

# **APPENDIX TO THE BY-LAWS**

**2026 Rules and Regulations**

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## PART 1: PURPOSE AND AUTHORITY

### 1. Purpose

- a. Pioneer Baseball/Softball, Inc. (Pioneer or PBSL) is affiliated with Babe Ruth League, Inc. for the purpose of providing organized baseball for the youth of Northern Virginia. These rules and regulations supplement the Official Rules of Babe Ruth League divisions, which are published annually. These rules and regulations furnish specific guidance for the conduct of operations of PBSL. These rules and regulations are intended to: (1) enable players to participate to the maximum extent possible; (2) Protect players from injury; (3) Minimize the effect of managers, coaches, and league officials in the outcome of any game.
  - i. To the maximum extent possible, anyone recognizing that a violation of any rule is about to occur, or has occurred, shall notify the offending manager or coach, who will then attempt to rectify the violation on the spot.
  - ii. League officials shall refrain from making decisions on any matter in which they have personal involvement (i.e., manager or coach of the team involved or another team which may be affected by the decision; parent of the player whose team may be affected, etc.). In such cases, the decision shall be made by a senior league official, or another equivalent league officer.
  - iii. The objective of the league is to enable the players to play baseball and win or lose games on their own efforts, not through the efforts of adults manipulating, or interpreting the rules to their own advantage, or in catching the opposing team in a rule violation. Any interpretations of these rules and regulations or decisions by league officials or the Protest Committee shall be made with the purpose (stated earlier) in mind.

### 2. Authority

- a. These rules and regulations constitute an Appendix of the Pioneer By-Laws.
- b. These rules and regulations are approved by the Pioneer Board of Directors and signed by the President prior to distribution.
- c. Copies of these rules will be supplied to each team in the league as early as possible.

### 3. Applicability

- a. These rules and regulations are applicable to and binding upon all parents, coaches, managers, and league officials and shall be observed at all games and other functions sanctioned by the league, without exception.

- b. When a specific question not covered by these rules arises, it will be directed to the responsible league commissioners, Executive Vice President, or the President.
- c. The terms “league” and “divisions” are interchangeable when referring to the different levels of play.

#### 4. General

- a. Pioneer is a non-profit organization established in 1952 for the purpose of teaching all players the fundamentals of baseball and enabling them to play organized ball. The league is in and around the Lee Magisterial District of Fairfax County. The league is unique in that no prospective player is refused if he or she is within the allowable ages and lives within the league boundaries. The number of teams is flexible to enable all registered players to participate.

#### 5. Changes to these Rules

- a. These rules and regulations have been carefully reviewed prior to the season and shall not be modified or altered without justifiable cause and Pioneer Board approval once the spring season begins. The President may direct emergency changes for safety reasons at any time.
- b. Changes to these rules and regulations shall be made after the close of the fall season and be effective for the next spring season.
- c. Proposed changes for the following season must be presented in writing (e-mail is acceptable) to the Pioneer President prior to the start of the spring season. The written submission to the President will include: the current rule, the proposed rule, and the rationale for the proposed rule.
- d. The Rules Committee shall be formed as directed in the By-Laws. The Rules Committee will consider proposed changes and create a final draft of the committee approved rules for review and approval by the Pioneer Board of Directors by the board meeting prior to the start of the season.
- e. Non-members of the Rules Committee may attend meetings and participate in discussion but may not participate in committee voting.
- f. The Board of Directors must consider all recommendations of the Committee and approve all changes prior to the start of the spring season.

## **PART 2: ELIGIBILITY OF PLAYERS & MANAGERS, DIVISION AND TEAM STRUCTURE, AND FORMATION OF TEAMS**

1. Eligibility of Players: All children meeting criteria for geographic boundaries, age, and registration are eligible to participate in a Pioneer Baseball League.
  - a. Geographic Boundaries
    - i. A child must reside within the geographic area of Virginia designated in this Appendix to the By-Laws and chartered with Babe Ruth League, Inc. for the league in which the child is playing.
    - ii. Cal Ripken Division Tee Ball, Coach Pitch, “Rookies”, “Minors”, and “Majors” Baseball Division Boundaries starting at west end of Woodrow Wilson Memorial Bridge: include City of Alexandria to Little River Turnpike (Rt. 236), west on Little River Turnpike to Rt. 123, south on Rt. 123 to Occoquan River (Fairfax County Line), follow Occoquan River east to the Potomac River, follow Potomac River north to starting point.
    - iii. Juniors Baseball Divisions. Boundaries starting at west end of Woodrow Wilson Memorial Bridge: include City of Alexandria to I 495, west on I-495 to railroad tracks roughly just west of Van Dorn Street, south along railroad tracks (paralleling I-95) to Occoquan River (Fairfax County Line), follow Occoquan River east to the Potomac River, follow Potomac River north to starting point.
    - iv. A child relocating into the Pioneer designated geographic area who has played in another organized league during the current season will not be eligible for play in the Pioneer league without the written approval of the Pioneer President. For the purpose of this section, the phrase “organized league” means any league that requires formal registration.
  - b. Target Age
    - i. Pioneer follows Babe Ruth/Cal Ripken League age rules. For baseball, a child must be at least 4 years old on or before April 30 of the year in which the child will participate. For example, the child must be 4 on April 30, 2023, in order to be eligible for the 2023 baseball season.
    - ii. Target ages for baseball divisions (all ages are as of May 1 of the current year):
      1. Tee-Ball and Coach Pitch Divisions: 4, 5, 6 years old (3-year-olds can be allowed on a case-by-case basis)
      2. Rookie Division: 7 & 8 years old

3. Minors Division: 9 & 10 years old
  4. Majors Division: 11 & 12 years old
  5. Juniors 13 - 15 years old
- iii. A player review procedure is available for all kids ages 6-12. This procedure is available to ensure a player's abilities are commensurate with the general skill level of the league in which the player participates. Typically, the player review procedure is used when 8-year-olds are interested in a player-pitch division, 6-year-olds attempting to play in the machine pitch (Rookie) division, or whether a 7-year-old playing for the first time is better suited for Tee-Ball vice the Rookie division. Player review procedures are not available for a 12 and under interested in playing in a 13-year-old or older league.

c. Registration

- i. Each child must be registered, and the child's parent must formally register and agree to all required terms, conditions, and fees outlined in the registration process prior to the child's participation in a Pioneer League.
- ii. Registrations will be held on such dates and times and at such locations as approved by the Board of Directors. However, Pioneer, at its sole discretion, may accept registrations at any time. The Registrar may accept registrations received after the last approved registration date for any season. If there are roster positions available, the Registrar will make the team assignment in consultation with the league commissioner. If there are no roster positions available, the Registrar will place the applicant on a waiting list. Approval must be obtained by the Pioneer President for players who have played in any organized league during the season before participating in any league game.
- iii. Upon submitting the registration, a player shall also submit the registration fee as prescribed yearly by the Board of Directors. In unusual circumstances, the Pioneer President may waive or reduce the registration fee on an individual basis.

d. Volunteer Support

- i. Pioneer is operated entirely through support of volunteers. Parents of players shall volunteer to assist Pioneer or may donate an additional amount of money to be used in operating Pioneer leagues.

## 2. League Structure

- a. Each division will normally consist of a minimum of 4 teams, and a maximum of 10 teams. Divisions with more than 10 teams will be divided into separate divisions.
  - b. A minimum of 8 teams must exist in a division before it can be divided into two divisions. When divided, the two divisions will normally be called American and National. A minimum of 15 teams must exist in a division before it can be divided into three (3) divisions. The third division, if needed, will be the Central Division.
  - c. If sufficient teams exist to form multi-divisions, team assignments to each division shall be made by the Commissioner and approved by a committee consisting of the President, Executive Vice President, and Administrative Vice President.
3. Eligibility & Selection of Managers: Consistent with the objectives of Pioneer Baseball, team managers will be selected from adults who volunteer to donate their time and effort to foster sportsmanship.
- a. Team Managers will be selected by:
    - i. Each respective Division Commissioner
    - ii. All manager selections are subject to approval by the Board of Directors.
  - b. Selection Priorities for divisions with 10 Teams and Less
    - i. In the event more than one adult volunteer to manage a team within the same division (or if there are more volunteers to manage teams than the number of teams within an area/league), then the following priority will be considered in assigning a team manager:
      1. Individuals who have attended a coaches' certification program or coaching clinic available through PBSL, Babe Ruth League, Inc., or other recognized organization within the past year.
      2. An individual who has seniority as an elected Pioneer officer, a member of the Board of Directors, team manager, team coach as shown on a team roster.
      3. An individual who managed a team in the same area and division during the prior year.

c. Selection Priorities for Multiple Divisions

i. Individuals desiring to manage a regular season team will submit their name to the Division Commissioner via any number of methods, including, but not limited to, registration forms, telephone, e-mail, and meeting. These individuals will form the Regular Season Team Manager Selection Pool.

d. The Regular Season Team Managers will be selected from the Regular Season Team Manager Selection Pool subject to the following criteria:

i. Emphasis on teaching

ii. Clinics attended/certifications obtained/renewed

iii. Baseball experience

iv. Previous year(s) managing/coaching history

v. Participation on the Pioneer Board of Directors

e. The objective is to place both selected managers and players related thereto in the highest division for which both are available. If a manager is selected for a higher division than does a related player, then every attempt will be made to offer the selected manager a manager's position in the player's lower division. In no event will the related player be placed in a higher division for which the player's abilities qualify. If a selected manager qualifies for a lower division than does a related player, then the player will be given the option to move to a lower division.

f. The Regular Season Team Managers will select their coaches. Managers should consider criteria listed in paragraph III (e) above in making their choices.

4. Team Structure

a. Composition (all Teams)

i. For all divisions except tee-ball, the team size is generally 10 to 12 players. Tee-ball team size is general 8-10 players.

ii. The number of players shall include the active players on the team roster, including those on vacation.

- iii. The Commissioner must approve team rosters with less than the minimum and more than the maximum number of players.
- iv. Each team roster shall list one Manager and no more than two (2) assistant coaches.
- v. Teams should also identify a team coordinating parent and a field maintenance parent.
- vi. Team rosters, including Team Name, Managers and Coaches, must be submitted electronically to the Pioneer Scheduler and Registrar by each division commissioner on a date specified by the President and/or Board of Directors prior to league play. Failure to submit a team roster may result in forfeiture of games played prior to roster submission.

b. Player Assignments: Tee-Ball and Coach Pitch Divisions

- i. Each team in a Tee-Ball and Coach Pitch Divisions shall draw from an elementary school district, except as follows.
  - 1. Players bused from one community to another community's school shall have the choice of playing with the team formed either at his/her school or his/her community.
  - 2. Special request from parent(s).
- ii. Tee-Ball and Coach Pitch Division teams shall be formed at the following areas/communities:
  - 1. Bush Hill/Franconia Area (including Forestdale, Franconia, and Bush Hill)
  - 2. Hayfield/Lane Area (including Springfield Babe Ruth territory)
  - 3. Rose Hill/Virginia Hills Area (including Rose Hill, Virginia Hills)
  - 4. (Stoneybrook Area (including Groveton, Hybla Valley and Mount Vernon)
  - 5. Clermont/Wilton Woods Area (including Clermont, Cameron, Mt. Eagle, Jefferson Manor, Fairhaven, Huntington)

6. For players who do not reside in one of these areas, the Tee-Ball /Coach Pitch Commissioner will assign players to an area for purposes of participating on a team.
  - iii. Tee-Ball and Coach Pitch Divisional players may be transferred between areas by the appropriate commissioner. In all cases, adjacent areas shall be preferred.
  - iv. Players returning to the same Tee-Ball Division played in the previous spring season may elect to remain with the same team or group of players that are also returning to the same division.
- c. Player Assignments: Rookie Division
- i. Each team in the Rookie Division shall be formed by the Division Commissioner. The use of a player draft is at the discretion of the commissioner to help ensure team balance.
  - ii. Special requests are handled on a case-by-case basis.
  - iii. At the discretion of the commissioner, Rookies can be divided into two subdivisions, the National League, and American League. The National league is for players that want/require additional skill building. The American League is comprised of players with more experience and a higher level of skills. Special requests will not affect overall balance of the Leagues.
- d. Player Assignments: Minors, Majors, and Juniors:
- i. Prior to player assignment, the abilities of all players will be evaluated during a Pioneer-conducted or Pioneer-sponsored player evaluation. (Evaluation procedures are presented in Section 5 below).
  - ii. All requests for players to move up from a lower division must be submitted prior to the execution of the player assessment and the formation of the teams. Request submitted after these milestones have been completed will not be considered.
  - iii. After player evaluation, all players eligible to play in each league will be placed in a common draft of all players eligible for that division. (Draft procedures are presented in Section 6 below).
  - iv. The draft will be organized and scheduled by the Division Commissioner in accordance with the Pioneer Baseball drafting rules.

