MT. JULIET LEAGUE, INC.

OPERATING MANUAL

TABLE OF CONTENTS

Section I
Park Administrator, Board Members, Board Officers, and Board Committees

Section II
Code of Ethics

Section III
General Procedures
Schedules, Rainouts & Make-Up Games
Game Times & Run Rules
Protests
Coach Ejection
Tie Breakers
Tournament Teams and All-Star Teams Procedures

Section IV
Boys' & Girls' Tee Ball

Section V
PeeWee 7 & PeeWee 8 Baseball
Special Rule Additions
Rules for the Pitching Machine
Draft Procedures

Section VI
Minor League Baseball

Section VII
Major League Baseball

Section VIII
Junior, Senior and Big League Baseball

Section IX
Girls Softball
PeeWee Rule Additions
Minor Rule Additions
Pitching Rules
PeeWee, Minor, Major & Senior Draft Rules
Travel Teams

SECTION I
PARK ADMINISTRATOR, BOARD MEMBERS, BOARD OFFICERS, and BOARD COMMITTEES

PARK ADMINSTRATOR
The Park Administrator is Robin Speight. The park office phone number is 758-8991. This phone number also provides access to the rain-out message service. The park's website is www.mjleague.org and the email address is mtjulietleague@tds.net

BOARD MEMBERS
Board members are elected to three-year terms (or to fulfill any shorter-term vacancies) at the annual meeting of the Mt. Juliet League, Inc., held in August of each year. Board vacancies that occur during the year are filled by election of active Board Members. A current list of the Board Members is available on the website.

BOARD OFFICERS
Officers are elected at the September meeting of each year, after the new Board is elected. The officers are President, Vice-President, Treasurer and Secretary. These positions are one-year terms. A current list of the Board Officers is available on the website.

BOARD COMMITTEES
The working committees of the Board include both Board Members and non-Board volunteers. Any person that would be interested in serving on a Board Committee should contact the Park Administrator for information. A listing of the Board Committees follows:

EXECUTIVE COMMITTEE
Chaired by the President, and includes all officers, plus other members as selected by the President. Handles day-to-day operations of the park. Oversee spending authorized by the Board including equipment, construction, and concessions. Review proposals for consideration by the board of directors.

BASEBALL OPERATIONS COMMITTEE
Oversee day-to-day operations for all baseball leagues. Oversee drafts and tournament team selection. Review park manual and recommend any changes to the Board. Handle game protests with exception of items referred to the Ethics Committees.

CAPITAL IMPROVEMENT COMMITTEE
Pursue contributions for major capital improvements to the park. Prepare a detailed list of these improvements along with the estimated cost for each project for board approval.

Present this list to prospective contributors for consideration. Solicit both corporate & individual contributors.

All capital improvement projects approved by the board must be done under the supervision of the construction committee and coordinated with the grounds keeper, park director, scheduling committee and league president.

COACH SELECTION COMMITTEE
Screen and interview prospective coaches for recommendation to the board of directors, using input from league directors, parents, players, board members, and various committees. Develop a plan to keep coaches at our park through the older age groups. Promote and develop the use of non-parent coaches. Determine a method of selecting coaches in leagues that have a surplus of qualified applicants that give everyone a fair chance of obtaining teams.

CONCESSION COMMITTEE
Organize and monitor concession services for the park, whether run by volunteers or by contracted services. Develop a plan for monitoring the financial issues of the concession operations.

CONSTRUCTION COMMITTEE
Oversee general repair, maintenance and all construction projects. Coordinate volunteers as possible to complete tacks. When projects are approved by the Board to be performed by outside vendors, this committee shall oversee the completion of that contract, unless otherwise decided by the Board.

EQUIPMENT COMMITTEE
Solicit bids for all equipment and submit to the board for approval. Investigate and implement methods of repairing and maintaining our present equipment. Distribute, inventory and collect all team equipment. Develop a plan to ensure that all equipment is returned. Plan a budget for presentation to the board.

ETHICS COMMITTEE
Review ethics code and recommend changes if necessary. Investigate and rule on possible ethics violations.

FIELD MAINTENANCE/CAPITAL IMPROVEMENTS COMMITTEE
Oversee the maintenance and care of all fields. Not intended to replace the coaches' and parents responsibility of upkeep! Work with grounds keeper in order to provide additional workers as needed.

FINANCE/BUDGET COMMITTEE
The Committee shall investigate ways and means of financing the Local League including team sponsorships and submit recommendations.

PUBLIC RELATIONS COMMITTEE

SOFTBALL OPERATIONS COMMITTEE
Oversee day-to-day operations for all softball leagues. Oversee drafts and tournament team selection. Review park manual and recommend any changes to the Board. Handle game protests with exception of items referred to the Ethical Committees.

SCHEDULING/FIELD USAGE COMMITTEE
Maintain master schedule for park, including all games and practices. Schedule make-up games as required. Communicate with directors, coaches and parents regarding schedule changes.

SPONSORSHIP COMMITTEE
Oversee obtaining and keeping sponsors for each team. Sponsorship is responsible for obtaining and distributing plaques. Solicit bids from various shirt and hat suppliers and present before the board for approval. Sponsorship committee will coordinate with the selected suppliers to ensure that hats and shirts are received when promised. Work with the assigned league reps to distribute hats and shirts to the applicable teams. All moneys received for sponsorship fees will be directed to the sponsorship chairman for proper credit and then forwarded to the league treasurer for deposit in the general treasury.

TOURNAMENT COMMITTEE
Oversee all tournaments within our park. Coordinate with applicable umpire scheduler, park director, grounds keeper, baseball and softball director, concession committee, ladies auxiliary and scheduling committee regarding these tournaments and the successful running thereof. Have a representative attend any and all meetings regarding in-park and out of park tournaments.

Provide information packets to all coaches who will be taking a tournament team outside the park to any and all tournaments. Educate these coaches as to what to expect and what to look out for while participating in these tournaments outside of our park.

Pursue additional tournaments to our normal league tournaments to be held at our park regardless of affiliation. This is to be done to create more opportunities for the player members of our park, as well as to generate additional revenue for the league. Devise and implement a plan to determine what will be charged as an entrance fee, gate etc. and what percentage the park can expect to receive from said tournaments.

