

Idaho Falls Youth Baseball



Idaho Falls Youth Baseball Divisions

1. **Division:** The League shall consist of the following divisions:

- “Minor” 8 – 9 Year-old Division
- Minor “A” 8 – 11 Year-old Division
- Major “AA” 9 – 12 Year-old Division
- Major “AAA” 10 – 12 Year-old Division
- Junior Varsity 13 – 15 Year-old Division
- Varsity 13 – 16 Year-old Division

Note: 16 year-old players may only play Varsity

2. **Division Clarification:**

- (Minor, A, AA, AAA) is intended for youth who wish to learn the game of baseball. Teams in the league are divided both by age and by skill level (see below). Players are assigned to teams by draft within the high school boundaries where they reside. Once drafted, players can choose to return to their same team in subsequent years or become subject to the draft.
- The Minor Division is the basic instructional division that introduces young players to the game with emphasis on fun and learning fundamentals.
- The Minor Division (A) is intended to further understanding of the fundamentals of the game while providing a transition between Minor (A) and the more competitive Major (AA).
- The Major Division (AA) is intended to further understanding of the fundamentals of the game while providing a transition between Minor (A) and the more competitive Major (AAA).
- The Major division (AAA) is the most competitive division and is intended to contain the players with the greatest playing ability.
- Junior Varsity teams will consist of players with beginning to intermediate ability.
- Varsity teams will consist of players with intermediate to advanced ability.
- Each division will be based on high school boundaries determined by their affiliated school districts.
- These high schools include Bonneville, Firth, Hillcrest, Idaho Falls, Shelley, Skyline and Thunder Ridge.

3. **Field Size:**

- “Minor” 8 – 9 Year-old Division play on 46’ x 60’ fields
- Minor “A” 8 – 11 Year-old Division play on 46’ x 60’ fields
- Major “AA” 9 – 12 Year-old Division play on 50’ x 70’ fields
- Major “AAA” 10 – 12 Year-old Division on 50’ x 70’ fields
- Junior Varsity 13 – 15 Year-old Division on 60’ x 90’ fields
- Varsity 13 – 16 Year-old Division on 60’ x 90’ fields

HEAD COACHES (all Divisions)

Application:

1. Each year persons interested in becoming a head coach in the League shall complete a background check that is paid for by Parks and Rec.
 - All applicants for head coaching positions must be seventeen (17) years of age or over.
 - Head coaches and/or assistant coaches that are returning to a division will have priority over new head coaches or assistant coaches entering the division.
2. Head coaches shall not coach more than one (1) team at the same time within the League unless necessary and with Parks and Rec.
 - Assistant coaches may coach more than one (1) team at the same time.
3. The head coach must participate in games and team functions.
4. Duties:
 - Assistant Coach and player personnel shall be under the direct supervision of the head coach.
 - Head Coaches shall sign for and assume full responsibility for equipment, uniforms, any other property issued to their team and they shall only be used for the Idaho Falls Youth Baseball League seasonal play, unless authorized by the Parks and Rec.
5. Head Coaches shall immediately report all injuries that require medical attention to the Recreation Center. The head coach shall prepare a written statement explaining the incident, the nature of the injury, date, time, and location to assist in making out medical and insurance claims. Failure to do so may result in forfeiture of payment to medical facilities by the insurance company.
6. In the event a head coaching position of a team is available during the season and after the completion of the draft (if necessary), the assistant coach will be given the first choice to coach the team.
7. Head Coaches, shall have available all data concerning their team. This includes medical release forms, which will be kept with the equipment and therefore, available at all team workouts. If a player did not play, the reason must be recorded in the official scorebook. These records shall be made available to the Recreation Supervisor upon request.
8. Head Coaches are required to hold a minimum of two (2) functions a week, utilizing a majority of the team prior to the start of the season with weather permitting. After the League starts, the head coach must continue a minimum of two (2) functions per week. A function consists of League Games and Official Practices.
9. Head coaches shall be responsible for:
 - In all divisions, the team designated as the “home” team will be responsible for set-up and take down of the field.
 - i. Marking of fields
 - ii. Putting up bases
 - iii. Umpire gear, if applicable
 - iv. Putting away all field equipment
 - All teams are responsible for disposal of garbage. If dugouts are left dirty, the head coach of the outgoing team may be suspended from the next game.

