

2009 Girls 3CV League Rules

Introduction

{edited with May 3, 2009 updates from 3CV Coach meeting}

General Information

League Mission: This league is a Summer Recreational League. It is our intention to have fun, to teach the basics of Softball and to instill good sportsmanship. It is all OUR duty to help in this endeavor.

The following rules will be followed at the year-end tournament.

Season Length The season will be played according to the following schedule this year:

Grades at REGISTRATION

Week of:	1st and 2nd grade	3rd and 4th grade	5th and 6th grade	7th and 8th grade	9th thru 12th grade
Pending Field availability	Tue/Thur	Monday/Wed	Monday/Wed	Monday/Wed	Monday/Wed
Apr 20			Practice at Coaches direction	Practice at Coaches direction	Practice at Coaches direction
Apr 27			Practice at Coaches direction	Practice at Coaches direction	Practice at Coaches direction
May 3rd	Coaches and Assistant Meeting	6:30PM	American Legion	Chaska	
May 4	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction
May 11	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction	NO Game. Practice at Coaches direction
May 18	1 Game.	1 Game.	1 Game	1 Game	1 Game
May 25	1 Game	1 Game	1 Game	1 Game	1 Game
June 1	2 Games	2 Games	2 Games	2 Games	2 Games
June 8	2 Games	2 Games	2 Games	2 Games	2 Games
June 8th	Rosters due Players Name And shirt Number	Rosters due Players Name And shirt Number	Rosters due Players Name And shirt Number	Rosters due Players Name And shirt Number	Rosters due Players Name And shirt Number
June 15	2 Games	2 Games	2 Games	2 Games	2 Games
June 20 Rain Out Makeup	Sites to be determined	Sites to be determined	Sites to be determined	Sites to be determined	Sites to be determined
June 22	2 Games	2 Games	2 Games	2 Games	2 Games
June 29	1 Games	1 Games	1 Games	1 Games	1 Games
July 6	2 Game	2 Game	2 Game	2 Game	2 Game
July 13	1 Games	1 Games	1 Games	1 Games	1 Games
July 17-19	July 17 Year End BASH	Year End tournament	Year End tournament	Year End tournament	Year End tournament

About this document

Grades at REGISTRATION Time:

- **current 1st and 2nd grade**
- **current 3rd and 4th grade**
- **current 5th and 6th grade**
- **current 7th and 8th grade**
- **current 9th thru 12th grade**

The 3CV league includes Chaska, Chanhassen, Carver, and Victoria. Eden Prairie and Shakopee will be playing with us starting in 2009.

This document provides the following information:

- The league rules.
- Weather policies.
- Player rotation forms.
- Maps to the playing fields.

Home Team

The team listed first on the game schedule is considered the home team. The home team is responsible for the following:

Responsibilities

- Parent pitch - **1st and 2nd grade**
- Putting out the bases and for putting them away after the game.
- Providing an umpire. (No umpire is used for the **1st and 2nd grade**)

Umpire Information

Players, coaches and parents must treat umpires with respect. The umpires are instructed to report inappropriate behavior to the Umpire Coordinator.

Umpires should:

- have a meeting with the coaches prior to the game for introductions and discuss any issues (fields, dead ball, strike zone, weather, etc.).
- resolve issues on the field, if possible.
- admit when you made a mistake.
- keep the game moving.

- **Note start time and remind coaches of last inning**

- **Speak LOUDLY**

- sign the home team's scorebook when the game is finished.

- have your worksheet signed by the home team coach.

During the regular season, umpires are:

- not provided for the (current 1st and 2nd grade) entering 2nd and 3rd grade
- provided for all other grade groups.

- If the umpire does not show up, the coaches should:

1. Work together to find a parent or other person to perform the task.

2. Report the situation to the umpire coordinator.

- No coach can umpire his or her own team unless agreed to by both team's head coaches.

- An umpire must be at least 14 years of age and have a good knowledge and understanding of the rules. It is preferred that an umpire be **at least two years older** than the group, which they umpire.

- An umpire must know the rules and if any question needs to refer to the rules with both coaches present.

- The umpires should be instructed to use a wide strike zone.