Bring about recommendations of prospective tournaments approved by the tournament committee to the board for final approval.

Provide and schedule all workers for in-park tournaments, such as gate workers, scoreboard, official book, etc. Appoint a tournament director to oversee the actual tournament during the entire duration of the tournament.

UMPIRE COMMITTEE

Devise a program to train and develop local umpires. Determine a plan for umpire scheduling and how many umpires used per game in each league. Propose a budget showing maximum expenditures for games scheduled. All proposals should be submitted for Board approval.

SECTION II
CODE OF ETHICS

"The objective of the Mt. Juliet League Inc. shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well-adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens."
-Mt. Juliet League Inc. Constitution, Article 2, Section 1

Please read the following rules carefully. A park official or an umpire has the authority and duty to eject a coach, player, or a spectator from the premises for violation of any of the following rules. Furthermore, any violation may result in being brought before the MJL board of directors for termination of their and/or their child's membership in the league. If a coach is ejected from a game there is an automatic one-game suspension to be served the next game WITH NO EXCEPTIONS.

PARENTS, PLAYERS, SPECTATORS

1. Fighting will not be tolerated and will result in one-game suspension to be carried out the next game, with no appeals.
2. The use of alcohol is prohibited.
3. The use of abusive, profane, or obscene language or gestures is prohibited.
4. Harassment of coaches, players, umpires, or other fans is prohibited.
5. The umpire's decision is final.
6. Show respect for coaches, umpires, and opposing players, especially in the case of an injury.

Parents and spectators will conduct themselves in a civil manner. Please remember: you are the spectator, not the player! Set a positive example for your child to follow.

COACHES

1. No profane, obscene language or gestures.
2. The use of alcohol on the premises or prior to entering the premises is prohibited.
3. Smoking is allowed in parking lot areas only.
4. No cheating.
5. Abide by all park and playing rules.
6. No abusive actions or words toward any player, umpire, spectator, or other coach.
7. Coaches are responsible for controlling the crowd.

Coaches should exemplify the highest moral character, leadership, and behavior. Practicing good citizenship is practicing good sportsmanship. Set a good example for players and spectators to follow. Display modesty in victory and graciousness in defeat. Treat competition as a game, not a war.

SECTION III
GENERAL OPERATION PROCEDURES

A. GENERAL PROCEDURES

1. All rules and guidelines not covered in this manual are to be followed by the appropriate ASA, USSSA, or Little League rulebooks as outlined in procedures #2-4. Refer to the appropriate league section in this manual for any special local rule additions.
2. All 4 and 5 year-old Tee Ball, 6, 7 and 8 year-old Pee Wee Baseball, and Minor League Baseball shall operate under the rules set forth by Little League Baseball, Inc. Major League Baseball shall operate under the rules set forth by rules as set froth by Little League Baseball, Inc, and as modified in the league section.
3. All Junior (13-14 year olds), Senior (15-16) and Big League (17-18) Baseball leagues shall operate under rules set forth by Little League, Inc.
4. All softball leagues shall operate under the rules set forth by ASA or USSSA, as appropriate.
5. All players must have a completed registration form.
6. Registration fee must be paid prior to drafts unless the Baseball or Softball Director has given approval.
7. Late sign-ups will be placed on a first-come, first served basis to fill positions on the teams with an available opening. Subsequent late sign-ups will go on a waiting list in the order they are received and will be placed in the first available spot that comes open. These players will be placed on one of the teams with an available slot by a blind-draw process.
8. All players who sign up must try out – with the following exceptions
    A. Tee Ball Players (Ages 4 and 5)
9. Every child trying out will be selected for a team.
10. Every child who does not attend tryouts will be placed in a blind draft in the proper league.
11. Full refunds are available by written request only and must be submitted prior to the Spring/Fall baseball draft.
12. All persons entering Mt. Juliet League Park are required to obey all park rules and the ethics code. Any suspected violations will be forwarded to the ethics committee for consideration.
13. No pets, animals, skateboards, bicycles, weapons, or similarities of any of these are allowed in the park. Smoking is permitted in the parking areas only. It is the obligation of each board member and league director to politely ask any violators to obey these rules.
14. Any baseball or softball rule dispute (coaches, parents, umpires, schedules, etc.) must go through proper channels as outlined below:
    A. Involved Coaches
    B. League Director
    C. Baseball or Softball director (as applicable)
    D. Baseball or Softball committee (as applicable)

E. Baseball or Softball Umpire In Chief (as applicable)
F. League president

15. Double headers are allowed only in Major Leagues and above in both baseball and softball.
16. Requests for a player to play down in a league has to be submitted to the league director and approved by the baseball or softball operating committee.
17. A player can request to play up in the next league but cannot go back down once rostered in the higher league. The request must be submitted to the league director and the appropriate baseball/softball committee for approval. The player must rate at 50% or higher in their respective tryout to play up in the next league.
18. Coaches who are approved and given teams are required to carry out their responsibilities as head coaches. Sharing this duty with an assistant or an unapproved coach is prohibited. Each head coach shall submit the names of the assistant coaches for the team to the League Director and the Baseball or Softball Committee.
19. It is the responsibility of the coaches, parents, and players to clean out their dugout and pick up trash after each game.
20. The uniforms issued by the Mt. Juliet League will consist of a shirt in the team color, with the sponsor's name on the back and the team nickname on the front. The back will have a number imprinted. The caps will be replicas of the major league teams they represent. The pants and socks are the responsibility of the player and their parents. Grey pants, which can be used in subsequent years, are recommended.
21. Players will wear caps and uniforms provided by the league. Violation of this rule will result in the head coach being brought before the ethics committee.
22. Each team should select a Adult Team Representative. The work of the Team Representatives will be coordinated with the League Representative. Some of the traditional duties of the Team Representative area:
    A. Ordering the team pants and socks, and collecting the money.
    B. Have player names imprinted on back of shirts, if desired.
    C. Organizing team snacks after the game.
    D. Ordering player trophies, and planning the end of season party.
    E. Organizing the phone tree for the team.
    F. Setting a good example for the other parents on the team.
    G. Attend Team Representative meetings.
    H. Carry out the responsibilities assigned to them by the League rep.
23. Each team's head coach (or a designated team representative) should have an active email account that they check on a daily basis for League news and scheduling revisions.
24. Head coaches will be issued equipment for their own team upon the payment of a $125 deposit, and under the guidelines set forth by the Equipment committee. Damaged equipment should be returned to the equipment manager for repair or replacement. At the conclusion of the season, coaches are responsible for turning in their own team equipment, and their deposit check will be returned uncashed. Failure to do so will be reported to the Coaches Selection Committee and appropriate action will be taken.