PLAYERS

NOTE: The following rules and guidelines are intended to govern Idaho Falls Youth Baseball players.

1. Head coaches in all Idaho Falls Youth Baseball leagues and divisions are required to document and maintain all necessary records that demonstrate the compliance of each player to the Idaho Falls Youth Baseball League player qualification requirements.
2. Any candidate meeting the requirements of age and residence as set forth in the official rules and regulations for the organization shall be eligible for participation.
3. League members signing up at registration will be given placement on a first-come, first served basis.
4. Any child signing up after the draft day will be placed on the registration waiting list and may be drafted accordance to draft procedures.
5. Each child who registers must submit a copy of their birth certificate and if need be proof of residency within league boundaries.
 - Valid proofs of residency documents are utility or cable bill originals only. No copies will be allowed.
 - If a child brings a valid birth certificate for registration purposes, the Parks and Rec will create a copy and the original will be returned to the family.
 - All players must have a birth certificate copy on file.
6. A candidate shall “try-out” at an annual skills day event under the guidance of the applicable Area Representative.
 - There shall be one (1) scheduled skills day in each division.
 - Candidates must participate in the skills day of their respective division in order to be eligible for the draft.
 - Head coach’s and assistant coach’s kids must tryout.
 - A player may refuse one team if he/she chooses to, then he/she will be placed at the bottom of the list for placement order.
 - If a player refuses a second team, he/she will be dropped and asked not to play.

SELECTION OF PLAYERS

1. The Idaho Falls Youth Baseball league will use the player draft system to fill teams each season. **(A BLIND DRAFT WILL BE USED THIS 2020 SEASON DUE TO THE SPECIAL CIRCUMSTANCES. THERE WILL BE NO SKILLS DAY)**
 - Returning teams shall be allowed to keep returning players.
 - Each season an Idaho Falls Youth Baseball draft will be held in order for coaches to fill vacant positions on their teams.
 - Idaho Falls Youth Baseball teams may only fill vacancies in their teams by using the draft. Adding players to teams outside the draft is prohibited.
 - A player who is included in the draft, but does not want to play for a coach may submit a letter stating so and that coach may not draft him.
 - Only one (1) letter per player per year is allowed and the letter must be submitted before the draft.
 - The League Representative will advise each coach of any player that requests not to play on his/her team two (2) weeks prior to tryouts, if possible.
 - Head coaches in the A, AA or AAA, Junior Varsity, and Varsity, will be given their respective draft order via a lottery at the player selection meeting.
 - All divisions in the Idaho Falls Youth Baseball League will have an open draft every year.
 - A brother or sister of equal skill and/or age shall be encouraged to be on the same team and shall not be drafted by the other coaches.
 - Draft night participants will consist of the head coach and one (1) approved assistant coach from each team only.
 - No children allowed in draft room.
 - All selections will be drawn in lottery order.
 - Serpentine (Snake) draft order will be enforced.
 - Teams, which do not have a maximum of two (2) players at the beginning of the draft, will be allowed to select prior to draft order.
 - Players who did not try-out will be placed by order of the draft.
 - Trades between teams will be completed prior to the end of draft night with a **MAXIMUM** of two (2) trades per team.
 - i. In the event of a “forced” trade, and should a forced trade not be agreed upon by the respective coaches, the Parks and Rec will have the right to make the final decision.
 - ii. Forced trades will only be considered to accommodate multiple children within the immediate household with a maximum of two (2).
 - iii. Group home children will be encouraged to be on the same team, but if there are more than two (2) children of the same age in the division, the extra players will be moved to other teams.
 - iv. All trades must be completed prior to leaving the designated draft room. (15 – minute time limit)
 - If a list of eligible candidates is exhausted and the teams are not filled, vacancies shall be filled as players sign-up, and continue in draft order, giving the team next in line the first player, the next team in line the second player, and so forth.