- Any player, coach or spectator harassing the umpire will be ejected from the premises before play resumes. If they won't or don't and the other adults on that team won't help enforce it, that team forfeits.

- **Instruct Parents/Coaches that bad behavior will not be allowed and that the umpires do need support during controversial situations.**

Equipment Issues

Head coaches are responsible for their team's equipment. Broken equipment should be reported to the equipment coordinator.

All new helmets need to have the face masks on. As towns can accomplish, all helmets should get the face guard on

At the end of the season, coaches must fill out the *Equipment Inventory and Evaluation* form at the end of this document and turn it in with the equipment.

Rule 1: Definitions

The following definitions are provided for rule clarification.

Base Path A base path is an imaginary line three feet on either side of a direct line between the bases, or a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag the runner.

Crow Hop The act of hopping or dragging the pivot foot off the pitching rubber, establishing and pushing off from the new starting point, and then continuing the pitching motion. Not considered a legal act.

Crashing into a fielder with the ball (Interference)

- In order to prevent injury and protect the defensive player attempting to make a play on the runner, the runner must be called out if she remains on her feet and "crashes" into a defensive player holding the ball and waiting to apply a tag, or if the defensive player is about to receive a thrown ball. In order to prevent the crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three foot lane, the runner would be called out), or return to the previous base touched. If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.
 - A. When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of interference.
 - B. If, in A above, the runner crashes into a fielder holding the ball before she was put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner will also be declared out under Rule 8, Section 8 J.
 - C. If the crash occurs after the runner was called out, the runner closest to the home plate will be declared out under Rule 8 Section 8 P.
 - D. If an obstructed runner crashes into a fielder holding the ball, the obstruction call will be ignored and the runner will be called out under Rule 8, Section 8 Q. An award of this type under Rule 8 Section 6 B (1 and 2) does not give the runner the right to violate Rule 8 Section 8 Q.
 - E. If a defensive player is fielding a thrown ball and the flight of the ball carries or draws her into the path of the base runner, this would not be a crash.
 - F. If the ball, runner and the defensive player all arrive at the same time and contact is made, the umpire should not invoke the collision rule (interference) or obstruction. This is merely incidental contact. If the ball does not enter dead ball territory in either E or F, the ball remains live and in play.

Dead Ball A dead ball is called by the umpire to halt play for various reasons. These include, but are not limited to: a batter hit by the pitch, a ball thrown out of bounds, a foul ball. All play is halted and base runners may not advance except under the conditions of the current play. For example, a walked batter forces the base runner to advance to second base. Another example is when an overthrown ball goes out of bounds. (See Overthrown Ball Rule, page 10.) **Note:** For certain age groups, a walk is *not* considered a dead ball and a player may advance at her own risk. (See Base Stealing Rule , page 9.)

Home Plate: A team warning is issued when any batter steps on home plate while batting. If any player on the team steps on home plate after the team warning, she is declared out.

Infield Fly (Rule) A fly ball in fair territory (excluding a line drive or attempted bunt) which can be caught by an infielder with reasonable effort when: there is zero or one out and first and second bases or first, second and third bases are occupied. The umpire declares "Infield fly. The batter is out." or "Infield fly. The batter is out if fair." The ball is live and runners may advance at the risk of being caught. Runners may tag up and advance (at their own risk) once the batted ball is touched. If the fly ball is declared foul, it is treated as any other foul ball.

Interference 1) Interference occurs when an offensive player or team member, umpire or spectator that impedes or confuses a defensive player attempting to execute a play.

Leaping: The act of the pitcher becoming completely airborne during the push off phase of the delivery. The act is considered legal provided the pitcher does not deliver the pitch prior to the plant of the non-pivot foot and the non-pivot foot slides and drags as the delivery finishes. **No Pitch** No called ball or strike, not a dead ball and no advancement of runners.

Obstruction: Obstruction occurs when:

- A. A defensive player or team member hinders or prevents a batter from swinging at a pitched ball.
- B. A fielder, who is not
 - in possession of the ball
 - in the act of fielding a batted ball
 - about to receive a thrown ball, which impedes the progress of a runner or batter-runner who is legally running bases.
 - Contact is not necessary to impede the progress of the runner

Overthrow See definition on Page 10

Passed Ball A pitched ball that the catcher should have caught or controlled with reasonable effort.

