allowed.

5. The game clock stops for protests. The umpire will indicate to the scorekeeper the official time of the start of the protest. A maximum of 15 minutes will be allowed. If the written Protest Form is not completed in this time, the game clock will begin, and no protest may be filed.

B. Protest Committee

1. A Protest Committee shall be appointed by the 3 & 2 President prior to the start of the first game of the season.

2. Decisions on the legality of the protest will be determined by the Protest Committee. Decisions on eligibility and violations or interpretations of Rules herein contained and the Rules of the American League shall be decided by the Protest Committee.

3. The Corresponding Secretary has the responsibility of submitting the completed Protest Form to the Protest Committee within 72 hours after he receives the form.

4. The Protest Committee will render written decision to Corresponding Secretary within 5 days after it receives the form. The decision shall explain the reasoning behind the decision, and cite specific rule violations when applicable.

5. Protest Committee rulings are final.

C. Corresponding Secretary

1. The Corresponding Secretary will perform the duties mentioned in this section of the Rules.

2. The Corresponding Secretary shall, within 5 days of receipt of the decision by the Protest Committee, give notice to both managers and the Umpire-In-Chief of the league.

D. Special Occasions

1. The president, with the approval of the Board of Directors, shall appoint a Protest Committee (and alternates) for all play-off games. They are expected to be present at play-off sites. Decisions shall be rendered at the time of protest. The \$25 protest fee must be collected prior to beginning the proceedings.

2. Any protest in the last two weeks of the regular season will be ruled on by the Board of Directors. The \$25 fee is still applicable. If allowed, the protest game will be rescheduled by the President, and the fee refunded.

E. If protest is allowed, the protested game will be resumed from the time of the protest and rescheduled by the President with the \$25 refunded.

SECTION XIV UMPIRES

A. The umpires will be in full charge of the games, and will enforce the rules of conduct as well as the rules of the game. This authority shall include the right of the umpires to determine the forfeiture of a ball game if a manager refuses to abide by the umpire's decision, and banishment from the game of players, managers, or coaches, whose conduct is detrimental to the game and the 3 & 2 baseball program. Subject to review by the Board, banishment should be used only as a last resort for flagrant violation of conduct rules, or refusal to abide by the umpire's decision.

B. Only the manager and coach may enter into discussion with the umpire relative to the decision.

C. No league game shall be played without the attendance of an official umpire, unless agreed to by the managers of opposing teams. Once the game is started under this agreement, the umpire or umpires, upon arrival, shall assume their normal duties. The start of the game shall indicate agreement of the opposing managers. Absence or tardiness of the umpires involved must be reported to the league.

D. No game for which two umpires are furnished shall be postponed because only one regular umpire is present.

E. The team managers and the umpire in attendance will report the absence, tardiness, unbecoming conduct, or improper appearance of any umpire in any league game immediately after to the League Manager and the Umpire-In-Chief.

F. 3 & 2 Baseball Club will be responsible for providing approved baseballs in all league and playoff games.

G. The umpires will be responsible for enforcing Safety Rules, such as wearing of protective headgear by players.

H. Umpires shall not forfeit any game on account of the conduct of a spectator.

I. In case of unusual delay of game due to injuries, weather, light failure, or other acts of God, umpires will allow pitchers a reasonable time for warm-up prior to resuming the game.

SECTION XV RULES OF CONDUCT

A. There will be no rowdy-ism, profanity, unsportsmanlike conduct, or use of abusive language by players, managers, coaches, or umpires. Managers will be responsible for the conduct of players and coaches of their team. The Board of Directors will determine punishment.

B. There shall be no smoking or use of alcoholic beverages on the playing field, or in the immediate vicinity of the playing field, by anyone connected with the teams during the game or pre-game practice. The only exception shall be the smoking by the managers or coaches when they remove themselves well behind the bleachers, fences, etc. Any evidence of drinking during or near any game by any manager, coach, player, or umpire may result in permanent suspension from the 3 & 2 Baseball Club of Kansas City, Missouri.

C. Managers and coaches shall not attempt to confuse players on opposing teams under any conditions. Failure to comply with this rule will subject violator to the following penalty: 1., offense- warning by the Home Plate Umpire. Following offenses- one game suspension for each act.