B. SCHEDULES, RAINOUTS & MAKE-UP GAMES

1. Practices will be normally scheduled on Monday nights, Tuesday nights, Wednesday nights, Thursday nights, Friday nights, Saturdays, and Sunday afternoons. Teams may request additional practices as field time is available.
2. The Scheduling Committee will coordinate with the League Directors to schedule practices with equal time allotted for each team. The Park administrator must approve any additional practices at Mt. Juliet League Park. Unauthorized practices at the park will be result in action against the Coach.
3. Games will normally be scheduled for Monday nights, Tuesday nights, Thursday nights, Friday nights and Saturdays, as appropriate for each league. Games on Sunday afternoon will only be scheduled in special circumstances. Make-ups for rainout games will be scheduled in available time slots, including Sunday afternoons.
4. The Scheduling Committee will create master schedules for each league and each field, and will schedule all make-up games.
5. The Scheduling Committee shall strive to create balanced schedules, without prejudice toward or against any team regarding days or times of games.
6. Games will not be scheduled during Good Friday, Easter Sunday, or on Memorial Day weekend (Friday through Monday).
7. It is the Board's intention that no late games will be scheduled during TCAP testing for Wilson County Schools for the affected age groups.
8. Anyone violating, altering or tampering with the game schedule will create an ethics violation.
9. Any request for softball to assign a particular weekend for "travel" teams to participate in tournaments resulting in no Saturday league play has to be approved by the executive committee and, subsequently, by the board members.
10. Major league and below in baseball and softball cannot play over three games in a week unless approved by the baseball or softball committee.
11. No games will be made up other than for weather reasons or graduation, unless approved by the Board.
12. If games are officially rained out on a field, there shall be no practice on that field on that day. Violations will be reported to the scheduling, and baseball or softball committee for action.
13. Rainouts will be made up by the "first rained out – first available day rule". Make-up games will normally be scheduled for Friday nights and Sunday afternoons, and other available times. In the case of additional rainouts before the previous rainouts are made up, the Scheduling Committee will typically move to the next available make-up day, unless that creates a situation where a team is playing more than 3 games in a week.
14. If a team fails to show up for scheduled make-up game, the game will be considered a forfeit.
15. There is one automated voice messaging service that will be updated with rain-out information shortly after a decision is made whether to play the games.

    Call 758-8991 (Option #1) for fields #1-14..

C. GAME TIMES & RUN RULES

1. Game Times are as listed:
   Tee Ball Baseball & Softball - 1:30 and cannot start another inning after 1:15.
   PeeWee Baseball & Softball - 1:30 and cannot start another inning after 1:15.
   Minor Softball - 1:30 and cannot start another inning after 1:15.
   Minor Baseball - 1:45 and cannot start another inning after 1:35.
   Major Baseball – 2:00 and cannot start another inning after 1:45.
   Major Softball - 1:30 and cannot start another inning after 1:15.
   Senior Softball - 1:30 and cannot start another inning after 1:15.
   Junior, Senior & Big Baseball – 2:00 and cannot start another inning after 1:45.

   The third out of an inning constitutes the beginning of a new inning. If time elapses in the middle of an inning, the teams will finish out that inning.

2. In leagues that have a maximum run rule per inning, a game may be called when it is mathematically impossible for the trailing team to catch the leading team. All baseball games shall comply with the mercy rules as established by Little League, Inc., which only apply after a regulation game is achieved.

   For PeeWee Baseball and Minor Baseball, the maximum number of runs per inning is equal to the minimum number of batters for either team. For example, if one team is batting 11 players, and the other team is batting 12 players, the maximum number of runs per inning for both teams is 11. Additionally, the teams may only bat one time through the lineup per inning.

   Major, Junior, Senior and Big League Baseball do not have run limits per inning or a limit to the number of batters in an inning.

   For Softball leagues rules, see section IX.

D. PROTESTS

All protests have to be submitted in writing to the league director within 48 hours after the end of the game, along with a $50 deposit. If the protest is upheld the $50 is returned. If the protest is denied the league keeps the $50.

E. COACH/MANAGER EJECTION

1. If a head coach/manager is ejected from a ball game, he or she must sit out the next game with no exceptions.
2. If an assistant coach is ejected from a game, the head coach/manager must sit out the next game with no exceptions.
3. If the situation warrants, a coach may not return to the dugout until the ethics committee makes a review.
4. The ethics committee will handle parents ejected from the premises on a case-by-case basis.

5. The ethics committee will handle players ejected from a game on a case-by-case basis.

F. TIE BREAKERS

Divisional ties shall be resolved in the following order:

1. Overall Record
2. Head-to-head record
3. Runs scored in head-to-head games
4. Flip of a coin.
5. In leagues playing half seasons, the record from each half will count in that half only and will not carry over to the second half of the season. A playoff game between the first half and second half winners will be held to determine the season champions, if required.

G. TOURNAMENT TEAMS AND ALL-STAR TEAMS PROCEDURES

1. The baseball or softball committees, as applicable, must approve any post-season play (all-star, tournaments, etc.).
2. Any person wishing to be the manager of a tournament team must submit an application by the deadline established by either the Baseball Operations Committee or the Softball Operations Committee, as applicable. The baseball and softball committees will interview and nominate the manager of the tournament team, considering such factors as success of the coach's team during the season, quality of coaching, treatment of players, umpires, fans and other coaches, respect of peers, and other appropriate issues. It is important that the committees solicit the opinions of the other coaches in the league in order to consider the level of support for a nominee's selection. It is permissible for the baseball or softball to select managers for more than one team if enough player interest is established.
3. The league directors shall organize a tryout for all players interested in participation in the tournament teams. All league coaches and other persons approved by the league director shall observe the tryouts and grade the players. The manager shall submit a list of the players desired to be selected to the baseball or softball committee for approval. The Baseball or Softball Director will run the tournament team selection process.