Pitching Circle An eight-foot diameter circle surrounding the pitching rubber.

Pitching Distance The pitching distance is defined as the distance from the front of the pitching rubber to the back point of home plate.

Pitchers Pivot Foot The pivot foot is that foot that must remain in contact with the pitching rubber before push off and during the forward step of the non-pivot foot. ~~No backward step is allowed.~~ {edited per 3CV Coach Meeting May 3, 2009}

Strike Zone When the batter assumes a natural batting stance, the strike zone is defined by the rectangular area from the batter's armpits, to her knees and across any part of home plate, The area stays the same regardless of a crouch.

Time: There is lots written when to call time and when not to call time.

Most of it self-explanatory or common sense. EXP: The players or managers can't ask for time during the pitch. The umpire can call time just about any time the player is not in position at the start of the play.

Wild Pitch A pitched ball that the catcher cannot catch or control with reasonable effort.

Rule 2: The Playing Field

Pitching Distance The following are the pitching distances for each age group. Pitchers mound is measured from the back of Home plate.

Need pitching rubbers at the following distances:

Grade	Distance (ft.)
current 1st and 2nd grade	Coach Pitch
current 3rd and 4th grade	35
current 5th and 6th grade	40
current 7th and 8th grade	40
Current 9 th thru 12 th grade	40

Base Distances The base distance for all age groups is 60 feet.

Rule 3: Equipment

Helmets The batter, the on-deck batter, each base runner and non-adult base coaches must wear a helmet **with face protector.**

Catcher's Gear The catcher must wear the following safety equipment anytime she is catching a pitcher.

- Helmet, preferably one with ear protection for both ears
- Mask
- Throat protector
- Shin Guards
- Chest Protector

Game Ball The following balls will be allowed as the game ball:

Grade	Ball Size (in.)	Description
current 1st and 2nd grade	11	Dudley, YELLOW Soft-sided, safety ball
current 3rd and 4th grade	11	Dudley, YELLOW Soft-sided, safety ball
entering 5th thru 12 th grade	12	Dudley, YELLOW

Uniform Following are the player uniform requirements:

Jersey or T-shirt with player's number on the back Each player is given a team T-shirt at the beginning of the season. **Players must wear the team T-shirt to each game.** During inclement weather, a sweatshirt or jacket may be worn. These shirts are **REQUIRED** for the tournament or team will forfeit.

Shoes All players must wear shoes. Tennis shoes or rubber spikes are allowed. No metal spikes or street shoes.

Jewelry Exposed jewelry (bracelets, necklaces, earrings and so on) must be removed and not worn during the game.

Exceptions to this are newly pierced ears, medical alert bracelets or necklaces, and so on. If worn, they must be taped to the body with the medical information visible.

Hair Hair must be out of the eyes. A cap or visor is encouraged to be used.

Rule 4: Players and Substitutes

Rosters Submit before June 10. Contains Players and Shirt numbers. (Coordinators send to Jane Thon) Any variance from this list needs to be coordinated with the Tournament Coordinator before the youth can play and **will not be allowed to play an infield position.**

Short-Handed Rule The minimum required number of players for a team to begin and end game play is as follows: (Coaches may agree to wait 15 minutes at game time, especially if a coach knows players are on the way.)

Grade Group	Minimum Number of Players to...	
	Start the game	End the game
current 1st and 2nd grade	8	8
current 3rd and 4th grade	8	8
current 5th and 6th grade	8	8
current 7th and 8th grade	8	8
current 9th and 12th grade	8	8

If the team who begins game play with the minimum required number of players loses a player, the following rules apply:

- When the player who has left the game is scheduled to bat, an out is declared for her turn at bat.
- The player cannot return to the lineup *except* under the Infectious Disease Control Rule, page 6. If the criteria of this rule are met, she may return to the lineup even after missing a turn at bat.
- If playing with 8 players, the 9th position is an automatic out.

