



# 2010 HANDBOOK

FOR UP-TO-DATE INFORMATION ON FIELD  
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NOTE: MAPS ARE NOT TO SCALE

## **CODE OF ETHICS**

The following Code of Ethics has been adopted by the PAC and all participants, coaches, and parents are expected to pledge to follow:

- The academic, emotional, and physical well being of the players is placed above the desire to win.
- A safe playing situation for the players.
- The game is for the players and not the adults.
- To report any and all violations of the code of ethics to the appropriate commissioner.
- I will not nor allow others to make unsportsmanlike or uncomplimentary remarks to opponents, PAC officials, umpires, or spectators, including profanity or obscene gestures.
- I will not make any derogatory or other remarks that serve to incite my players, spectators, or others against the umpires.
- To expect an environment that is free of drugs, tobacco, alcohol, and refrain from their use at all youth sports event.

### **COACHES**

- I will treat each player as an individual, remembering the large range of emotional and physical development that exists within any age group.
- I will treat all injuries, minor and major, as serious and take prompt action.
- I will do my best to organize practices that are fun and challenging for all players
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will respect and support the PAC, umpires, scorers, and others charged with conducting the game.
- I will be knowledgeable in the rules of baseball & softball, and teach these rules to my players.
- I will use those coaching techniques appropriate for each of the skills that I teach.

### **PARENTS**

- I will require that my child reads and follow the Code of Ethics.
- I will do my best to make sure youth sports are fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials with respect.
- I will commit to team schedules, practices, games, and tournaments.

### **PLAYERS**

- I will attend every game and practice I can, and notify the coach if I cannot.
- I will expect to receive a fair and equitable amount of playing time
- I will do my very best to listen and learn from my coaches.
- I will work hard and play as a team in every practice and game- win or lose.
- I deserve to have fun and will alert parents and coaches if it stops being fun!
- I will do my very best in school
- I will learn that sports are an opportunity to learn and have fun.
- I will commit to valuing team goals over individual accomplishments.
- I will be willing to accept positive constructive criticism.
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## **REFUND POLICY**

Requests for registration fee refunds shall be handled in the following manner:

### **PRIOR TO THE PLAYER DRAFT**

1. Contact the PAC through the website or voicemail @ 815-436-3105
2. Player withdrawal from PAC prior to draft - TOTAL REFUND.

### **AFTER THE PLAYER DRAFT**

1. Request by parent/player is made to team manager.
2. Team manager informs appropriate Division Commissioner.
3. Division Commissioner informs appropriate Vice President (Baseball/Softball/Travel).
4. Vice President (Baseball/Softball/Travel/Fall Ball) verifies request with parent/player and determines by which of the following conditions a refund should be categorized:
  - Injury prior to first scheduled league game - TOTAL REFUND.
  - Change of address prior to the first scheduled league game - TOTAL REFUND.
  - Injury after first scheduled game - Prorated refund based on number of scheduled games divided by number of games played. (Example: 20 game season; 5 games played (25%) results in 15 (75%) games remaining. Player is eligible for a 75% refund.)
  - Change of address after first scheduled game - PRORATED REFUND.
  - Change of mind after draft - Subject to Vice President's decision and/or Board decision.
  - Change of mind due to parent/player dissatisfaction with manager, coach, PAC, playing time, teammates, etc. or vice versa - Subject to Vice President's decision and/or Board decision.
5. The Vice President (Baseball/Softball/Travel/Fall Ball) informs President of decision for a refund.
6. President contacts Treasurer with information resulting in the Treasurer issuing the appropriate refund.

## **PLAYER DRAFT RULES**

### **PRE-DRAFT**

1. The Division Commissioner will convene a meeting inviting all managers. The purpose is to review the previous year's ratings for each player. When a rating is believed to be unwarranted as either too high or low, by a majority of the managers who are present the rating will be changed. All managers may not have knowledge of all the players since some will have changed leagues. They will abstain from voting regarding a change in rating.
2. Each Division Commissioner will provide a list of all ratings (sheets) to each manager with the age of players and include positions played if possible.
3. When possible, player evaluations will be held for players ages 7 and above to provide information on non-rated players and establish a rating for them.
4. A lottery will be used to determine the order of the draft. The team with the 1<sup>st</sup> pick in the 1<sup>st</sup> round will have the last pick in the 2<sup>nd</sup> round, the 1<sup>st</sup> pick in the 3<sup>rd</sup> round, and so on.

### **DRAFT PROCEDURES**

1. Only team managers will attend and participate. If a manager is unavailable, a designate approved by the Division Commissioner may exercise the draft right for the manager.
2. Managers cannot reserve coaches prior to the draft. All players, with the exception of the manager's son or daughter, are available during the draft.
3. A Manager's son or daughter shall be the first player selected prior to that manager selecting any other similarly rated or lower rated player (for example: a "3" rated younger manager's son/daughter must be selected prior to that manager selecting any "3" rated younger or lower rated player). The Division Commissioner may decide to combine the "3" and "4" ratings together. In that instance, a "3" rated older player would be the manager's selection that round. If the ratings system uses a different scale, it will be adjusted as needed.
4. The Draft will be open for rated players with a manager having the opportunity to choose any rated player during any round (with the exception of their son/daughter). Non rated players will be drafted with cards face down in a blind draft format. The Division Commissioner will determine the round(s) for the drafting of non-rated players.
5. PONY Rules state that no team may list more than eight (8) older players on a team roster. The Division Commissioner may, at his/her discretion, adjust age distribution for all ages within their Division.
6. No trading of players will be allowed at any time during or after the draft.
7. Each Division Commissioner will arrange for a member of the PAC board or a member of the Rules committee who is not personally connected with the draft as a manager or Division Commissioner, to be present to record the draft picks and file a report with the board. PAC board members are not required to attend Players drafts but are welcomed to do so and assist as needed.
8. After the Draft has concluded, teams with lesser number of players will receive new players in Draft order as new players register. The same procedure will be used to fill vacancy caused by injury, resignation, etc. Registrations may not be accepted after the draft unless they are new residents to the area .
9. At the conclusion of the Draft, each manager will complete a roster sheet for his/her team and file it with the Division Commissioner. These will be submitted to the appropriate Division Vice President. Managers are to call players within 48 hours of draft's conclusion.

## **TOURNAMENT TEAM GUIDELINES**

**PURPOSE:** To provide a program for those players who wish to play an increased number of games against teams after the PAC in-house program. The board determines the number of eligible teams each year.

**Baseball:** The PAC will provide standard uniforms, equipment, insurance, and pay the Pony Tournament entry fee for each tournament team.

**Softball:** The PAC will provide standard uniforms, equipment, insurance, and pay the entry fee to one sanctioned tournament with PAC Board approval for the amount

### **TO QUALIFY:**

1. Team Manager and two (2) Coaches are subject to Board approval, with final selection of coaching candidates after the tryouts.
2. Tryouts for the team are by open invitation. Notice of try-out date, time, and venue will be made available through PAC website no less than 14 days prior to the try-out date. Independent evaluators selected by the PAC board will evaluate players. Results will be posted on the PAC website. Final roster will be submitted to the appropriate Vice President.
3. All players must be registered and an active participant in the PAC in-house program.
4. All selected baseball players for the tournament teams must meet the specified eligibility requirements as set forth in the current PONY Baseball Rules and Regulations.
5. All baseball tournament teams and players are required to compete in the Pony tournament until elimination.
6. All softball players may try out for their age appropriate softball tournament team regardless of the division that they played in the current in-house spring season.

### **PROCEDURE:**

1. In-house scheduled practices and games will take precedence over tournament team practices and activities.
2. Funding: Tournament team may fund raise for entry fees for additional tournaments, as approved by the appropriate VP, but can not actively solicit PAC Sponsors. Team may receive funds from PAC Sponsors with board approval.
3. Additional fees may be levied from player's families on the tournament teams with appropriate VP approval.
4. All funds will be placed in a reserve PAC account for each tournament team. Funds are only for the current tournament season and any excess funds will revert to the general PAC account.
5. Field time for practice will be scheduled through the appropriate Division Commissioner and approved by the appropriate Vice President (Baseball,/Softball).
6. All parents or legal guardians must provide copy of Birth Certificate and sign official medical release prior to participation.

**GENERAL RULES, PENALTIES, AND EXPECTATIONS FOR MANAGERS, COACHES, PARENTS, AND PLAYERS**

1. NO SMOKING at any time in the vicinity of the immediate playing areas or in the dugout areas during the season while a practice or game is in progress.

Penalty:

1 <sup>st</sup> offense:	Minimum	One (1) game suspension.
2 <sup>nd</sup> offense:	Minimum	Two (2) game suspension.
3 <sup>rd</sup> offense:	Minimum	Out for the season.

2. NO DRINKING of alcoholic beverages at any time or place while a game or practice is in progress.

Penalty: Out for the season, board approval prior to reinstatement the following year

3. Ejection from a game.

Penalty:

1 <sup>st</sup> offense:	Minimum	One (1) game suspension.
2 <sup>nd</sup> offense:	Minimum	Two (2) game suspension.
3 <sup>rd</sup> offense:	Minimum	Out for the season

NOTE: Failure to leave the playing field and immediate area after an ejection will result in a season suspension and require board approval for reinstatement the following year.

4. Fighting at a game or practice.

Player-Penalty:

1 <sup>st</sup> offense:	Minimum	One (1) game suspension.
2 <sup>nd</sup> offense:	Minimum	Two (2) game suspension.
3 <sup>rd</sup> offense:	Minimum	Out for the season.

Adult – Penalty: Out for the season.

5. ILLEGAL SUBSTANCES as defined by Illinois State Law. Possession or use.

Penalty: Out for the season.

6. Theft of, or intentional damage to, property of the PAC or others.

Penalty: Subject to review by the PAC board.  
The offender must make full restitution.

7. Other offenses for which a penalty, a suspension, or ejection from the league include but is not limited to the following items (subject to review by the PAC board):

- Profane language
- Disruptive behavior
- Disrespect to manager/coach
- Absenteeism
- Disregard of manager, parent, and / or player expectations
- Intimidating behavior.
- Un-Sportsmanlike conduct

8. The above listed penalties are a minimum and are not subject to appeal. Incidents involving conduct penalties may be reviewed by the Conduct Review Committee.

9. There must be two (2) background checked adults present at all practices and games.

10. All suspensions must be served on the next game(s) played, is the responsibility of the manager to enforce and communicate to the league commissioner, and will carry-over to the next season if the offense occurs at the end of the season.

