



Boys 5-12 Rule Book 2009 Season

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1.00 Prestonwood Sports Organization (PSO)

1.01 The Prestonwood Sports Organization (PSO) Baseball Board is responsible for overseeing all aspects of the PSO Baseball League.

1.02 Purpose

The purpose of this program is to glorify God by introducing Jesus as Lord to as many people as possible and developing children in baseball/softball through a quality program. Further, we will build them up emotionally by teaching positive life values.

1.03 Administration

(1) Baseball Board

A Baseball Board shall be established for the purpose of administering the PSO Baseball Program. The Board shall consist of the Baseball Commissioner, Prestonwood Staff Liaison and others selected by the Staff Liaison and Commissioner.

(2) Baseball Commissioner

The Baseball Commissioner shall act as the presiding officer of the Baseball Board of the Prestonwood Sports Organization and shall have full authority and responsibility for the administration and conduct of the PSO Baseball Program as outlined in this rulebook. The baseball league commissioner is responsible for the overall management of the league. Responsibilities include, but are not limited to:

- (a) Ensure consistent communication to coaches and parents through the League Directors.
- (b) Final determination of the number of teams and divisions.
- (c) Final schedule approval
- (d) Resolving disputes between coaches and coaches and umpires as needed
- (e) Coordination with the PSO Board and Committees.
- (f) Review of and administration of league rules

(3) Deputy Commissioner – Baseball Operations (currently vacant)

The Deputy Commissioner – Baseball Operations is responsible for all game day operations including the operation of multiple baseball divisions. This person, answering to the PSO Baseball Commissioner, shall have full authority and responsibility for the administration and conduct of baseball game day operations. The Deputy Commissioner is responsible for overseeing individual league directors. The League Director's responsibilities include, but are not limited to:

- (a) Recruiting and direction of League Directors
- (b) Responsible for overseeing player evaluations for their divisions where appropriate
- (c) Coordinating with Scheduling Coordinator in drafting the schedule
- (d) Responsible for rescheduling make-up games
- (e) Coordinating with the umpire association for schedule changes
- (f) Ensure that appropriate game day coverage is provided.
- (g) Settle disputes within the leagues as needed
- (h) Provide input to the Commissioner concerning playing rules for their divisions

(3) League Directors

The Baseball Commissioners of PSO shall select a League Director for each playing league. The League Director, at the discretion of the baseball board, may preside over more than one league. This person shall have full authority and responsibility for

the administration and conduct of their league. The League Director may appoint any number of Assistant League Directors, subject to the approval of the Baseball Board. The League Director's responsibilities include, but are not limited to:

- (a) Ensure that all players on submitted rosters are eligible for that roster
- (b) Help recruit coaches and build teams as needed
- (c) Communicate with teams and coaches on an as needed basis
- (d) Provide input to the Commissioner concerning division rules.
- (e) Validating the schedule as prepared by the scheduling coordinator.
- (f) Collecting and inputting scores on a weekly basis
- (g) Settle disputes within their league as needed
- (h) Ensure that each team is conducting value lessons
- (i) Ensure that equipment is distributed and returned

(4) Rules Committee

The rules committee will be comprised of the Baseball Board. All decision will be impartial. Specific wording changes and the addition or changing of rules will not be done during the season. Coaches and other league leadership are encouraged to submit suggested revisions. Revisions will be voted upon by PSO league leadership during the off-season. **ANY VIOLATION OF PSO RULES IS SUBJECT TO PROTEST AND DISCIPLINARY ACTION WHERE APPROPRIATE.**

(5) Disciplinary Action Committee

The Disciplinary Action Committee is comprised of members of the Baseball Board. The Committee shall have the authority to suspend, discharge or otherwise discipline any player, coach, umpire, league officer, parent, or other person whose conduct is considered detrimental to the best interests of PSO. This includes but is not limited to misconduct on and off of the field, violation of the rules, refusal to leave the park following umpire ejection, refusal to participate in field maintenance, etc. **WHEN ANY MANAGER OR ASSISTANT COACH IS EJECTED FROM ANY GAME FOR ANY REASON, THAT OCCURRENCE WILL BE FORWARDED TO THE COMMISSIONER AND WILL BE REVIEWED BY THE DISCIPLINARY ACTION COMMITTEE WITHIN TEN (10) CALENDAR DAYS.** Once a formal written complaint on any individual is received by the League Office or a Baseball Board member, the Committee shall have five (5) working days to decide what, if any, action shall be taken. If action is required the Committee vote must be a 2/3 majority of the Committee Members or designated representatives. In the event of disciplinary procedures involving a player, that person's parents shall be invited to attend a meeting with the Full Disciplinary Action Committee. If a member of the Committee is charged with a rules violation, they will be prohibited from participating on the Committee for their specific hearing and may be removed from the committee regardless of the outcome of their case. The following penalties may be imposed based upon the severity of the offense:

- (a) Warning - The offending person is to be advised, in writing, of the offense and further advised that repetition of the offense shall result in a more severe penalty.
- (b) Suspension - The offending person is to be advised in writing that he or she has been suspended from ALL LEAGUE ACTIVITY for a specific number of games or days.
- (c) Dismissal - The offending person is to be advised in writing, that he or she has been dismissed from the league for the remainder of the current season or year.
- (d) Barred - The offending person is to be advised in writing that he or she has been barred from present and future participation within PSO, permanently, or for a specific number of years.