Player Borrowing Player borrowing is allowed at the coach's discretion and if mutually agreed to by both coaches. (Year End Tournament needs to be coordinated with the tournament coordinator) If a team has less than the minimum number of players required starting a game and no prior arrangement was made to obtain the needed players, the team forfeits and records a loss. If both teams are short players, the coaches may elect to forfeit the game resulting in a loss for each team or they may schedule a makeup game. If a coach knows ahead of time that his/her team will be short players and calls the other coach for permission, he/she may recruit other players without forfeiting the game.

- **Traveling/Metro team players are not allowed to play on a 3CV League team. Violation of this rule results in game forfeiture.**

Substitutions The Re-entry rule is not in effect. Free substitutions are allowed. All players in all positions may go in and out of the game at any time.

Batting Order **All players present will be in the batting order.** If any player arrives after the start of the game, she will be added to the **bottom** of the order. The same batting order must be used during the entire game.

Number of Defensive Players The following defines the number of defensive players for each grade group:

Grade Group	Number of Infielders	Number of Outfielders
current 1st and 2nd grade	6	4
current 3rd and 4th grade	6	4
current 5th and 6th grade	6	4
current 7th and 8th grade	6	4
current 9th and 12th grade	6	4

Outfielders must remain at least 10 feet behind the base paths until the ball crosses home plate.

**Defensive
Player Rotation**

Coaches are highly encouraged to develop a player-rotation system for the entire season based on the roster. Regardless of the system developed, make sure it is fair to all players keeping player safety in mind. A player rotation system allows the following:

- Each player knows which position she is going to play before each game.
 - There is fair distribution of player time at each position.
 - Position-related knowledge and skills are developed more efficiently.
 - Player rotation stress during game time is removed from the coach.
- This system may be used provided the following are adhered to:

- Players should play as many positions as possible during the season based on skill level demonstrated.
- Safety should be considered before assigning a player to an unfamiliar or difficult position.
- **Each player must play at least two innings on defense each game.**
- **Each player may not sit on the bench more than two consecutive innings:**
- **For (current 1st and 2nd grade) entering 2nd and 3rd grade and (current 3rd and 4th grade) entering 4th and 5th grade, a player may not play the same defensive position more than 2 innings in a game, except the pitcher.**
- For all grades, a pitcher may not pitch more than 3 innings in a **7 inning game. If you go to extra innings then you can rotate your pitchers equally in the added innings. (Pitcher A could pitch inning 8 – Pitcher B could pitch inning 9 or Pitcher A, B, C could all pitch in a inning).**

**Ejected Player
or Coach**

An ejected player or coach is restricted to the bench unless the act is considered flagrant. In this case, the player or coach must leave the grounds. If the player or coach refuses to leave, a forfeit will occur. The 3CV League will investigate all ejection's and establish disciplinary actions, if necessary.

**Infectious
Disease Control
Rule**

A player, coach, or official who is bleeding or who has blood on his or her uniform shall be prohibited from participating further in the game until appropriate treatment has been administered. If treated in a reasonable length of time, the individual will not have to leave the game. Appropriate treatment is:

- Bleeding has stopped
- Injury is covered
- Uniform changed (color difference will be allowed) or disinfected with acceptable disinfectant (see below)
- Competition area/equipment disinfected with acceptable disinfectant

Acceptable disinfectants are:

- A solution of 1/4 cup of sodium hypochlorite and one gallon of water
- A solution of 1/4 cup of 70% isopropyl alcohol and one gallon of water
- A commercially produced infectious disease spray

Spitting on hands is not allowed.

**Ill or Injured
Player Rule**

If a player is permanently removed from the game because of illness or serious injury, the removed player's coach must inform the opposing team's coach of the player removal.

Rule 5: Game Rules

Game Start Time Game start times will be 6:30 PM unless listed different on the game schedules.

Game Length The following defines the game length for each grade group:

Grade Group	Maximum Number of Innings	Maximum Playing Time
current 1st and 2nd grade	7	1 hour, 30 minutes
current 3rd and 4th grade	7	1 hour, 30 minutes
current 5th and 6th grade	7	1 hour, 30 minutes
current 7th and 8th grade	7	1 hour, 30 minutes
current 9th and 12th grade	7	1 hour, 30 minutes

Coaches need to coordinate with the umpire when you are close to the Maximum playing time. **When the last inning has been called, both teams will have an unlimited run inning. The maximum playing time may extend past 1 hour 30 minutes to accomplish this.**

For the season end tournament, the time limit will be waived for the championship game in each grade group. Number of innings will be 7. (see Runs per Inning Rule)

Rain or Lightning

Games must be SUSPENDED and all teams must leave the field **immediately** if lightning is witnessed.