## **MANAGER/COACH EXPECTATIONS**

1. Develop the skills of all players on the team to the best of each individual player's ability giving particular emphasis to any fundamental skills identified for that league.
2. Promote team sportsmanship, good bench behavior, and set a positive tone for the team and spectators. Lead by example by showing respect for umpires, players, coaches, managers, and others with whom you have contact during the season.
3. Provide a safe environment during both practices and games.
4. Monitor and take care of all PAC equipment issued to my team and to assist in the cleaning and maintenance of the dugouts and ball fields used by my team.
5. Promptly return equipment issued to my team on or before the designated date or make other arrangements.
6. Complete Player & Umpire Evaluation sheets promptly, providing the fairest possible rating for each player.
7. Escort the concession person to his/her car if playing the final game of the day at that park.
8. Follow the general and respective league PAC rules.
9. Turn off lighting after last game.
10. Manager or Pre game designate will be the only persons allowed to discuss a rule interpretation with the umpire.
11. Maintain fields before and after each game.
12. During games is responsible to keep players and coaches in the dugout unless they are on defense, base-running, hitting, or on deck. All others must be in the dugouts, regardless of the field. Managers, coaches, or players, are never allowed in front of the dugout fence while the ball is in play, NO EXCEPTIONS.
13. Managers: Possess current Positive Coaching Alliance certification.

**\* FAILURE TO COMPLY WITH THE ABOVE EXPECTATIONS MAY AFFECT INDIVIDUAL'S MANAGER STATUS WITHIN PAC.**

## **PARENTS EXPECTATIONS**

1. Assist my child in attending team practices and games.
2. Assist my child by working on necessary fundamentals at home between practices and games.
3. Support my child and the team through attendance at games and by offering encouragement to the team, the manager and the coaches.
4. Show good sportsmanship toward opposing players, managers, coaches, and umpires.
5. Parents are not allowed in the dugout area, allowing the Managers and Coaches to run the team.
6. Have fun and enjoy watching my child's team play ball because that is what youth baseball/softball is about.
7. It is expected that the parents will work on the fields prior to games.
8. It is expected that the parents will complete a Manager's Evaluation Form prior to the end of the season.

## **PLAYER EXPECTATIONS**

1. Be on time for practice and inform the manager if unable to attend a practice.
2. Arrive at the game at the time designated by the manager and provide the manager advance notice if unable to attend a game.
3. Cooperate with the manager, coach and teammates by following the team rules which include:
  - Remaining in the dugout during the game.
  - Keeping the dugout area clean by disposing of litter properly.
  - Taking care of equipment issued to the team.
4. Promote team unity by encouraging the other players on my team.
5. Show good sportsmanship for opposing players, managers, coaches and umpires.
6. Work on skills at home between scheduled practices and games.

## **CONDUCT REVIEW COMMITTEE**

(Overview)

### **PURPOSE**

To review any personal conduct-related issues that occur within the framework of PAC activities that require additional attention and provide a recommendation for further sanction against the parties involved, if so warranted. Any sanctions recommended by the CRC would be above and beyond those mandatory penalties listed in the PAC Handbook. Any personal conduct-related issue that occurs at any PAC activity involving Managers, Coaches, Players, Parents, Spectators, Umpires, or PAC Board Members is subject to a review by the CRC. PAC activities shall include practices, tryouts, evaluations, games, tournaments, meetings, and any other events or gatherings not listed but subject to oversight by the PAC Board of Directors. Any PAC member, as defined by PAC By-Laws, can also request a CRC Review in writing to the appropriate Vice President (Baseball, Softball, Travel or Fall Ball.)

### **PERSONAL CONDUCT STANDARD**

Personal conduct subject to Review is defined as actions that are harmful, dangerous, racist, or detrimental to the positive image of the PAC and its members.

CRC Review is optional if any of the following conduct/events occur:

- Manager/Coach Contest Ejection
- Spectator/Parent Contest Ejection
- Player Contest Ejection

CRC Review is mandatory if any of the following conduct/events occur:

- Fighting
- Verbal Abuse/Threatening Behavior
- Use of tobacco, alcoholic beverages or other banned substances in violation of PAC Policy, Park District Rules, Village Ordinances, or Illinois law.
- PAC/Park District Property Abuse/Destruction
- Serious violations of Park District or Village rules or ordinances.
- Any other conduct or occurrence as dictated by the PAC Board

### **COMMITTEE STRUCTURE**

The CRC will have a Chairman, the PAC Executive Vice-President, as its only permanent member. When a review is warranted, the CRC Chairman will determine and assemble the appropriate active committee members. For game-related incidents, there will be a minimum of four (4) additional committee members, depending upon the playing division involved:

- 1) Division Commissioner
- 2) Division Umpire Assigner
- 3) Vice President (Baseball, Softball, Travel, or Fall Ball)
- 4) Member of the PAC Board of Directors Executive Committee

For non-game related incidents, the CRC Chairman will assign three (3) or more committee members, to include at least one member of the Executive Committee.

### **REVIEW PROCESS CONCLUSION**

The CRC Chairman will prepare a Recommendation of Action Report that will be presented to the PAC Board of Directors Executive Committee. The PAC Board of Directors Executive Committee will render a decision based on the CRC Recommendation of Action Report and report their decision to the appropriate Vice President of Baseball or Softball. The Vice President will inform the individual/individuals of the sanctions instituted, if any, and insure that the Committee's sanctions are followed. The PAC Board of Directors Executive Committee has the right to defer a decision and call for the full PAC Board of Directors to review the issue. The decision of the PAC Board of Directors Executive Committee or, if deferred, the PAC Board of Directors is final.

**Please see the Conduct Review Committee link on the official Plainfield Athletic Club website for the full CRC Charter.**

## GENERAL PLAYING RULES FOR ALL LEAGUES

1. Base runners approaching second base, third base or home plate will be required to either slide or avoid contact when there is a contested play at those bases. "Bowling over" or "plowing into" defensive players will not be tolerated. The offensive player involved in the interference shall be called out and all base runners must return to the last base touched at the time of the interference. Interpretation of the **intent and degree of contact rests solely with the umpire**.
2. Managers are encouraged to distribute the total number of innings played in the field by each player over the course of the season as equitably as possible. Exceptions to this rule include players who do not uphold the Player's expectations.
3. Managers are expected to experiment with the positioning of players at different defensive positions. The child's ability, safety, and comfort are factors that must be considered when positioning players at different positions.
4. No protests are allowed for any reason. All umpire decisions are final.
5. Both managers will report the score, pitchers used, innings pitched, and the umpire patch number(s) to the Division Commissioner within twenty-four (24) hours after the game.
6. Make up games will be scheduled through the commissioner (including traveling teams), and every reasonable attempt will be made to make-up all games but extended periods of bad weather may cause the cancellation of some games.
7. The umpire will keep the official time for the game. It is expected the first game for the day will start at the scheduled time. For other games, if the start time is different than the scheduled time, the umpire will announce the official start time.
- 8. INCLEMENT WEATHER PROCEDURES**
  1. When thunder is heard, and/or cloud to ground lightning is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play **immediately**.
  2. Instruct the managers to move their teams out of the dugouts and away from the field to a place of safety.
  3. Notify umpires on nearby fields, in case they are not aware of the weather issue, then leave the field for a place a safety.
  4. Thirty Minute Rule:
    - a. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
    - b. Any subsequent thunder or lightning after the beginning of the 30-minute count, the clock resets and another 30-minute count begins.
    - c. **There are no exceptions to this rule!**
    - d. 45 minutes will be the maximum time a game will be suspended if there are games to be played after the game suspended for inclement weather. After 45 minutes delay, the game will be suspended, cancelled, and/or considered complete based on the rules for the Division or league involved. If it is a travel game with teams that have traveled to Plainfield the umpires, at their discretion, may extend the 45 minute maximum wait time if there are no games scheduled after said game.
9. No player may play in any PAC sanctioned game wearing jewelry. Jewelry includes anything that is not part of standard athletic attire. A warning will be given to both teams during ground rules and each team will be allowed one additional warning during the game. After the second warning, any player wearing jewelry will be ejected from the game. The only exception will be for Medic alert bracelets or necklaces, and religious medals, If worn, they must be securely taped to the body.

POINT OF EMPHASIS: Earrings are not allowed to be worn by players in softball or baseball, even if taped. That does include any players who may have new earring studs, they must be removed or they must sit out there are no exceptions.
10. Stopping a game, at any point, for an injured player is at the sole discretion of the umpire(s), with the safety of the injured player being the determining factor of when play is stopped. If play is stopped in the middle of a play, the umpire(s) will determine where base runners are to be placed and it is solely at their discretion.
11. All Divisions will use courtesy runners as a way to speed up the game. Courtesy runners are optional anytime for the pitcher and catcher, mandatory with two (2) outs for the catcher. The pitcher and catcher that the courtesy runner is being utilized for must be the pitcher and catcher for the subsequent defensive inning. The courtesy runner used will be the last batted out recorded (Excluding SWS).

### SPORTSMANSHIP

1. Intentional Throwing of Equipment (bats, helmets, etc.) will not be permitted. The first infraction will result in an ejection. Warnings may be issued to both teams prior to start of game at umpires' discretion during pre-game conference.
2. Chatter: Managers, Coaches and Players may cheer their own team, but cannot direct anything against the opposing team.
3. No manager will attempt to stall. If a manager attempts to stall, the umpire will determine whether the manager will be suspended, pending PAC Board of Directors review.
4. Fake Bunt then swing or hit the ball is strictly prohibited. The ball is dead, the batter is out and all runners returned to the base they occupied at the time of the pitch. Both managers are also warned, repeat will result in ejection of the head coach.

## **BASEBALL PLAYING RULES**

Play will be governed by Official Baseball Rules and adapted P.O.N.Y. Baseball Rules. The order of rule interpretation for all decisions at all games is as follows: 1. PAC 2. PONY 3. Official Baseball Rules (Colt/Palomino division IHSA replaces PONY in the rules interpretation order)

The Plainfield Athletic Club rules that follow will be in effect. See the table on page 16 for specific details regarding the different levels of play (Colt, Pony, Bronco, Mustang, Pinto & Maverick). Shetland rules are covered on page 19.