H. SPRING DRAFT PROCEDURES

1. In the baseball and softball leagues, there is no carry over of players from year to year. Each league will hold a draft of all players for each new season.
2. All players shall participate in tryouts, and all coaches shall be encouraged to grade each player in accordance with the evaluation form provided by the league director. For any players that do not attend shall be issued grades based on past knowledge of their skills, if possible.
3. The director shall compile the tryout scores and order the players from high score to low score. The players shall be grouped in "rounds", based on the number of teams on the leagues.

4. Draft order will be drawn for the first round.
5. Draft order will be drawn for the second round.
6. Draft order will be drawn for the third round. The fourth round will be the reverse of the third round.
7. Draft order will be drawn for the fifth round. The sixth round will be the reverse of the fifth round. The order will continue down and up in this final order until all players are selected.
8. Players that did not tryout and the director was not able to establish a evaluation score shall be placed in a blind draft for team assignment.
9. As each draft pick is selected, the designated coach may select players from any "round". The children of the Head Coach are protected until the round in which they grade out. Any other protections for players must be worked out with the Baseball Director before the beginning of the draft. For example, if a protected player earns a grade that would place that player in the fifth round, that player can not be picked by any other Coach until the sixth round.
10. If brother's rights are established for players, when the first brother is selected, the other brother is protected until the round that they graded. However, if the round that the second brother is graded has already passed, the second brother must be selected in the next round after the first brother is selected.
11. After the draft is completed, the Coaches may negotiate trades, but all trades must be approved by the league's player agent. The role of the player agent is to act solely in the interest of the player, and to be sure that balance between teams is maintained as much as possible. Once the draft and trading session is declared closed, no further trading of players is allowed, unless special circumstances apply, as approved by the Baseball or Softball Director.
12. All grading and draft information shall be treated as confidential, and any violation of this policy is subject to review by the Ethics Committee.

SECTION IV
TEE BALL BASEBALL
(Playing Age: 4 Years Old)

All coaches will be encouraged to prepare players for future play by rotating infield and outfield play without jeopardizing any child's safety. By doing this, we hope to increase the child's interest in the sport and decrease boredom in the field. Failure to follow this policy will be discussed with the coach, and continued problems will be reported to the Ethics Committee and the Coaches Selection Committee.

It is also important that this first experience in baseball be a positive one. We encourage all coaches and parents to stress "fun and fundamentals". We want to be sure the players are learning how to play the game properly. For example, we do not want to see the pitcher field a ball and try to out-run the batter to first base. That is not baseball. We want the players to learn to make the proper play.

1. Tee Ball play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules.
2. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Do not place any team logos on the official game ball.
3. The desired number of players per team is twelve, with a maximum of 13.
4. All games will be a minimum of three innings or a time limit of 1:20, but an inning cannot start after 1:15. An inning shall be completed if it began before the time expiration. The home coach will keep the official clock and the home team shall occupy the third base dugout. The visiting team shall occupy the first base dugout
5. "Friendly chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
6. All players will bat with no outs recorded. In order to reduce boredom, each team shall bat half of their players in alternating innings. For example, if a team has 13 players, the team should bat 7 players in innings 1 and 3, and the other 6 players in innings 2 and 4. Coaches should train their teams to switch out from defense and offense as quickly as possible.
7. Every player will play a position when his or her team is on defense. No players will be required to sit the bench. Please rotate your players on defense to give them exposure to different positions. All players are to play the infield by 3rd inning.
8. All male catchers positioned behind the plate shall wear cup protection in practices and games.
9. Catchers in T-Ball may choose to wear full protective gear with mask if they are safely positioned directly behind the batter.
10. A player in the pitcher's position will wear a helmet with a facemask.
11. When a team is on defense, a maximum of 5 adults are allowed on the field. Outfielders cannot make an out on a runner advancing. They may, however, transfer the ball to an infielder, who is allowed to make the out.
12. When a team is batting, 4 adults are allowed on the field: one batter assistant, a

third base coach, and a first base coach. An adult should be in the dugout with the team

13. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players.
14. All bats used at MJLL in baseball from TBall through 14U must be stamped BPF 1.15.
15. Diameter of bats from TBall through 6U cannot be larger than 2 ¼ ". No big-barrel bats allowed Tee Ball 4.
16. Any bat stamped 'Coach Pitch' is illegal in league play.
17. The batter is out for illegal action when he/she enters the batters box or is discovered having used and illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
18. Base runners may advance at their own risk. If a runner is tagged or forced out, the runner should return to the dugout. The team batting will call outs. Close plays should be awarded to the base runner.
19. No score will be kept, and no "winner" is to be declared. Any coach or parent found to be discussing the score will face disciplinary action, which may include a one game suspension. Coaches should instruct the parents to also observe this policy.
20. The catcher is optional for the TBall 4 league.
21. In T-Ball 4, the ball shall be placed on a tee and the batter shall be given as many swings as required until a fair ball is hit.
22. A line will be placed from the right field foul line to the left field foul line, three feet in front of home plate. If the batted ball does not pass this line, it is considered a dead ball, and the ball will be replaced on the tee.
23. A perpendicular line to the base path will be placed mid-way between the bases for determination of which base a runner will occupy when play stops. The team batting will make this determination. Close plays should advance the runner to the next base.
24. A 10-foot diameter circle will be placed around the pitcher's mound. Play shall stop when the ball passes through a "cylinder", described as the pitcher's circle, and extending to the sky. The ball does not have to be under control to stop play. If the ball does not pass through the cylinder, it is considered a live ball, and runners may advance at their own risk. The defensive team may also stop play by stopping the lead runner from advancing.
25. Coaches shall place emphasis on teaching batters to not sling the bat to prevent injuries to other players and coaches.
26. T-Ball 4 will not select tournament teams or have an all-star game, and will not participate in an end-of-season tournament.

TEE Ball Baseball

Playing Age: 5 Years Old)

All coaches will be encouraged to prepare players for future play by rotating infield and outfield play without jeopardizing any child's safety. By doing this, we hope to increase the child's interest in the sport and decrease boredom in the field. Failure to follow this policy will be discussed with the coach, and continued problems will be reported to the Ethics Committee and the Coaches Selection Committee.