CONDUCT

1. We, the Idaho Falls Youth Baseball League, reserve the right to disallow the participation of any person deemed necessary for the protection of the League and its players and participants.
2. **GENERAL CONDUCT:** Any league member (coach, assistant coach and area representative) may be subject to warning and subsequently removed from his/her position at any time during the year with proper notification by Parks and Rec. A coach or player may be suspended for not more than one (1) game without Parks and Rec approval or can be removed from his/her team with Parks and Rec approval. **THIS IS YOUR FIRST AND ONLY WARNING!** The Parks and Rec will determine the severity of the offense and will review all matters of conduct and the appropriate action will then be determined. (**NO HEARSAY** will be accepted)
 - All incidents must be documented and submitted within 72 hours to the Recreation Supervisor.
 - An emergency meeting of the Recreation Supervisor and applicable Area Representative will be conducted within 24 hours of receipt of the report to determine appropriate action.
 - i. The League Representative shall be contacted in person or by phone. The League Representative will try and informally settle any and all disputes. If the matter is properly documented, misconduct towards an umpire or player, then these mediation steps do not apply and disciplinary action shall be taken as required by the rules.
 - ii. If the dispute cannot be settled informally, then the complaint or charge shall be documented by all parties in writing and submitted to the Parks and Rec to then conduct an investigation, interviewing all parties and witnesses, as he/she feels appropriate. If possible, the Parks and Rec shall again try to settle the dispute informally to the satisfaction of both parties. All disputes must be reported to the Parks and Rec. Parks and Rec has final say in all disputes.
 - Acts or threats of violence are a criminal and/or civil law matter and the proper authorities should be contacted immediately. The League may take action to suspend a participant based on gathered information.
3. Abusive language, infliction of physical abuse, alcoholic beverages, or controlled substances.
 - Associate Members, Coaches, Umpires, and Players: Any person who is reported in writing for using abusive language, infliction of physical abuse, alcoholic beverages and/or controlled substances during League play shall be called by the Parks and Rec to discuss the report. If substantiated, the Parks and Rec has the option to remove the person from his/her position or League participation upon the Parks and Rec approval.
 - Coaches: A coach who is found guilty of using abusive language to any player, umpire, or representative of the League shall be suspended for not less than one (1) game on a first conviction, and shall be suspended for the remainder of the season upon a second conviction. **Note:** A coach may be ejected from a game for abusive language or actions toward one (1) of his/her own players.
 - Players: Any player may be suspended for not more than one (1) game without Recreation Supervisor approval for using abusive and/or foul language or gestures.

4. Throwing of bats or equipment:
 - 1st offense, a warning will be given unless the act is flagrant. If flagrant, immediate ejection may result.
 - 2nd offense, removal from that game and/or suspension of one (1) game.
 - 3rd offense, removal from that game and is to appear before the Recreation Supervisor for action. The player will be suspended from future games until the Parks and Rec has reached a decision.
 - Any player throwing or abusing bats or any equipment is subject to ejection for unsportsmanlike behavior. A player who damages a helmet or other equipment owned by the League, rendering it unusable, may be suspended from playing future games until the helmet or equipment has either been replaced or paid for. (Subject to the Equipment Manager's approval of the replacement submitted.)
5. Umpires: If a coach is ejected from a game, an automatic one (1) game suspension will take place for the next regularly scheduled game. The coach may not be present at the game site. Umpires will document the reason(s) for the ejection and forward a report to the Parks and Rec. If aggravating factors exist in the report, the Recreation Supervisor may consider extending the suspension as warranted. Examples of aggravating factors include, but are not limited to: making physical contact with an umpire, physical violence, and threats of physical violence.
6. All umpires are to be protected from coaches, players and associate members during game play. If an umpire is verbally or personally attacked by anyone in any form, then that person will be automatically ejected from that contest and subject to a minimum one (1) game suspension, and possibly eliminated from future league play or participation if warranted.
 - After the Parks and Rec review, the coach (in violation) may be suspended indefinitely.
7. Any person who charges an umpire will be ejected from the game and summarily suspended for the next game and possibly terminated from the league.