5. Player Evaluations: Player evaluations are intended to identify relative abilities of individual players so divisions can be formed based on comparable skills and teams can be formed to promote parity among teams. These procedures apply only to divisions with division-wide player drafts. These divisions are Minors, Majors, and Juniors divisions.
  - a. Division Commissioners are responsible for conducting player evaluations.
  - b. All players will be evaluated based on at least the following areas: hitting, throwing, and fielding. Optional areas include pitching, catching, and running.
  - c. Team Managers and other persons specified by the Division Commissioner will serve as evaluators.
  - d. Division Commissioners have flexibility in establishing format, evaluation criteria, and evaluation methodologies. The objective is to evaluate all players fairly and on a consistent basis.
  - e. Division Commissioners will furnish evaluation forms that will be returned to the commissioner after each session.
  - f. Division Commissioners will compile results of player evaluations and make pertinent information available for player drafts.
6. Draft Procedures: The objectives of the player draft are to afford every player the opportunity to play with, and compete against, players of similar skills and abilities, and to form teams of players that promote competition among all teams in a division. When a player draft is conducted, the following procedures shall apply.
  - a. Commissioners may pre-select and “freeze” assistant coaches and players at their discretion.
  - b. Tee-Ball, Coach Pitch, and Rookie Divisions: Each division’s Commissioner is responsible for the formation of teams and a draft is not required. Each Division’s Commissioner may adopt other procedures consistent with the objective of promoting competition among teams.
  - c. Minors, Majors, and Juniors Baseball Divisions
    - i. Division Commissioners are responsible for conducting player drafts and determining draft format and rules, at their discretion. The draft method selected must be one that promotes fairness and upholds the integrity of Pioneer Baseball and must be communicated in advance to all team managers and coaches.

The draft format should be conducted with consideration of the following, based on the division commissioner's discretion:

1. Determine the number of divisions and the number of teams in each division based on the distribution of ratings and number of players registered.
2. Establish a pool of player eligibility for each division based on evaluation ratings.
3. Establish zones of consideration within a given player pool for specific rounds of the draft.
4. Coaches Relatives: Players related to team coaches maybe selected prior to the start of the draft.
5. Player Trades: Player trades initiated by the managers will be permitted but must be completed immediately after the draft. Player trades will be and must be agreed upon by both affected managers and the Division Commissioner.
6. Confidentiality: Players shall NEVER be told the position in which they were drafted, or if traded.
7. Special requests for player placements with specific coaches, friends or classmates will not be considered if they interfere with the guiding principle of forming teams of players that promote competition across all teams in the division.

## 7. Permanent Transfers

- a. A player may play with only one team within the Pioneer League (Temporary Transfers referenced below).
- b. With the approval of the Division Commissioner, players may be transferred permanently between two teams of the same division subject to the following limitation:
  - i. Unusual or extenuating circumstances, such as an unpredictable loss of players, with no further players available from that area; provided, that affected players and parents agree.
- c. When large player losses make permanent transfers necessary for the viability of the teams making the request for players, the issue must be submitted to the respective Division Commissioner who will confer with the Pioneer President, as needed. Players, parents, and manager

approval is not necessary for transfers necessary for the viability of a team.

- d. When a player requests a release and the manager consents, a player may be picked up by another team if otherwise eligible, subject to the recommendation of the Division Commissioner. No rival manager shall petition for the release of a player on another team.

## 8. Equipment

- a. Playing equipment shall be provided to each team manager prior to commencing practice. This equipment will be the responsibility of the team manager or their designated team appointee.
- b. All defective equipment shall be turned in to the Equipment Manager for replacement or repair.
- c. Only the Equipment Manager and other individuals specifically designated by the League President are authorized to purchase equipment and uniforms and charge them to the Pioneer League. Within one week after completing league games or playoffs (as applicable), each team manager will inventory and turn in all equipment and uniforms to the League Equipment Manager. Any manager, coach, or player who has not or will not return league equipment to the Equipment Manager shall be prohibited from participating in league activities until the equipment is returned or financial compensation is made to the league.

## 9. Season Schedules

- a. The Division Commissioner will schedule the regular season games for their respective division. Every effort will be made so each team will have an equal number of games.
- b. All games, including tournaments, must be played as scheduled, weather permitting. Managers aren't allowed to postpone or change the scheduled start time or dates of games without approval of the respective Division Commissioner and opposing team manager.
- c. In the event of a postponed game, the respective coaches will work in tandem with the division commissioner to reschedule game. Every effort should be made to announce the rescheduled game within 48 hours of the cancellation.
- d. It is the responsibility of the Division Commissioner to determine if the field of play, with input from team managers, is in playable condition prior to game time.

- e. A grace period of 15 minutes from the official starting time shall be allowed. Failure to field a team during the period will result in the forfeiture of the game. If a grace period is applied, the game time limit is not extended for the length of the grace period. Time limits are applied to the scheduled start time.
- f. In cases of inclement weather, or circumstances beyond the control of the managers, a grace period of 30 minutes shall be permitted to prepare the field for play. The full game time shall be permitted. The succeeding games will start as close to scheduled time as possible.
- g. The Park Authority and County Fields Director have final authority in cancellation on appropriate fields. Additionally, Pioneer also has the authority to cancel/postpone and/or delay games due to heat advisory, cold weather policy, or other weather-related events out of their control. Refer to the Pioneer Baseball heat, cold weather and lightning policy found within this document.
- h. The above rules shall also apply in All-Star and playoff games, except that the time limit shall not apply to final playoff championship games and All-Star games.

#### 10. All-Star Games, as applicable

- a. Post-season All-Star games for all divisions will be authorized by the Board of Directors and played as scheduled by the Commissioners and the League Scheduler. It is at the discretion of each Division Commissioner whether an All-Star game will be held each season as it may conflict with playoff games and/or Pioneer Day.
- b. The managers of the first-place team and second place team in division play shall manage All-Star teams. Managers of the other division teams shall serve as all-star coaches.
- c. Division Commissioners will allocate teams in the division to an All-Star team and will determine the number of All-Star players from each division team. Generally, each team shall be represented by at least two players.
- d. Varying from division to division, each commissioner and/or team managers shall determine the selection process for players on All-Star team.
- e. All players must participate in at least 50% of the game, unless prevented by circumstances beyond the manager's control, i.e., injury.
- f. For Minors, Majors, and Juniors All-Star games, no pitcher shall pitch more than 2 innings in any one game.

- g. All-Star games will be 5 innings for the Tee-Ball and Coach Pitch Divisions, 6 innings for Rookies, 7 innings for Minors, Majors, and Juniors.
- h. Time limits for games will not apply. Games called by the umpire because of weather or darkness will be considered complete and not made up.

#### 11. Postseason Division Tournaments

- a. Trophies, or another type of appropriate award such as medals, ribbons, shirts, hats etc., shall be awarded to all division tournament champions (regular season champions do not receive such awards). The team to finish the tournament in second place may receive an award based on the discretion of the Division Commissioner. Awards shall also be provided to all players, the team manager, up to 2 assistant coaches, a team parent, and the team's sponsor, as applicable. Note that awards are not provided to regular season division champions in an attempt to encourage coaches to move players around so they can develop skills at multiple positions.
- b. The Division Commissioner will authorize either a single or double elimination, post regular season tournament for each division other than Tee-Ball and Coach Pitch. Participation may include all regular season teams or a portion of teams in the division. Division Commissioners may decide seeds based on regular season records or by random selection assuming all team managers have been notified PRIOR to the start of the season on the method. For the Rookies Division, the commissioner has the option of using a blind draw to determine tournament seeds. Playoffs will begin as soon as possible following the last regular season game. Game time limit rules shall apply to all games except the final playoff championship game. A standard playoff matrix will be used.

#### 12. Cal Ripken/Babe Ruth Tournament Team, Managers, and Coaches: Pioneer will support tournament teams in the Cal Ripken and Babe Ruth tournament.

##### a. Tournament Managers and Coaches

- i. Within each division represented by a Cal Ripken and Babe Ruth tournament team, the Tournament Team Manager(s) will be selected from the pool of available Regular Season coaches subject to Cal Ripken and Babe Ruth rule limitations.
- ii. The Regular Season Team Managers and coaches expressing a desire to manage a tournament team will enter their name into the Tournament Team Manager Pool held by the League

Tournament Director for the appropriate Cal Ripken and Babe Ruth Division.

- iii. The Tournament Director and Division Commissioners will rank Tournament Team Manager Candidates from the Tournament Team Manager Pool for each tournament team.
  - iv. The Tournament Director and appropriate Division Commissioner will conduct the selection process.
  - v. The Tournament Director and Division Commissioner will submit the Tournament Team Manager candidates in rank ordering to the Board of Directors.
  - vi. The top ranked candidate will become the Tournament Team Manager; with the others acting as alternates should the top ranked candidate become unable to fulfill the manager duties. Alternates will assume the manager responsibilities according to their rank order.
- b. The Tournament Team Manager(s) will select the Tournament Team Coaches from the pool of available Regular Season Team Managers and Regular Season Team Coaches formally named on the Regular Season Team Rosters, subject to Cal Ripken and Babe Ruth rule limitations.
- i. The Tournament Team Manager will select two (2) coaches from the pool of available Regular Season Team Managers and Regular Season Team Coaches formally named on the Regular Season Team Rosters.
  - ii. The Tournament Team Manager will submit the names of the selected Tournament Team Coaches to the Tournament Director and Division Commissioner no later than two (2) weeks after formal Tournament Team Manager Notification.
  - iii. The Tournament Director and Division Commissioner will submit the names of the selected Tournament Team Coaches to the Executive Board of Directors for approval.
- c. The process described above will be conducted for each tournament team formation. One Tournament Team Manager and two Tournament Team Coaches will be selected using the procedure described above for each tournament team per age group.
- d. Exceptions to the process described above will be submitted by the Tournament Director and responsible Division Commissioner to the Executive Board of Directors for approval. Exceptions may include, but

are not limited to, an inadequate number of qualified managers and coaches to support the tournament team formation.