It is also important that this first experience in baseball be a positive one. We encourage all coaches and parents to stress "fun and fundamentals". We want to be sure the players are learning how to play the game properly. For example, we do not want to see the pitcher field a ball and try to out-run the batter to first base. That is not baseball. We want the players to learn to make the proper play.

27. Tee Ball play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules.
28. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Do not place any team logos on the official game ball.
29. The desired number of players per team is twelve, with a maximum of 13.
30. All games will be a minimum of three innings or a time limit of 1:20, but an inning cannot start after 1:15. An inning shall be completed if it began before the time expiration. The home coach will keep the official clock and the home team shall occupy the third base dugout. The visiting team shall occupy the first base dugout
31. "Friendly chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
32. All players will bat with no outs recorded. In order to reduce boredom, each team shall bat half of their players in alternating innings. For example, if a team has 13 players, the team should bat 7 players in innings 1 and 3, and the other 6 players in innings 2 and 4. Coaches should train their teams to switch out from defense and offense as quickly as possible.
33. Every player will play a position when his or her team is on defense. No players will be required to sit the bench. Please rotate your players on defense to give them exposure to different positions. All players are to play the infield by 3rd inning.
34. All male catchers positioned behind the plate shall wear cup protection in practices and games.
35. Catchers in T-Ball may choose to wear full protective gear with mask if they are safely positioned directly behind the batter.
36. A player in the pitcher's position will wear a helmet with a facemask.
37. When a team is on defense, a maximum of 5 adults are allowed on the field. Outfielders cannot make an out on a runner advancing. They may, however, transfer the ball to an infielder, who is allowed to make the out.
38. When a team is batting, 4 adults are allowed on the field: one batter assistant, a third base coach, and a first base coach. An adult should be in the dugout with the team
39. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players.
40. All bats used at MJLL in baseball from TBall through 14U must be stamped BPF 1.15.
41. Diameter of bats from TBall through 6U cannot be larger than 2 ¼ ". No big-barrel bats

allowed in Tee Ball 5.

42. Any bat stamped ‘Coach Pitch’ is illegal in league play.
43. The batter is out for illegal action when he/she enters the batters box or is discovered having used and illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
44. Base runners may advance at their own risk. If a runner is tagged or forced out, the runner should return to the dugout. The team batting will call outs. Close plays should be awarded to the base runner.
45. No score will be kept, and no “winner” is to be declared. Any coach or parent found to be discussing the score will face disciplinary action, which may include a one game suspension. Coaches should instruct the parents to also observe this policy.
46. The catcher is optional for the TBall 5 league.
47. T-Ball 5, each batter will be given three pitches to hit. If the batter does not put a pitched ball in play, it will be placed on a tee and the at-bat will continue. The batter shall be given as many swings as required until a fair ball is hit.
48. At the half-way point in the season, outs will be recorded and when the defense obtains 3 outs the half-inning is over & the teams swap positions.
49. A line will be placed from the right field foul line to the left field foul line, three feet in front of home plate. If the batted ball does not pass this line, it is considered a dead ball, and the ball will be replaced on the tee.
50. A perpendicular line to the base path will be placed mid-way between the bases for determination of which base a runner will occupy when play stops. The team batting will make this determination. Close plays should advance the runner to the next base.
51. A 10-foot diameter circle will be placed around the pitcher’s mound. Play shall stop when the ball passes through a “cylinder”, described as the pitcher’s circle, and extending to the sky. The ball does not have to be under control to stop play. If the ball does not pass through the cylinder, it is considered a live ball, and runners may advance at their own risk. The defensive team may also stop play by stopping the lead runner from advancing.
52. Coaches shall place emphasis on teaching batters to not sling the bat to prevent injuries to other players and coaches.
53. T-Ball 5 league will not select tournament teams or have an all-star game, and will not participate in an end-of-season tournament.

SECTION V
PEEWEE BASEBALL
(Playing Age: 6, Years Old)

All coaches will be encouraged to prepare players for future play by rotating infield and outfield play without jeopardizing any child's safety. By doing this, we hope to increase the child's interest in the sport and decrease boredom in the field. Failure to follow this policy will be discussed with the coach, and continued problems will be reported to the Ethics Committee and the Coaches Selection Committee.

It is also important that this experience in baseball be a positive one. We encourage all coaches and parents to stress "fun and fundamentals". We want to be sure the players are learning how to play the game properly. For example, we do not want to see the pitcher field a ball and try to out-run the batter to first base. That is not baseball. We want the players to learn to make the proper play.

1. Play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules.
2. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Do not place any team logos on the official game ball.
3. A game cannot begin with less than nine players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be fifteen-minute grace period for lack of enough players. If one team has less than nine players the game will be treated as a forfeit. With written approval you may use an approved, appointed player from the league below. You must contact your league director if you know you need a ninth player ahead of time. The player called up must bat last and can only play outfield. You cannot just grab a player on your own.
4. All games will be a minimum of three innings or a time limit of 1:20, but an inning cannot start after 1:15. An inning shall be completed if it began before the time expiration. The home team is responsible for keeping the official scorebook and shall occupy the third base dugout. The visiting team is responsible for finding an adult to keep the scoreboard and shall occupy the first base dugout. No children under 12 are allowed to operate the scoreboard.
5. "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
6. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his/her rostered place if it has not come up. If said player arrived after his/her rostered place in the lineup he must be placed in the order as the last batter.
7. The defensive team may play 10 players: catcher, pitcher, first base, second base, shortstop, third base and four outfielders. Outfielders cannot make an out on a runner advancing. They may, however, transfer the ball to an infielder, who is allowed to make the out. All players must play every other inning at a minimum and must play 1 inning in the infield by the 3rd inning. No player shall sit the bench for two consecutive innings unless he is injured or ejected.
8. The catcher must wear a protective cup and a throat guard during practices and games to reduce the chance of injury.
9. The catcher must be in the catching position in the catcher's box to receive the pitch. Your job is to properly develop catchers. There will be no catchers leaning against the fence in essence just to retrieve the ball.