League Approved Bats

Minor, A, AA, AAA Divisions

USA Baseball Marking
2 5/8" Barrel Maximum
NO BBCOR BATS

Junior Varsity & Varsity

USA Baseball Marking or BBCOR .50
2 5/8" Barrel Maximum

RULES

1. Playing Rules shall be in effect during all League play.
2. Minimum Playing Time: All shall have free substitution during league play and all players on the roster shall bat in accordance with rules adopted. It is the responsibility of the head coach to ensure playing time is equally and fairly distributed.
3. Forfeits: All divisions may start with eight (8) but must have nine (9) players before the start of the 4th inning or the game will be forfeited.
 - The vacant batting position is an automatic out, except in the Minor, A, AA divisions.
 - A forfeit game score is recorded as 7 – 0.
4. In all divisions, all offensive players in the field must wear batting helmets.
5. The following apply to (Minor, A, AA, AAA).
 - No metal cleats will be used.
 - The batting order will include all players on the roster who are present to play. If a player arrives late for a game and the official batting order has already been turned in to the gamekeeper, the player's name will be placed at the end of the batting order.
 - The **HOME** team will be designated as the official scorekeeper.
 - The official scorekeeper is required to keep batting orders in check and to validate the six (6)-run rule.
 - A maximum of nine (9) players may play defensively.
 - No player may sit out for more than one (1) inning at a time on defense.
 - A six (6)-run rule applies.
 - During the first four (4) innings, no team shall score more than six (6) runs in one (1) inning. An inning will end when either three (3) outs have been made or when six (6) runs have been scored.
 - If a play results in the 6th run crossing home plate, followed by one (1) or more additional runs, the additional runs will not be scored. [EXAMPLE: The team at bat has five (5) runs with runners on 2nd and 3rd. The batter hits a triple, advancing both runners home. Since the runner that was on 3rd is the 6th run, the 7th run is not counted. The team at bat records six (6) runs for the inning.]
 - If the 6th run crosses home plate as the result of an over-the-fence home run, the additional runs **WILL** count. [EXAMPLE: The team at bat has five (5) runs with the bases loaded. The batter hits an out-of-the-park home run. All four (4) runs count and the team at bat records nine (9) runs for the inning.]
 - This rule will not apply in the 5th, 6th, or 7th innings, which will be open.
6. Mercy Rule: A game shall be terminated if a team is leading an opponent by at least 10 runs after four (4) or more full innings have been played, or after 3 ½ innings if the home team

has such a lead.

7. No inning shall start after one (1) hour and 45 minutes from the start of the game.
 - Game start time is as close to 6:00pm as possible. The umpire will designate official game start time and the official scorekeeper will write it in the official book. If the umpire does not designate an official start time then the scorekeeper becomes official timekeeper. Coaches will ensure that time between innings is 90 seconds or less. New pitchers, or relievers, starting or entering the game receive eight (8) warm-up throws in 90 seconds. Returning pitchers receive 5 (five) warm-up throws in 60 seconds. If a team catcher is not available to receive pitches due to being on base during the third out, the team will have someone receive warm-ups while the catcher gets ready. Umpires will enforce the 90/60 second time between innings to keep the game moving and avoid delay.
 - The last inning will be determined by available time or daylight at the discretion of the umpire.
 - If, after expiration of regulation time, or six (6) innings, a game is tied, teams will continue play utilizing the tie breaker rule.
 - The last recorded out from the previous inning starts on 2nd base and the inning starts with no outs.
8. The Umpire and/or Recreation Supervisor will decide when play must be halted due to weather conditions or due to lack of daylight. **THIS DECISION IS FINAL!**
 - If a game is halted in accordance to weather the score will revert to the last complete inning.
 - Four (4) complete innings will constitute a game and 3 ½ innings if the leading team is home.
 - In the event a weather-halted game is incomplete, the Parks and Rec and coaches will attempt to reschedule the game. If rescheduled, the game will start over.
9. Coaches of a team will **NOT** allow any player to harass the other team by calling out a name or position or saying anything derogative in nature.