- e. Tournament Team Player Selection Procedures: Pioneer's intention is to field the best team possible with players committed to participating fully in the Cal Ripken and Babe Ruth Tournament trail. Cal Ripken and Babe Ruth rules do not include a minimum participation rule in tournament play.
  - i. The Board of Directors will schedule tournament team tryout dates intended to afford all eligible players a fair opportunity to make a tournament team. Generally, tryouts will not conflict with division season schedules and may be held in conjunction with player clinics. These tryouts and clinics will afford interested players opportunities to obtain additional coaching that is beyond that normally associated with division play and give those players the opportunity to demonstrate their capabilities with other players of the same interest.
  - ii. Tournament players are expected to be available for Cal Ripken, Babe Ruth and other tournament play through August of the current calendar year. Exceptions can and may be made on a case-by-case basis, subject to the approval of the Tournament Director and Division Commissioner and informed consent of the Executive Vice President as appropriate and consistent with Cal Ripken and Babe Ruth rules.
  - iii. Cal Ripken and Babe Ruth baseball tournament teams may include players from all eligible age groups based on player skill level.
  - iv. The Tournament Team Manager and Coaches will conduct the tryouts and clinics.
- f. Tournament Team Players should be selected based on the skills necessary to compose a fundamentally solid team.
- g. Player selection will be conducted during a tournament player selection session held among the Tournament Team Managers.
  - i. The Tournament Team Manager will conduct the tournament player selection session.
  - ii. A Tournament Team Advisory Group, comprising at least some Regular Season Managers and current and/or former Tournament team coaches, will be formed with volunteers. The purpose of the Tournament Team Advisory Group is to provide the Tournament Team Manager and Coaches with advice on the

skill levels, strengths, weaknesses, etc. of the various players in the Tournament Player Pool.

- iii. The rules of the tournament player selection session will be specified and agreed to by the Tournament Team Managers prior to the conduct of the session.
- h. No Tournament Team Player shall simultaneously participate on more than one Cal Ripken and/or Babe Ruth Tournament Team.
- i. Tournament Teams, Cal Ripken, Babe Ruth and local, will comprise a maximum of 15 dressed players. No alternates will be included in the Cal Ripken and Babe Ruth Tournament Team; however, alternates may be utilized in local tournaments should the need arise.
- j. The Tournament Team Manager shall submit the names of the Tournament Team Players to the Executive Vice President or Tournament Director, in a time frame to support the administrative process. This required time frame will be specified after the start of the player clinics.
- k. All players selected for the Cal Ripken and Babe Ruth Tournament Teams will participate in at least one game.
- l. Tournament Team Business Manager: Each tournament team will have a business manager to supervise team fundraising activities and properly account for the funds raised. The person occupying this position shall not be related to the manager or coaching staff. This person will be recommended by the tournament team manager and subject to approval by the Treasurer. At the conclusion of the tournament season, each team member and the Treasurer will receive an accounting of funds raised and expended.

### **PART 3: STANDARDS OF CONDUCT**

#### 1. Standards of Personal Conduct

##### a. General Standards

- i. The conduct of Commissioners, Managers, Coaches, Umpires, and players shall be above reproach. Any individual whose conduct is detrimental to the league shall be answerable to the League President and Executive VP of Baseball Operations, which shall have the authority to discipline (including, but not limited to, suspension) any person whose conduct is determined to be detrimental to the league.

##### b. Player Discipline

- i. A team manager may discipline a player by not allowing the player to participate in a game, or by removing the player from the game. Such discipline is subject to the notice of the opposing team manager and must be reported to the official scorekeeper immediately. If any one player is disciplined in this manner, the manager must notify the Division Commissioner of the action taken regarding the player.
- c. Code of Conduct: All coaches, parents, players, and umpires are required to adhere the following code of conducts:

## **PARENT CODE OF CONDUCT**

**I hereby pledge to provide positive support, care, and encouragement for my child and other children participating in Pioneer Baseball by following this Code of Ethics:**

- I will honor the fact that youth sports exist for youth, not adults.
- I will not force my child to participate in sports.
- I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
- I will learn the rules of the game and the policies of the league.
- I will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, umpires and spectators at every game, practice, or other sporting event.
- I will not engage in any kind of unsportsmanlike conduct with any umpire, coach, player, or parent such as booing, taunting, or yelling derogatory statements such as “easy out.”
- I will not encourage any behaviors or practices that would endanger the health and well-being of an athlete.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will demand that my child treat other players, coaches, umpires, and spectators with respect regardless of race, creed, color, sex, ability, etc.
- I will never ridicule or yell at my child or other participant for making a mistake or losing a competition.

- I will emphasize skill development and practices and how they benefit my child over winning.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all Pioneer Baseball events.
- I will refrain from using abusive and profane language toward anyone connected with the game or the organization.

**I acknowledge that failure to comply with this Code of Conduct will not be tolerated by PBSL and that violation of the code will result in disciplinary action, including but not limited to immediate ejection from the playing field and areas surrounding the field and possible suspension from all PBSL activities.**

## **MANAGER/COACH CODE OF CONDUCT**

**I hereby pledge to provide positive support, care and encouragement for my child and other children participating in Pioneer Baseball by following this Code of Ethics:**

- I will honor the fact that youth sports exist for youth, not adults.
- I will demonstrate Pioneer Baseball core values, always, during practice and games, which include caring, honesty, respect, and responsibility.
- I will not use drugs, alcohol, or tobacco while in contact with players or on any property that Pioneer Baseball is using. Any coach who is under the influence of alcohol or drugs during practices or games will be suspended from coaching.
- I will not criticize players, opposing coaches, fans, or umpires.
- I will accept the decision of the umpires as being fair. Should a concern about an umpire arise, I will refrain from making comments at the game. I will contact the Division Commissioner and go through the proper channels to voice my opinion.
- I will always keep all sports environments safe and clean and follow all school and Pioneer Baseball policies and procedures during the use of facilities.
- I will not jeopardize a player's health by allowing him/her to enter or re-enter a game once the player is injured. I will always be alert for any signs that would indicate a safety hazard.
- I will ensure that activities serve as a foundation for life learning and are structured to help the athletes achieve their potential in spirit, mind, and body.
- I will always place the athlete first and winning second. I will emphasize that winning is dependent on "teamwork".

- I will exercise good sportsmanship by demonstrating positive support for all players and umpires at every game, practice, or other sports event.
- I will refrain from using abusive and profane language toward anyone connected with the game or the organization.
- I will do my best to ensure that the fans of my team always conduct themselves with sportsmanship and maturity and I will assist umpires in maintaining control of spectators during the games.
- I will insist that my team exercise good sportsmanship toward coaches, umpires, fans, and other players.
- I will attempt to develop each child on my team and will follow the rotation rule mandated by Pioneer Baseball in an equal and fair manner.
- I will encourage the players to listen, learn and play hard within the rules.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will do my very best to make youth sports fun for my child and every other child involved.

**I acknowledge that failure to comply with this Code of Conduct will not be tolerated by PBSL and that violation of the code will result in disciplinary action, including but not limited to immediate ejection from the playing field and areas surrounding the field and possible suspension from all PBSL activities.**

## **UMPIRE CODE OF CONDUCT**

**I hereby pledge to provide positive support, care and encouragement for children participating in Pioneer Baseball by following this Code of Ethics:**

- I will honor the fact that youth sports exist for youth, not adults.
- I will observe umpire Cal Ripken/Babe Ruth and Pioneer Baseball rules with no exceptions.
- I will ensure the safety of players, coaches, spectators, and umpires at all times.
- I will not use drugs, alcohol, or tobacco while in contact with players or on any property that Pioneer Baseball is using, and I will demand a drug, alcohol, and tobacco-free sports environment for the players.
- I will refrain from using abusive and profane language toward anyone connected with the game or the organization.

- I will interact with all managers, coaches, parents, and umpires in a professional manner.
- At no time will I yell inappropriately to the dugout or coacher's box, or to a plater, nor will I respond to comments from fans during a game.
- I will notify the Umpire Coordinator, Division Commissioner, League Executive Vice President, or League President to report any type of physical or verbal abuse or unfair play that I witness firsthand.
- I will provide players with positive feedback and constructive comments.
- I will focus on developing the skills of the players.
- I will encourage good sportsmanship.
- I will fulfill my prior commitments to scheduled games, and take responsibility when conflicts arise to provide for coverage in my absence.

**I acknowledge that failure to comply with this Code of Conduct will not be tolerated by PBSL and that violation of the code will result in disciplinary action, including but not limited to immediate ejection from the playing field and areas surrounding the field and possible suspension from all PBSL activities.**

## **PLAYER CODE OF CONDUCT**

**I hereby pledge to honor and support my team and Pioneer Baseball by following this Code of Conduct:**

- I will become the best athlete I can be by practicing appropriately, trying my hardest on the field, and concentrating on the play of the game.
- I will learn the rules and follow them to the best of my ability.
- I will show respect to all coaches, players, umpires, and parents and will never act in a manner that would be disrespectful toward them.
- I will listen to my coaches, and I understand that they are trying their best to teach me the game of baseball.
- I will demonstrate good sportsmanship regardless of the score by acting in a positive manner towards all players, umpires, parents, and coaches.
- I will display good sportsmanship ahead of my own desire to win.
- I will never purposely throw my bat, helmet, glove, or any other object.

- I will play for my team and not for myself.
- I will encourage and assist my teammates, giving encouragement and support in success and struggles.
- I will shake hands with the other team at the conclusion of all games.

**I acknowledge that failure to comply with this Code of Conduct will not be tolerated by PBSL and that violation of the code will result in disciplinary action, including but not limited to immediate ejection from the playing field and areas surrounding the field and possible suspension from all PBSL activities.**

## 2. Conduct of Games

### a. Uniforms/Equipment

- All players shall wear league-supplied uniforms, except by permission of the Equipment Manager.
- Players shall be permitted to use baseball/softball equipment if: (1) the equipment meets specifications given in this rulebook, (2) the equipment is certified by the manufacturer as having met Babe Ruth League, Inc. specifications, or (3) is supplied to the team by Pioneer.
- Players may not wear shoes with metal spikes, except in the Babe Ruth Baseball League (13-15 years old).
- For all baseball/softball divisions except Tee-Ball and Coach Pitch, catchers must wear a mask, chest protector, catcher's helmet, protective cup for males, and shin guards. If a coach is warming up a pitcher at any location, they must wear a mask. For the Tee Ball and Coach Pitch Division, catchers must wear a full batting helmet.
- Full batting helmets covering both ears must be worn while a player is batting, on base, on deck, or in a coach's box. Any base runner who intentionally removes the batting helmet while the ball is in play (live ball) will be called out.
- In Minors, Majors, and Babe Ruth leagues, two (2) to three (3) new game balls shall be provided to the umpire before each game by the home team.

- Dugouts: Team managers have the discretion to agree to dugout sides, however, generally, the home team shall occupy the dugout parallel to the third base line, and the visiting team shall occupy the dugout parallel to the first base line. Only uniformed players, one manager, two assistant coaches, and one scorekeeper shall be permitted in the team's dugouts during a game.

- c. Rosters: Before the beginning of each game, each manager shall provide the opposing manager with an updated roster. The roster will note all players to be included in the batting lineup.
- d. Time Limitations on Regulation Games:
  - i. The division's commissioner prior to the start of the season will determine game time limits, if not specified in the specific division rules included below.
  - ii. On a game stopped due to a time limit, the score will revert back to the last completed inning unless the home team is ahead, and the visiting team has completed their half of the inning. If the home team was behind at the completion of the last full inning and in its half of the final inning the ball game was tied at the end of the drop-dead time limit, the game will be declared a tie. If the home team was ahead coming into the final inning and the inning fails to complete, they will be declared the winner.
  - iii. An inning starts upon completion of the last play of the previous inning.
- e. Participation
  - i. Free substitution of players is allowed between innings for all divisions.
  - ii. Divisions other than Babe Ruth (13-15) Baseball Divisions:
    - 1. Each player must play a minimum of three (3) of the regular game innings in the field. If a game is shortened because of time limit, weather, etc. or if the home team does not have full at-bats in the final inning because they lead, then the mandatory participation rule will be considered fulfilled if it would have been fulfilled had the game not been shortened. Violation of the mandatory participation rule will result in forfeiture of the game. Repeat offenses will be referred to the ethics committee. Refer to the specific division rules below for additional detail.
    - 2. Teams will bat their roster. That is, the batting lineup will include all available players, even if this is more than nine players. Players will bat in their turn, regardless of whether they played in the field in the previous or current inning.
    - 3. Any player not available at the beginning of a game who becomes available during the game (e.g., arrives late) will be added to the end of the line-up.
    - 4. Each player will play in the field at least every other inning; no player shall sit the bench two innings in a row unless for disciplinary or medical reasons.