### **THE GAME**

1. A game will consist of (See matrix last page) innings or until time limit is reached. No inning will be started after (See matrix last page). Any inning started before this time period must be completed. Extra innings will be played if the score tied and the time limit has not been met. If the time limit is met and the home team is leading or took the lead and at bat, then the game will be called official at the point the time limit is met.
2. If a team is leading an opponent by ten (10) or more runs and (See matrix last page) or more innings have been played (Note - home team does not need to bat in the bottom of inning if leading by ten (10) runs), the game shall be terminated and the team with the ten (10) run lead shall be declared the winner.
3. The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where ten (10) or more players are listed to bat, a player not able to bat due to injury sustained during the game will be skipped in the batting order and not recorded as an out. In a game where nine (9) batters are listed to bat, a player not able to bat due to an injury sustained during the game will be skipped in the batting order and recorded as an out. Teams will be allowed to start and finish a game with eight (8) players and the ninth spot in the batting order will be recorded as an out.
4. When replacing a player on a team to prevent a forfeit or to avoid falling below 9 players, replace with equal or lower rated player from within the same league who will play the outfield only and will bat last. A team may only use the same substitute once per season. The commissioner must approve substitutions. If the commissioner is unavailable, the opposing manager may grant approval, but the commissioner must be notified that the substitution was made. If a player from the team that has a substitute shows up, the substitute will play at least two (2) innings and bat once.
5. The home team will keep the Official Scorebook.
6. Any game suspended prior to becoming an official game (See matrix last page) shall be resumed at a later date from the exact spot at which it was suspended. Managers need to record in their scorebooks the time at which the game was suspended, the balls, strikes, outs, base runners, Pitchers, elapsed game time and any other information necessary to resume the game. Scorebooks of the opposing teams should be in agreement and each scorebook initialed by the opposing manager before leaving the park.
7. Pitchers removed, for any reason, during the suspended game will not be permitted to pitch in the continuation game (See PITCHING rule #5). Example: Pitcher removed in 2<sup>nd</sup> inning. Game suspended in 3<sup>rd</sup> inning. Pitcher removed in 2<sup>nd</sup> inning will not be eligible to pitch when game is resumed.

### **PLAYING TIME**

1. Each eligible player will play at least three (3) full innings per game if time allows. Any combination of three (3) innings played in compliance with league rules will suffice. Players not playing their three (3) innings due to the "slaughter" rule, weather, injury, etc. will be required to play the first three (3) innings in the next game. First violation of this rule by the manager will result in the forfeiture of the game. Second violation of this rule will result in the suspension of the manager for the season.
2. Managers are required to give equal playing time to all players on the team. This includes innings on the bench, infield innings and outfield innings played. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions.
3. Free substitution of all players will be allowed except for the pitcher. Players may be removed from and re-entered into a game any number of times.

## **PITCHING**

(Specific pitching rules are a part of the Pony League sanction and are intended to ensure the health and well being of young players. They will be strictly enforced.)

1. Pitchers shall be allowed to pitch in no more than (See matrix last page) innings in any one-calendar week. A calendar week is from 12:01 a.m. Monday to 11:59 p.m. the following Sunday.
2. Pitchers may not pitch in more than (See matrix last page) innings on the same calendar day. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the maximum number of innings in a calendar day.
3. Pitchers shall have at least forty-eight (48) hours rest after pitching in (See matrix last page) or more innings on the same calendar day. The forty eight (48) hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two (2) hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule. Players that pitch on two consecutive days will need 24 hours rest before they will be allowed to pitch again. The clock starts from the start of the game.
4. After throwing one (1) pitch to a batter, the pitcher shall be considered as having pitched one (1) inning.
5. Neither a pitcher withdrawn from the line-up, nor a pitcher who is withdrawn from the mound but who stays in the game at another position shall be permitted to pitch again in the same game.
6. If a relief pitcher comes in cold, the umpire shall allow the pitcher to warm up properly (See Matrix).
7. If a manager or coach goes onto the playing field to talk to a pitcher more than once in a half inning, a pitching change shall be made. The only exceptions to this rule are in the case of injury.

## **MISCELLANEOUS**

1. All players are strongly encouraged to wear a cup type athletic supporter.
2. Catchers MUST wear a cup type athletic supporter, mask with throat guard, chest protector, shin guards, and protective headgear. Any player warming up a pitcher will wear a mask.
3. Any batter who unintentionally throws a bat whether the ball is batted fair or foul, and a safety issue is present, the umpire shall call the batter out. The ball is a dead ball and all runners returned to the bases occupied prior to the pitch. No warning is required.
4. PAC bat and helmet restrictions are:
  - a. Bat Restrictions are:
    - i. Coach Pitch, Maverick, and Pinto will be restricted to 2 1/4 inch or less diameter bats with no weight restrictions.
    - ii. Mustang and Bronco will be restricted to 2 5/8 inch or less diameter bats with no weight restrictions.
    - iii. Pony will be restricted to 2 5/8 inch.
    - iv. Softball (All Levels): Only ASA legal bats may be used.
    - v. If an illegal bat is discovered after the batter has entered the batter's box or immediately after its use, the batter is out and all runners return to bases previously occupied. If a bat is discovered prior to use it will be removed from the game, with no further penalty.
  - b. Helmet Restrictions will be:
    - i. All players must supply their own helmets.
    - ii. Helmets must be NOCSAE-approved with extended earflaps, which cover both ears and temples.
    - iii. These NOCSAE-approved helmets are mandatory for all batters, on deck batters, base runners, and any offensive player in live ball territory, even if the ball is dead.
    - iv. All helmets must be manufacturer designed and approved with attached face mask/guard and must be NOCSAE approved (Softball- All Levels), Shetland, Pinto, Maverick & Mustang Divisions). Chin straps are mandatory as well for Softball all levels.

## **SPECIAL RULES FOR PINTO**

1. The number of players on the field will be ten (10), which includes four (4) outfielders on the grass.
2. Each team is allowed only two (2) time-outs, excluding trips to the pitching mound.
3. If a pitcher hits three (3) batters in a game, he must be removed from the mound and may not reenter the mound during that game.
4. The ball will become dead and therefore runners cannot advance on an overthrow by the catcher to the pitcher or the pitcher dropping the ball thrown from another player.
5. Absolutely no intentional walks are allowed.
6. Managers are expected to provide a catcher capable of catching (or at least making a reasonable attempt to catch) most pitches thrown to him in order to keep a reasonable pace to the game. The umpire may request a different catcher if this is not followed.
7. Pitchers cannot walk a batter. If the count on a batter reaches 4 balls, a coach from the team at bat will pitch to that batter, with the count to remain unchanged on the batter. The coach must pitch from the pitching rubber and the player (pitcher) must still field his position from the mound. The batter can strike out but cannot walk. Coaches should attempt to pitch a reasonably flat pitch (no lob pitches), per the umpires discretion. Coaches who are pitching may not coach players in any way while on the field
8. A ball hitting a coach-pitcher is a dead ball and considered a foul/strike per the PONY rules.
9. If, in the umpire's judgment, the coach-pitcher interferes in the fielder's attempt to make a play or intentionally touches the ball, the ball is dead and the batter is out.
10. Players may not play in the same defensive position more than twice per game.
11. All seven year olds must attend the PAC annual evaluations to be considered for Pinto level. All those who do not attend will be placed in the Maverick divisions, NO EXCEPTIONS.
12. The following rules and examples apply to runner advancement:
  - a. A fair ball is "in play" until an infielder is in possession of the ball in the infield. The runner(s) may continue to the base that he is in the process of attaining with the liability of being put out.
  - b. If any play results in an overthrow from any fielding position, the runner(s) are not allowed to advance any further than the same base they were in the process of attaining.
  - c. Runners may only advance on batted balls with the exception of a hit batsman and only then if they are forced to advance.
  - d. Umpires will be solely responsible for adjusting the runners to the appropriate base after the play is stopped and he/she has signaled for time.
  - e. Runners are at the liability to being put out anytime the ball is live and they are not legally occupying a base. This is true even if they are advancing past the base they are legally entitled to based on the Pinto rules.
  - f. Potential situations and rule interpretation:
    - i. **Ball hit in the infield and fielded by an infielder-** The batter can advance no further than first base and other runners can advance no further than one base beyond the base they last legally occupied.
    - ii. **Ball hit on ground but makes it to outfield-** Batter and runners can continue to advance until the ball is returned to the infield and gets to (possession) or passes (overthrow) the fielder the outfielder attempted to throw the ball. Once the ball gets to or passes the fielder on the infield the runners can only advance to the base they were in the process of attaining at the risk of being put out. EXCEPTION: If an outfielder wildly throws the ball back in the general direction of the infield and not to a fielder the runners may continue to advance until the ball is possessed by the defensive team.
    - iii. **Ball hit to outfield on fly-** same as above
    - iv. **Thrown ball goes out of play-** There is no out of play penalty as in the higher division as the ball would have already passed a fielder and be classified as an overthrow.

## **MUSTANG STEALING RULE**

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher's in the catcher's box ready to receive delivery of ball, base runners shall not leave their bases until the ball has been delivered and has reached the catcher.

The violation by one base runner shall affect all other base runners –

**(a)** When a base runner leaves the base before the pitched ball has reached the catcher and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.

**(b)** When a base runner leaves the base before the pitched ball has reached the catcher and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpires shall determine the base value of the hit ball.

**(c)** When any base runner leaves the base before the pitched ball has reached the catcher and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.

## **SPECIAL RULES FOR MAVERICK**

1. The division is offered to 6 year old boys who wish a more competitive level to Coach Pitch/ Shetland and to 7 year olds who choose not to compete in the competitive Pinto division.
2. Will follow all Pinto rules with the exception of coaches will pitch until third Saturday in May, approximately 7 games
3. All 6 year olds who want to play in Maverick must attend the PAC Player Evaluation for the current season.
4. Only 6 year old players, who are present at PAC Player Evaluation for the current season and are evaluated to have the necessary skills to be in Maverick, will be placed in this division. Any 6 year old who does not attend the PAC Player Evaluation for the current season will be placed in coach pitch, NO EXCEPTIONS.

## **SOFTBALL PLAYING RULES**

Play will be governed by A.S.A Softball Rules. The order of rule interpretation for all decisions at all games is as follows: 1. PAC 2. ASA (SWS would be number 2 in any age group that is in the SWS league, ASA 3)

The Plainfield Athletic Club rules that follow will be in effect. See below and the table on back inside cover for specific details regarding the different levels of play.