- (e) Denial - The offending person is to be advised in writing that he or she has been denied the privilege of being selected as a Manager or Assistant Coach of any PSO team for the current season

1.04 Prestonwood Sports Organization (PSO) Baseball is currently seeking league affiliation.

1.05 Eligibility

All persons are eligible to be players in the PSO Baseball Program, provided they have attained the age of 4 years but have not attained the age of 12 prior to May 1 of the current baseball season. All persons who participate in the PSO Baseball Program must have completed a registration form and paid the appropriate fees. Player registration will be conducted during the time period and in the manner specified by the Commissioner.

Players must meet the age requirements listed for each individual league. The players playing age is his or her age as of May 1 of the current baseball season. Players may elect to "play up" in a higher league, however, if the player is more than a year younger than the league age he wants to participate in, permission must be obtained from the PSO League Commissioner. Players may not "play down" in a lower league except for special cases as outlined below:

1. The player has a physical disability that makes it impossible for them to compete in their league age group (i.e. cerebral palsy, multiple sclerosis, etc). In this case, a note from their doctor would be required.
2. The player has not developed adequate baseball skills to compete with their age group. If this is the case, the approval for the player to play in a lower league must be obtained from the following:
 - PSO Baseball Commissioner
 - League Director of applicable league
 - Prestonwood staff liaison

In this case the parents and/or coach must write a letter stating their concerns. This letter should be e-mailed to Chance Oliver (psobaseball@gmail.com) and Mike Maack (mmaack@prestonwood.org) and will be distributed to the league director of the appropriate league. Failure to receive approval from these individuals will result in the player playing in their appropriate league.

1.06 Player Disciplinary Action

Personal misconduct may result in disciplinary action. Disciplinary action may be taken against a player under the following guidelines:

- (1) Parents of the player being disciplined shall be notified of said action in writing at least 24 hours in advance of the starting game time in which the player is to be disciplined.
- (2) The League Director and the PSO office shall also be notified of the disciplinary action to be taken at least 24 hours in advance of the starting game time.
- (3) If disciplinary action is required during a game, the Manager must explain the reasons to the parents and the League Director immediately following the game.
- (4) Disciplinary action during the game shall result in the player being removed from defensive positions.
- (5) Disciplinary action approved by the League Director can result in the player being withheld from playing in future games.

1.07 The use of alcohol and tobacco products on the field during the game is strictly prohibited

1.08 Under no circumstances will the use of "foul" or abusive language be tolerated in PSO facilities. The umpire will have the authority to request a coach or spectator to leave the

premises if the situation warrants this action. There will be no appeal or protest to these rulings by the offending coach, but a review of the umpire's actions will be made. Ejection of a coach or an assistant coach requires a mandatory review by the PSO disciplinary committee within 10 days.

- 1.09 Any participant or other person ejected from a game for any reason must leave the immediate premises as directed by the umpire or PSO official. Any person so ejected or removed shall have no further communication with participants or umpires. PSO officials may at their sole discretion (i) impose sanctions upon individual players, coaches or others, and/or (ii) declare that a team has forfeited a game based upon unsportsmanlike conduct of its coaches, players or fans.

2.00 Objectives of the Game, the Playing Field, Equipment, Teams

2.01 Unless otherwise state in this rule book, PSO baseball will abide by the rules set forth by Major League Baseball. A complete copy of the MLB rulebook can be found online at www.mlb.com

2.02 The Playing Field

The field shall be laid out according to the instructions below:

League	Bases	Min. Fence Distance	Pitching
4	40'	100'	NA
5-6	50'	100'	38'
7-8	60'	150'	42'
9-10	65'	200'	46'
11-12	70'	250'	50'

2.03 The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. Plastic or vinyl balls cannot be used. For the 5-6 league, a RIF ball should be used to reduce the potential for injury.

2.04 The bat, which may be a wood or non-wood product, shall be a smooth cylinder implement with a knob that is permanently and securely fastened. All non-wood bats shall meet the Ball Exit Speed Ratio (BESR) performance standard, and such bats shall be labeled with a silk screen or other permanent certification mark. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grips are illegal.