5. A courtesy runner may be used any time a catcher is on base with two out to allow the catcher extra time to put on the catching equipment. The courtesy runner shall be the last player to make an out.
- iii. Babe Ruth (13-15) Baseball Divisions:
    1. See the Babe Ruth Division Rules in below.
    2. Any player unable to continue in a game (e.g., is injured or has to leave) will be removed from the line-up. For all leagues, if the team has at least eight players remaining, that batting position will be skipped without further penalty to the team. If a removed player later wishes to return to the game, he may do so only with permission of the head umpire and the opposing manager, and then only in his/her original spot in the line-up.
    3. Courtesy Runner for Catcher: A courtesy runner will be used any time a catcher is on base with two out, to allow the catcher extra time to put his/her catching equipment on. The courtesy runner shall be the last player to make an out.
    4. Designated Hitter: No designated hitters are allowed.
  - iv. Effect of Tie Game: For any Division in which official scores are kept, a regulation game that ends because of weather, darkness, or time limitation in a tie score will be considered a tie game. A tie game will not be replayed.
  - v. Temporary Transfers: Temporary transfers (on a game-by-game basis) are permitted only under the following specified conditions.
    1. The maximum number of player(s) who can be transferred to any team is the number of players which is one (1) more player than is needed to start game or 9 (whichever is higher). Once begun, a game may continue with one less than needed to start the game, in case of injury or player ejection. The injured/disqualified player's position will be skipped in the batting order.
    2. No player may be transferred for more than one (1) game per day or if transfer is in direct conflict with player's regular team schedule.
    3. The transferred player can only move up one age group in competition, subject to the following: 12 & Under Majors division players cannot be transferred to the National division, nor can National division players be transferred to a 12 & Under Majors division.
    4. The Division Commissioner, players, parents, and both managers must agree to the temporary transfer in advance of the game.

5. Any player transferred for a playoff game must be expressly approved by the Division Commissioner and all impacted team managers must agree to the transfer.
6. A player may not pitch for the team they are temporarily assigned to.
7. A player moving up must wear the uniform of the original team or, if the uniform is not available, be clearly identified to the Home Plate Umpire and opposing manager and shall not be permitted to play more innings than any member of the team roster in attendance, subject to discipline rules. Minimum participation rules apply.
8. Tee-Ball, Coach Pitch, and Rookie Commissioners, at their discretion, may establish rosters of players interested in being transferred (playing up). Managers seeking players may contact the Division Commissioners ONLY for players transfer requests.
9. Violations of any temporary transfer rules shall result in forfeiture of the game and suspension of manager provided protest is made within 7 days of the game to the Protest Committee.

f. Managers Duties

- i. The manager of the winning team is responsible to report the game results to the Division Commissioner with 24 hours after the game. The Division Commissioner will report abuses to the Executive Vice President.
- ii. The home team shall ensure that the field is prepared by the scheduled game time. This includes lining the base paths and the batters' boxes and raking the infield if required.
- iii. The home team will provide the official scorekeeper; however, both teams must keep an official book and/or use GameChanger on all games played between Babe Ruth Teams. At the completion of the season all score books will be turned in to the Division Commissioner for tournament documentation.

g. Backstop and Out of Play Seating

- i. The backstop and field to the out of play line will be cleared of players, managers, spectators, and equipment during the game. Managers and coaches will remain within the confines of the dugout unless occupying a coaches' box while their team is at bat, or unless conferring with an offensive or defensive player during a charged conference or unless conferring with an umpire during a charged timeout. The dugout gate will be closed while the game is in play on fields and dugouts so equipped. At a field where there are no dugouts, a coach will not be permitted closer than the edge of his/her team's player bench. Under no circumstances will

players, coaches, or spectators be allowed to occupy a position directly behind the backstop. No one shall enter, sit, or stand within the designated area behind the backstop. This area shall be no less than 8 feet wide and 8 feet deep from the backstop.

h. Protest Procedures for Regular Season Games:

- i. The intent of the league is to use protest procedures as a last resort. Opposing managers and the game umpire should attempt to work out mutually satisfactory procedures informally during the course of the game.
- ii. Protests of violations of Pioneer League rules must be made within 24 hours of the end of the subject game.
- iii. A protest involving the official Babe Ruth Rulebook must be made verbally to the umpire before the next pitch or the protest will not be accepted. The umpire will stop the game and the official scorekeeper will enter a note in the score book (or via email if GameChanger is used) of the protest, ball and strike count, position of runners, batter, and number of outs.
- iv. A protest cannot be made on judgment calls.
- v. A protest involving game procedures must be in writing (e-mail is acceptable) and filed with the Commissioner and President within 24 hours.
- vi. There will be no protest accepted for any game umpired by volunteer umpires (i.e., Tee-Ball, Coach Pitch, Rookies, failure of appointed umpires to appear, a parent, etc.).
- vii. A \$50.00 protest fee, to be put up by the protesting manager, shall accompany each point of protest. If the protest is upheld, the money will be refunded. If the protest is not upheld, the money will be added to the league funds.
- viii. The manager, or in his absence, the acting manager, is the only authorized person allowed to initiate a protest.
- ix. The protesting manager shall prepare an original and two copies of the protest. The original will go to the Division Commissioner, one copy to the opposing team manager, and one copy for himself. Email is acceptable.
- x. The umpire in charge of the game shall submit a report of the protest to the Umpire Director within 24 hours of the game.
- xi. The written protest shall be spelled out in precise details and shall cite the rule or rules on which it is based.
- xii. The Protest Committee shall refuse to consider any protest on an incident in which an umpire had to use his judgment or changes the outcome of the game.
- xiii. Upon receipt of a protest, the Executive Vice President shall call a meeting of the Protest Committee within 48 hours.

- xiv. If it becomes clear that any manager has deliberately supplied false information, the President or the Protest Committee shall ask the Ethics Committee to suspend the offender for a period of defined by the Ethics Committee
- xv. The Protest Committee, by majority vote, shall decide the protest as quickly as possible, preferably within 48 hours, and convey that decision to the League President and respective Division Commissioner for action.
- xvi. All managers, coaches, umpires, and other officials shall refrain from public debate of any protest while the issue is still being decided.
- xvii. In no event will league officials arbitrate any issue involving a team in which they have any interest whatsoever (geographic or family ties, etc.).
- xviii. Team managers, coaches, or parents have the right to formally request, in writing, the Board of Directors to review any decision made by the Protest Committee. The Board may vote to review the protest, only if a majority of the Board members present believe that a procedural error has been made.

## **PART 4: SPECIFIC RULES FOR TEE BALL DIVISION**

1. Team Composition and Participation.
  - a. Teams will be composed of between 8 and 10 players.
  - b. Among other duties, “Managers” are responsible for coordinating practices, setting lineups, communicating with parents, selecting assistant coaches, field preparation for play, managing the team on game days, and being the main point of contact between the team and the league.
  - c. All players shall bat and play the field every inning. Managers must structure lineups to ensure the players bat in each spot and play each defensive position equally over the course of the season.
  - d. Games shall be three innings and last approximately one hour. The division commissioner shall establish prior the start of the season the maximum time limit for each game. Regardless of inning, all games must be completed within the established time limit.
  - e. Managers are encouraged to use a simple rotation in their offensive and defensive lineups. This allows for systematic rotations of players through each batting and fielding position.
    - i. Under no circumstance shall a player play the outfield more than two innings in a single game.

- ii. Managers seeking an exception to this rule must contact the Commissioner in advance. Managers who knowingly violate the rule due to unforeseen circumstances must notify the Commissioner immediately following the game.
- f. Defensive Coaching: Up to three parents/coaches from the defensive team may stand behind the fielders to instruct them on how to field a ball and in what direction to throw the ball when hit. These coaches are also encouraged to “remind” base runners to run, and to which base they run next. Defensive teams may also elect to have any additional parent/coach work specifically with the catcher (if a player is in the catcher position.)
- g. Offensive Coaching: Teams batting should use coaches/parents at 1<sup>st</sup> and 3<sup>rd</sup> base. A coach from the hitting team also needs to assist each batter by placing the ball on the tee, calling a dead ball, etc.
- h. All players must be on the bench (or in the designated team area) when not actively participating in the game.
- i. Bench Coaching: Coaches may utilize a “Bench Coach” to help keep players organized, attentive, and safe.
- j. Only the hitter and “on-deck” batter are to have bats in their hands. They must also have a helmet on their heads.
- k. No positional changes may be made after an inning begins unless an injury occurs or for a bathroom break.

## 2. Field Dimensions and Preparation

- a. The recommended dimensions shall be 50 feet between bases and 40 feet to the pitcher’s mound.
- b. Dead ball line: An arc will be drawn foul line to foul line, 15 feet from home plate. If a batted ball does not cross the line, it is considered a dead ball. Only in extreme cases shall a coach not enforce this “dead ball” rule.
- c. The “home team” as noted on the schedule is responsible for lining the field with 1<sup>st</sup> and 3<sup>rd</sup> baselines, batter’s boxes, and the 15-foot arc. Home teams scheduled to play the first game on the schedule must have the field prepared by the listed start time of the game.

## 3. Umpires

- a. The coach working at the tee area with the batter shall be the “Plate Umpire” to determine if a batted ball is fair or foul, or if it crossed the “dead ball” arc.

- b. Outs are not enforced and there will not be a need for umpires to make out or safe calls at any base.
- c. In the event teams have received permission from the League to enforce outs, then the coaches working with the defensive players will be responsible for making the correct call.
- d. Under no circumstance should any call be argued or disputed.
- e. In addition to the traditional baseball rules governing when a batted ball is fair or foul, a fair ball is also any batted ball that: passes the 15-foot-arc in fair territory regardless of if the ball travels into foul territory after the 15-foot-arc but before 1<sup>st</sup> or 3<sup>rd</sup> base

#### 4. Batting and Home Plate environment

- a. The home plate environment includes the batter, catcher, on deck hitter, tee, bat, and baseballs.
- b. The coach working with the batting team shall be responsible for maintaining a safe environment and efficient pace of the game through the following:
  - i. Placing the ball on the tee, adjusting the height of the tee, and the batter's feet positioning.
  - ii. Alerting the defense that the ball is in play.
  - iii. Secures the catcher a safe distance from the home plate area, not less than 10 feet from home plate, and is wearing a helmet with protective cage.
  - iv. Ensuring the batter is wearing a batting helmet and the ball being put into play is an approved ball for the tee ball division.
  - v. Ensuring the on-deck batter is wearing a helmet, a safe distance from home plate, and a safe distance from other players on the bench or in the bench area.
  - vi. Removing the tee from the area when runners are about to score.

#### 5. Enforcing the Thrown Bat Rule

- a. When a bat is thrown or carried more than half-way down the first baseline or thrown to the fence of the backstop; the batter is given a verbal warning, or if a thrown bat strikes a player or coach, and/or the player has repeatedly not followed coach's directives to safely handle the bat; then the player may be removed from the inning or game at the manager's discretion.