### **THE GAME**

1. A game will consist of (See matrix last page) innings or until time limit is reached. No inning will be started after (See matrix last page). Any inning started before this time period must be completed up to 2 hours, at that time the game is stopped and the final game results reverts to last complete inning. Extra innings will be played if the score tied and the time limit has not been met.
2. If a team is leading an opponent by twelve (12) or more runs and (See matrix last page) or more innings have been played (Note - home team does not need to bat in the bottom of inning if leading by twelve (12) runs), the game shall be terminated and the team with the twelve (12) run lead shall be declared the winner.
3. The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where ten (10) or more players are listed to bat, a player not able to bat due to injury sustained during the game will be skipped in the batting order and not recorded as an out. In a game where nine (9) batters are listed to bat, a player not able to bat due to an injury sustained during the game will be skipped in the batting order and recorded as an out. Teams will be allowed to start and finish a game with eight (8) players and the ninth spot in the batting order will be recorded as an out.
4. When replacing a player on a team to prevent a forfeit or to avoid falling below 9 players, replace with equal or lower rated player from within the same league who will play the outfield only and will bat last. A team may only use the same substitute once per season. The commissioner must approve substitutions. If the commissioner is unavailable, the opposing manager may grant approval, but the commissioner must be notified that the substitution was made. If a player from the team that has a substitute shows up, the substitute will play at least two (2) innings and bat once.
5. The home team will keep the Official Scorebook.
6. Any game suspended prior to becoming an official game (See matrix last page) shall be resumed at a later date from the exact spot at which it was suspended. Managers need to record in their scorebooks the time at which the game was suspended, the balls, strikes, outs, base runners, Pitchers, elapsed game time and any other information necessary to resume the game. Scorebooks of the opposing teams should be in agreement and each scorebook initialed by the opposing manager before leaving the park.

### **PLAYING TIME**

1. Each eligible player will play at least three (3) full innings per game if time allows. Any combination of three (3) innings played in compliance with league rules will suffice. Players not playing their three (3) innings due to the "slaughter" rule, weather, injury, etc. will be required to play the first three (3) innings in the next game. First violation of this rule by the manager will result in the forfeiture of the game. Second violation of this rule will result in the suspension of the manager for the season.
1. Managers are required to give equal playing time to all players on the team. This includes innings on the bench, infield innings and outfield innings played. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions.
2. Free substitution of all players will be allowed except for the pitcher. Players may be removed from and re-entered into a game any number of times.

## PITCHING

1. After throwing one (1) pitch to a batter, the pitcher shall be considered as having pitched one (1) inning.
2. Neither a pitcher withdrawn from the line-up, nor a pitcher who is withdrawn from the mound but who stays in the game at another position shall be permitted to pitch again in the same inning. Only one pitcher per game can re-enter to pitch again in the same game.
3. If a relief pitcher comes in cold, the umpire shall allow the pitcher to warm up properly(see matrix)
4. If a manager or coach goes onto the playing field to talk to a pitcher more than once in a half inning, a pitching change shall be made. The only exceptions to this rule are in the case of injury.
5. Definition of a legal pitch:
  - The pivot foot must be in contact with the pitching plate as the pitcher addresses the batter. This means that the pivot foot must be touching either the top, front or back of the pitching plate. Any part of the pivot foot can be touching the plate. The non-pivot foot can be touching the pitching plate as described above or be behind the pitching plate, but must always be within the width of the pitching plate. **Note:** Either foot on the ground touching the side(s) of the pitching plate does not satisfy this requirement.
  - Both feet must be within the width or "frame" of the rubber at all times before and after the pitch. This allows the pitcher to have the entire 24" width of the pitching plate to find a suitable area for her delivery and follow through.
  - The pitcher's pivot foot may come off the pitching plate as the ball is released as long as it remains in contact with the ground. If the pivot foot leaves the ground prior to the release of the ball it is an illegal pitch. Pitchers will be allowed to step backwards with their non-pivot foot before their hands come together as they begin their wind-up, provided the non-pivot foot stays within the width or "frame" of the pitching plate. After their hands come together, their only step must be forward and within the width of the pitching plate. (This is in line with NFHS/IHSA pitching regulations, but contradictory to ASA rules with regards to the backwards step.) Font color change
  - The pitcher's delivery must be directly toward the batter and stay within the width or "frame" of the pitching plate. Her pivot foot may not slide diagonally across the pitching plate excessively as she makes the pitch and she may not throw across her body.
6. Illegal Pitch procedure and penalties:
  - An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and batter will hear the call. The base umpire will give the delayed dead-ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The plate umpire also shall give the delayed dead-ball signal. Failure to hear the call shall not void the call.
  - "The pitch is ruled a ball and base runners are awarded one base if the ball (10u & 12u see matrix on back) is not hit or batter becomes base runner ( walk / hit batter) . Otherwise, if the ball is hit, the team at bat has the choice of accepting the outcome of the play or the penalty.

## MISCELLANEOUS

1. Catchers MUST wear a mask with throat guard, chest protector, shin guards, and protective headgear. Any player warming up a pitcher will wear a mask.
2. Any batter who unintentionally throws a bat whether the ball is batted fair or foul, and a safety issue is present, the umpire shall call the batter out. The ball is a dead ball and all runners returned to the bases occupied prior to the pitch. No warning is required.

## **FAST-PITCH SOFTBALL FOR 14/16/18U TEAMS PARTICIPATING IN THE SOUTHWEST SUBURBAN LEAGUE**

Official A.S.A Rules will govern play with the exception of the following rules:

1. No inning may begin after one hour and forty-five minutes from the start of the game, with the exception of a tie game being allowed to play to its natural conclusion.
2. A fifteen (15) minute grace period will be in effect before a forfeit is called.
3. Only players on a team's official roster may participate. If a team is caught using players not on their official team roster that team will be excluded from league/tournament play. No exceptions.
4. To be an official game, the losing team must bat in the fifth (5<sup>th</sup>) inning. If a game is suspended before the fifth inning, the game shall be resumed at the point it was stopped and played to its natural conclusion. No game shall be started over. A tie game is allowed only if an official game has been called due to darkness or weather; otherwise the international tie-breaker rule is in effect.
5. When exchanging line-ups prior to a game, coaches must submit a complete line-up (number, last name, first initial) of all players expected to play in that game.
6. If a player's turn at bat is reached and that player is not available, the coach has the option of taking an out to keep that spot open or scratching that player with no penalty.
7. If a player is injured during her at-bat and must leave the game, the player who made the last out will assume her count and finish the at-bat.
8. If a player has one turn at-bat and then leaves the game, there will no penalty as long as there is a minimum of nine players in the batting order. Said player may not return to the game.
9. With two outs the catcher will receive a courtesy runner. Last out is courtesy runner.
10. The batter is called out for throwing a bat, no warning.
11. Additional information can be found in the Southwest Suburban Girls Fast-Pitch Softball League Operation Manual.

### **SPECIAL RULES FOR 10U**

1. Maximum of nine (9) players will be fielded each inning. Three players must start each pitch "in the grass" of the outfield.
2. Bunting is allowed. If a pitch is fouled off on a bunt attempt with a two (2) strike count, the batter is out.
3. A pitcher may be removed from the mound and may return once as a pitcher at anytime during the game.
4. With bases loaded the batter may not walk; if the batter receives 4 balls the manager/coach of the offensive team will come in to pitch to the batter until the ball is put in play or strikes out. While on the field the coach may not coach the players and must not intentionally interfere with a play, if the umpire determines they did interfere intentionally the batter will be ruled out and all runners will be sent back to their bases. If a batted ball does hit the coach while on the field prior to a fielder having attempted to field the ball it will be ruled a dead ball that is foul. If it strikes the pitcher/coach after a fielder attempts to field it then the ball continues to be live until the play is complete. NOTE: This rule will not apply in the Playoffs.
5. The batter/runner can only advance to second base on an overthrow of first base. All other runners can advance at their own risk.

## **SPECIAL RULES FOR 8U**

1. An attempt will be made to avoid intentional bodily contact by all defensive and offensive players.
2. A team's turn at bat shall end upon the making of three (3) outs or the scoring of five (5) runs, whichever comes first.
3. Only one time-out per half inning is allowed per team.
4. A batter is declared out if she records three (3) strikes. If a pitcher pitches (4) balls the coach from the batting team will assume the pitching duties with the batters strike count remaining the same. The batter can then strike out but cannot walk. The coach must pitch from the pitching rubber and the pitcher must still field her position from the circle.
5. Batter struck by a pitched ball that bounces prior to striking the batter will not be considered a hit batter but instead will be treated like ball 4 and the coach will come into pitch. If the batter is unable to continue the at bat, their turn will be skipped and the next batter will come to bat with no count.
6. Batters are not permitted to bunt or swing easy at the ball.
7. A base runner is automatically out if she is assisted by anyone connected with her team (Manager, coach, player, or spectator) while the ball is in play.
8. Base runners are not permitted to steal bases. Base runners must remain in contact with the base until the ball is hit.
9. A fair ball is "in play" until an infielder is in possession of the ball in the infield. When an infielder comes in possession of the ball in the infield any runner may continue to the base that she is in the process of attaining with the liability of being put out. If the play results in an overthrow the runners are not allowed to advance any further. No more than six (6) players are allowed to be positioned on the dirt infield to include: first baseman, second baseman, third baseman, shortstop, pitcher, and catcher
10. Managers/coaches, with the exception of the manager/coach pitcher, are not allowed on the playing field while the ball is in play. Base coaches must remain in the coaching boxes.
11. Managers are required to position players at different defensive positions. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions. Players may not play in the same defensive position more than once per game, with the exception of pitchers.

## SHETLAND (BASEBALL) 5-6 & COACH PITCH (SOFTBALL) 5-7

### THE GAME

1. There will be no official score kept for the game and no league standings are recorded.
2. A game will consist of as many innings that can be completed in the time limit. No inning will be started after one (1) hour and fifteen (15) minutes.
3. If a game is called for any reason, it is a complete game if forty-five minutes have elapsed from the game's start time.
4. The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where a player is not able to bat due to an injury sustained during the game, that player will be skipped in the batting order and not recorded as an out. Seven players are needed to start a game.
5. During the first half of the season, managers or coaches may call time outs as needed to talk to a fielder or batter. During the second half of the season, only one (1) time out per half inning is allowed.
6. All batters will be given four pitches to hit fair. If a ball is not hit into fair territory during the four pitches, the tee will be used until the ball is hit into fair territory.
7. Batters are not permitted to bunt or swing easy at the ball.
8. A batter who throws his/her bat is out and the base runners may not advance. NO warning will be given.
9. Managers and coaches must refrain from assisting a player while the ball is in play.
10. Base runners are not permitted to steal bases. Base runners must remain in contact with the base until the ball is hit.
11. A batter may continue to advance until a defensive player has possession of the ball. Once the ball is in possession of the fielder they may only advance to the base they were in route to but no further. For example, they were half way between first and second when outfielder picked up the ball they may advance to second, with the possibility of being put out, but no further.
12. If a runner is tagged or forced out, the runner will be removed from the bases, but total outs are not kept track of as the entire batting order hits each half inning.
13. The infield fly rule is waived.
14. A team's turn at bat shall end after the entire batting order has batted in that half-inning.
15. A maximum number of five (5) Managers/Coaches are allowed on the field during play. Base coaches must remain in the coaching boxes.
16. Managers should choose a parent(s) to be the official umpire(s) of the game.
17. The batting teams' coach **will pitch** from the pitching circle/pitching mound. Coaches should attempt to pitch a reasonably flat pitch from as close to eye level with the batter as possible.

