



2011 RULES

Newnan Youth Athletic Association (NYAA)

NYAA RULES SUPPLEMENT THE RULES OF GEORGIA USSSA, THE RULES OF NATIONAL USSSA, AND THE RULES OF PROFESSIONAL BASEBALL.

THESE RULES APPLY TO THE NEWMAN ATHLETIC ASSOCIATION AND MAY OR MAY NOT BE ALLOWED IN TOURNAMENT PLAY OR PLAY OUTSIDE JURISDICTION OF THE NEWMAN YOUTH ATHLETIC ASSOCIATION.

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A. PLAYER REGISTRATION/ELIGIBILITY

1. Registration will not be limited to Coweta County residents. The NYAA will not allow for a Coweta County resident to be denied the opportunity to play baseball because positions have been filled with non-residents. However, this does not affect those non-resident players that played during the previous spring season.

*****The NYAA Board WILL charge a \$75.00 impact fee for out of county residents as Per Coweta County.**

2. A copy of the player's birth certificate must be provided at registration.

3. Parental requests to be excluded from a particular team (manager) must be written on the top of the registration form.

4. For each child registered, the parent(s) must specify whether the child is registering to play in the Travel or Recreational League (See B. League Format below). By default, a child is registered for the Recreational League unless specified otherwise. This includes all age groups except 8U, 6U, and T-ball.

5. Registering a child for the Travel League does not guarantee the child a position on a Travel League team, but rather only registers the child to "tryout" for a Travel League team. Any player registering for the Travel League but not drafted (or frozen) by a Travel League team will automatically be placed in the draft for the Recreation League.

6. All registered players are guaranteed a position on a Recreational League team, including those registering for the Travel League but not drafted.

7. There will be **NO** registration fee refund given after the draft has taken placed.

B. LEAGUE FORMAT (Description)

1. Each age division except the T-Ball division (4U), 6U, & 8U will be organized into a Travel League and Recreation League. In USSSA rules these two leagues are referred to as Traveling and Park Teams, respectively. Both leagues are intended to be instructional.

Travel League teams are eligible for USSSA post-season play, but must qualify. Recreation League teams are now eligible for USSSA post-season All-Star Tournament play. Travel League players whose team does not qualify for or opts out of post season play and Recreation League players may be picked up by qualifying Travel League teams to participate in USSSA post season play. Recreation League players choosing to participate in the All-Star Tournament are not eligible to be picked up for Travel League USSSA post-season play.

The Recreation League will hold a post season All-Star Tournament. Only Recreation League players are eligible to participate in their respective age division's All-Star Tournament. The NYAA Rules Committee will determine rules for the All-Star Tournament after registration is completed. Details will be made available at the manager's meeting. See All-Star rules attachment.

2. The Travel and Recreation League teams with the best NYAA regular season records will represent NYAA as playoff teams in their respective age divisions. In the event any teams have the same record and district awards are not available for the same number of teams, these tie situations will be determined by rule **B 4**. Likewise, if the NYAA Host teams as well as any spot other than a District Site is at stake. I.e. World Series Host, SE Region host, State or Sub-State host this same tiebreaker criterion will apply.

Any NYAA team hosting Post Season Play **WILL** be required to provide workers.

3. All teams competing, must be willing to compete in post-season play should their record allow them to do so. The only exception to this rule will be teams that declare in writing not to participate in USSSA post-season no less than 30 days prior to the end of the regular season. Any team that advances to USSSA post-season play will continue through the World Series or until eliminated from play
 - A. Any team that drops out of Post Season play, the entire coaching staff is subject to suspension from NYAA play for ONE YEAR from the date of the infraction.
 - B. Any team that forfeits out of USSSA Post Season play has 24 hours to notify NYAA President. It will be at the Board of Directors discretion whether the entire coaching staff is suspended.
4. All Travel and Recreation League age divisions will have a league champion. This will be decided by the following criteria:
 - A. overall regular season team record,
 - B. head-to-head record (regular season games only)
 - C. run differential (runs scored minus runs allowed)
 - D. coin toss