10. A player in the pitcher's position will wear a helmet with a facemask.
11. When a team is on defense, a maximum of 3 adults are allowed on the field, one down each sideline in foul territory, and one in the dugout with the team. The defensive coaches should be careful to not interfere with the play of the ball.
12. When a team is batting, 4 adults are allowed on the field: one pitcher, a third base coach, and the first base coach. An adult should be in the dugout with the team.
13. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. To do so will be subject to cause for Head Coach's ejection from the game. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players. An ejection of anyone associated with the team will also result in an ejection of the head coach.
14. Run rule is 15 runs ahead after 3 innings or 8 runs ahead after 4 innings the game will be over. Maximum runs per inning is 7.
15. All bats used at MJLL in baseball from TBall through 14U must be stamped BPF 1.15.
16. Diameter of bats from TBall through 6U cannot be larger than 2 ¼ ". No big-barrel bats allowed in these two divisions.
17. Any bat stamped 'Coach Pitch' is illegal in league play.
18. The batter is out for illegal action when he/she enters the batters box or is discovered having used and illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
19. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
20. Spring: Only one extra inning will be allowed to break a tie after the time limit has expired. The player making the last out during regulation play shall begin the extra inning as a runner at second base. All tie games should be reported to the league director, who shall forward to the baseball director for rescheduling. Fall: No extra inning will be allowed to break a tie after the time limit has expired.

21. The batters get 3 strikes or 5 pitches, whichever comes first. When a 5th pitch is fouled the batter gets another pitch, each additional pitch will have the same rule as the 5th pitch. No swing results in an out, a swing and miss results in out, and a swing and foul results in another pitch.
22. No walks. This includes when the batter is hit with the ball.
23. The "infield fly rule" is NOT in effect.
24. Runners are not allowed to steal bases.
25. No bunting is allowed in the PW6. Showing bunt then swinging the bat is an automatic out.
26. Each team will be given one warning for accidentally slinging the bat. A subsequent offense by the offending team during the course of the game will result in an out.
27. These special batting rules will be used: A team will bat until 3 outs are recorded or 7 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.
28. In the PW6 League, play is over when the ball is in possession of an infielder and he requests time by holding up his/her hands.
29. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. If the player leaves the game for any other reason except for ejection the player's spot in the batting order may be skipped without penalty. If a player was ejected, the missed spot in the order will be recorded as an out.

30. A player must slide on a “close play” at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a “close play” has three elements at home plate at the same time: a runner, a fielder, and the ball. Deliberate contact with the catcher or any other player covering home plate by the runner will result in an out and an ejection of the runner.
31. Before a coach comes on the field, he must request a time out from the head umpire. Head coaches are the only coaches allowed to converse with the umpire.
32. Coaches cannot coach runners from the pitching area. He/She may instruct the batter between pitches. The coach will get one warning, and shall then be replaced.
33. Base coaches are not allowed to physically assist or restrain a base runner. There is typically one warning issued; subsequent offenses will cause the runner to be called out.
34. If it is the last game of the day, the two coaches should make sure that the scoreboard controller is put away and locked up, and that the lights are turned off.
35. A coach shall be the pitcher at all times.
36. The coach shall deliver all pitches via an overhand motion. No underhand pitching is allowed.
37. A ten-foot circle will be placed around the pitching rubber and the player in the pitching position shall keep at least 1 foot on that line or in the circle until the ball is pitched.
38. A pitching rubber shall be set at the following distances: PW6 = 32 feet.
39. The coach/pitcher shall begin his/her delivery with one foot on the pitching rubber.
40. For safety reasons, the player pitcher should take a position forward of the adult pitcher, and to one side of the pitcher.
41. If a batted ball accidentally hits the coach pitcher, the ball is dead and a pitch is counted. If a batted ball is interfered with intentionally by the coach/pitcher, the batter is out and all runners will return to the base they occupied when the pitch was delivered.
42. Each coach is responsible for preparing a lineup for the opposing coach/team and having their team ready to play at the predetermined game start time.
43. When a ball is overthrown to <u>first base only</u>, all runners can only advance 1 base. If there is an overthrow to any other base, runners advance at their own risk.
44. At the end of the season, the PW6 league will have a single elimination tournament.
45. The PW6 league will select a tournament team (i.e., the Grizzlies) to participate in USSSA, TYBA, Little League tournaments and other local tournaments, as approved by the Baseball Committee and the Tournament Committee. Pee Wee leagues will field at least one tournament team in each age group. The Baseball Committee may authorize additional tournament teams.

SECTION VI

PEEWEE BASEBALL

(Playing Age: 7 & 8 Years Old)

All coaches will be encouraged to prepare players for future play by rotating infield and outfield play without jeopardizing any child's safety. By doing this, we hope to increase the child's interest in the sport and decrease boredom in the field. Failure to follow this policy will be discussed with the coach, and continued problems will be reported to the Ethics Committee and the Coaches Selection Committee.

It is also important that this experience in baseball be a positive one. We encourage all coaches and parents to stress "fun and fundamentals". We want to be sure the players are learning how to play the game properly. For example, we do not want to see the pitcher field a ball and try to out-run the batter to first base. That is not baseball. We want the players to learn to make the proper play.

46. Play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules.
47. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Do not place any team logos on the official game ball.
48. A game cannot begin with less than eight players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be fifteen-minute grace period for lack of enough players. If one team has less than eight players the game will be treated as a forfeit. With written approval you may use an approved, appointed player from the league below. You must contact your league director if you know you need a ninth player ahead of time. The player called up must bat last and can only play outfield. You cannot just grab a player on your own.
49. All games will be a minimum of three innings or a time limit of 1:20, but an inning cannot start after 1:15. An inning shall be completed if it began before the time expiration. The home team is responsible for keeping the official scorebook and shall occupy the third base dugout. The visiting team is responsible for finding an adult to keep the scoreboard and shall occupy the first base dugout. No children under 12 are allowed to operate the scoreboard.
50. "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
51. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his/her rostered place if it has not come up. If said player arrived after his/her rostered place in the lineup he must be placed in the order as the last batter.
52. The defensive team may play 10 players: catcher, pitcher, first base, second base, shortstop, third base and four outfielders. Outfielders cannot make an out on a runner advancing. They may, however, transfer the ball to an infielder, who is allowed to make the out. All players must play every other inning at a minimum and must play 1 inning in the infield by the 3rd inning. No player shall sit the bench for two consecutive innings unless he is injured or ejected.
53. The catcher must wear a protective cup and a throat guard during practices and games to reduce the chance of injury.