The following apply to all divisions. (Minor, A, AA, AAA)

- Fake Bunt – Slash Bunt: A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.
- Contact Rule: If a runner attempting to reach home plate or another base intentionally and maliciously runs into a defensive player in the area of home plate or a base, he/she will be called out and ejected from the game.
- Anyone warming up a pitcher at any location shall wear a mask. A throat protector is considered part of the catcher's mask.
- All Divisions: If any bat cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

Minor: Only 8 – 9 year-old players allowed. Some seven (7) year-old players may be granted an exception to play at the discretion of the applicable Area Representative.

1. There will be win/loss record in the Minor Division. However, the objective is to teach the fundamentals of baseball, be instructional, promote good sportsmanship, and to have fun.
2. Coaches will not be allowed to disrupt or stop play for instructional guidance more than once per inning. Sideline advice is strongly encouraged.
3. Players will not lead off from any base. Batter-runners who walk are not allowed to advance beyond 1st base.
 - Players may begin to steal 2nd and 3rd base once a pitched ball has crossed the plate. (or give themselves up if they do not slide)
 - No stealing of home will be allowed.
 - Players must slide into all bases if there is a play at the base. (or give themselves up)
 - i. 1st offense during a game for each player will result in a warning from the umpire.
 - ii. 2nd offense during the same game will result in the player being called out.

Minor (Single A): 12 year-olds will be allowed to play in this division on an exception basis only. Exceptions are granted at the discretion of the applicable Area Representative.

1. There will be win/loss record in the Minor Single A Division. However, the objective is to teach the fundamentals of baseball, be instructional, promote good sportsmanship, and to have fun.
2. Coaches will not be allowed to disrupt or stop play for instructional guidance more than once per inning. Sideline advice is strongly encouraged.
3. Players will not lead off from any base. Batter-runners who walk are not allowed to advance beyond 1st base.
 - Players may begin to steal 2nd and 3rd base once a pitched ball has crossed the plate (or give themselves up if they do not slide).
 - Stealing of home will be allowed on a passed ball or wild pitch per OBR rules. Players must slide into Home plate if there is a play at the plate (or give themselves up if they do not slide). Failure to do so will result in the player being called out. The only exception is if the catcher commits the act of obstruction near home plate, thereby preventing the runner from sliding into home plate.
 - Players must slide into all bases if there is a play at the base. (or give themselves up)
 - i. 1st offense during a game for each player will result in a warning from the umpire.
 - ii. 2nd offense during the same game will result in the player being called out.

Major AA & AAA

1. Coaches will not be allowed to disrupt or stop play for instructional guidance.
2. Runners at 1st, 2nd and 3rd base can lead off and/or steal bases, as in official baseball.
3. Stealing of home will be allowed on a passed ball or wild pitch per OBR rules. Players must slide into Home plate if there is a play at the plate (or give themselves up if they do not slide). Failure to do so will result in the player being called out. The only exception is if the catcher commits the act of obstruction near home plate, thereby preventing the runner from sliding into home plate.

4. Dropped 3rd strike. The batter becomes a runner when the third strike called by an umpire is not caught, providing:
 - 1st base is unoccupied or
 - 1st base is occupied with two outs.

Junior Varsity & Varsity:

1. Metal cleats will be allowed.
2. The batting order will include all players on the roster who are present to play. If a player arrives late for a game and the official batting order has already been turned in to the gamekeeper, the player's name will be placed at the end of the batting order.
3. The home team will be designated as the official scorekeeper.
4. The official scorekeeper is required to keep batting orders in check and to validate the eight (8)-run rule.
5. A maximum of nine (9) players may play defensively.
6. No player may sit out for more than one (1) consecutive innings on defense, including extra innings.
7. All properly rostered players must play at least four (4) defensive innings per seven (7) inning game, or half of the defensive innings in a shorter game.
8. An eight (8)-run rule applies.
 - During the first four (4) innings, no team shall score more than eight (8) runs in one (1) inning. An inning will end when either three (3) outs have been made or when eight (8) runs have been scored.
 - If a play results in the eighth run crossing home plate, followed by one or more additional runs, the additional runs will not be scored. [EXAMPLE: The team at bat has seven (7) runs with runners on 2nd and 3rd. The batter hits a triple, advancing both runners home. Since the runner that was on 3rd is the eighth run, the ninth run is not counted. The team at bat records eight (8) runs for the inning.]
 - If the eighth run crosses home plate as the result of an over-the-fence home run, the additional runs **WILL** count. [EXAMPLE: The team at bat has seven (7) runs with the bases loaded. The batter hits an out-of-the-park home run. All four runs count and the team at bat records eleven (11) runs for the inning.]
 - This rule will not apply in the 5th, 6th, or 7th innings, which will be open.
9. Mercy Rule: A game shall be terminated if a team is leading an opponent by at least 10 runs after five (5) or more full innings have been played, or after 4 ½ innings if the home team has such a lead.
10. No inning shall start after two (2) hours from the start of the game.
11. Game start time is as close to 6:00pm as possible. The umpire will designate official game start time and the official scorekeeper will write it in the official book. If the umpire fails to set a start time, the official scorekeeper shall record the start time in the scorebook. Coaches will ensure that time between innings is 90 seconds or less. New pitchers, or relievers, starting or entering the game receive eight (8) warm-up throws in 90 seconds. Returning pitchers receive five (5) warm-up throws in 60 seconds. If a team catcher is not available to receive pitches due to being on base during the third out, the team will have someone receive warm-ups while the catcher gets ready. Umpires will enforce the 90/60 second time between innings to keep the game moving and avoid delay.
 - If, after expiration of regulation time, or seven (7) innings, a game is tied,

- teams will continue play utilizing the tie breaker rule.
- The last recorded out from the previous inning starts on 2nd d base and the inning starts with no outs.
 - The last inning will be determined by available time or daylight at the discretion of the umpire.
12. The Umpire and/or Recreation Supervisor will decide when play must be halted due to weather conditions or due to lack of daylight. **THIS DECISION IS FINAL!**
 - If a game is halted the score will revert to the last complete inning.
 - Four (4) complete innings will constitute a game and 3 ½ innings if the leading team is home.
 - In the event a weather-halted game is incomplete, the League and coaches will attempt to reschedule the game. If rescheduled, the game will start over.
 - In the event a fair settlement cannot be reached, the applicable Area Representative will make the final decision.
 13. Coaches of a team will not allow any player to harass the other team by calling out a name or position or saying anything derogative in nature.
 14. Contact Rule: If a runner attempting to reach home plate or another base intentionally and maliciously runs into a defensive player in the area of home plate or a base, he/she will be called out and ejected from the game.
 15. Anyone warming up a pitcher at any location shall wear a mask. A throat protector is considered part of the catcher's mask.
 16. If any bat cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

PITCHING RULES (ALL DIVISIONS):

1. Any coach violating Rules and Regulations and Official Playing Rules pitching rule will forfeit the game in which the violation took place and will be suspended from the next game. A second violation shall necessitate Parks and Rec action.
2. Any player who has been ejected for a pitching violation, will not be suspended from the next game, but will not be allowed to pitch in the next game.
3. In all divisions, a starting pitcher may re-enter the game as a pitcher. No other pitcher may re-enter the game as a pitcher after being removed from the mound.
4. In all divisions, a second trip to the mound to the same pitcher in the same inning automatically results in the removal of the pitcher from the mound. The pitcher may not re-enter the game as a pitcher unless he/she is the starting pitcher and pitching visitation rules have not been violated.
5. In all divisions, Pitchers can only pitch two innings per game.
6. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher at the time the game was halted may continue to the extent of his/her eligibility.
7. Balk rules will apply.
 - Pitchers while touching his plate must step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he/she turns his body and throws before stepping, it is a balk.
 - A pitcher is to step directly toward a base before throwing to that base, and is required to throw (except to 2nd base) because he/she steps. It is a balk if, with runners on 1st and 3rd, the pitcher steps toward 3rd and does not throw, merely to bluff the runner back to 3rd, then seeing the runner on 1st start for 2nd, turn and step toward and throw to 1st base. It is legal for a pitcher to feint a throw to 2nd base.
 - A pitcher, while touching his/her plate, throws, feints a throw to an unoccupied base, except for the purpose of making a play.
8. The pitcher makes an illegal pitch – A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before a batter is reasonably set in the batter's box. With runners on base this is a balk; with no runners on base the penalty is a ball. The quick pitch is dangerous and should not be permitted.
9. During the first week of the season, umpires will warn pitchers for balk violations, but no penalty will be assessed. Thereafter, no warnings will be issued, except when the pitcher shall not: While in the 18ft-circle surrounding the pitcher's plate, touch the ball after touching his mouth or lips, or touch his mouth or lips while he/she is in contact with the pitcher's plate. The pitcher must clearly wipe the fingers of his pitching hand dry before touching the ball or the pitcher's plate. The first infraction results in a warning. Subsequent violations result in a balk.
10. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
11. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher at the time the game was halted may continue to the extent of his/her eligibility.
12. Balk rules will apply.