C.PARTICIPATION REQUIREMENTS

1. The playing week is defined as Monday through Sunday. Games will be scheduled Monday through Saturday. (Sundays and Wednesday will be utilized for make-up games)

****NOTE: Rules #C.2 - C.6 apply to all teams age 14-and-under.**

2. Each player is required to play a minimum of two (2) innings in the field in a game lasting four innings, All subs must be reported to the umpire and the score keepers.
3. Players arriving before the end of the third inning may be added to the bottom of the batting order and allowed to pick up play at that point.
4. If a manager does not allow a player to participate because of disciplinary reasons, he must notify the official scorekeeper and opposing manager prior to the game, or immediately, if this action takes place during the game. The manager must inform the parents and league coordinator of this action ASAP. Any disciplinary action in excess of one (1) game, dealing with sportsmanship, must be brought to the attention of the Board of Directors in writing (within 24 hours).
5. Continuous batting order will be used in all age groups.
6. All participants and coordinators are jointly responsible for enforcement of Rules #C.2 - C.5.

*** **PENALTY:** Failure of a team to observe these "minimum play" rules please see penalty box page in coach's packet.

*****EXCEPTION:** Should injury or illness prevent a player from playing, the player will be called out upon his first appearance in the batting order; thereafter, his spot is simply skipped. **WARNING:** This exception to the rule does not apply for any reason other than illness or injury.

7. If a manager cannot field a team, for whatever reason, then that team must forfeit the game. A team must have 8 players to start a game and 8 players to finish a game in **ALL** age groups. This rule applies to both the Travel and Recreation Leagues.
8. Each manager will be required to present his complete roster to the opposing manager indicating the status of each player. Players not eligible to play in the game because of illness, absence or other reasons must be specifically identified on the roster. Players not on this roster are ineligible in the event a "suspended game" situation arises.
9. No NYAA Games will be changed or rescheduled for any other league or tournament play.
NYAA GAMES WILL COME FIRST!

D. GAME LENGTH / OFFICIAL GAMES

1. Control of the ball game will be turned over to the umpire at the time of the managers' meeting at home plate. The umpire will determine the official "game time" for the official scorekeeper.
2. For the **first** scheduled game of the day, there will be a 15-minute grace period from game-scheduled-time **ONLY** for the purpose of filling the roster. **THERE IS NO GRACE PERIOD AFTER THE 1ST GAME OF THE DAY.**
3. Innings / time for a game to be considered "official"

Age Division	Innings	Time
4U	3	1 hour
6U	6	1:20
8U	6	1:20
10U	6	1:30
12U	6	1:40
14U	7	1:40

4. No new inning may start after time limit has expired. If a game ends in a tie, the game will be ruled suspended and finished at the end of the season if needed. The official scorekeeper is responsible for recording the game situation to be used in resuming the game, including balls, strikes, outs, base runner locations, and score.
5. If after a team's third (3rd) turn at bat, they are fifteen (15) or more runs behind in score, or fourth (4th) turn at bat they are eight (8) or more runs behind in the score, then the game will be called and considered an official game regardless of time remaining.

Mercy Rule as follows: 15 runs after 3 innings
 8 runs after 4 innings

E. SUSPENDED GAME / MAKEUP GAMES

1. Suspended game: (resuming a suspended game) When the game is suspended prior to completion as defined earlier (Section D -"Game Length / Official Games"), this rule will apply for completion of the game when it is resumed. In order for a suspended game to be completed, the line up must be kept as near the same as possible and pitching limitations will apply in the week in which the game is completed.
2. Any players participating in a resumed game must keep the same relative spot in the batting order from the suspended game if the player was in the original, suspended game. All other players may be located in the lineup as desired.
3. Any pitcher having pitched in the suspended game will be governed by pitching rules in the week in which the suspended game is scheduled (SEE PITCHING LIMITATIONS).
4. Suspended game: Continuation of a suspended game will be governed by the definition of a complete game. (See "Game Length / Official Games")
5. Makeup games: If a game is called or suspended for any reason, the makeup date will be determined solely by the league coordinator. Every effort should be made to get this game completed as soon as possible, including Wednesday evenings and Sunday afternoons.
6. Any game stopped before completion will be considered a suspended game.