(1) Only bats may be used in loosening up (including weighted bats for this purpose) at the on-deck area. Only bats and devices designed to remain part of the bat, such as weighted bats, batting donuts, and wind-resistant devices are legal at the on-deck area. A non-wood bat must have a safety grip of cork, tape, or composition material. The grip must extend a minimum of 10 inches, but not more than 18 inches, from the handle end of the bat. Slippery tape or similar material shall be prohibited.

(2) A wood bat may be roughened or wound with tape not more than 18 inches from the handle end of the bat. No foreign substance may be added to the surface of the bat beyond 18 inches from the end of the handle.

(3) Each bat shall be:

- In diameter at thickest part 2-3/4 inches or less
- In length 36 inches or less
- The ratio between bat length and bat weight shall not exceed -13

(4) All non-wood bats shall meet the Ball Exit Speed Ratio (BESR) performance standard, and such bats shall be labeled with a silk screen or other permanent certification mark.

(5) Bats that are altered or that do not meet the rule specifications are illegal. No foreign substance may be inserted into the bat. Bats that are broken, cracked or dented or that deface the ball, i.e., tear the ball, shall be removed without penalty. A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire.

(6) If the umpire discovers that the bat does not conform to (b) above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

- 2.05 (1) All players must be fully uniformed, which includes the following: Pants, socks, cap and team shirt with numbers that are non-duplicating and at least six inches in height. All players on a team shall wear uniforms identical in color, trim and style.
- (2) No player whose uniform does not conform to that of his teammates shall be permitted to participate in a game.
- (3) No player shall attach to his uniform tape or other material of a different color from his uniform.
- (4) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with metal spikes will not be allowed.
- (5) It is recommended that all male players wear a protective cup.
- (6) Managers and coaches must wear a baseball cap with team insignia, team jersey and appropriate pants (coaches may wear coaches shorts).
- (7) While in the field as a defensive player a team cap must be worn.
- (8) Jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible.
- 2.06 A batting helmet which covers the top and back of the head and the side of the face must be worn by every player when at bat and while on the bases. Although not required, it is strongly advised that each player wear a helmet with a protective face covering.
- (1) All bat boys/girls will wear batting helmets as described above when their team is at bat.
- (2) Any players coaching first or third base will be required to wear an approved protective helmet.
- 2.07 The catcher must wear all appropriate protective gear: mask, chest protector, shin guards, catchers helmet and throat guard. The catcher must wear a protective helmet that fully covers both ears. The catcher must wear a protective cup during the game.
- 2.08 Gloves/mitts made of leather shall be worn by all fielders and not be altered to create an adhesive, sticky, and/or tacky surface. The glove/mitt worn by the catcher may be any size. The glove/mitt worn by the pitcher shall be uniform in color and neither white nor gray.
- 2.09 Defective equipment must be repaired or replaced immediately.
- 2.10 Loose equipment such as gloves bats helmets or catchers gear of either team may not be on or near the field. PENALTY: If loose equipment interferes with play, the umpire may call an out(s), award bases or return runners, based on his judgment and the circum stances concerning the play.
- 2.11 All casts, splints and braces must be padded with at least 1/2" of closed-cell, slow-recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have exposed metal or any other hard material. Each state association may authorize the use of prostheses which in its opinion are no more dangerous to players than the corresponding human body part(s) and do not place an opponent at a disadvantage.
- 2.12 A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If

medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. The re-entry rule applies to starters. If there is an excessive amount of blood on the uniform, it shall be changed before that individual participates again

- 2.13 A player who has been rendered unconscious during a game shall not be permitted to resume participation that day without written authorization from a physician.
- 2.14 Teams
- (1) Each Team will consist of up to a recommended number of 12 players properly registered with PSO. To exceed 12 players is the coach's or Baseball Commissioners discretion.
 - (2) No individual player can participate in two different age groups during a season.
 - (3) Each team must have one (1) designated manager whom PSO recognizes as the head coach of the team.
 - (4) A limit of 4 uniformed managers/coaches (including the head coach) will be allowed on the field (as specified in 3.04) or in the dugout.
 - (5) All players are bound to their PSO team for the entire PSO season. This does not prohibit a player from playing in another league at the same time.
 - (6) Each team must bat through the roster of players present at a given game. Each player must play defensively at least 1 of every 2 innings.
 - (7) Players should not be cut from teams. If a player wishes to remain with their existing team and that player is still of the appropriate age for the league in which the team is playing, it is encouraged that the coach continue to have the player on their roster. PSO does not advocate the "cutting" of players based on ability. Although we are supportive of building competitive teams, we are more concerned with building character, sportsmanship and a love for the game. Cutting a player may do more damage to the individual players psyche than winning benefits the other players.
- 2.15 Complete teams (teams with a roster of 12 or more) wishing to join PSO may do so. Incomplete teams will have players assigned via PSO.
- 2.16 Players wishing to compete in the PSO baseball league need to complete the registration form and pay registration fees prior to the published registration deadline. If the player is not currently assigned to a team, they will be assigned to a roster by PSO.
- 2.17 Persons wishing to coach a team in PSO who meet the requirements set forth in section 12.00, will be able to participate in the draft to build their team.