### PLAYING TIME

1. The entire roster of players present for the game shall play in the field. Only seven (7) players are allowed in the infield (dirt part of the playing field) until the ball is put in play. The infielders must position themselves no closer than five (5) feet in front of the base line that extends from first base to second base or the base line that extends from second base to third base. The player - pitcher must be positioned to the rear of the pitching plate either to the left or right of the manager/coach pitcher until the ball is put in play. Outfielders must be positioned on the grass portion of the playing field.
2. Players are required to play a different position every inning. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions. Players may not play in the same position more than once per game.

### MISCELLANEOUS

1. Steel spikes are not allowed at this level of play.
2. Catchers **MUST** wear a cup type athletic supporter (baseball), mask with throat guard, chest protector, shin guards, and protective headgear.

## **FALL BALL PROGRAM**

The Plainfield Athletic Club Fall Ball Program is designed to give boys and girls the opportunity to play additional baseball and softball in a less competitive, more relaxed atmosphere than the spring. The program is focused on developing the skills of our players and the joy and fun of playing the game. The players will be assigned to play in the age division they will be playing in the following spring season. This gives players that will be advancing to the next division in the spring the opportunity to experience play at that level in this less intense, more instructional format. Players that are not moving up next season will have the chance to gain additional playing experience at the same level they played in the current spring season. The following list of special rules will govern play in the Fall Ball program. Any item not covered below will be governed by the spring rules for that division, which are listed earlier in this book.

1. No player may pitch more than two innings in any single game. One pitch constitutes an inning pitched.
2. Maximum number of runs per inning, except the last scheduled inning, are as follows:
  - a. Pony, Colt, 14U, 16U and 18U; unlimited.
  - b. All other Divisions will be six (6) runs per inning.
3. No playoffs at any division.
4. No standings kept at any division.

## **TRAVEL BASEBALL**

PAC sponsors a number of travel teams each year in both baseball and softball. The exact number of teams varies by age group and interest level and is subject to adjustments by the PAC board. The travel program season is from March 1<sup>st</sup> through July 31<sup>st</sup>. Tryouts for teams are normally held in August and September for the next calendar years season.

If you are interested in learning more about the travel program please see the web site and you can download the travel handbook.

## **Umpire Supervisor Program**

### **Purpose**

To establish a supervisory presence during PAC games. This will consist of experienced PIU umpires empowered to act as mentors, trainers, and evaluators of PIU Umpires during the course of the season. Protecting and supporting our younger, less experienced umpires by the Supervisors is a vital part of this program and will help us retain their services. The Supervisors will also act as rules authorities and assist in addressing PAC Player, Spectator, Coach, Manager conduct issues as they relate to the playing of PAC baseball and softball games. They will also, along with the PIU Umpire Assigners, assist in the monitoring of PIU Umpires to insure compliance with PIU and PAC guidelines for uniforms, punctuality, conduct, and game management.

### **Implementation**

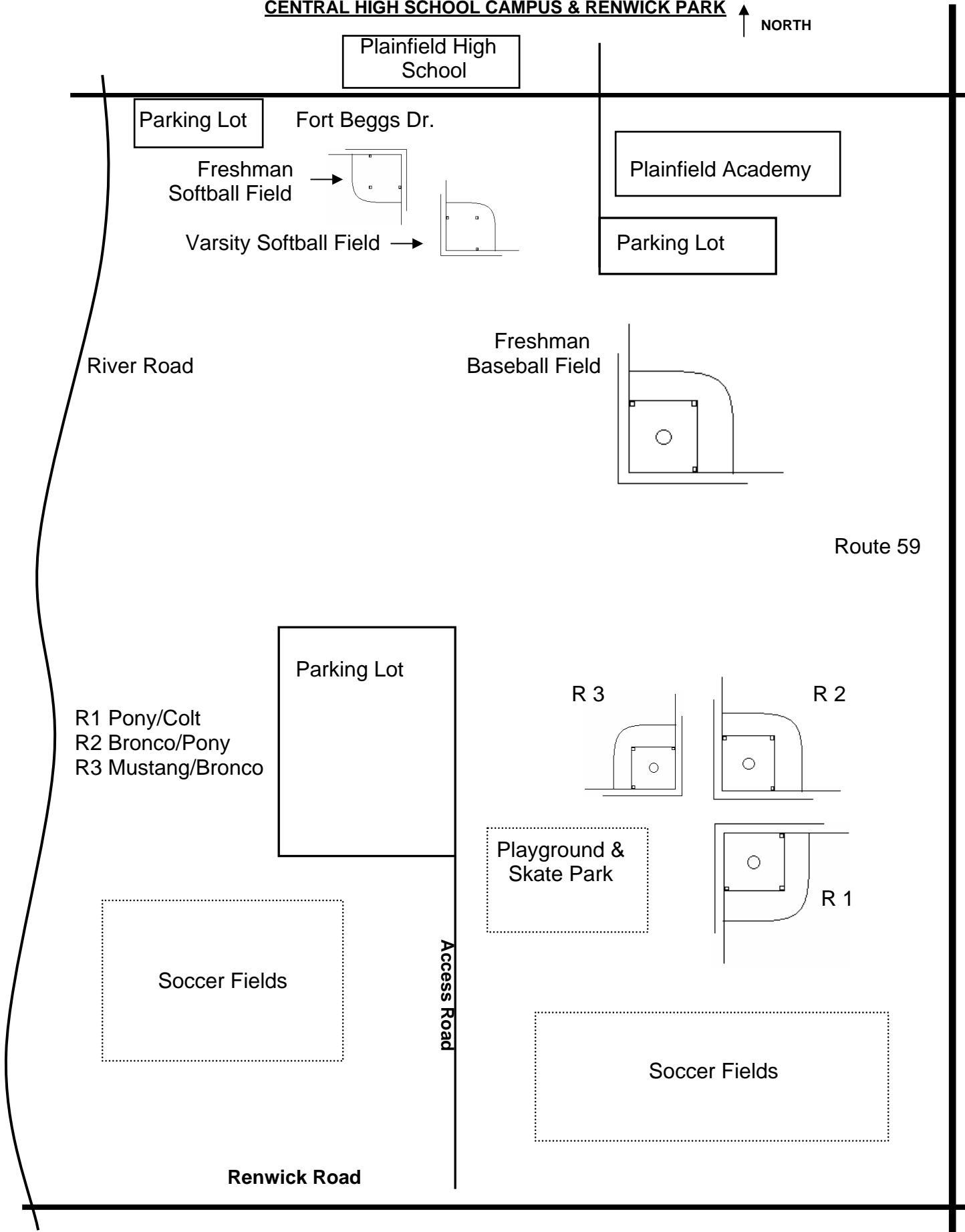
The PIU Umpire Supervisors will be nominated by the PAC Rules Director and approved by the PAC Board of Directors at a Monthly Meeting of the PAC.

### **Authority Level**

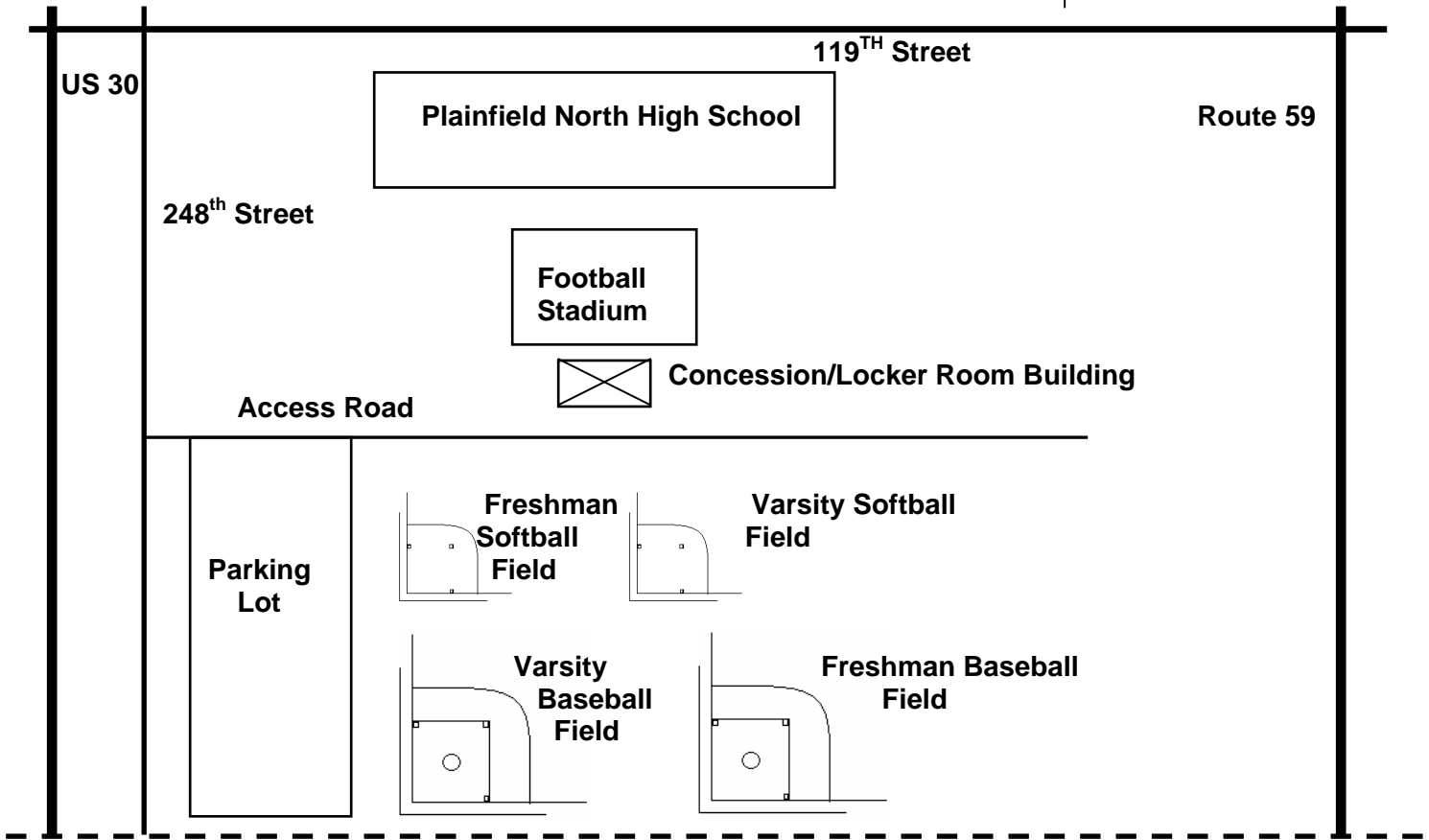
By their election, the PIU Umpire Supervisors are granted authority to:

- Request PAC Spectators, Players, Coaches, &/or Managers adhere to the various rules and policies that govern PAC activities.
- Eject, or request to leave, any PAC Spectators, Players, Coaches, &/or Managers who fail to abide by the various rules and policies that govern PAC activities.
- Answer questions from any PAC Spectator, Player, Coach, &/or Manager about the PAC Handbook and the rules of play & conduct contained within that book.
- Review the PIU Umpires officiating PAC baseball and softball games for the purpose of enhancing their skills and consideration for promotion or demotion in Ranking.
- Fine, replace, or remove PIU Umpires for infractions of PIU, PAC, Plainfield Park District, or other policy as outlined in the PIU Policies Memo & PAC Handbook.