F. PITCHING LIMITATIONS

1. Pitching limitations are to be followed as in the USSSA Official Handbook. Excerpts are paraphrased from the USSSA Handbook and are listed below:

- a) All age groups: Three (3) outs shall constitute an inning; two (2) outs, two-thirds (2/3) inning; one (1) out, one-third (1/3) inning. However, when a pitcher throws one (1) pitch to a batter beyond the pitching limitation, he is guilty of a violation.
- b) When a pitcher "appears" on two consecutive days as a pitcher, he may not pitch on the third consecutive day. (NOTE-The throwing of one pitch constitutes an appearance.)
- c) Failure to abide by pitching rules please see penalty box page in coach's packet.

13/14- No player may pitch more than a total of ten (10) innings within a period of two (2) consecutive days, unless he is pitching at a time (2nd game) when a game goes into extra innings; in which case he may pitch until the conclusion of the game or until relieved.

11/12 No player may pitch more than seven (7) innings in one (1) day or seven(7) innings in two(2) consecutive days.

9/10 No player may pitch more than six(6) innings in one day or six(6) innings in two(2) consecutive days.

2. Also for NYAA regular season the maximum number of innings per week will apply per age group as follows:

- 13/14..... Total of fourteen (14) innings,
- 11/12..... Total of twelve (12) innings,
- 9/10..... Total of ten (10) innings

***These pitching rules apply to ANY and ALL games played at NYAA or **other parks**.

3. Pitching limitations apply in extra inning games.

G. PROTEST PROCEDURE

1. Protest will be handled as follows:
 - a) **Manager must call “time-out” at time of infraction. Umpire(s) must be notified of infraction. If manager is not satisfied with umpires ruling he must verbally notify umpire that game is under protest. The manager must ensure that umpire properly notes protest in official scorebook (home team scorebook) where the protested infraction took place. Umpire must sign official scorebook. Note: No protest concerning the judgment of officials will be allowed.**
 - b) **Protest must be in writing to the league coordinator within 24 hours after the game in question. The League coordinator will advise the manager whether he considers the protest valid or invalid. A fee of \$50.00 must accompany each protest. The protest fee is automatically forfeited if the protest is not upheld by the Protest Committee, and will be deposited in the general fund of the Baseball Association.**
 - c) Protest shall be channeled through:
 - (1st) League Coordinator
 - (2nd) Protest Committee
 - d) If a protest is not withdrawn at the League Coordinator, it will be presented to the Protest Committee for their consideration and ruling. The decision of the Protest Committee is final.
 - e) The protest must be ruled on conclusively within 10 days after its original submission; otherwise, the fee is automatically refunded and the protest is denied.
 - f). The Protest Committee will be appointed by the President and approved by the NYAA Board of Directors.

H. MANAGER / COACH INFORMATION AND PARTICIPANT CONDUCT

1. All managers and coaches must be approved by the NYAA Board of Directors and submit to county background checks and 3 year MVR. All managers and coaches applications must be approved as soon as possible. All teams in each age group must have an approved manager before tryouts for that age group is held.
2. **All COACHES must attend the Pre-Season Coaching Clinic, failure to attend revokes coaches ability to participate with the team in any capacity.**
3. Managers are **ONLY** allowed to manage one team in the same age group
4. Once a manager has been awarded a team, he/she must manage that team or withdraw completely for that season. Any exception to this rule must have the approval of the Board of Directors.
5. All managers are required to inform the parents of his/her team of all league rules. The manager is required to have at least one (1) team meeting with the parents prior to the start of the regular season. It is your responsibility, within reason, to monitor and control the behavior of your parents.
6. All managers will turn in all equipment issued by the NYAA. This includes batting helmets, tees, and catching equipment. This will be done immediately following their final game of the season at the ball field. Managers not conforming to this rule will forfeit their right to participate in baseball under the auspices of the NYAA. **A post-dated check for the amount of \$100.00 will be required from the manager before equipment is issued and the check is to be returned with the return of the equipment.**