A game may be temporarily suspended if rain is intermittent. In the case of continuous rain, a game is considered regulation after 4 complete innings.

Game Cancellation

The cancellation or postponement of games should be made up . If possible, the decision should be made at least one hour before the game as a courtesy to the players. If the game is canceled or postponed the following must be done:

- Home team coach must inform the umpire coordinator as soon as possible of the cancellation. Umpires do need to be paid if not notified in advance.
- Home team coach must contact the visiting coach to schedule a makeup game.
- Home team coach must find a makeup field and contact the umpire coordinator to schedule an umpire.
- All makeup games must be completed before the Wednesday of the week of the league tournament.
- Makeups are optional.

Runs per Inning Rule

For all age groups, no team can score more than 6 runs per time at bat except for the last inning (SEE BELOW) Before the last inning starts, the umpire should declare that this is the last inning so that both coaches and teams are clearly aware of the situation. Unlimited runs can be scored during this LAST inning. **If the umpire forgets the game still ends after both teams have the unlimited run inning. Coaches need to get their players on and off the field to ensure that you play as many innings as possible.**

Note: If a play produces more runs than the maximum number, only the maximum number is allowed and any additional runs are not counted.

Grade Group at signup	Maximum Runs per Innings	Maximum Runs LAST Inning
current 1st and 2nd grade	6 4	6
current 3rd and 4th grade	6 4	6
current 5th and 6th grade	6	Unlimited
current 7th and 8th grade	6	Unlimited
current 9th and 12th grade	6	Unlimited

{Run limits updated per 3CV Coach meeting May 3, 2009}

15-Run Rule

Any team ahead by 15 or more runs after 5 full innings is declared the winner and the game is stopped.

Score Keeping

A coach or parent from each team will keep score. Scoring and batting order should be compared after each half inning. Any discrepancies should be resolved before the next at-bat.

Rule 6: Pitching Rules - **Make sure strike zone is age appropriate.**

<p>Pitching Rule: Coach / Parent pitch 1st and 2nd grade</p>	<p>Number of pitches should be limited to 10 but if the girl is real close allow an additional pitch</p>
<p>Pitching Rule: Live Pitching current 3rd and 4th grade</p>	<p>Live pitching is defined as player pitching. Warm Up Pitches will be:</p> <ul style="list-style-type: none"> • 5 pitches to start the game (or when a pitcher is changed) and 3 pitches each following inning. <p>The following rules apply to all pitchers:</p> <ul style="list-style-type: none"> • Pitchers are encouraged to deliver the pitch over the plate using a modified or faster motion. • Instruct Umpires and youth that a wide strike zone will be used. The strike zone is 1 ball width off of the black on home plate. Knees to chin. • There will be 3 strikes and 4 balls. (Refer to Batting Rules for age-specific rules concerning walks.) • Pitchers must have both feet on the ground when the ball is released. • NO CROW HOPPING • .When starting from the pitching rubber, a step backwards will be allowed. They can not start from behind the rubber and step forward, or replant the forward foot before releasing the ball • Any pitcher that hits three batters must be removed from pitching for the balance of the game. • Refer to Rule 4 for Defensive Player Rotation for information about the maximum number of innings per game a play may pitch. • A partially pitched inning is considered a full inning pitched, regardless of the number of batters she faces in the inning and regardless of whether she is the starting pitcher or the relief pitcher. In this case, a full inning would be counted for both pitchers.. Three outs, regardless of the number of pitches is considered a full inning. • A pitcher having control problems can take one step in front of the designated pitching distance. From this distance a pitcher may use a modified pitching motion only (not windmill). If the pitcher can not make it at this distance she must be replaced
<p>Pitching Rule: Live Pitching entering 5th thru 12th grade</p>	<p>Live pitching is defined as player pitching</p> <ul style="list-style-type: none"> • 5 pitches to start the game (or when a pitcher is changed) and 3 pitches each following inning. <p>The following rules apply to all pitchers:</p> <ul style="list-style-type: none"> • Pitchers are encouraged to deliver the pitch over the plate using a modified or faster motion. • There will be 3 strikes and 4 balls. (Refer to Batting Rules for age-specific rules concerning walks.) • Pitchers must have both feet on the ground when the ball is released. NO CROW HOPPING • When starting from the pitching rubber, a step backwards will be allowed. They can not start from behind the rubber and step forward, or replant the forward foot before releasing the ball. • Any pitcher that hits three batters must be removed from pitching for the balance of the game. • Refer to Rule 4 Defensive Player for information about the maximum number of innings per game a play may pitch. • A partially pitched inning is considered a full inning pitched, regardless of the number of batters she faces in the inning and regardless of whether she is the starting pitcher or the relief pitcher. In this case, a full inning would be counted for both pitchers. Three outs, regardless of the number of pitches is considered a full inning.