## 6. Game Rules and Procedures

- a. The following rules are put forth to maximize the enjoyment players have, their ability to learn the fundamental rules of baseball, and to develop respect for teammates, opponents, and their coaches.
  - i. Score is not to be kept. There are no winners or losers.
  - ii. Batting: every player bats every inning. The last batter in the lineup gets to “clear the bases” with a home run and circle the bases. All runners on bases score, too. Upon the last batter hitting the ball, the throw from the defensive fielder shall be thrown to home plate, to the catcher position. The catcher will then secure the baseball and “tag” each runner yet to cross home plate
    1. Catchers must allow a lane for base runners to reach home plate without obstruction in order to avoid collisions.
    2. Base runners can attempt to avoid the tag but cannot stop forward movement and/or run outside the baseline.
    3. There is NO SLIDING at any base under any circumstance.
    4. If a team is not utilizing a catcher on defense due to roster size or too few players, then a defensive fielder can rotate to the catcher position after the last batter hits the ball. Managers must be cognizant that catchers need to be wearing a helmet with protective cage if a batter is holding a baseball bat. Managers can also move a catcher into place before the last batter hits.
  - iii. While outs are not enforced, the following principles must still be endorsed and taught:
    1. All batters should be taught to run through first base and stop at 2<sup>nd</sup> and 3<sup>rd</sup> base without overrunning the base.
    2. Defensive players should be taught to throw the ball to first base, tag a runner, or get force outs at any other bases as appropriate. Coaches should be cognizant that this is a difficult concept to teach and that players should be incrementally introduced to the different ways to get outs.
    3. If a defensive team makes a play that would be recorded an out under standard baseball rules, the players involved should be recognized and cheered for.
    4. Coaches who believe their team has the skills and acumen to record outs can seek approval from the division commissioner to

record outs during a game. Any changes to allow for the recording of outs will be made at the sole discretion of the commissioner.

- iv. Managers will position players in traditional baseball fielding positions. The number of players available to play will dictate what positions are filled. Generally, managers should start with all the infield positions and then fill in the outfield.
- v. Lineup Rotations: Managers shall ensure that each player plays each defensive position and batting position over the course of the season. This must be accomplished through a rotation as determined by the manager.
  - 1. For example: Assume a team has 10 players and is playing 10 3inning games in a season. That team will be playing 30 innings of baseball. Each player shall then have the fair opportunity to bat 1<sup>st</sup> 3 times, 2<sup>nd</sup> 3 times, etc., and 10<sup>th</sup> 3 times.
  - 2. Similarly, a player should have the fair opportunity to play each of the 10 defensive positions for three innings.

## 7. Special Rules

a. Protective headgear, covering both ears, must be worn by the batter, player on deck, and all runners. In the case that any base runner intentionally removes the batting helmet while the ball is in play (live ball), play will be stopped, and the player will be warned. Subsequent violations (i.e., a 2<sup>nd</sup> time) in the same game will require the player to be removed from the bases for that inning.

### b. Equipment

- i. Only bats and balls certified for tee ball shall be used during games and practices. No matter the skill level of the team or individual players, under no circumstance shall any other type of baseball be used during practice or in a game. Doing so will result in disciplinary action by the league.
- ii. Training aids (i.e., tennis balls and whiffle balls) may be used during practice so long as they do not create any additional safety risks to players.

## **PART 5: SPECIFIC RULES FOR COACH PITCH DIVISION**

- 1. General Rules and Procedures: The Coach Pitch Division shall follow the playing rules as discussed herein. Where specific rules are not mentioned or discussed in said rules, all inquiries and questions of interpretation will be

directed to the Tee Ball/Coach Pitch Commissioner (herein after "Commissioner").

a. Special Rules

- i. Protective headgear, covering both ears, must be worn by the batter, player on deck, and all runners. In the case any base runner intentionally removes their batting helmet while the ball is in play (live ball), play will be stopped, and the runner will be called out.

b. Equipment

- i. The same equipment policy and rules apply as listed above in Tee Ball rules.

2. Team Composition and Participation

- a. Teams will be composed of between 9 and 11 players.
- b. Games shall be three innings and last no longer than the time allotted by the league (1 hour and 15 minutes maximum). The division commissioner shall establish prior the start of the season the maximum time limit for each game. Regardless of inning, all games must be completed within the established time limit.
- c. All players shall bat and play the field every inning. Managers must structure lineups to ensure the players bat in each spot and play each defensive position equitably over the course of the season.
  - i. For example: Assume a team has 10 players and is playing 10 3inning games in a season. That team will be playing 30 innings of baseball. Each player shall then have the fair opportunity to bat 1<sup>st</sup> 3 times, 2<sup>nd</sup> 3 times, etc., 10<sup>th</sup> 3 times.
  - ii. Similarly, a player should have the fair opportunity to play each of the 10 defensive positions for three innings.
- d. Managers are encouraged to use a simple rotation in their offensive and defensive lineups. This allows for systematic rotations of players through each batting and fielding position.
  - i. Under no circumstance shall a player play the outfield more than two innings in a single game.
  - ii. Mangers seeking an exception to this rule must contact the Commissioner in advance. Managers who knowingly violate the

rule due to unforeseen circumstances must notify the Commissioner immediately following the game.

- e. Defensive Coaching: Up to three parents/coaches from the defensive team may stand behind the fielders to instruct them on how to field a ball and in what direction to throw the ball when hit. These coaches are also encouraged to “remind” base runner to run, and to which base they run next. Defensive teams may also elect to have any additional parent/coach work specifically with the catcher (if a player is in the catcher position.)
- f. Offensive Coaching: Teams batting should use coaches/parents at 1<sup>st</sup> and 3<sup>rd</sup> base to help runners on the base paths. A coach from the hitting team also needs to assist each batter. This includes providing assistance and being prepared to place the ball on the tee (if necessary), calling a ball fair or foul, calling a dead ball, etc.
- g. All players must be on the bench (or in the designated team area) when not actively participating in the game.
- h. Bench Coaching: Coaches may utilize a “Bench Coach” to help keep players organized, attentive, and safe.
- i. Only the hitter and “on deck” batter is to have bats in their hands. They must also have helmets on their heads.
- j. No positional changes may be made after an inning begins unless an injury occurs or for bathroom breaks.

### 3. Field Dimensions and Preparation

- a. The recommended dimensions shall be 60 feet between bases and 46 feet to the pitcher’s mound.
- b. Dead ball line: An arc will be drawn from foul line to foul line approximately 20 feet from home plate. If a batted ball does not cross the line, it is considered a dead ball. Only in extreme cases shall a coach not enforce this “dead ball” rule.
- c. The “home team” as noted on the schedule is responsible. For lining the field with 1<sup>st</sup> and 3<sup>rd</sup> baselines, batter’s boxes, and the 20-foot arc. Home teams scheduled to play the first game on the schedule must have the field prepared by the listed start time of the game.

- 4. Coach Thrown Pitching: The purpose of this division is to expose batters to hitting a moving ball. Some players naturally acquire this skill while others will develop the skill through practice and repetition. Managers, coaches, and parents need to provide and promote an atmosphere that encourages and

rewards effort, not results. The term “pitchers” in this section refers to the manager/coach/parent throwing the pitch to the batter.

- a. Managers can designate who will pitch to hitters; this does not have to be a designated manager or coach. If a parent is pitching, they should be familiar with all of the rules contained herein.
- b. Pitches must be thrown from a seated or kneeling position. The pitcher can utilize a bucket or other seat for comfort if necessary. Pitches shall not be delivered from a standing position.
- c. Pitchers shall deliver the ball to home plate via an overhand throw or toss.
- d. It is important for pitches to have and maintain a trajectory that is consistent with, and like, a strike as defined by standard baseball rules. This means:
  - i. Pitches should have as minimal arc as possible.
  - ii. Pitches should cross home plate at a level above the batter’s knees and below the letter on the jersey.
  - iii. Pitchers should not aim to a spot inconsistent with the above. i.e., they should not aim to hit the batter’s bat.
  - iv. Pitchers should focus on replicating their delivery, pitch speed, and location with each pitch.
  - v. Pitchers should sit/kneel approximately 15-20 feet from home plate. This distance will vary depending on the pitchers’ preference.
- e. Seven pitches will be thrown to each batter.
- f. If the batter does not get a hit in the specified number of pitches, then the ball shall be placed on a batting tee for the batter to hit.
- g. If a batted ball strikes the pitcher, the ball is in play. The pitcher, if struck by a batted ball, should help the defense locate and retrieve the batted ball.
- h. To keep pace of play, pitchers should bring multiple tee balls with them to pitch. Extra tee balls should be brought to the pitching area in a bucket or pail. Pitchers must be mindful that extra tee balls in the playing field can represent a safety hazard and each ball should be accounted for at all times.

- i. The coach who is helping the catcher should help the catcher collect any baseballs and return them to the pitcher at an appropriate time.

## 5. Batting

- a. All players bat each inning. There are no strikeouts. If a batter does not hit a fair ball in the allotted pitches, they will then hit off of a batting tee. There is no limit on how many swings a player can take when hitting off of a batting tee.
- b. There are no bunts.
- c. When a team is at bat, only the next scheduled batter is permitted in the “on deck” circle or area.
- d. All batters and “on deck” batters must wear a batting helmet at all times.
- e. The last batter in each inning will clear the bases by hitting a “home run.”

## 6. Base Running

- a. The following are strictly prohibited:
  - i. Sliding
  - ii. Leading off
  - iii. Rounding bases to draw an overthrow
- b. Runners cannot advance on any overthrow.
- c. Base runners must avoid collisions with fielders trying to make catches or throws.
- d. With the exception of trying to avoid contact with a fielder, base runners must stay within the base paths while running.
- e. Batters and base runners cannot advance more than one base per batted ball. Every batted ball is a single.

7. Violations: Managers of any player violating any of the above rules are responsible for correcting the behavior. Players can be afforded on “warning” at a manager’s discretion. However, as each of the above rules is intended on keeping a safe and orderly environment, managers should take violations seriously, up to and including calling players out for violating the rules.

8. Fielding and Recording Outs: This division begins introducing players to “recording” outs.
- a. Managers, coaches, and parents shall always maintain a positive atmosphere whereby the defensive team and the “out” players are simultaneously praised and encouraged for their effort. Every great play made on the field by the defense results in disappointed runner and/or batter.
  - b. “Outs” will be recorded during the first scheduled game of the season; however, three “outs” does not end the inning as all players will still bat each inning.
  - c. Outs are recorded according to the traditional rules of baseball.
  - d. Any “ties” or close plays should be awarded to the base runner.
  - e. Under no circumstance should any “out” or “safe” call be argued or challenged by any manager, coach, parent, or spectator.
  - f. Defensive players shall not remain stationary in the path of base runners, block the base runner’s access to the base, or otherwise impede the progress of the base runner, except to make a play on a batted or thrown ball.
  - g. Fielders trying to make a tag or a force play at any base must allow approaching base runners a lane to safely reach the base. This includes plays at home plate.
  - h. Catchers must wear a helmet with protective cage and be positioned no less than ten feet behind home plate. It is discouraged to have the catcher return the ball to the pitcher after each pitch. Instead, catchers should collect the balls behind home plate and await instructions from a manager or coach.

## 9. Umpires

- a. The coach or manager working with the hitter should also serve as the home plate umpire whose responsibilities shall be the following:
  - i. The umpire will get the bat and/or tee out of the way whenever a runner is coming home from third base.
  - ii. Place the ball and adjust the tee height to suit the batter (when the batting tee is needed).
  - iii. Call batted balls as dead balls, fair balls, or foul balls.