7. A coach has the responsibility to teach baseball to his/her team. The Board of Directors believes that this cannot be done unless a team practices. It is therefore required that teams participate in league activities at least twice a week. "League Activities is defined as a game or practice.
8. Managers (and coaches) will not debate judgment calls with anyone whatsoever. A committee from the Board of Directors will investigate any manager, coach, official, parent, fan or player involved in unethical conduct. Anyone involved will be suspended until the Board of Directors takes action. **Managers ONLY are allowed to talk to the umpires.** Any assistant coach that approaches an umpire to discuss any call will be automatically ejected.
9. There will be **NO ALCOHOLIC BEVERAGES** allowed on any recreational grounds in Coweta County. This applies to everyone (managers, coaches, officials, parents, players, and fans).
10. There will be **NO TOBACCO PRODUCTS** allowed in the park.
11. Each team in every league is responsible for the maintenance of the fields and concession area. Everyone is requested to assist in this chore, regardless of the location of the game.
12. No practice session will exceed **two (2) hours per day year around.**
13. Beginning thirty- (30) minutes prior to game time, each participating team will divide warm-up time evenly. Under no circumstances will a team have less than five (5) minutes warm-up.
14. Each team will be allowed one (1) manager and three (3) coaches in the dugout at all times.
 - a. Only 2 offensive coaches allowed on the field during innings.
 - b. No player will coach bases.
15. ALL MANAGERS: If an umpire does not show up at a game, the home team manager must notify their League Coordinator. The Coordinator must notify the treasurer and/or the umpire in charge of the day and game involved. The game may be played utilizing an amateur umpire(s) with the approval of both managers. These games are official and will be counted in the official standings. No protests will be allowed in these games.
16. Unnecessary harassment of players by other teams, spectators, bystanders etc. will not be tolerated. The umpire's discretion will determine this infraction. After the first warning, the spectator will be ejected. After a second offense there will be a team warning, After the third offense the game will be forfeited.
17. Fighting during or after a game by players on NYAA property is forbidden. Players involved in fighting will be issued a consecutive 3 game suspension. **ADULTS FIGHTING WILL BE PROSECUTED BY LAW!**
18. After any game, no one shall challenge an umpire either verbally or physically.
 - a) Penalty for the First Offense, that person will not be allowed into the park for one game.
 - b) Penalty for Second Offense, that person will be banned from the park for the rest of the season including post season.
19. Game Ejections: One ejection in a season will constitute a suspension of the current game plus the next scheduled game.. The second ejection will constitute a suspension for the remainder of the season. Appeals may be made to the Board.

*****Rules 16, 17, 18 & 19 apply to all NYAA Baseball Participants. *****

20. There is a mandatory slide rule in all age groups. Any Player who attempts to bulldog a player at any base when a play is being made will be ejected.
21. If a coach instructs any player (offense or defensive) to use deliberate force then the coach will be ejected from the game and will go before the disciplinary committee.
22. There will be absolutely NO deliberate throwing of helmets or bats! The first time a player violates this rule the umpire will issue a team warning. The second time a player violates this rule, the player will be ejected from the game
- 23. No skateboards, scooters, bikes, etc will be allowed in the park. There will be NO playing of wall ball in the park.**

I. GENERAL INFORMATION

1. The NYAA baseball season is not over until ALL tournaments are over. Volunteer help is important during the regular season and during tournaments.
2. No glass containers are permitted in the dugouts.
3. **Each team is responsible for policing the dugout and the stand area at the completion of the game and disposing of trash appropriately.**
4. The fields will close to any and all activities when games have been cancelled due to the weather.