54. The catcher must be in the catching position in the catcher's box to receive the pitch. Your job is to properly develop catchers. There will be no catchers leaning against the fence in essence just to retrieve the ball.
55. A player in the pitcher's position will wear a helmet with a facemask.
56. When a team is on defense, a maximum of 3 adults are allowed on the field, one down each sideline in foul territory, and one in the dugout with the team. The defensive coaches should be careful to not interfere with the play of the ball.
57. When a team is batting, 4 adults are allowed on the field: one pitcher, a third base coach, and the first base coach. An adult should be in the dugout with the team.
58. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. To do so will be subject to cause for Head Coach's ejection from the game. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players. An ejection of anyone associated with the team will also result in an ejection of the head coach.
59. Run rule is 15 runs ahead after 3 innings or 8 runs ahead after 4 innings the game will be over. Maximum runs per inning is 7.
60. All bats used at MJLI in baseball from TBall through 14U must be stamped BPF 1.15.
61. Any bat stamped 'Coach Pitch' is illegal in league play.
62. The batter is out for illegal action when he/she enters the batters box or is discovered having used and illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
63. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
64. Spring: Only one extra inning will be allowed to break a tie after the time limit has expired. The player making the last out during regulation play shall begin the extra inning as a runner at second base. All tie games should be reported to the league director, who shall forward to the baseball director for rescheduling. Fall: No extra inning will be allowed to break a tie after the time limit has expired.

65. The batters get 3 strikes or 5 pitches, whichever comes first. When a 5th pitch is fouled the batter gets another pitch, each additional pitch will have the same rules as the 5th pitch. No swing results in an out, a swing and miss results in out, and a swing and foul results in another pitch.
66. No walks. This includes when the batter is hit with the ball.
67. The "infield fly rule" is NOT in effect.
68. Runners are not allowed to steal bases.
69. No bunting is allowed in the PW7 or PW8 leagues. Showing bunt then swinging the bat is an automatic out.
70. Each team will be given one warning for accidentally slinging the bat. A subsequent offense by the offending team during the course of the game will result in an out.
71. These special batting rules will be used: A team will bat until 3 outs are recorded or 7 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.
72. In the PW7 and PW8 League, play is over when the lead runner has been stopped in the opinion of the umpire.
73. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. If the player leaves the game for any other reason except for ejection the player's spot in the batting order may be skipped without penalty. If a player was ejected, the missed spot in the order will be recorded as an out.

74. A player must slide on a “close play” at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a “close play” has three elements at home plate at the same time: a runner, a fielder, and the ball. Deliberate contact with the catcher or any other player covering home plate by the runner will result in an out and an ejection of the runner.
75. Before a coach comes on the field, he must request a time out from the head umpire. Head coaches are the only coaches allowed to converse with the umpire.
76. Coaches cannot coach runners from the pitching area. He/She may instruct the batter between pitches. The coach will get one warning, and shall then be replaced.
77. Base coaches are not allowed to physically assist or restrain a base runner. There is typically one warning issued; subsequent offenses will cause the runner to be called out.
78. If it is the last game of the day, the two coaches should make sure that the scoreboard controller is put away and locked up, and that the lights are turned off.
79. A coach shall be the pitcher at all times.
80. The coach shall deliver all pitches via an overhand motion. No underhand pitching is allowed.
81. A ten-foot circle will be placed around the pitching rubber and the player in the pitching position shall keep at least 1 foot on that line or in the circle until the ball is pitched.
82. A pitching rubber shall be set at the following distances: PW7 37 feet, and PW8 = 42 feet.
83. The coach/pitcher shall begin his/her delivery with one foot on the pitching rubber.
84. For safety reasons, the player pitcher should take a position forward of the adult pitcher, and to one side of the pitcher.
85. If a batted ball accidentally hits the coach pitcher, the ball is dead and a pitch is counted. If a batted ball is interfered with intentionally by the coach/pitcher, the batter is out and all runners will return to the base they occupied when the pitch was delivered.
86. Each coach is responsible for preparing a lineup for the opposing coach/team and having their team ready to play at the predetermined game start time.
87. When a ball is overthrown in any situation, the runner may advance at his/her own risk.
88. At the end of the season, the baseball PW7 and PW8 teams will participate in a double elimination league tournament.
89. The PW7 and PW8 leagues will select a tournament team (i.e., the Grizzlies) to participate in USSSA, TYBA, Little League tournaments and other local tournaments, as approved by the Baseball Committee and the Tournament Committee. Pee Wee leagues will field at least one tournament team in each age group. The Baseball Committee may authorize additional tournament teams.

SECTION VII
MINOR LEAGUE BASEBALL
(Playing Age: 9 Year olds)

1. Play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules.
2. All bats used at MJLI in baseball from Tball thru 14U must be stamped BPF 1.15.
3. The batter is out for illegal action when he/she enters the batter's box or is discovered having used an illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
4. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Any ball placed into play must be given to the umpire and he has sole discretion to determine if it is an allowable baseball. The balls given out on equipment day are official game balls and must be used in games. No marks or team logos are allowed to be placed on the game balls. If a ball is found to have a team logo, it will be returned to the coach and a new ball with no markings/logos will be requested from the offending team.
5. A game cannot begin with less than eight players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be fifteen-minute grace period for the first game of the day for lack of enough players. If one team has less than eight players the game will be treated as a forfeit. If you have eight players, you may pick up a player from the league below but it must be approved by your league director. Only 1 player may be picked up and only if he/she is the ninth player. The player that was picked up must bat last and can only play in the outfield.
6. The defensive team may play only 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
7. The home team is responsible for keeping the official scorebook. The visiting team is responsible for finding an adult to keep the scoreboard. No children under 12 are allowed to operate the scoreboard.
8. If it is the last game of the day, the two coaches should make sure that the lights are turned off, and that the scorebooks and scoreboard controller are stored away.
9. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
10. Only one extra inning (with International Rules, last out starts at 2nd base) will be allowed to break a tie after the time limit has expired. All tie games should be reported to the director, who shall forward to the baseball director for rescheduling.
11. The time limit is 2:00, but an inning cannot be started after 1:35. An inning shall be completed if it began before the time expiration.