D. Managers, coaches and players removed from any 3 & 2 baseball game will remove himself from the 3 & 2 complex and shall be out of sight and sound. Any player removed from any 3 & 2 baseball game will remove himself out of sight and sound. Failure to do so may result in forfeiture of the ball game.

E. Any apparent violation of the above rules of conduct shall be reported in writing to the Club Secretary, who shall forward such information to the Board, which in turn shall determine whether a violation has occurred. The Board of Directors will determine punishment.

F. No games shall be postponed for any reason other than the unfit condition of the playing field. Managers/Coaches are prohibited from mutual consent to not play a scheduled game. In the event this takes place, both team will receive a loss.

G. Game cancellation decisions, prior to the start of the game day will be made by the 3 & 2 Board.

H. The Officer of the Day from the 3 & 2 Board will make the determination for cancellation of games in progress due to inclement weather. This determination is final and not subject to debate with coaches or other parties. This determination will be based on generally accepted practices of safety for the players and spectators.

SECTION XVI REGISTRATION

A. No player may be registered after midnight, June 15u., for any division, unless approved by a majority of the 3 & 2 Board.

B. Not more than 16 players (for midgets) and 18 players (for juniors) may be registered on any team at anyone time. If a manager has a full roster of registered players and wants to add anew player, he must first (or at the same time) remove a player already on the roster (thus making him a free agent) in order to make room for the new player. The player released under these circumstances may apply to the 3 & 2 Baseball Club for help in locating another team, or for consideration of refund of the playing fee.

C. Only registered ball players will be in uniform during a league game.

D. Team registration of players shall be on the date(s) set by the 3 & 2 Board of Directors. Late registration is at the discretion of the Board. At the initial registration there should be at least nine (9) players included on the roster to be considered a team registered to a league in 3 & 2. Any manager having difficulty registering nine should appeal to the Board for assistance. Individual registration of players, after team registration, may be made through a 3 & 2 Board member. The Board member accepting the application for registration shall date and initial the player's contract. Board members who are also managers must have their player contracts approved by another Board member. No player shall be considered to belong to any team until such time as the player's properly completed contract, parent membership fee, and proof of birth date has been accepted by a member of the Board. All contracts for eligible players must be forwarded to the League Secretary for inclusion on the official team roster. A player may enter an official game any time after acceptance by the Board member.

E. Team registration cards must be submitted to 3 & 2 by date set by the Board of Directors unless otherwise authorized.

F. All players who may have signed contracts with any team but who are not included on the team roster registered with the Secretary, shall become free agents in accordance with these rules, should they not have played with any 3 & 2 team during the previous season, in their age division; otherwise, they must be returned to said team with which they played, to be used or released by said team.

G. Players who are given contracts for the current season must be registered on the team roster.

H. There shall be no more than one manager, four coaches, and two bat persons on the roster of anyone team. These, along with registered players, are the only ones allowed on the field or on the coaching lines during an official game.

I. In case of an emergency, a team can utilize as a coach any registered manager or coach of 3 & 2. Prior notification must be made to a non-involved Board Member or Officer of 3 & 2.

SECTION XVII PENALTY FOR RULES VIOLATIONS

A. Upon the recommendation of the Board of Directors, penalties for violations of the rules herein contained may be imposed upon players, managers, coaches, sponsors, and umpires. The Board of Directors shall determine the severity and duration of these penalties.

B. Any person who has been suspended may, upon request in writing to the Secretary of the Club, obtain a hearing with the Board of Directors at a time and place named by the President. The decision at this hearing shall be final.

C. Any apparent violation of any rule herein contained must be reported to the President of the Club, and such report must be made in writing and must not be based on hearsay evidence, but must be substantiated by sufficient proof to give proper credence to the allegation that such a violation has taken place. Unless such evidence is presented in writing, the Board will not proceed with taking necessary steps toward the determination of such violation or the rendering of punishment thereof.

D. Any person affiliated with 3 & 2 Baseball Club of Kansas City, Missouri, who does not abide by the rules or decisions of the 3 & 2 Baseball Club of Kansas City, Missouri, may be called before the Board of Directors or a committee designated by the Board and will abide by their decision on any misconduct, abuse of 3 & 2 rules, or improperly handling their team or team affairs. This person must appear at date and time specified. If they do not appear or call the President of the 3 & 2 Baseball Club before the specified time giving sound reason for not appearing as instructed, they will abide by Board action. Failure to comply with this rule shall subject violator to permanent suspension.