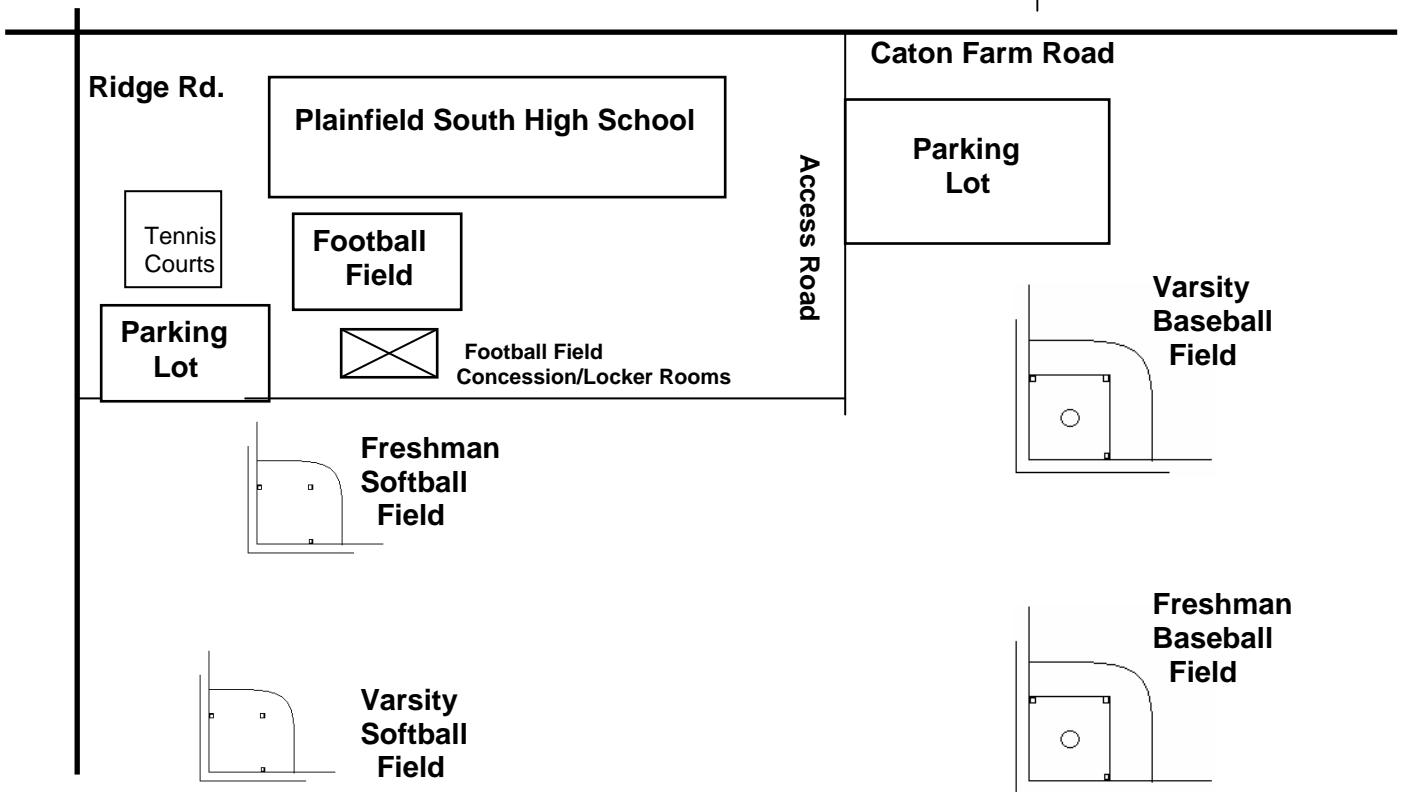
**CENTRAL HIGH SCHOOL CAMPUS & RENWICK PARK**