J. DRAFT PROCEDURES

** NOTE: Player contracts will be considered binding only after the date the League Coordinator officially gives them to all qualified coaches.

Team rosters/Freeze Forms will be official and must be turned in by the date provided by League Coordinator at Coaches Meeting

Should a situation occur beyond a contracted player's control, he can be released from that contract and can sign with another team, manager or he can be returned to the hat. These circumstances include but are not limited to not enough players to field a competitive team or a manager leaves the association or decides not to manage or coach.

1. There will be NO trades. This includes during the draft.
2. The Draft is to be conducted by the Player Agent and League Vice President.
3. Those present for the draft will include **only** a team coaches'
4. A manager's child must count as a freeze.
5. For siblings coming into the league for the first time the procedure is as follows: when the first child is drafted, the sibling must be drafted within the next 2 rounds.
6. A younger sibling moving into an age group will be placed on the older sibling's team and will not count against the freezes allotment. The younger sibling will be taken in the third round of the main draft.
7. If a player was frozen to a team and their sibling is coming into the league for the first time, he/she will not count against the freeze allotment and the sibling draft procedure is as follows: The incoming sibling must be drafted in the third round of the main draft or the next available around.

8. TEAM FREEZE LIMIT

Travel League Ages	Freezes	Recreation League Ages	Freezes
6U	N/A	4U	3
8U	N/A	6U	4 coach's children+2
10U	12	8U	4 coach's children+2
12U	12	10U	4 coach's children+2
14U	12	12U	4 coach's children+2

***There will be 12 players per team. Teams wanting more than 12 players will require League VP approval.

9. TRAVEL LEAGUE DRAFT PROCEDURES

- a) Travel League teams are encouraged to freeze the maximum number of players permitted to be assured a team in this league. Travel League must have 9 freezes to reserve a team. Teams with less than 9 freezes will be on an as needed basis.
- b) There must be at least enough players in the tryout pool to allow each team to have 12 players.
- c) The Travel League will have a true equalization draft.
- d) The draft will be conducted on an up and down basis as declared by NYAA and the teams will draw for the draft order.
- e) Any player not "frozen" by a team prior to tryouts and who does not participate in tryouts will be placed in the hat.
- f) If the number of teams participating in the Travel League does not exhaust the Travel League tryout pool, and all Travel League teams have the required number of players, any excess players in the tryout pool will be added to the Recreation League master draft roster.
- g) **Any Travel league team that would like a league issued uniform must provide a \$375.00 league sponsorship**

10. RECREATION LEAGUE DRAFT PROCEDURES

- a) True equalization will be enforced for the Recreation League.
- b) In the Recreation League, equalization and draft will be chosen from the master draft roster. Equalization will occur by age group.(no more than 6 players per age group, if numbers permit.)
- c) The draft will be conducted on an up and down basis as declared by NYAA and the teams will draw for the draft order.
- d) Any player not "frozen" by a team prior to tryouts and who does not participate in tryouts will be drafted by hat
- e) Drafting rounds will be as follows: Supplemental, Hat, First round.

11. The Player Agent will assign players from a waiting list in accordance with the following guidelines:
 - a) To establish as much as possible an equalization of teams by player number, if a player shortage is caused by injury, illness or the departure of a player away from the league area of jurisdiction. If a team shortage is caused by the resignation of a player, then the Player Agent will decide the assignment of the new player.
 - b) Move-ins and late sign-ups will be on a first-come basis, and will go on a team that falls below the maximum number of players. The Player Agent will be responsible for assigning players to a team. It will be the responsibility of the manager to notify the Player Agent if a player leaves a team.
12. Returning team in the same age group has Team Name priority. All other team names are picked by managing seniority.

K. RULES SPECIFIC TO THE 6U Age GROUP

***NOTE - The 6U age group will be governed by the regular NYAA rules except where these special 6U rules take precedent.