E. Any player who submits a falsified name, age, or signature on the 3 & 2 contracts will be ineligible to participate for the entire current season or the remaining portion thereof, after discovery.

ADDENDUM A ROOKIE LEAGUE RULES

- A. The League will furnish the pitching machine for games, but not for practices.
- B. The machine pitch league will use regular baseballs and all batters and base runners will wear helmets.
- C. Rookie Ball will be for ages 6, 7 and 8 and no ballplayer can be 9 before May 1,.
- D. Roster: Each roster must have a minimum of 12 ballplayers.
- E. All ballplayers bat. (When using 10 defensive players, 4 players must be placed in the outfield.)
- F. The game will consist of seven innings and no inning can begin after the 1 hour 30 minute time limit.
- G. Machine is to be fed by the umpire.
- H. Each child must play at least 2 innings on defense.
- I. No changes are to be made in the batting order during the game.
- J. Defensive changes may be made freely between innings. No alignment changes may be made during an inning. (Exceptions: substitutions for injury, bathroom.)
- K. After three outs or 6 runs, whichever comes first, offense and defense will change.
- L. The ball player will be given three good pitches, if they do not swing the umpire will notify them that they will be given only two more good pitches, at which time they will be called out.
- M. There will be no walks.
- N. There will be no bunts.
- O. There is one base on an overthrow but the ball player must earn the base. The offensive team is prohibited from inducing "extra throws" which could result in advancing additional bases.
- P. The base-runner cannot leave the base until the ball is struck by a batter. There is no stealing or advancement on passed ball. Each runner will get one warning and the second time will be called out.
- Q. There is no infield fly rule.
- R. The machine is considered in play.
- S. Base runner shall be returned to the previous base if they are not more than one half (1/2) way to the next base when the infielder has possession of the ball in fair territory on the dirt.
- T. A Safety Base (Double Base) shall be used at first base in all machine-pitch games.
- U. The pitching machine speed shall be set at 35 MPH plus or minus 1 MPH.
- V. Any 2 1/4" barrel bat may be used (with or without USSSA 1.15 Stamp.) Additionally, Bats with the USSA 1.15 stamp up to 2 3/4" barrel may be used.
- W. Run Spread -The run spread shall be in effect if a team is leading by 12 runs at the completion of the 5th inning.
- X. 7th Inning Rule - In the top of 7th inning only, the visiting team has the opportunity to score as many runs as needed to go ahead by one run. In cases where the visiting team is ahead or down by less than 6 runs they will have the opportunity to score 6 runs like any other inning. In the bottom of 7th inning, the home team has the opportunity to score enough runs to win the game.
- Y. Each team is permitted one coach in the Field when their team is playing defense. This coach must be positioned in the outfield grass; it is not permitted to set-up anywhere in the infield.

ADDENDUM B ALL STAR FORMAT

A. Number of players representing each team will be determined and announced by the 3&2 Board.

B. Playoff seeding rules (overall record) will be used to determine team ranking for the identification of the number of players from each team.

1. Head to Head competition.
2. Runs Allowed.
3. Drawing.

ADDENDUM C PLAYOFF FORMAT

A. The playoff format and seeding procedures will be determined and announced by the 3&2 Board.

B. Tiebreakers where needed will be as follows:

1. Head to head competition.
2. Runs Allowed.
3. Drawing.

ADDENDUM D - NINE YEAR LEAGLE RULES

- A. No ball player can be 10 before May 1st;
- B. Each roster must have a minimum of 12 ball players;
- C. The game will consist of seven innings and no inning can begin after a two hour time limit;
- D. In regard to substitution rules of play. this division will follow the rules of the 10 and under teams of the Midget C except set forth herein:
- E. Walks and bunts will be allowed;
- F. Each runner can take as many bases as he can on an over throw but the ball player must earn the base;
- G. The base runner cannot leave the base until the ball is struck by a batter. There is no stealing or advancement on a pass ball. Each player will get a warning and the second time will be called out.
- H. On a third strike the batter will be out regardless if whether or not the catcher catches the ball.
- I. The run spread will be 15 runs after four innings and 10 runs after five innings.
- J. In all other respects not covered herein, the America League Rules will apply.