3.00 Game Preliminaries.

- 3.01 The Deputy Commissioner – Baseball Operations of PSO Baseball League shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field. Coaches can be notified of rainouts by checking the field conditions page at <http://www.psosports.com> **Rainouts are the only valid reason for re-scheduling games.** In addition, the Deputy Commissioner reserves the right to reschedule games determined to be in the best interest of the league. Games will be rescheduled by the scheduling coordinator and will be considered official games. Coaches WILL NOT be consulted whether they will be able to field a team for a make up game.
- 3.02 No person shall be allowed on the playing field during a game except players in uniform, coaches, umpires, peace officers in uniform and watchmen or other officials of PSO. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.
- 3.03 Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, trainers and batboys shall occupy a bench during a game.
- 3.04 There will be no coaches allowed on the field during offensive play other than the two specified base coaches, who are required to remain in foul territory, or an offense coach to pitch when applicable.

For 5-6 YOA league, 1 coach is allowed outside the dugout to instruct for defensive purposes. In addition to the 2 base coaches, an additional coach will be allowed on the field to pitch and another to play catcher.

For 7-8 YOA league, in addition to the 2 base coaches, an additional coach will be allowed on the field to pitch to their own team.

- 3.05 There can only be one on-deck batter allowed outside the dugout. The on-deck batter must stay within the defined on-deck circle. Other than the batter and on-deck batter, no other player may have a bat in his or her hands once play has resumed in an inning. The defensive team may warm up under coach supervision between innings. Batters will not be authorized to warm up outside the dugout except for the defined on deck circle. Players scheduled to pitch may warm up with a coach outside the dugout prior to entering the game. **Use of warm up tools by assistant coaches outside of the dugout will not be allowed.** Be aware of the possibility of severe accidents by allowing unsupervised warm ups.

4.00 Starting and Ending of a Game

- 4.01 Unless the PSO Commissioner shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams.
- 4.02 Games will start at the designated time originally scheduled or re-scheduled. A game can be delayed no more than 10 minutes beyond the designated starting time for failure to have at least nine players and these 10 minutes will be subtracted from the original game time. After the ten-minute grace period, a team has the option of starting the game with the players present or forfeiting. If starting a game after the grace period with less than nine players, the team with less than nine players will automatically be designated as the visiting team (despite the coin flip or pre-determined home/visiting teams) and the game will begin. A team that fails to show will result in a forfeit loss for this team. The grace period for each game will be subtracted from the game time originally scheduled.
- 4.03 If a team forfeits more than three (3) games in a single season, that team will be suspended from playing the remaining games left in that season. There will be no refund of league fees due to suspension related to forfeits. Games cannot be rescheduled for any other reason other than a rainout. Teams that fail to show up for a scheduled game will receive a forfeit.
- 4.05 A game may be started and/or completed with less than nine players, but the team must forfeit if they have less than 8 players. In all games, one of the players must play the Catcher position behind home plate. An ejected player may not re-enter the game. A team which plays with less than a nine player-batting lineup because of the ejection of a player, will have an out recorded in that spot of the batting order. A team starting a game with less than nine players will not be penalized for the lack of a player in the ninth batting slot. A team starting a game with less than nine players can immediately insert a ninth player into the batting lineup as soon as an eligible player is available with no penalty. Late arriving players must be inserted at the end of the batting order. If a team begins play with the normally allowed number of players, that team may continue a game with one less player than it started with, whenever a player leaves the game for any reason other than ejection. If the player leaving the game is a runner, he shall be declared out. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.
- 4.06 The batting order shall be followed throughout the game. All players present at a game must be included in the batting order.
- 4.07 (1) The offensive team shall station two base coaches on the field during its turn at bat, one near first base and one near third base.
- (2) Base coaches shall be limited to two in number and shall (a) be in team uniform, and (b) remain within the coach's box at all times.
- 4.08 A game is decided when one team has scored more runs than their opponent can possibly score in the remaining times at bat. If a game is decided before the inning or time limits are reached, it is the losing coach's option whether to continue or not. Decided games will be stopped at the time limit regardless of who is batting. The number of times at bat has no bearing on the decision. If the time limit expires during the top of an inning and the game is not decided, the game continues. If at anytime during the top of the inning a game becomes decided, the game is over. If the time limit expires during the bottom of an inning and the home team is ahead, the home team wins. If the home team is behind, but can possibly catch up or go ahead, the game continues until either the inning is over or the

home team wins. If a game is tied at the end of regulation play, one extra inning will be allowed. If there is no winner after the completion of the extra inning, the game shall be deemed a tie. Once a team can no longer tie or win the game with the remaining innings left to be played, the game will be deemed over. Official game times are detailed in the table below:

League	Game Time
5-6	60 minutes – no extra innings
7-8	90 minutes
9-10	90 minutes
11-12	110 minutes

- 4.09 No inning may begin after the expiration of the allotted time from the scheduled game time unless an extra inning is required due to a tie at the end of regulation. Once an inning is started, the inning will be completed unless it is impossible for the losing team to tie or beat the winning team. If a game is called due to weather or other hazardous conditions, it is an official game if 3 innings have been completed or if the home team has scored more runs in 2 ½ innings than the visiting team. A game called because of the time limit will be an official game regardless of the number of innings played. An inning is deemed to begin at the moment the third out is made in the preceding inning. Game lengths are defined in the table below:

League	Game Length (innings)
5-6	6
7-8	6
9-10	6
11-12	7

- 4.10 No team may legally score more than five runs per inning; when five runs have been scored by the offensive team, its half of the inning shall end just as if it had been charged with three outs.
- 4.11 If at the home team or the visiting team has an 8 run lead or more at the end of the inning in the chart below, or any inning after that, the game shall be terminated. If the home team has an 8 run lead or more at the end of the half inning in the chart below, or any half inning after that, the game shall be terminated. The game shall be terminated in all games that the spread reaches 15 runs or more after 3 innings.

15 Run Lead	3 rd inning
10 Run Lead	4 th inning
8 Run Lead	5 th inning

- 4.12 If a game is called, it is a regulation game:
- (1) If three innings have been completed;
 - (2) If the home team has scored more runs in two or two and a fraction half innings than the visiting team has scored in three completed half innings;
 - (3) If the home team scores one or more runs in its half of the third inning to tie the score;
 - (4) If a game is called before it has become a regulation game, the umpire shall declare it "No Game."

- 4.13 If a game in progress is called for any reason before time has expired, or in an uncompleted inning, it shall be considered a suspended game and resumed at the point of curtailment. The League Director is responsible for rescheduling games. EXCEPTION (If both coaches and League Director agree not to play the remainder of the suspended game, the score at the time the game was called will stand as the final score and be used in calculation of standings. Pitchers who have been removed from the mound may not pitch in the rescheduled game, but a pitcher who was the current pitcher of record or had not pitched in the game, may pitch as many innings as they are eligible for the calendar day and week in which the re-scheduled game is played.
- 4.14 Games that are postponed or suspended will be rescheduled by the League Director.
- 4.15 If teams have the same number of runs at the end of the regulation number of innings or expiration of allowed game time, one additional inning will be allowed. If there is no winner after the completion of the extra inning, the game will be deemed a tie. Each team will receive credit for $\frac{1}{2}$ win.
- 4.16 No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere
- (1) Incite, or try to incite, by word or sign a demonstration by spectators;
 - (2) Use language that will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
 - (3) Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
 - (4) Make intentional contact with the umpire in any manner
- 4.17 When a manager, player, coach or trainer is ejected from a game, he shall leave the field immediately and take no further part in that game. He is not allowed to continue watching the game from the dugout or grandstand. If a manager, coach or player is under suspension he may not be in the dugout or near the field during the course of a game.
- 4.18 Protesting Games
- (1) Each league shall adopt rules governing procedure for protesting a game, when a manager claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League Director shall be final. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League Director the violation adversely affected the protesting team's chances of winning the game. Whenever a manager protests a game because of alleged misapplication of the rules the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. A protest arising on a game ending play may be filed until 12 noon the following day with the League Office.
 - (2) Umpires will work to settle all problems on the field. Protest will be allowed for age and pitching violations or rule interpretations only. Protest must be declared to the Umpire-in-Chief before the next pitch following the dispute. No protest will be allowed following the game. If the protest concerns the number of innings pitched by a player, that protest should be presented in writing, along with corroborating evidence, to the league director.

5.00 Putting the Ball in Play. Live Ball

5.01 Rules for putting the ball in play for each league are discussed below:

League	Strike Outs	Pitcher	Bunting	Hit by Pitch
5-6	After 4 pitches and 2 attempts with the tee	Coach	No	No
7-8	After 6 pitches or 3 swinging strikes. Player cannot strike out on foul tips/balls	Coach	No	No
9-10	Yes	Kid	Yes	Yes
11-12	Yes	Kid	Yes	Yes

5.02 If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach purposely interferes with a thrown ball, the runner is out.

5.03 In the 5-6 league, if a player must use the tee to put the ball in play, they are limited to a single only and all runners may advance 1 base only. This is to try to avoid having players waiting out the coach pitches for usage of the batting tee.