1. Games will be scheduled Monday through Saturday. (Sundays and Wednesday will be utilized for make-up games.) Make-up games will be rescheduled for the first available date. All tie games or rain-out games will be ruled suspended and will be completed at the first available date. In the event of the time limit ending the game, the inning in which the time limit expires shall be completed.
2. In games played Monday through Thursday, no inning shall begin after 9:00 pm.
3. Each game shall be one hour and twenty minutes in duration. NO drop dead game allowed
4. For the first scheduled game of the day, there will be a 15-minute grace period from game-scheduled-time ONLY for the purpose of filling an eight (8) man roster. **THE GRACE PERIOD IS ONLY FOR THE 1ST GAME OF THE DAY.**
5. All teams will contain 12 players provided there are players available.
6. If a manager does not allow a player to participate because of disciplinary reasons, he must notify the official scorekeeper and opposing manager prior to the game, or immediately, if this action takes place during the game. The manager must inform the parents and League VP of this action ASAP. Any disciplinary action in excess of one (1) game dealing with sportsmanship must be brought to the attention of the Board of Directors in writing (within 24 hours).
7. Participation:
 - a. Each team shall field no more than ten players at a time.
 - b. Each player MUST play at least 6 outs in a game
 - c. On offense, a continuous batting order is used for all players on the team.
 - d. Batting order cannot be changed once the game starts. Late arrivals must be added to the bottom of the batting order.
8. No metal cleats are to be used by anyone in 6U League. (This includes managers, coaches and players).
9. The catcher will wear full protective gear and will be positioned a minimum of 10 feet from home plate toward the backstop.
10. The on-deck batter, base runners, and batter will have helmets on at all times.
11. No tee ball bats or coach pitch bats will be used. The Coach gets one warning before player is thrown out of game
12. The offensive team manager, coach, or designated adult must throw six (6) pitches to each batter.
13. While the coach is pitching, the player playing the pitching position must have one foot in the circle and one foot out. Player must remain even or behind the pitching rubber. The pitcher on defense must stay within the half circle around the pitching rubber until the ball is hit. No player may be positioned between the plane of the rubber and home plate.

14. The coach pitcher must pitch from the pitching rubber. Pitching rubber is 36'
15. A base runner shall be called out if he/she leaves the base before the ball is hit.
16. The umpire will call time after every play and declare dead ball. "Time" should be called as soon as the lead runner is not attempting to advance. Time does not have to be called.
17. If a player who is not sick or injured refuses to bat, he or she will be called out. Delay of game will not be allowed in this instance. The umpire must use discretion in this situation. If a player is removed from the game because of sickness or injury, that player must sit out an entire inning before returning to the ball game ("entire inning" means the half inning the player was in when taken out and the next half inning also).
18. A defensive manager or coach will be limited to two (2) time outs per inning, except in the event of injury. An offensive manager or coach will be limited to (1) one trip to the batter's box per batter, except during defensive time out. An injury is an exception.
19. Coaches or managers must remain in the coach's box.
20. **OVERTHROWS:** On any overthrow to first base, the base runners may advance one base only, **AT THE BASERUNNER'S RISK.**
21. Warm up time will be shared equally. Each team will have a minimum of five (5) minutes to warm up.
22. There is **NO INFIELD FLY RULE** in the 6U age group.
23. There will be a 7 run limit all innings including the last inning.
 - a. On defense, there will be 2 coaches in the outfield and 1 coach behind home plate. However, they will not interfere with the play. **COACHES MAY NOT STAND IN FRONT OF ANY PLAYERS. THEY MUST STAY BEHIND THE BASES IN THE OUTFIELD GRASS.**
 - b. Players get 6 pitches (drop dead)

.L. RULES SPECIFIC TO THE 7/8 AGE GROUP

***NOTE - The 7/8 age group will be governed by the regular NYAA rules except where these special 7/8 rules take precedent.