1. A dead ball is a ball that does not pass the 20-foot arc.
- b. Umpires are responsible for maintaining a safe environment at and near the home plate environment, including: the batter, catcher, on deck hitter, tee, bat, and baseballs.
- c. All managers, coaches, and parents are responsible for reporting misconduct from spectators or players to the respective managers or league officials, if present. Anyone posing as a detriment to a positive and supportive environment should be given one warning, and if not heeded, should then be asked to leave the field area.
  - i. Any instance in which a spectator was given a warning or asked to vacate the field should be reported to the Commissioner as soon as reasonably possible.
- d. Managers, coaches, and parents working with the defensive team shall serve as umpires. Umpires at the bases shall be responsible for the following:
  - i. Calling runners “out” or “safe”
  - ii. Stopping play by calling “time out” to address safety concerns

## **PART 6: SPECIFIC RULES FOR ROOKIES (MACHINE PITCH) DIVISION**

### 1. General Rules and Procedures

- a. The Rookie Baseball Division will be governed by the current official Babe Ruth Baseball rules unless modified herein. Where specific rules are not mentioned or discussed in said rules, all inquiries, and questions of interpretations will be directed to the Rookie Baseball Commissioner, Executive Vice President, or President of Pioneer Baseball League.
- b. If only one division is formed (i.e., there is not both an AL and NL division), the Rookies commissioner has discretion to implement a combination of AL and NL specific rules (as outlined below) and must clearly communicate to all coaches prior to the start of the season.
- c. Field Dimensions: The diamond will be 60 feet between bases, and 46 feet from the back point of home plate to the front of the pitcher's plate.
- d. Pitching Machine:
  - i. The league will supply a pitching machine to each team for each game. The home team manager is responsible for setting up and taking down the machine. The pitching machine will be placed just BEHIND the rubber and a dead ball circle drawn around it. Per the Cal Ripken Baseball Division

field schematics for age 5-12, the dead ball circle should be 10' diameter. This is mainly because some fields have an elevated mound and others are flat.

- ii. The home team is also responsible for grooming the field prior to each game. Please note it is highly encouraged that both teams work together to prepare the field as it promotes teamwork and goodwill amongst the coaches and teams. Grooming the field includes:
  1. Lining the field (baselines, batter's boxes dead ball circle, hash lines for NL)
  2. Dragging the field
  3. Setting up the machine
- iii. Each team will supply an adult to feed the pitching machine when that team is batting. This person is responsible for the safety of players around the machine. The ball becomes dead when an infielder has possession of the ball in the infield dirt. If the person feeding the machine is unintentionally touched by a live ball, he will be considered part of the pitching machine. If any coach intentionally touches a live ball, interference will be called, and all base runners will advance one extra base beyond the last base touched. The exception is for safety reason, ex. A coach intentionally stops a ball heading straight towards a player not paying attention.
- iv. The pitching machine shall be set to deliver a consistent pitch. The appropriate divisional machine settings will be relayed to the coaches prior to the beginning of the season. This is to ensure all machines are operating in a fair and consistent manner. Adjustments to the pitching machine (ex. Adjusting height and inside/outside pitches) may be made at any time with the concurrence of both head coaches.
  1. The American League will be set to 9.
  2. The National League will be set to 8.
  3. These settings can be changed by only the Rookies Commissioners with advice and consent of a majority of the coaches in a specific League.
- v. If the pitching machine breaks during a game, an alternate machine may be brought in as long as the machine is as consistent with the prior one. If no machine is available, the manager of the team at bat will designate an adult to pitch during their time at bat. No time extension or rescheduling of the game will be permitted because of a malfunction of a pitching machine. As all teams are issued a pitching machine by the league, regardless of

their team being home or away, they **MUST** bring their machine to the game.

e. Regulation Game:

- i. A regulation game is 6 innings, or at least 5-1/2 innings if the home team is ahead.
- ii. If a game is shortened because of weather, darkness, or time limit, the game shall be regulation if:
  1. 4 full innings have been played, or at least 3-1/2 innings have been played if the home team is ahead: or
  2. 3 full innings have been played, or at least 2-1/2 innings if the home team is ahead, if one team is ahead by more than 10 runs. If the official game ends due to the 10-run rule, the managers of each team may agree to continue playing, however, the result of the game will remain unchanged regardless of the outcome of the extra play.
  3. A game that is shortened because of weather, darkness, or time limit, and does not qualify as a regulation game, shall be resumed at the place it was stopped.

f. Other General Rules for AL and NL:

- i. A team with 10 or more players may play with four (4) outfielders (LF / LC / RC / RF). There will not be a "rover" position. All players must start in their position at each pitch.
- ii. A team may play an official game if they have at least 7 total defensive players.
- iii. Prior to the start of each game, the head or appointed coaches must exchange "official" batting and fielding lineups. The lineup will include the batting and fielding lineup for the entire 6 inning game. The fielding lineup may only be altered to adjust for injuries or a player leaving early, but that needs to be communicated to the other team as it happens.
- iv. Late arriving players must be inserted into the lineup in the place they are listed in the "official" lineup. If they were not included in the "official" lineup, they must be entered into the lineup as the last batter.
- v. Four Run Rule: During the first five innings, a "four run rule" will be in effect. Each team may score no more than four runs per half inning. The four-run limit will not apply to any inning after the fifth. A courtesy runner for the catcher should be used when a team has scored three runs and is likely to be affected by the four-run rule. When the coaches determine that

the game is entering the final inning due to the time limit, the coaches can agree to calling out "last inning" and the four-run rule will be lifted.

- vi. During the regular season, if the score is tied after the game has been completed, it will be recorded as a tie. During playoffs, the game will NOT end in a tie.
  - vii. Only league provided baseballs will be allowed to be used during a game. No exceptions.
  - viii. Only approved bats described on the pblva.org or Cal Ripken web sites are allowed. <https://www.baberuthleague.org/bat-rules.aspx>
- g. Umpires (if not provided by league): Offensive base coaches are responsible for umpiring out/safe calls as outlined below. Close calls or ties to the bag, goes to the runner. The close calls always result in the runner's advantage.
- i. With regards to the base umpire designations below, ONLY that base umpire is allowed to make the call. No other coaches may communicate safe or out or offer opinions or discussion towards any other base other than their designated bases.
    1. The First base umpire is responsible for calling safe and out at all plays on 1st base. They are also responsible for calling fair and foul balls down the 1st base line. They are also responsible for calling interference calls running from home to 1st and 1st to 2nd.
    2. The Offensive Pitching Coach is responsible for calls at 2nd Base and any catches or traps in the outfield. They are also responsible for calls at home plate.
    3. The 3rd base coach is responsible for calling safe and out at all plays on 3rd base. They are also responsible for calling fair and foul balls down the 3rd base line. They are also responsible for calling interference calls running from 2nd to 3rd and 3rd to Home.
    4. If there is an obstruction, the Coach at pitcher can assist in making the call based on a request from the Base Coach. If there is still disagreement the Offensive Coach can ask the Defensive team for assistance.
    5. At no time may another coach overrule the initial call made by the appropriate coach designated to call plays at that base. The appropriate coach may ask other coaches for guidance, but the final call is for the appropriate coach. Ex. A first base coach clearly calls a player out; the Pitcher Coach is not allowed to overturn the call.

2. **National League Specific Rules:** The National League is designed to give all players a chance to learn all positions. Therefore, all players must get a chance to play all positions during the season to give each player a chance to play both infield and outfield positions. A player will not sit two consecutive innings on the bench, nor will a player sit a second inning on the bench until all players have sat one inning. Each player may play a particular position only twice per game and each player must play a minimum of 2 innings in the infield and 2 innings in the outfield. Outfield positions are LF, LC, RC, and RF. Infield positions are P, 1B, 2B, SS, and 3B. Innings played at catcher do not count toward a player's infield or outfield requirement.

a. **Batting & Base Running Rules and Procedures**

- i. Pitches: A batter gets 7 pitches to hit. Ex. 6 pitches and the batter has not swung at any or just a few (less than 3), it needs to be communicated to the player he has to swing, or they will be out on the last pitch. If the batter fails to hit the ball fairly within 7 pitches, the batter is out. If the seventh or succeeding pitches are tipped or fouled, the batter continues to hit. Any pitch from the pitching machine which hits the ground before reaching home plate shall be a no-pitch and shall not count toward the batter's 7 pitches unless the batter swings. Additionally, if the pitch is deemed unhittable by the pitching machine coach, he/she may only call "no pitch" once the ball has crossed the batting area. If the batter swings and misses any pitch, regardless of the ball's location it will be called a strike. All other pitches from the pitching machine shall count toward the batter's 7 pitches.
- ii. In the National League, the coach that is pitching will proceed to the mound with 7 balls in a container. The container must be placed behind the machine to not interfere with play.
- iii. If during the game, the machine becomes altered or erratic, the pitching machine coach needs to call no pitch and that pitch does not count towards that batter's 7 pitches. Coaches must then take the time to adjust the machine appropriately. Additionally, no coaches shall call out unhittable pitches while the ball is in flight toward the batter, thus encouraging the batter not to swing. Only the pitching machine coach can call strikes and/or deem pitches to be unhittable/no pitch. If a batter swings at a bad pitch, regardless of good or bad, the strike counts.
- iv. Walks: There are no walks.
- v. Third Strike: A batter is out on a third strike, regardless of whether the strike is caught.
- vi. Bunting: Bunting is not allowed.

- vii. **Lead Offs:** A runner may not lead off. Each runner must remain on the base until the ball is put in play. If a runner leaves his base early, it is a no-pitch dead ball, the runner is issued a warning, and other runners return to their bases. Each team is granted one warning per game, with subsequent runners being called out.
- viii. **Runners:** Runners will stop advancing and the ball declared “dead” once any infielder has possession of the ball and is in the infield area, not limited to fair territory. The infielder’s body/feet must be in the infield area and have possession of the ball. At that point, runners stop at the last base they were on as long as they are not past the hash mark. If they are past the hash mark, they may proceed to the next base. Ex. a 3rd baseman cannot run down a hit to the outfield and expect the runners to stop advancing.
- ix. If a ball is hit to the outfield, runners will stop once any infielder has possession of the ball in the infield.
- x. For a ground ball to the infield, runners may advance one base on an overthrow to a base or a caught ball.
- xi. On overthrows to 1st base, baserunners shall not advance.
- xii. If a ball is hit to the outfield and the outfielder overthrows any base other than 1st, the runners may advance one base past the last base touched.
- xiii. If the runner is halfway or beyond to the next base when the infielder possesses the ball in the infield, then the runner can continue to the base. If the runner is not halfway, they must be sent back to the base. The purpose of this rule is to prevent any baserunners from advancing multiple bases on errant throws due to player inexperience at this level of play.
- xiv. A hash line will be made using chalk to where the halfway spot is between each base. The home team that grooms the field will ensure the three marks are in place prior to each game. One each between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home.

b. **Fielding Rules and Procedures**

- i. **Infield Fly:** The infield fly rule will not be enforced.
- ii. **Pitcher Starting Position:** The player playing the position of pitcher shall have one foot inside and one foot outside the dead ball circle. They must be no closer to home plate than equal to

where the ball is in a loaded position on the machine. They may leave that area once the ball is pitched.

iii. **Ball Hitting Pitching Machine:** If a batted or thrown ball hits the pitching machine or stops in the dead ball circle around the machine, the ball is immediately dead. In the case of a batted ball, the batter is awarded a hit and all runners advance one base. In the case of a thrown ball, all runners are awarded the base to which they were advancing.

c. **Coaching Positions:** One adult coach may stand in the foul territory of the outfield while on defense for instructional purposes but shall not touch a live ball. Additionally, one adult must always remain in/near the dugout. No coaches may stand in fair territory. After a certain point in the season determined at the division commissioner's discretion and going through the rest of the season and until playoff completion, all coaches must remain near the dugout. Unless they call time to gather and instruct their defensive players at which they are allowed 2 minutes for discussion. Coaches may only call time for team discussion twice per game for two minutes.

3. **American League Specific Rules:** The American League allows for specialization of skills to prepare players for Minors and more advanced play. Players can play no more than 3 innings in any one position per game. Every position on the field is considered a different position, including all individual outfield positions. The players do not have to play the same position for three consecutive innings.

a. **Batting & Base Running Rules and Procedures**

i. **Pitches:** A batter gets 7 pitches to hit. Ex. 6 pitches and the batter has not swung at any or just a few (less than 3), it needs to be communicated to the player that they have to swing, or they will be out on the last pitch. If the batter fails to hit the ball fairly within 7 pitches, the batter is out. If the seventh or succeeding pitches are tipped or fouled, the batter continues to hit. Any pitch from the pitching machine which hits the ground before reaching home plate shall be a no-pitch and shall not count toward the batter's 7 pitches unless the batter swings. Additionally, if the pitch is deemed unhittable by the pitching machine coach, he/she may only call "no pitch" once the ball has crossed the batting area. If the batter swings and misses any pitcher, regardless of the ball's location, it will be called a strike. All other pitches from the pitching machine shall count towards the batter's 7 pitches.

ii. In the American League, the coach that is pitching will proceed to the mound with 7 balls in a container. The container must be placed behind the machine to not interfere with play.