5.04 The following rules apply to the 7-8 coach pitch league only

5.4.1 Fair Ball Arc: There will be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

5.4.2 Pitching Circle: There will be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the back point of home plate. **The coach pitcher must stay in CONTACT WITH THE RUBBER when pitching.**

5.4.3 Coach can pitch from either a standing or kneeling position, but the ball must be delivered in an overhand manner.

5.4.4 The pitching coach cannot instruct their hitters.

5.05 The following rules apply to the 5-6 coach pitch league only

5.5.1 Fair Ball Arc: There will be a fifteen (15) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

5.5.2 Pitching Circle: There will be a ten (10) foot diameter circle with the front edge set at thirty five (35) feet from the back point of home plate. **The coach pitcher must stay within the circle when pitching.**

5.5.3 Coach can pitch from either a standing or kneeling position, and the pitch can be delivered either overhand or underhand.

6.00 The Batter

6.01 Each player of the offensive team shall bat in the order that his name appears in his team's batting order. Each player present for a game must be included in the batting order whether or not they are playing a defensive position.

6.02 The batting order is continuous. There will be no penalties incurred for interruption in the batting order for the following: (1) a player leaves the game early, regardless of the circumstance, or (2) a player becomes injured, whether he continues to play defensively or not.

- (1) Any player arriving after a game has begun shall be inserted in the batting order in the last batting position.
- (2) If a player shows up late, that player must be added to the last position in the original batting order.
- (3) If an injury or ejection occurs while a player is either at bat or on base, the last player that was physically out may temporarily replace the injured or ejected player. If the injured player misses his next turn at bat, then he must be removed for the duration of the game.
- (4) In the event of a head injury where a player suffers loss of consciousness, the player must be removed from the game and may not return to play that day without a doctor's written permission. If bleeding occurs during a game, the player must be removed until the bleeding stops. If the player misses his next turn at bat, then he must be removed for the duration of the game.

6.03 A batter is out when

- (1) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- (2) A third strike is legally caught by the catcher; "Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

For **modified coach pitch leagues (5-6 YOA)**, a batter will receive up to 4 pitches to put the ball in play. If after 4 pitches, the ball has not been put into play, the batter will receive 2 opportunities to hit off a batting tee. Failure to put the ball into play after 2 attempts off the batting tee will result in an out.

For **Coach Pitch Leagues (7-8 YOA)**, a batter will receive up to 6 pitches to put the ball in play. Failure to put the ball into play after 6 pitches or 3 swinging strikes will result in an out. A batter cannot be called out on a foul tip or foul ball on the 6th pitch unless a defensive player catches the ball. If the batter fouls off the 6th pitch, they will receive another pitch until they either take the pitch, put the ball in play, or swing and miss. You cannot be retired on a fouled ball.

- (3) A batter is out even if the catcher drops the third strike. (Applies to 9-10 YOA league). Runners cannot advance on a dropped third strike.
- (4) He bunts foul on third strike (Applies to leagues 9-10 & 11-12 YOA leagues)

6.04 Safety squeezes are allowed for leagues 11-12. On a squeeze play, the batter must either bunt or take the pitch. If the batter swings at the ball, the batter is automatically out, the runner goes back to third and the coach and batter are ejected from the game. Suicide squeezes are not allowed

7.00 The Runner

7.01 Courtesy runners

A coach may substitute a pinch runner for a player that is scheduled to play the Catcher position the next inning when that player is on base with two outs. The coach must ask for time and let the umpire and opposing coach know that the substitution is being made. The player that is declared to play the Catcher position for the next inning must play the Catcher position the complete inning (except for injury). There will be no courtesy runner for any position other than catcher.

7.02 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.03 A fake tag is an act by a defensive player without the ball that simulates a tag. A fake tag is not allowed.

7.04 If, with a runner on third base and trying to score by means of a squeeze play, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead. 11 year old and older leagues only

7.05 Rules related to leading off and stealing are as follows:

- (1) Base runners may attempt to steal 2nd or 3rd base (League 9-10 and above only). Stealing home is NOT ALLOWED.
- (2) Lead-offs are allowed (leagues 11 and above only)
- (3) Delayed stealing is allowed, except of home
- (4) Runners may NOT attempt to score from third on passed balls or wild pitches (all leagues 9-10 and under)
- (5) Applies to leagues 9-10 and under. A runner cannot advance past first base on a walk. This is considered stealing and not allowed for leagues 8 at under. Also not allowed in 9-10 leagues since runners cannot steal until ball passes the plate on a pitch.
- (6) Runners cannot advance on overthrows from the catcher to the pitcher for the purpose of returning the ball to the pitcher after a pitch is delivered. 11-12 YOA leagues may advance on overthrows, including home.
- (7) Runners cannot score on throws from the catcher to the pitcher for the purpose of returning the ball to the pitcher. This is considered stealing home. Applies to ALL leagues.