1. Continuous-batting order will be required for all teams in the 7/8 age group.
2. There will be no changes in the batting order during the game. If a player leaves the game for any injury/illness, his/her place in the batting order will be skipped with no out. If a player shows up after the line-up has been given to the umpire, he/she will be added to the end of the batting order.
3. Metal cleats are not allowed.
4. No tee-ball bats or coach pitch bats shall be used.
5. Each team shall field no more than 10 players at a time. If 10 players are playing the field, at least 4 players must be positioned in the outfield. If 9 players are playing the field, at least three players must be positioned in the outfield, and you must have a catcher.
6. Time will be called when, in the umpire's judgment, the lead runner has been stopped.
7. There is **NO INFIELD FLY RULE** in the 8U age group
8.
 - A. Each team may have 2 coaches in the outfield and 1 coach behind home plate while team is on defense.
 - B. Each player will receive 6 overhand pitches (drop dead) or 3 swings (from the pitching rubber). The batter will be called out on the 3rd swing or the 6th pitch.
 - C. There will be a 7 run limit in all innings
 - D. Six innings shall constitute an official game. If after five (5) innings (4 ½ innings for the home team) the home team leads by six (6) runs or more, the games will be considered complete and called.

M. RULES SPECIFIC TO THE "T-BALL" AGE GROUP (4U)

1. This league is available to players who will be 4 years old during the calendar year.
2. Each team will consist of a maximum of 12 players. Any team that has more than 12 players will be at the discretion of the League Coordinator.
3. Games will be played on Saturday only.
4. A ball game will consist of a full hour
5. No score will be kept.
6. There shall be no more than 8 players positioned in the infield. All other players will be positioned in the outfield. All players will play every inning.
7. Each team will bat around their lineup each inning
8. Each player will be given 3 swings off the tee. Coaches have the option to pitch to the players. Players will be given 3 pitches to hit the ball. If the player is unable to hit the ball after 3 pitches, he/she will be given swings off the tee. This process help prepare the children for the 6U age group.
9. Metal cleats are not allowed.

N. RULES SPECIFIC TO 9/10 AGE GROUP

1. Game time will be 1 hour and 30 minutes.
2. In games played Sunday through Thursday, no inning shall begin after 9:00 PM
3. Metal cleats are not allowed.
4. **Recreation League Only:**
 - a. Helmets with face guards are mandatory.
 - b. Batters will not be allowed to advance on a missed third strike by the catcher. Batter is out after the third strike.
 - c. Runners shall not lead off but may advance at their own risk (steal) once a pitched ball is released by the pitcher.
 - d. Runners may steal 2nd and 3rd bases only. Balks will be called and runners will advance to 2nd and 3rd bases only. Runners shall not advance from 3rd base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire or if the defensive team attempts a play on the runner legally occupying 3rd base. Runners shall not advance from 3rd base to home on passed balls, wild pitches or dropped/missed 3rd strikes by the catcher. Coaches must agree and notify umpire before the start of the game to enforce this rule.
 - e. There will be a 7 run limit per inning in all innings including the last inning.
 - f. There will be no coach pitch bats allowed for use during a game.
5. **Travel League ONLY**
 - a. Helmets with face guards are mandatory.
 - b. Runners may lead off and steal 2nd, 3rd, and home. Balks will be called and runners will advance to 2nd, 3rd, and home.
 - c. Batters are allowed to advance on a missed third strike by the catcher.
 - d. There will be a 7 run limit per inning in all innings including the last inning.
 - e. There will be no coach pitch bats allowed for use during a game.

FALL BALL: Recreation League rules apply unless a "Gentleman's agreement" is made.

O. RULES SPECIFIC TO 11/12 AGE GROUP

1. In games played Sunday through Thursday, no inning shall begin after 10:00PM
2. Metal cleats are NOT allowed
3. See pitching limitations

P. RULES SPECIFIC TO 13/14 AGE GROUP

1. In games played Sunday through Thursday, no inning shall begin after 10:00PM.
2. Metal cleats are allowed in this age group ONLY.
3. See pitching limitations