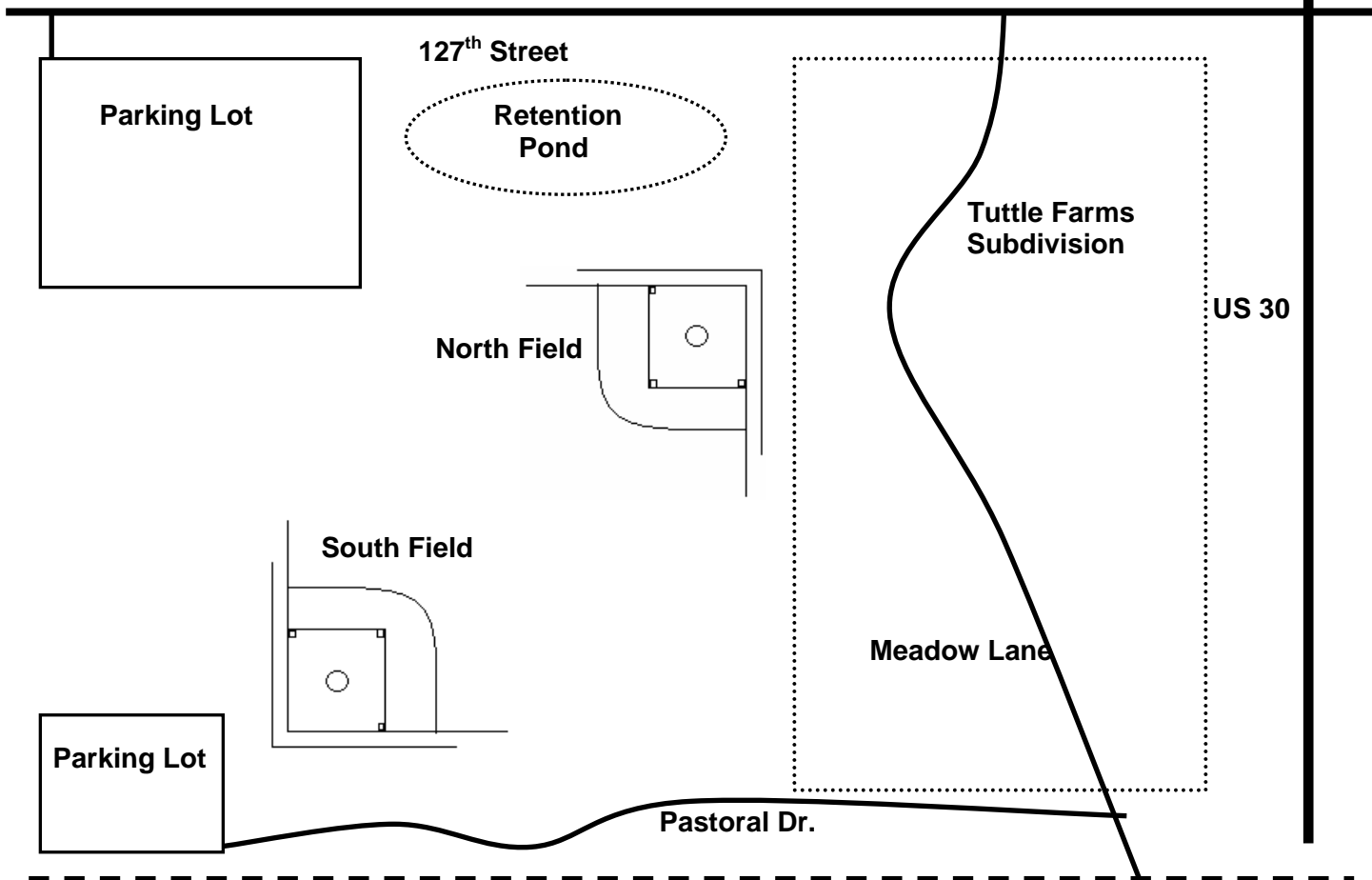
**PLAINFIELD NORTH HIGH SCHOOL CAMPUS**



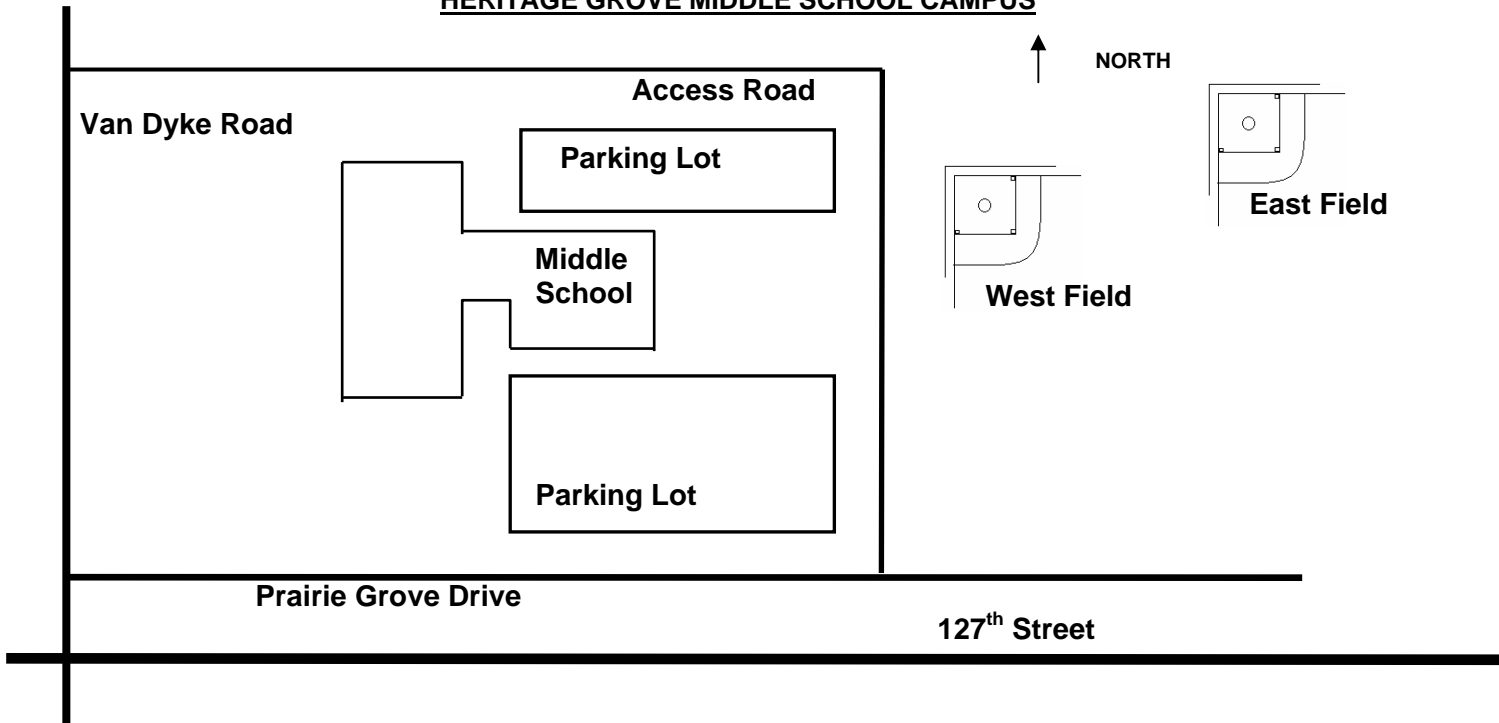
**PLAINFIELD SOUTH HIGH SCHOOL CAMPUS**



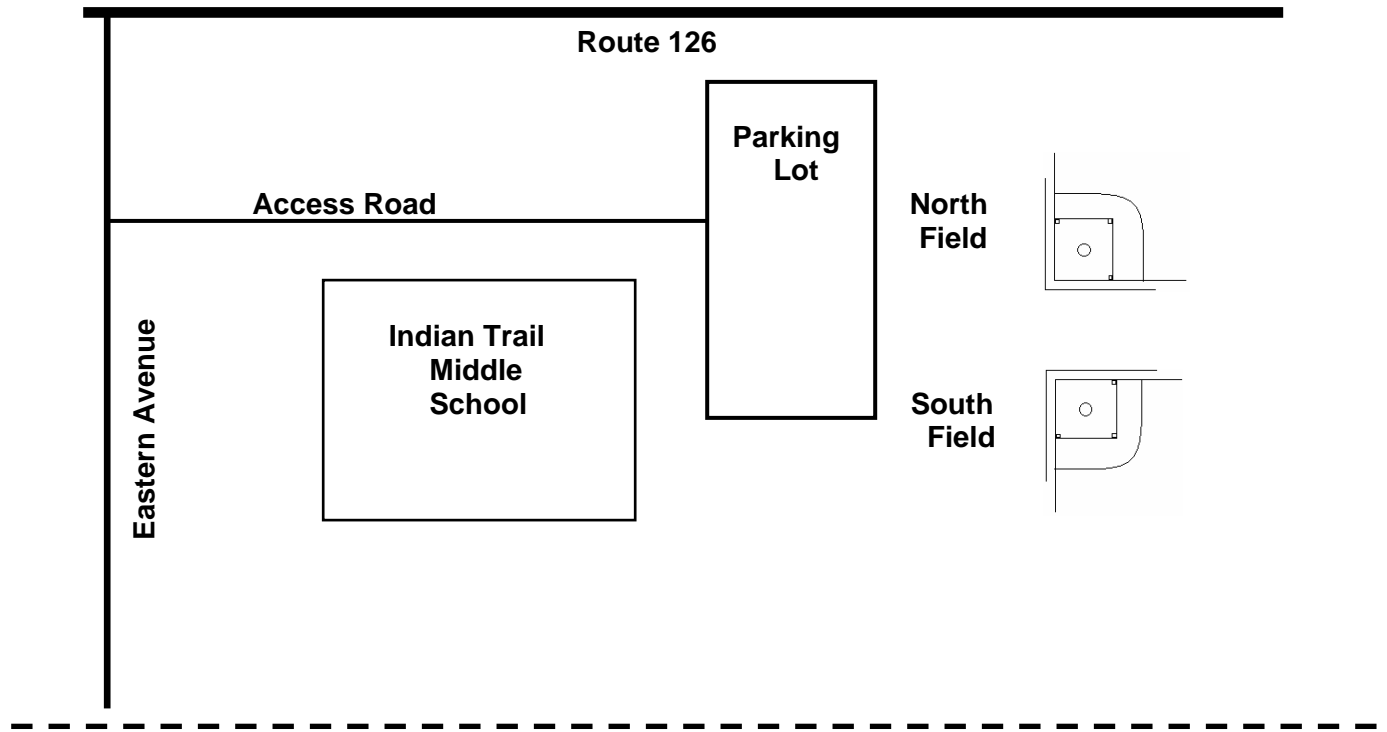
**NORTHWEST COMMUNITY PARK**



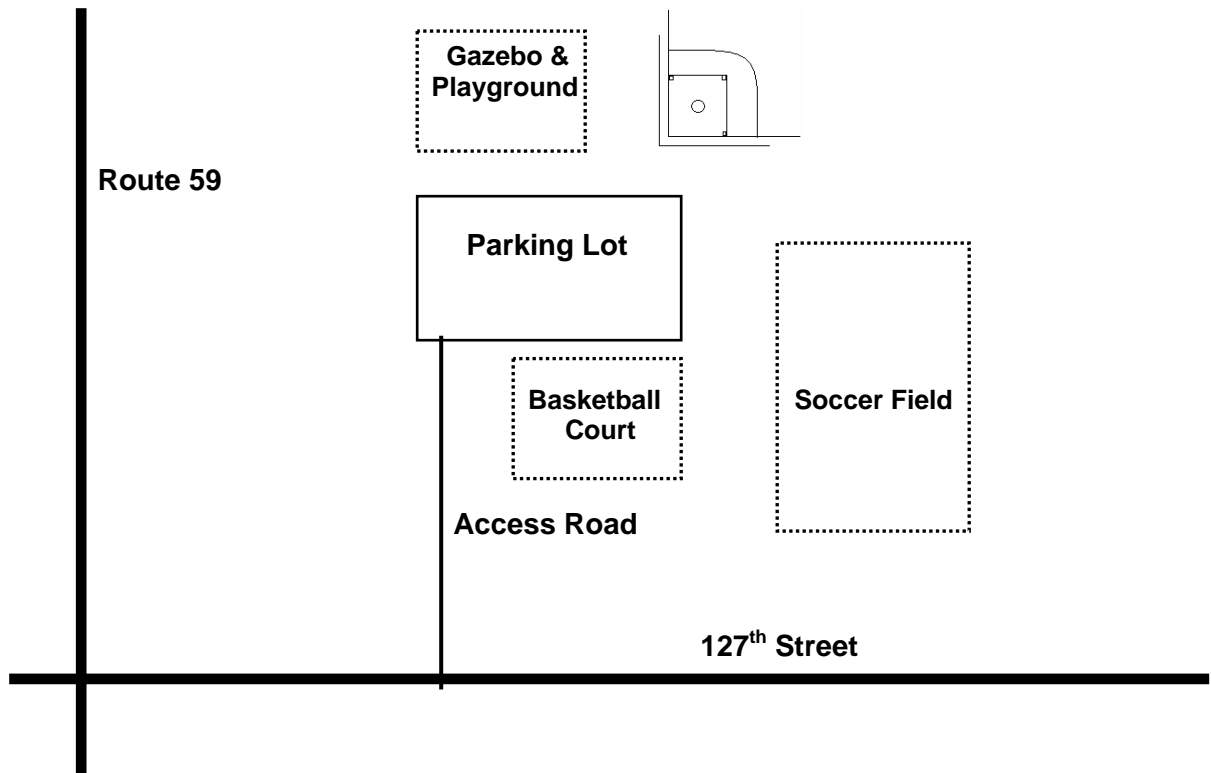
**HERITAGE GROVE MIDDLE SCHOOL CAMPUS**



INDIAN TRAIL MIDDLE SCHOOL CAMPUS

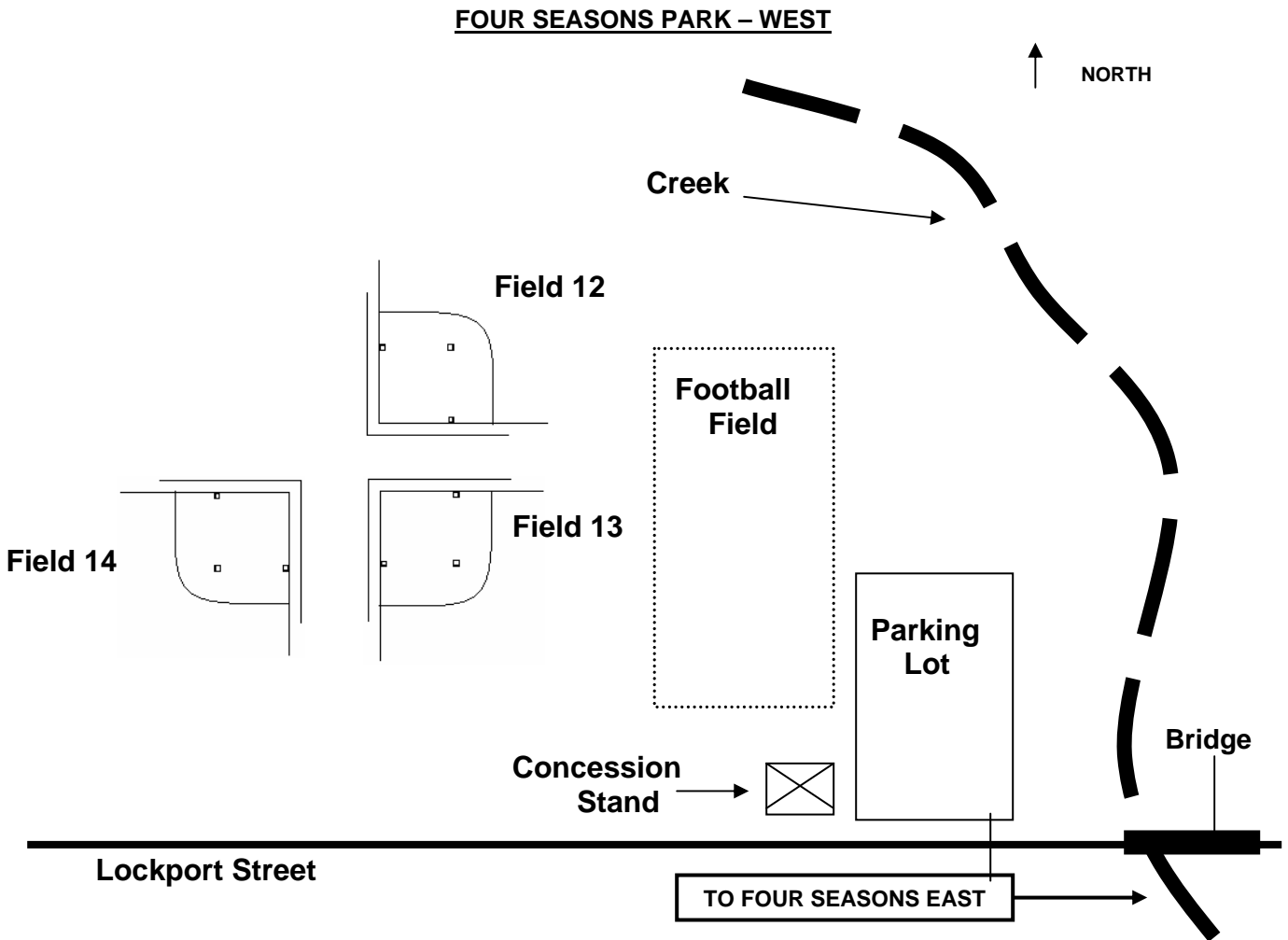


WHEATLAND TOWNSHIP FIELD

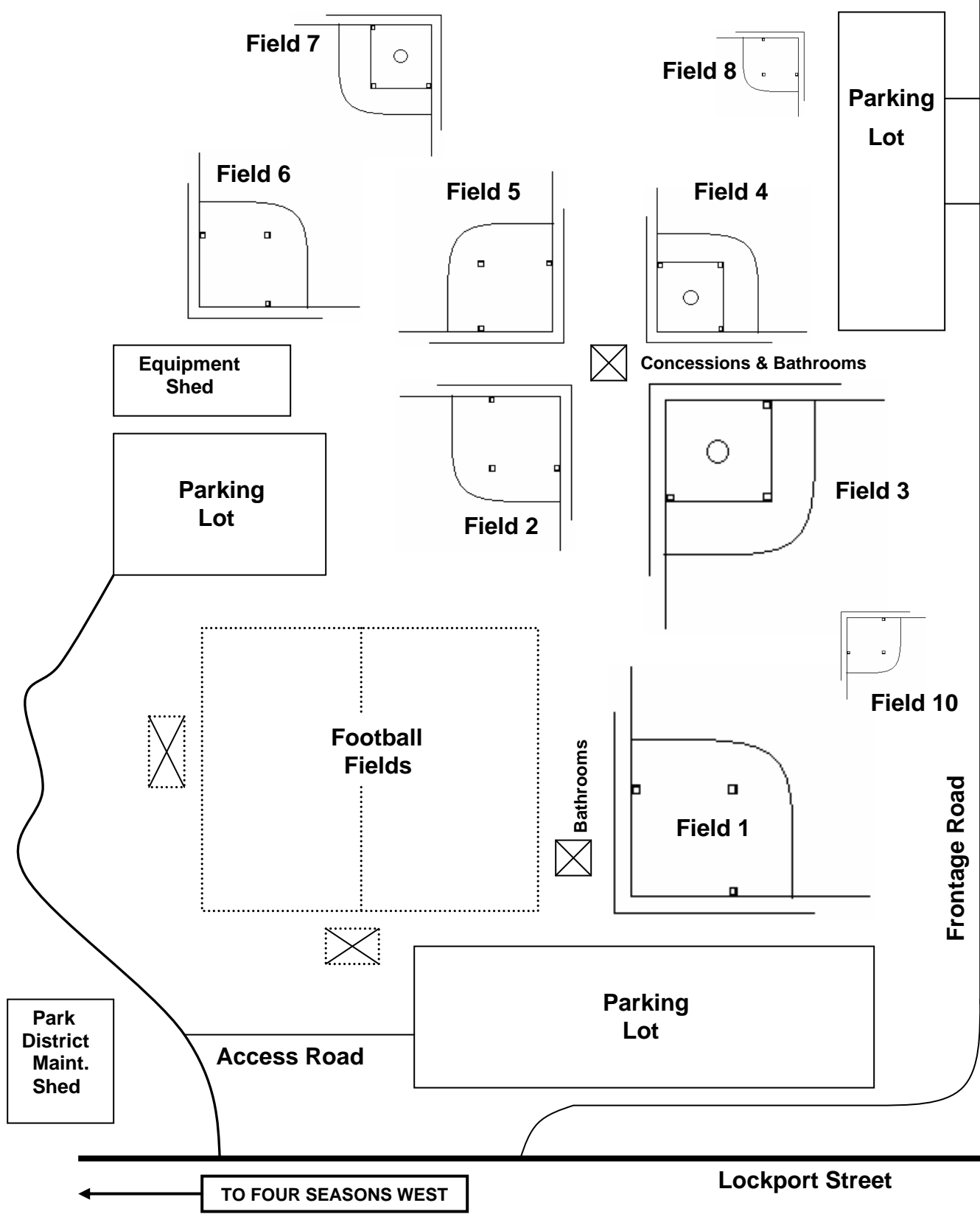


**FOUR SEASONS PARK FIELD LIST**

<b><u>Field</u></b>	<b><u>Location</u></b>	<b><u>Program</u></b>
1	Four Seasons East	Adult Softball
2	Four Seasons East	HS, Jr. High, & 10U Softball
3	Four Seasons East	Pony, Colt/Palomino Baseball
4	Four Seasons East	Mustang Baseball
5	Four Seasons East	HS, Jr. High, & 10U Softball
6	Four Seasons East	8U & 10U Softball
7	Four Seasons East	Mustang Baseball
8	Four Seasons East	Girls Coach Pitch & 8U Softball
10	Four Seasons East	Girls Coach Pitch Softball
12	Four Seasons West	Pinto Baseball
13	Four Seasons West	Pinto Baseball
14	Four Seasons West	Pinto Baseball



**FOUR SEASONS PARK – EAST**



### BASEBALL SPECIAL RULES MATRIX

	Colt	Pony	Bronco	Mustang	Pinto/ Maverick
Number of Innings	7	7	7	6	6
Inning may not be started after	2:00	1:55	1:50	1:40	1:40
Ten run rule applies after (1/2 inn less if Home ahead)	5 inn	5 inn	5 inn	4 inn	4 inn
Complete game after	5 inn	5 inn	5 inn	4 inn	4 inn
Warm up pitches allowed (New pitcher/Pitched previous inning)	7/5	7/5	6/4	6/4	4/2
Number of innings allowed by a pitcher per week	10	10	8	6	3
Number of innings allowed by a pitcher per day	7	7	5	3	2
Number of innings allowed by a pitcher per game	7	5	4	3	2
48 hours rest for a pitcher after pitching	4 inn	4 inn	4 inn	3 inn	2 inn
Number of <b>players</b> permitted on mound	Unlimited	Unlimited	3	3	3
Steel spikes permitted	Yes	Yes	No	No	No
Balks	Yes	Yes	1 Warning per pitcher	No	No
Stealing	Yes	Yes	Yes	Note 1	No
Lead-offs	Yes	Yes	Yes	No	No
Dropped 3 <sup>rd</sup> Strike	Yes	Yes	Yes	No	No
Bunting	Yes	Yes	Yes	Yes	No
Infield fly rule	Yes	Yes	Yes	Yes	No
Maximum amount of runs per inning	Unlimited	Unlimited	Unlimited	6 – No limit in 6 <sup>th</sup> inning	6 – No limit in 6 <sup>th</sup> inning
Pitching Distance	60'6"	54	48	44	38
Base Paths	90	80	70	60	50