7.06 1st and 3rd Rule (Applies to 9-10 league only)

With runners on 1st and 3rd, the runner on 1st may attempt to steal 2nd base at his own risk. The catcher is free to attempt to throw the advancing runner out at 2nd base. The runner at 3rd must remain on the base unless one of the following happens:

1. The catcher overthrows the ball to 2nd base and neither the 2nd baseman or SS catches the ball.

2. The catcher throws the ball to 2nd base but the 2nd baseman or SS drops the throw after the ball touches their glove, regardless of whether or not the ball reached the defender in the air or hit the ground first.

The runner on 3rd base may not attempt to score on the following play:

1. If the 2nd baseman or SS are attempting to tag the runner out and the ball is dislodged from their glove by the runner the runner on 3rd base must remain on the base and cannot attempt to score.

(Rule Clarification: If a runner is at 2nd base and is attempting to steal 3rd base, he is allowed to score on an overthrow to 3rd. He is a runner at 2nd when the play began and therefore is not considered a runner at 3rd for the purposes of this section)

7.07 Feet first slides are the only legal slides. Diving is not allowed. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot. However, a runner may dive back into a bag most recently occupied to avoid a pickoff attempt (League 11-12 only).

7.08 A slide is illegal if:

- (1) the runner uses a rolling, cross-body or pop-up slide into the fielder, or
- (2) the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
- (3) the runner goes beyond the base and then makes contact with or alters the play of the fielder, or
- (4) the runner slashes or kicks the fielder with either leg, or
- (5) the runner tries to injure the fielder, or
- (6) the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

EXCEPTION: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder

7.09 Runners must slide, avoid or go around a fielder without making intentional flagrant contact when a play is being made on him at any base, including home plate. If a defensive player blocks any base while not in possession of the ball, the runner shall be declared safe for obstruction of the base. A runner who makes any flagrant contact at any base shall be called out for violation of this rule. If, in the judgment of the umpire, the runner's actions were deliberate and would tend to cause injury, the runner may be ejected. It is understood that there may be incidental contact on close plays.

8.00 The Pitcher.

This section of the rule book is applicable to kid-pitch leagues only.

- 8.01 Pitchers are limited to the pitches or innings specified in the table below. Pitchers may not pitch on two consecutive days. Pitchers who throw more than 3 innings on a given day, must rest 72 hours before pitching again. (Enforcement of this rule is between coaches; umpires will not be involved in this rule.) One pitch is considered an inning. Once a pitcher leaves a game, he may not re-enter the game as a pitcher. For purposes of this rule, a week begins on Wednesday at 12:01am. Team managers are strongly cautioned to act reasonably with regard to the use of pitchers. Fastballs and change-ups are the only two pitches allowed. Curveballs will be permitted for leagues 11 and older.

League	Innings/Game	Innings/Week
9-10	5	8
11-12	5	8

- 8.02 Pitchers removed from the pitching position may not return to pitch during the game in which he was removed. Pitchers removed from a game may remain in the game or re-enter the game at another defensive position other than pitcher.

- 8.03 PSO shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:

- (1) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;
- (2) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;
- (3) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but
- (4) If a pinch hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the 18 foot circle surrounding the pitcher's rubber. If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound. Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound. If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning. In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up. The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

- 8.04 If a pitcher hits three batters in one inning or six batters in one game, the pitcher must be removed from the mound immediately.

9.00 Defensive Play

- 9.01 Players may not sit on the bench during 2 consecutive defensive innings or any portion thereof. If a player arrives after a game has begun, any defensive innings that have been played by that player's team shall be counted as if the player had played (i.e., not sat on the bench) in those innings. Removal from the game for disciplinary action, refusal to play, excessive missed practices and injury are exceptions to the 2 consecutive innings rule stated above. In these cases, a player in attendance for a game should not sit on the bench more than 3 consecutive innings without first getting approval from the PSO Baseball Commissioner.
- 9.02 Free substitution is allowed on defense. Batting order must remain the same.
- 9.03 Players designated as outfielders must remain on the outfield side of the baselines until the ball is put into play.
- 9.04 For league 8 and under, a play is considered over and the ball dead when the ball is returned to the pitcher who is standing on the mound or in the designated pitchers circle.
- 9.05 Defensive player listed as pitcher, cannot leave the pitching circle until the ball is hit.
- 9.06 Defensive player listed as pitcher, cannot leave the pitching circle until the ball is hit. (applies to 5-6 & 7-8 leagues only)
- 9.07 Safety Arc: There will be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit. (applies 7-8 leagues only)
- 9.08 Safety Arc: There will be a thirty (25) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit. (applies 5-6 leagues only)

10.00 The Umpire

- 10.01 (1) The Director of Umpires shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- (2) Each umpire is the representative of the league and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
- (3) Each umpire has authority to rule on any point not specifically covered in these rules.
- (4) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- (5) Each umpire has authority at his discretion to eject from the playing field (1) any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and (2) any spectator or other person not authorized to be on the playing field.
- 10.02 An umpire must not, under any circumstance, umpire a game where one of the following situations is true:
- (1) A member of their immediate family, or lives at the same residence, is either a player or a coach on either team that is playing.
- (2) A member of their immediate family, or someone who lives at the same residence, is either a player or a coach on a team in the same League as the teams that are playing
- (3) The umpire is a coach or player in the same League or the same Division or tournament as either team that is playing.
- 10.02 Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- 10.03 Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
- 10.04 If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- 10.05 If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- 10.06 The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing

may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.