Rule 7: Batting Rules

Batting Order All players present will be in the batting lineup. The lineup must stay the same throughout the entire game, unless an illness or injury forces a change.

Batting Rule: current 1st and 2nd grade	Each batter is allowed 10 pitches. <ul style="list-style-type: none"> • If the 10th pitch or subsequent pitches are fouled, they are foul balls and another pitch is allowed. • If the 10th pitch is not swung at, the batter strikes out. • Walks are not allowed.
Batting Rule: 3rd thru 12th grade	The following rules apply to the 3rd thru 12th grade groups: <ul style="list-style-type: none"> • A count of 4 balls or 3 strikes is used. • The first two fouled balls are considered strikes. • If subsequent pitches are fouled, they are foul balls and another pitch is allowed. • A hit batter is awarded first base, even if the bases are loaded. • A batter is entitled to 1st base if hit by a pitch even though is hit the ground first. (unless they made no effort to get out of the way)
Bunting Rule	Batters may bunt except in 1st and 2nd grade
Batting Rule: Thrown Bat	A team warning is issued when any batter throws her bat. If any player on the team throws her bat after the team warning, she is declared out. If any player throws her bat a second time, she is declared out and ejected from the current game.

Rule 8: Batter-Runner and Runner Rules

Overrunning First Base After running to first base, a player may turn left or right when returning to the base. Any player that shows intent to advance to second base makes the player liable to be tagged out by a defensive player holding the ball. (Umpire's discretion). Merely turning to the left does NOT put the runner in jeopardy of being tagged out unless they make an attempt to advance to 2nd

Leadoff Rule Leading off is defined as leaving the base, typically not more than a few feet. The following defines the Leadoff rule for each grade group.

For all age groups, a base runner **cannot** leadoff before the pitch.

Grade Group	Rule
Current 1st and 2nd grade	• A base runner may leave the base when the pitched ball is batted.
Current 3rd and 4th grade	• A base runner may leave the base when the pitched ball crosses home plate.
Current 5th and 6th grade	• A base runner may leave the base when the pitched ball leaves the pitcher's hand. If violated, one bench warning will be given, the second violation will result in the player being called out.
Current 7th and 8th grade	• A base runner may leave the base when the pitched ball leaves the pitcher's hand. If violated, the player is called out.
Current 9th thru 12th grade	• A base runner may leave the base when the pitched ball leaves the pitcher's hand. If violated, the player is called out.

Base Stealing Rule The following defines the Base Stealing rule for each grade group:

Grade Group	Rule
Current 1st and 2nd grade	A base runner may not steal any base.
Current 3rd and 4th grade	A base runner may steal any base, except home.
Current 5th and 12th grade	A base runner may steal any base, including home. After a player is awarded first base by a walk, the ball is still live until the umpire calls time. All base runners, including the player who reaches first base by a walk may advance to the next base at her own risk of being tagged out.

Pitching Circle Rule Once the pitcher has the ball within the pitching circle, the base runners must immediately commit to a base.