CITY TOURNAMENT RULES: (**NO TOURNAMENTS FOR THE 2020 BASEBALL SEASON**)**ALL DIVISIONS:**

1. **HOME TEAM:** The higher seeded team shall be the home team throughout the tournament except for the championship game. For the championship game, the home team will be determined by a coin flip
2. **PROTESTS:** Any protest shall be resolved before the game will continue. Only rule infractions are subject to protest, not umpire judgment calls. The Umpire-in-Chief shall render the final decision.
3. **EJECTIONS:** If any player, coach or fan is ejected from any tournament game, the ejected individual shall also be suspended from attending the next game. If the ejected individual refuses to leave the game following an ejection, that individual's team will forfeit the game.
4. **JUDGMENT CALLS:** 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 ball, or whether a runner is safe or out, is final.
5. No player, coach or substitute shall object to any such judgment decision.
6. Players leaving their position in the field or on base, 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.

Minor, A, AA, AAA:

1. **GAME TIMES:** 6:00pm unless otherwise advised.
2. No new inning may begin after one (1) hour and 45 minutes. (New inning starts when the last recorded out is made against the home team)
3. If, after expiration of regulation time, or six (6) innings, whichever occurs earlier, a game is tied, teams will continue play utilizing the tie breaker rule.
 - The last recorded out from the previous inning starts on 2nd base and the inning starts with no outs.
4. The Championship games will consist of six (6) innings.
5. There will be no time limit on championship games.
6. If, after expiration of regulation time, or six (6) innings, a game is tied, teams will continue play utilizing the tie breaker rule.
7. The last recorded out from the previous inning starts on 2nd base and the inning starts with no outs.
 - The six (6)-run rule will **NOT** apply. There will be no run restrictions per inning.
8. The Mercy rule is in effect.
9. If a team is ahead by 10 runs after four (4) innings (3 ½ if the home team is ahead), the umpire will declare the game ended.
10. **PITCHING:** Pitcher will only be allowed to pitch two innings.
11. Intentional Walk Rule – An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter 1st base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
12. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher at the time the game was halted may continue to the extent of his/her eligibility.

Junior Varsity & Varsity:

1. **GAME TIMES:** 6:00pm unless otherwise advised.
2. No new inning may begin after two (2) hours. (New inning starts when the last recorded out is made against the home team).
3. If, after expiration of regulation time, or seven (7) innings, a game is tied, teams will continue play utilizing the tie breaker rule.
4. The last recorded out from the previous inning starts on 2nd base and the inning starts with no outs.
5. The Championship games will consist of seven (7) innings.
6. There will be no time limit on championship games.
7. The six (6)-run rule will **NOT** apply. There will be no run restrictions per inning.
8. The Mercy rule is in effect.
9. If a team is ahead by 10 runs after five (5) innings (4 ½ if the home team is ahead), the umpire will declare the game ended.
10. **PITCHING:** Pitcher will only be allowed to pitch two innings.
11. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter 1st base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
12. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher at the time the game was halted may continue to the extent of his/her eligibility.
13. **HOME TEAM:** The higher seeded team shall be the home team throughout the tournament with the exception of the championship game. For the championship game, the home team will be determined by a coin flip.