10.07 No umpire may be replaced during a game unless he is injured or becomes ill.

10.08 (1) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).

(2) If there are two or more umpires, the home plate umpire shall be designated umpire in chief and the others field umpires.

10.10 (1) The umpire shall report to the league directors within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefor.

(2) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.

(3) After receiving the umpire's report that a trainer, manager, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the club of which the penalized person is a member.

11.00 Coaches

11.01 Rules concerning managers are as follows:

- (1) All persons are eligible to participate as Managers and Assistant Coaches in the PSO Baseball Program who:
 - (a) Have attained the age of 18 years
 - (b) Have been PSO certified (See rule 11.02)
 - (c) Have not had their coaching privileges revoked.
- (2) The selection of Managers and Assistant Coaches shall be at the discretion of the positions or committees established by PSO Baseball Board. Revocation of coaching privileges shall also be at the sole discretion of the Disciplinary Committee established by the PSO Baseball Board.
- (3) All Managers and Assistant Coaches in PSO Leagues must be PSO certified prior to their first league game.
- (4) Managers and coaches may wear conventional baseball attire or other attire consistent with adult leadership of youth baseball. Managers and coaches may not wear shoes with metal spikes.
- (5) In addition to the guidelines outlined in the rules on tobacco and alcohol, managers, coaches, and assistant coaches of PSO teams may not use tobacco or alcohol in any form, at any time during their team's games or meetings.

11.02 All managers and coaches are required to attend the pre-season coaches clinic. Failure to do so without express permission of the PSO Commissioner may result in dismissal. Time and date to be announced by the League Director

11.03 Use of PSO Fields and Facilities:

The PSO game day fields are available for team practices on a first come first serve basis. The large grass soccer and football fields may also be used for practice.

11.04 The home team coach from each game must turn-in the score of their individual game to the league director. It is the responsibility of the visiting team to verify the score with the home team at the end of the game.

11.05 To discourage conflicts over rulings/judgments by the umpires, the following rules are intended to allow coaches to discuss rulings with the umpires in a 'Constructive' and courteous manner, but **NOT** to intimidate, argue or to try to alter the ruling.

- (1) Coaches are forbidden on the playing field during play. If a coach enters the playing field to dispute any umpire ruling, that is grounds for automatic ejection from the game by the umpire. (See next paragraph).
- (2) If a coach has a question on a rule call, the coach is allowed to request a meeting with the umpire (at your team's foul line) and clarify any disputes over a rule. If the action warrants it, the umpire may alter the initial ruling if that initial ruling is found to be in error. A ruling may be changed, a judgment may not!

11.06 If a coach is required to leave the premises and does not immediately comply, the umpire may suspend the game for a period of no more than 5 minutes and issue a verbal warning to any remaining coaches of the team. If the offending coach has not complied in the 5-minute period, the umpire may stop play and the offending team will forfeit the game.

11.07 If a coach detects conflicting calls between the 2 umpires on a specific play, the coach may request that the umpires confer with each other to determine which umpire 'saw' the play and was in position to make the ruling. No coach intervention will be allowed during the umpire conference.

- 11.08 Any complaint about a coach's behavior should be made in writing to the PSO Commissioner. See 1.03 (5) for disciplinary action information.
- 11.09 All players and coaches will be expected to behave in a sportsman like manner at all times. Any player, coach, or parent/fan whose conduct is unbecoming or abusive will at minimum be warned and may be removed from the playing field or stands at the discretion of the tournament officials or the umpires. Foul or abusive language will not be tolerated under **any circumstances**. Cursing or throwing equipment will be an automatic ejection. This includes a team forfeiting or being removed from the tournament if necessary.
- 11.10 If a coach is ejected from a game they must sit out the remainder of that game and the following game. A player ejected must sit out the remainder of that game. Anyone ejected will be asked to leave the park at the discretion of the umpire and tournament director.
- 11.11 As the rules indicate, the matter of disorderly conduct will be taken seriously. Because of this please remind your team and parents to be extra aware of good sportsmanship.

12.00 The Official Scorer

- 12.01 Each team should have a designated scorekeeper and use a regulation style scorebook.
- 12.02 The home team in each game is designated the official scorekeeper.
- 12.03 If the home team cannot provide a scorekeeper, the visiting team may use theirs and then becomes the official scorekeeper.