- iii. If during the course of the game, the machine becomes altered or erratic, the pitching machine coach needs to call no pitch and that pitch does not count towards that batter's 7 pitches. Coaches must then take the time to adjust the machine appropriately. Additionally, no coaches shall call out unhittable pitches while the ball is in flight toward the batter, thus encouraging the batter not to swing. Only the pitching machine coach can call strikes and/or deem pitches to be unhittable/no pitch iv. Walks: There are no walks.
- v. Third Strike: A batter is out on a third strike, regardless of whether the strike is caught.
- vi. Bunting: **Bunting is allowed.**
- vii. Lead Offs: A runner may not lead off. Each runner must remain on the base until the ball is put in play. If a runner leaves his base early, it is a no-pitch dead ball, the runner is issued a warning, and other runners return to their bases. Each team is granted one warning per game, with subsequent runners being called out.
- viii. Runners: Runners will stop after an infielder has possession of the ball and is in the infield area/not limited to fair territory and advancement has stopped or time is called. Ex. a 3rd baseman cannot run down a hit to the outfield and expect the runners to stop advancing. The infielder's body/feet must be in the infield area and have possession of the ball. The runner stops advancement as the infielder has the ball and is in between him and the next base. A coach or the player at that point can call time and play is then dead.
  1. If a ball is hit to the outfield, runners will stop once an infielder has possession of the ball in the infield and advancement has stopped. If the runner has stopped advancing and an infielder has the ball the infielder may call time to stop play.
  2. For a ground ball to the infield, runners may advance at their own risk.
  3. On overthrows to 1st base, runners can advance until play is stopped.
  4. Dead Ball: If a ball is thrown over or beyond a fence or barrier, all base runners may only advance one base from last base touched. Ex. Runners on 1<sup>st</sup> and 2<sup>nd</sup>, batter hits ball to infielder, infielder overthrows fence line or barrier; the result would be the runner on 2<sup>nd</sup> advances to home, runner on 1<sup>st</sup>, advances to 3<sup>rd</sup> and batter goes to 2<sup>nd</sup>.

5. If a ball is hit to the outfield and the outfielder overthrows any base other than 1st, the runners may advance until an infielder possesses the ball in the infield area/not limited to fair territory and advancement is stopped by the runner or time is called.
6. On infield plays to any base, if the base is overthrown, the runners may advance until an infielder has possession of the ball in the infield area/not limited to fair territory and advancement has ceased or time is called.

b. Fielding Rules and Procedures

- i. Infield Fly: The infield fly rule will not be enforced.
- ii. Pitcher Starting Position: The player playing the position of pitcher shall have one foot inside and one foot outside the dead ball circle. They must be no closer to home plate than equal to where the ball is in a loaded position on the machine. They may leave that area once the ball is pitched.
- iii. Ball Hitting Pitching Machine: If a batted or thrown ball hits the pitching machine or stops in the dead ball circle around the machine, the ball is immediately dead. In the case of a batted ball, the batter is awarded a hit and all runners advance one base. In the case of a thrown ball, all runners are awarded the base to which they were advancing.

- c. Coaching Positions: No coach can be on the field for defensive coaching for any reason. They can stand outside the dugout but may not enter the field of play. Unless they call time to gather and instruct their defensive players at which they are allowed 2 minutes for discussion. Coaches may only call time for team discussion once per game for two minutes.

## **PART 7: SPECIFIC RULES FOR MINORS BASEBALL DIVISION**

1. General Rules and Procedures

- a. Rules: The Minors division will be governed by the current official Babe Ruth/Cal Ripken rules unless modified herein. Where specific rules are not mentioned or discussed in said rules, all inquiries, and questions of interpretations will be directed to the Minors Baseball Commissioner, the President-elect, or the President of Pioneer Baseball League. These general House Rules apply only to PBL games and are not applicable to official Babe Ruth/Cal Ripken district tournaments or other Pioneer tournament team games.

- b. Field Dimensions: The diamond will be 60 feet between bases, and 46 feet from the back point of home plate to the front of the pitcher's mound.

## 2. Pioneer Specific Rules

- a. Time Limit: No new inning after 1hr 45 minutes with a drop-dead time of 2 hours and 15 minutes if there are additional games scheduled. If the last game of the day at that field, the umpire and coaches can agree to finish the final inning beyond the drop-dead time. Any inning started shall be completed unless agreed upon by the managers and umpire.
- b. A regulation game is six innings. A called game is complete if 3½ (home team ahead) or 4 innings are completed.
  - i. If a regular season game is called before it has become regulation, then it will be considered a suspended game and may be continued from its point of discontinuance dependent on scheduling and field availability.
  - ii. Four Run Rule: the four-run rule is in effect until the final inning. Fourth run does not have to be forced in. When the umpire, in conjunction with both coaches, determines that the game is entering the final inning due to the time limit, the umpire will call out "last inning" and the four-run rule will be lifted.
  - iii. During the regular season, if the score is tied after the game has been completed, it will be recorded as a tie. During playoffs, the game will not end in a tie.
- c. Pitching Rules
  - i. Player pitch counts for each player must be reported to the Minors Division Commissioner at [minors@pblva.org](mailto:minors@pblva.org) by 11:59 pm that day during the playoffs. Pitch counts are not required to be reported during the regular season unless specifically requested by the Division Commissioner.
  - ii. During the regular season, a pitcher will be limited to a maximum of 2 innings per game or the pitch count below. During the playoffs, only the pitch count limit will apply.
  - iii. Pitch Count: 75 pitches per game (or day) maximum
    - 1. 1-20: 0-day rest
    - 2. 21-35: 1 day rest
    - 3. 36-50: 2 days rest

4. 51-65: 3 days rest

5. 66-75: 4 days rest

- a. Days' rest must be a FULL 24 hours. For example, a pitcher throws 29 pitches on Saturday, he/she is ineligible to pitch again until Monday morning.
- b. For tournament players participating in NVTBL or other travel games during the house season, all pitching level rest days will be reduced by one day (e.g. 21-35: 0-day rest, 36-50: 1 day rest, etc.)

iv. A pitcher once removed from the mound cannot return as a pitcher.

v. Warm-Up Pitching (warm-up pitches do not count toward a player's count of pitches for rest purposes):

1. A pitcher STARTING gets up to 10 warm-up pitches.

2. A pitcher entering for the FIRST time (in relief) gets up to 7 warmup pitches.

3. A pitcher re-entering the game (for another inning) gets up to 5 warm-up pitches.

d. Sliding:

i. No headfirst slides will be permitted into any base. Only exception is diving back into a base.

ii. Players MUST slide into home plate when there is a play at the plate (as determined by the umpire's judgement). All infractions will be called an out and the run will not count.

iii. Delayed steals are allowed. However, coaches should use discretion in early regular season games and be aware of the current pitcher and catcher abilities.

### 3. Non-Specific Pioneer Rules in Effect

a. No slug bunts. A batter may not square up for a bunt and then pull back and swing away. The batter will be called out and all runners who advanced will return to the previous base.

- b. Third Strike: A batter is out on a third strike, regardless of whether the strike is caught.
- c. Infield fly rule is **NOT** in effect.
- d. Leading Off: A runner may not lead off. Each runner must remain on his base until the pitch reaches home plate. If a runner leaves the base early, it is a no-pitch dead ball, and the runner must return to the base.
- e. On a passed ball for ball four, the batter cannot advance to second base.
- f. All players present will be placed into the batting order. There will be free substitutions in the Minor League. Any player substituted for may reenter the game an unlimited number of times. Players must remain in their same spot in the batting line-up. Players arriving late will be added to the bottom of the batting order upon arrival.
- g. Because there is free substitution in the Minor League, no player shall sit out more than two (2) consecutive defensive innings and barring safety issues, every effort must be made to allow each player to play infield at least once by the start of the 4th inning.
- h. A team may start a game with only eight players. A 15-minute grace period from the scheduled start time is permitted to allow the minimum number of players to arrive. Any player entering the game after it has started, shall be placed at the bottom of the batting order. If a team has less than eight players after the grace period, the game shall be a forfeit. The grace period will be counted towards the total game time.
- i. Teams are permitted to borrow up to one outfielder from the opposing team if agreed upon by coaches. The outfielder should be the last batted out from the opposing team.

## **PART 8: SPECIFIC RULES FOR MAJORS BASEBALL DIVISION**

### **1. General Rules and Procedures**

- a. Rules: The Majors division will be governed by the current official Babe Ruth/Cal Ripken rules unless modified herein. Where specific rules are not mentioned or discussed in said rules, all inquiries, and questions of interpretations will be directed to the Majors Baseball Commissioner, the President-elect, or the President of Pioneer Baseball League.
- b. Field Dimensions: The diamond will be 70 feet between bases, and 50 feet from the back point of home plate to the front of the pitcher's mound.

## 2. Pioneer Specific Rules

- a. Time Limit: No new inning after 2 hours with a drop-dead time of 2 hours and 15 minutes if there are additional games scheduled. If the last game of the day at that field, the umpire and coaches can agree to finish the final inning beyond the drop-dead time. Any inning started shall be completed unless agreed upon by the managers and umpire.
- b. Four Run Rule: the four-run rule is in effect until the final inning. Fourth run does not have to be forced in. When the umpire, in conjunction with both coaches, determines that the game is entering the final inning due to the time limit, the umpire will call out "last inning" and the four-run rule will be lifted.
- c. Pitching Rules:
  - i. Player pitch counts for each player must be reported to the Majors Division Commissioner at [majors@pblva.org](mailto:majors@pblva.org) by 11:59 pm that day during the playoffs. Pitch counts are not required to be reported during the regular season unless specifically requested by the Division Commissioner.
  - ii. During the regular season, a pitcher will be limited to a maximum of 2 innings per game or the pitch count below. During the playoffs, only the pitch count limit will apply.
  - iii. Pitch Count: 75 pitches per game (or day) maximum
    1. 1-30: 0-day rest
    2. 31-45: 1 day rest
    3. 46-60: 2 days rest
    4. 61-75: 3 days rest
      - a. Days' rest must be a FULL 24 hours. For example, a pitcher throws 35 pitches on Saturday, he/she is ineligible to pitch again until Monday morning.
      - b. For tournament players participating in NVTBL or other travel games during the house season, all pitching level rest days will be reduced by one day (e.g. 31-45: 0-day rest, 46-60: 1 day rest, etc.)
  - iv. A pitcher once removed from the mound cannot return as a pitcher.

- v. Warm-Up Pitching (warm-up pitches do not count toward a player's count of pitches for rest purposes):
  - 1. A pitcher STARTING gets up to 10 warm-up pitches.
  - 2. A pitcher entering for the FIRST time (in relief) gets up to 7 warmup pitches.
  - 3. A pitcher re-entering the game (for another inning) gets up to 5 warm-up pitches.
- d. Balks: Pitchers will receive one warning for balks in each game started. Runners will be awarded a base if the same pitcher commits a second balk in the same game. During the playoffs, no warning will be given for balks.
- e. Sliding:
  - i. Players MUST slide into home plate when there is a play at the plate (as determined by the umpire's judgement). All infractions will be called an out and the run will not count.
  - ii. Headfirst sliding is permitted with the exception of into home plate.
  - iii. Straight stealing of home or suicide squeezes are NOT allowed. Players are only allowed to steal home on a passed ball or errant throw back to the pitcher. This rule enforces safety and removes the possibility of a runner running into a swing.
- f. No slug bunts: A batter may not square up for a bunt and then pull back and swing away. The batter will be called out and all runners who advanced will return to the previous base.
- g. Courtesy Runner for the Catcher: Any time a catcher is on base with two out. Allows the catcher time to put the equipment on. Courtesy runner will be the last player to get out.
- h. Replacement Players: Players called up from lower division (Minors) must be 10 years of age or older. Any player called up from lower division may not pitch.
- i. The batter can advance on a dropped third strike.
- j. Infield fly rule is in effect.