**NOTE 1** A base runner must wait until the pitch hits the catcher's glove or passes the catcher before leaving the base in an attempted steal. Stealing home is not allowed a ball must be legally hit in play or forced in by walk or hit by pitch to score. If a runner attempts to steal home they are at risk of being put out and if they advance to home the umpire will place them back on third base on the conclusion of the play.

### SOFTBALL SPECIAL RULES MATRIX

	SWS	14U	12U	10U	8U	GCP
Number of Innings	7	7	7	6	6	6
Inning may not be started after	1:45	1:45	1:45	1:45	1:45	1:15
Twelve run rule applies after inning	5	5	5	4	4	NA
Complete game after inning	See Note 1	5	5	4	4	NA
Warm up pitches allowed (New pitcher/Pitched previous inning)	6/4	6/4	5/3	5/3	5/3	NA
Pitchers - Innings allowed per game	No Limit	4	4	3	2	NA
Pitcher innings per week	Unlimited	Unlimited	Unlimited	5	3	NA
Steel spikes permitted	No	No	No	No	No	No
Illegal Pitch Enforced	Yes	Yes	Yes **	No *	No	NA
Stealing	Yes	Yes	Yes	Yes ***	No	No
Dropped 3 <sup>rd</sup> Strike	Yes	Yes	Yes	No	No	No
Bunting	Yes	Yes	Yes	Yes	No	No
Infield fly rule enforced	Yes	Yes	Yes	No	No	No
Maximum amount of runs per inning	See Note 2	See Note 2	8 – No limit in 7 <sup>th</sup> inning	6- No limit in 6 <sup>th</sup> inn.	5	NA
Pitching Distance	43 ft.	40 ft.	40 ft.	35 ft.	30 ft.	30 ft.
Base Paths	60 ft.	60 ft.	60 ft.	60 ft.	55 ft.	55 ft.

**SPECIAL NOTES:**

\* Illegal Pitches at 10U will not carry a penalty but will result in an immediate dead ball.

\*\* Illegal pitches at 12U---There will be one warning given per pitcher per game. This is a delayed dead ball

\*\*\* Can only steal one base per batter and cannot steal home

**Note #1-** To be an official game, the losing team must bat in the fifth (5<sup>th</sup>) inning. If a game is suspended before the fifth inning, the game shall be resumed at the point it was stopped and played to its natural conclusion. No game shall be started over. A tie game is allowed only if an official game has been called due to darkness or weather; otherwise the international tie-breaker rule is in effect.

**Note #2-** The maximum number of runs a team may score in an inning is eight (8) plus the runs scored by the natural conclusion of the play which scores the eighth run. (Maximum of eleven)