Pitched Ball Bounces	A pitched ball bounces and hits the batter in the batter's box :The batter is out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat. A batter who is hit by their own batted ball while still in the batters box is considered to be a foul ball.....if the ball bounces up and hits the bat (while the batter is still in the batters box) the result is the same
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Third Strike Rule	The following defines the Third Strike Rule for each grade group:
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Grade Group	Rule
Current 1st and 2nd grade Current 3rd and 4th grade	A batter may not run on a dropped-ball third strike. The batter is out.
Current 5th thru 12th grade	A batter may run on a dropped-ball third strike. See the rule definition below.
<i>Third Strike Rule</i>	
The Third Strike Rule is defined as:	
<ul style="list-style-type: none"> • There is zero or one out • First base is unoccupied • The catcher fails to catch the third strike before the ball touches the ground and does not have control of it. 	
<i>or</i>	
<ul style="list-style-type: none"> • There are two outs • First base may or may not be occupied • The catcher fails to catch the third strike before the ball touches the ground and does not have control of it. 	
Example: If a pitched ball bounces on the ground before it reaches home plate and the batter swings and misses, even if the catcher catches the ball, the batter may run to first base.	

Caught Foul Tip Rule	If the batter foul tips the third strike and the catcher catches it, the batter is out.
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Hit Base Runner Rule	Any base runner in fair territory hit with a batted ball is out, unless: <ul style="list-style-type: none"> • A defensive player touches the ball first. • She is standing on a base. • The ball passes the defensive player who errors on the play.
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Overthrown Ball Rule	An overthrow occurs when a thrown ball from a fielder goes beyond the boundary lines of the playing field (dead ball territory) or becomes a blocked ball. Runners are awarded bases based upon their position when the ball is released Each player is allowed to advance one base without liability of being put out on an overthrown ball that goes out of bounds. Base runners are granted the base they are running to plus one more, per the umpire's discretion including home if it is the continuation of a play begun by a batted ball. If a defensive player stops the ball before it goes out of bounds, players may advance at their own risk. Out of bounds is typically defined by the imaginary line extended from the fence behind home plate and parallel to the third and first base lines.
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Sliding Rules	The following defines the sliding rules: (THIS IS TO PREVENT INJURIES) Sliding is when the play is at the base. Not required if no play.
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Grade Group	Rule
Current 1st and 2nd grade	Sliding is not required at any base.
Current 3rd and 4th grade	Sliding strongly recommended
Current 5th and 6th grade	Sliding is required at any base. If violated, one bench warning will be given; the second violation will result in the player being called out. The runner may be called out at umpires discretion
7th grade thru 12th grade	Sliding is required at any base. The runner may be called out at umpires discretion

Coach's Rules	The following defines the coaching rules:
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Grade Group	Rule
current 1st and 2nd grade	Coaches can coach defense by being in the field with their players. Coaching a batter must be done from the coach's box or bench area.

current 3rd and 12th grade	Coaches must coach from the bench area when the team is on defense and cannot be in the field of play. Coaching a batter must be done from the coach's box or bench area.
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Rule 9: Player, Coach and Spectator Etiquette

Abusive or Foul Language

Any player, coach or spectator using abusive or foul language will be ejected from the premises.

Smoking or Drinking

Tobacco or drinking alcoholic beverages by anyone, before, during or after the game, is not allowed.

Harassment

Any player, coach or spectator harassing anyone, including the umpire, a coach or a player, will be ejected from the premises. **Instruct Parents/Coaches that bad behavior will not be allowed and that the umpires do need support during controversial situations.**

Other General League Information:

Fields for year end Pioneer, Chaska High School, Chaska Community Park.

Make up day will be confirmed pending on how Rainey the season has been (June 20th)

We have talked to the Police regarding parking by Pioneer and **No** parking will be allowed on the road. You will be ticketed

VIP passes will be given to park by concession stand (Workers, Concession stand help, Day coordinators)

Miscellaneous information will be posted on the following WEB site: <http://www.leaguelineup.com/ccybsa>

1. Directions to fields
2. Division/Leagues
3. Teams/Rosters
4. Schedules
5. Standings (Home team email ccybsa.reg.com the score)

Weather decision to be made by league no later than 4:00 pm, after that it is the coach/umpire decision on the field

Weather Hotline for Chaska Fields: 952-448-5633 #3

Weather Hotline for CAA Fields: 952-227-7000 or check CAA web site