## PART 9: SPECIFIC RULES FOR JUNIORS BASEBALL DIVISION

1. The Juniors Division also known as Babe Ruth will be governed by the current official Babe Ruth Rules unless modified herein. Where specific rules are not mentioned or discussed in said rules, all inquiries, and questions of interpretations will be directed to the Juniors Commissioner, Executive Vice President, and/or the President of Pioneer Baseball.
2. For all games played in the Babe Ruth Division:
  - a. All rostered players on each team present for a game will bat in order according to a lineup prepared by the team Manager.
  - b. All registered players on each team present for a game will be included in the batting lineup played in the field as designated by the team Manager.
  - c. Pitching Eligibility
    - i. Babe Ruth Division pitchers may pitch seven (7) innings per calendar week. An exception to this rule may occur in a tie game (tied after 7 innings).
    - ii. A pitcher who pitches one (1) pitch in an inning shall be charged for one inning pitched.
    - iii. Monday through Sunday constitutes a calendar week for pitching limitation purposes. **EXCEPTION:** The first day of the “in-house” postseason season tournament will be the first day of a new week for pitching limitation purposes.
    - iv. A pitcher must have at least two (2) complete days of rest following a pitching assignment in which he pitches in four (4) or more innings. Each inning in which a pitcher pitches at least one pitch counts as one inning pitched for purposes of this rule.  
NOTE: This limitation does affect post-season tournaments.  
**EXAMPLE:** A pitcher pitching in four or more innings Saturday may not pitch again before Tuesday. A pitcher pitching three or fewer innings Thursday may pitch again on Friday provided he is otherwise eligible to pitch.

## PART 10: LIGHTNING POLICY

1. The coach or umpire in charge of the practice or game shall immediately suspend a game or practice and players and coaches shall retreat to automobiles or a secure structure with four walls and a roof in the event of any of the following:

- a. the sound of thunder; or
  - b. the sight of lightning.
2. No player will be permitted to remain on the field, spectator areas outside the field, or in open dugouts for any reason. Coaches are urged to monitor weather conditions and to use their best judgment regarding adverse weather. A coach may postpone or cancel practice at any time that he or she believes that it is unsafe to continue for any weather-related reason. A game may resume following suspension, at the discretion of the Umpire, if no thunder is heard or lightning is observed for a period of 30 minutes. Coaches are responsible for providing shelter to any members of the team who do not have a parent or other adult present at the field. Coaches should advise parents of this severe weather policy and should obtain contact information so that the coach can contact parents who leave their children at practice in the event of a suspension or cancellation.

**This policy is to the highest degree mandatory and shall be strictly enforced!**

## **PART 11: HEAT POLICY**

1. This policy was created to ensure safety and to act as a guideline for board members, commissioners, coaches, and managers of all divisions throughout the Pioneer Baseball League. This policy does not expire and will remain in effect unless revoked or amended.
2. This policy will be posted to the League website for all members of the PBSL to review. Official temperatures will be taken from <http://www.weather.gov/>, using 22310, Alexandria, VA. All references for this policy have been taken from the National Oceanic Atmospheric Administration (NOAA), the National Weather Service (NWS), and Fairfax County Public School (FCPS) athletic system's Wet Bulb Temperature (WBT) guidelines.
3. NOAA's heat alert procedures are based mainly on Heat Index Values. The Heat Index, sometimes referred to as the apparent temperature and given in degrees Fahrenheit, is a measure of how hot it really feels when relative humidity is factored with the actual air temperature.

## NOAA's National Weather Service

### Heat Index

Temperature (°F)

	80	82	84	86	88	90	92	94	96	98	100	102	104	106	108	110
40	80	81	83	85	88	91	94	97	101	105	109	114	119	124	130	136
45	80	82	84	87	89	93	96	100	104	109	114	119	124	130	137	
50	81	83	85	88	91	95	99	103	108	113	118	124	131	137		
55	81	84	86	89	93	97	101	106	112	117	124	130	137			
60	82	84	88	91	95	100	105	110	116	123	129	137				
65	82	85	89	93	98	103	108	114	121	126	130					
70	83	86	90	95	100	105	112	119	126	134						
75	84	88	92	97	103	109	116	124	132							
80	84	89	94	100	106	113	121	129								
85	85	90	96	102	110	117	126	135								
90	86	91	98	105	113	122	131									
95	86	93	100	108	117	127										
100	87	95	103	112	121	132										

Likelihood of Heat Disorders with Prolonged Exposure or Strenuous Activity

Caution     
  Extreme Caution     
  Danger     
  Extreme Danger

- a. Heat stroke risk rises with increasing heat and relative humidity. Fluid breaks should be scheduled for all athletic events and scheduled more frequently as the heat stress rises.
- b. Athletic events should be modified for the safety of the athletes to reflect the heat stress conditions.
  - i. **EXTREME DANGER ZONE:** All athletic events will be cancelled if the temperature reaches 107 degrees Fahrenheit, as identified on the chart as extreme danger.
  - ii. **DANGER ZONE:** Use work/rest ratio with 20 minutes of activity followed by 5 to 10-minute rest and fluid breaks.
  - iii. **EXTREME CAUTION:** Use work/rest ratio with 30 minutes of activity followed by 5 to 10-minute rest and fluid breaks.
  - iv. **CAUTION:** Regular practices; use work/rest ratio with 50 minutes of activity followed by 5 to 10-minute rest and fluid breaks.
- c. All coaches may request a postponement of a game or practice with the other head or asst coach if the heat index is in the danger zone. If the coaches cannot agree on a decision, the division commissioner will make the call. If the commissioner is not available, the Board President or Admin VP will render a decision on postponement or rescheduling.
- d. Division Commissioners are expected to make a call on the heat index by 4pm for weekday practices or games and by 8:30am for morning practices or games and by noon for afternoon practices or games.

#### 4. Heat Disorder Symptoms

- a. **SUNBURN:** Redness and pain. In severe cases swelling of skin, blisters, fever, headaches. **First Aid:** Ointments for mild cases if blisters appear and do not break. If breaking occurs, apply dry sterile dressing. Serious, extensive cases should be seen by physician.
- b. **HEAT CRAMPS:** Painful spasms usually in the muscles of legs and abdomen. Heavy sweating. **First Aid:** Firm pressure on cramping muscles or gentle massage to relieve spasm. Give sips of water. If nausea occurs, discontinue water.
- c. **HEAT EXHAUSTION:** Heavy sweating, weakness, skin cold, pale, and clammy. Pulse thready. Normal temperature possible. Fainting and vomiting. **First Aid:** Get victim out of sun. Once inside, the person should lay down and loosen clothing. Apply cool, wet cloths. Fan or move victim to air-conditioned room. Offer sips of water. If nausea occurs, discontinue water. If vomiting continues, seek immediate medical attention.
- d. **HEAT STROKE** (or sunstroke): High body temperature (106° F or higher). Hot dry skin. Rapid and strong pulse. Possible unconsciousness. **First Aid: HEAT STROKE IS A SEVERE MEDICAL EMERGENCY. SUMMON EMERGENCY MEDICAL ASSISTANCE OR GET THEM TO A HOSPITAL IMMEDIATELY. DELAY CAN BE FATAL.**  
 While waiting for emergency assistance, move the victim to a cooler environment. Reduce body temperature with cold bath or sponging. Use extreme caution. Remove clothing, use fans, and air conditioners. If the temperature rises again, repeat the process. Do not give fluids. Persons on salt restrictive diets should consult a physician before increasing their salt intake.

## PART 12: COLD WEATHER POLICY

1. This policy was created to ensure safety and to act as a guideline for board members, commissioners, coaches, and managers of all divisions throughout the Pioneer Baseball League. This policy does not expire and will remain in effect unless revoked or amended.
2. This policy will be posted to the League website for all members of the PBSL to review. Official temperatures will be taken from <http://www.weather.gov/>, using 22310, Alexandria, VA. All references for this policy have been taken from the National Oceanic Atmospheric Administration (NOAA), the National Weather Service (NWS), and Fairfax County Public School (FCPS) athletic system's Wet Bulb Temperature (WBT) guidelines.
  - a. During weeknights: If the temperature, as measured by <http://www.weather.gov/>, is 42 degrees OR LESS at 4:30pm, ALL practices, games, and cage time will be cancelled, and all PBSL fields and cages will be closed. This applies to all Recreational League and Tournament/Travel League players and teams.

- b. During weekends: If the official Alexandria, VA using 22310. temperature, as measured by <http://www.weather.gov/>, is 42 degrees OR LESS ONE hour before a practice or game time, those practices or games will be delayed or cancelled, and all PBSL fields and cages will be Closed.
- i. This applies to all Recreational League and Tournament/Travel League players and teams. In the event of a temperature shift above 42 degrees, the fields will reopen, based on the judgment of the Pioneer Board of Directors.
- ii. To avoid last minute notifications early Saturday morning, the Board of Directors and Division Commissioners will determine the status of the early morning games as soon as possible on Friday, based on forecasted temperatures.

## PART 13: BOARD OF DIRECTORS

<b><i>Elected Positions</i></b>		
<b><i>Position</i></b>	<b><i>Name</i></b>	<b><i>E-mail</i></b>
President	Brendan Crane	<a href="mailto:president@pblva.org">president@pblva.org</a>
Executive VP	Ed Archer	<a href="mailto:execvp@pblva.org">execvp@pblva.org</a>
Administrative VP	Michelle Peterson	<a href="mailto:adminvp@pblva.org">adminvp@pblva.org</a>
Treasurer	Megan Tormay	<a href="mailto:treasurer@pblva.org">treasurer@pblva.org</a>
Secretary	Vacant	<a href="mailto:secretary@pblva.org">secretary@pblva.org</a>
Registrar	Derek Banocy	<a href="mailto:registrar@pblva.org">registrar@pblva.org</a>
Fields Manager	Ryan Orme	<a href="mailto:fields@pblva.org">fields@pblva.org</a>
Equipment Manager	John Whitaker	<a href="mailto:equipment@pblva.org">equipment@pblva.org</a>
Director of Publicity	DJ Glisson	<a href="mailto:communications@pblva.org">communications@pblva.org</a>
Director of Outreach	Jodi VanWoerkom	<a href="mailto:outreach@pblva.org">outreach@pblva.org</a>
Scheduler	Jay Warden	<a href="mailto:scheduler@pblva.org">scheduler@pblva.org</a>
Umpire Coordinator	Greg Fitzgerald	<a href="mailto:umpires@pblva.org">umpires@pblva.org</a>

Tournament Director	Jacob Parcell	<a href="mailto:tournament@pblva.org">tournament@pblva.org</a>
<b>Baseball Commissioners</b>		
Tee-Ball	Veronica Oswald	<a href="mailto:t-ball@pblva.org">t-ball@pblva.org</a>
Coach Pitch	Jocelyn Jackson	<a href="mailto:coachpitch@pblva.org">coachpitch@pblva.org</a>
Rookies	Jennifer Cepeda	<a href="mailto:rookies@pblva.org">rookies@pblva.org</a>
Minors	Elizabeth Negron	<a href="mailto:minors@pblva.org">minors@pblva.org</a>
Majors	Katie Schwarz	<a href="mailto:majors@pblva.org">majors@pblva.org</a>
Juniors	Jay Warden	<a href="mailto:juniors@pblva.org">juniors@pblva.org</a>