12. “Friendly” chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
13. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup he must be placed in the order as the last batter.
14. Pitching records must be completed by both head coaches and emailed to the League Director at the end of each game. The Field Umpire will report to both coaches the official pitch count at the end of each half-inning. Coaches are required to have their pitch count books at the field during games. See the attached pitching rules for the pitching rules for the 2012 season.
15. Each team will be warned one time for accidentally slinging the bat. A subsequent offense by a team during the course of the game will result in the player being called out.
16. All players must play at least two innings per game, unless the player is injured or ejected. If a player does not get his two innings in a game, he must start the next game, and play enough innings consecutively to make up the deficiency from the previous game, and then the two minimum innings for the current game.
17. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. An out will be called when that player’s spot in the lineup is due at bat.
18. Before a coach comes on the field, he must request a time out from the head umpire. The Head Coach is the only coach who is allowed to request a conference with the umpires.
19. The catcher must wear a protective cup during practices and games to reduce the chance of injury.
20. These special batting rules will be used: A team will bat until 3 outs are recorded or 5 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.
21. At the end of the season, the Minor American League teams will participate in a season ending league tournament.
22. The Minor American League will select at least one 9U Tournament Team (i.e., the Grizzlies) to participate in USSSA League tournaments and other local tournaments, as approved by the Baseball Committee and the Tournament Committee. Additionally, there will be a tournament team selected from each of the two divisions (National and American) to participate in the Little League Tournament. The Baseball Committee may authorize additional tournament teams.
23. An intentional walk counts as 4 pitches and must be thrown by the pitcher to the catcher
24. Run rule is 15 runs ahead after 3 innings or 8 runs ahead after 4 innings the game will be over.
25. The pitcher must be removed upon 2nd coach’s visit to the mound in one inning or on the 3rd coach’s visit to the same pitcher in a game.

26. Only 1 coach and 1 “on deck batter should be outside the dugout in the foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other Coaches should remain in the dugout except while they are coaching bases. The “on deck batter” should warm up to the backside of the batter at the plate (For protection from foul ball contact and to make sure the game keeps moving by having the batter ready to bat).

27. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. To do so will be subject to cause for Head Coach’s ejection from the game. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players.

28. A player must slide on a “close play” at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a “close play” has three elements at home plate at the same time: a runner, a fielder, and the ball. Deliberate contact with the catcher or any other player covering home plate by the runner will result in an out and an ejection of the runner.

29. Once a pitcher has been removed from the mound he/she cannot return to the mound during the same game. A pitcher that takes the mound and throws one warmup pitch must face at least one batter before he/she is removed unless said pitcher is deemed to be an ineligible pitcher.

30. A courtesy runner can be used for the catcher if there are two outs in the inning so that the catcher can get suited up to keep the game moving.. The player who made the last out will be the courtesy runner if one is requested.

31. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.

32. Bunting is allowed, but if a batter squares to bunt and then pulls back and takes a swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.

33. These special rules are in effect for Minor American League (9). During the first half of the season there shall be no base stealing. This will allow pitchers to develop without the added burden of worrying about runners on base. A runner on third base cannot dance off third in an attempt to draw a throw. At the halfway point in the season the coaches will vote to allow the stealing of 2nd and 3rd base during the last half of the regular season. In any event, runners cannot steal home at any point during the season

MINOR LEAGUE BASEBALL

(Playing Age: 10 Year olds)

1. Play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules.
2. All bats used at MJLI in baseball from Tball thru 14U must be stamped BPF 1.15.
3. The batter is out for illegal action when he/she enters the batter's box or is discovered having used an illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
4. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Any ball placed into play must be given to the umpire and he has sole discretion to determine if it is an allowable baseball. The balls given out on equipment day are official game balls and must be used in games. No marks or team logos are allowed to be placed on the game balls. If a ball is found to have a team logo, it will be returned to the coach and a new ball with no markings/logos will be requested from the offending team.
5. A game cannot begin with less than eight players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be fifteen-minute grace period for the first game of the day for lack of enough players. If one team has less than eight players the game will be treated as a forfeit. If you have eight players, you may pick up a player from the league below but it must be approved by your league director. Only 1 player may be picked up and only if he/she is the ninth player. The player that was picked up must bat last and can only play in the outfield.
6. The defensive team may play only 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
7. The home team is responsible for keeping the official scorebook. The visiting team is responsible for finding an adult to keep the scoreboard. No children under 12 are allowed to operate the scoreboard.
8. If it is the last game of the day, the two coaches should make sure that the lights are turned off, and that the scorebooks and scoreboard controller are stored away.
9. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
10. Only one extra inning (with International Rules, last out starts at 2nd base) will be allowed to break a tie after the time limit has expired. All tie games should be reported to the director, who shall forward to the baseball director for rescheduling.
11. The time limit is 2:00, but an inning cannot be started after 1:35. An inning shall be completed if it began before the time expiration.

12. “Friendly” chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
13. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup he must be placed in the order as the last batter.
14. Pitching records must be completed by both head coaches and emailed to the League Director at the end of each game. The Field Umpire will report to both coaches the official pitch count at the end of each half-inning. Coaches are required to have their pitch count books at the field during games. See the attached pitching rules for the pitching rules for the 2012 season.
15. Each team will be warned one time for accidentally slinging the bat. A subsequent offense by a team during the course of the game will result in the player being called out.
16. All players must play at least two innings per game, unless the player is injured or ejected. If a player does not get his two innings in a game, he must start the next game, and play enough innings consecutively to make up the deficiency from the previous game, and then the two minimum innings for the current game.
17. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. An out will be called when that player’s spot in the lineup is due at bat.
18. Before a coach comes on the field, he must request a time out from the head umpire. The Head Coach is the only coach who is allowed to request a conference with the umpires.
19. The catcher must wear a protective cup during practices and games to reduce the chance of injury.
20. These special batting rules will be used: A team will bat until 3 outs are recorded or 8 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.
21. At the end of the season, the Minor National League teams will participate in a season ending league tournament.
22. The Minor National League will select at least one 10U Tournament Team (i.e., the Grizzlies) to participate in USSSA League tournaments and other local tournaments, as approved by the Baseball Committee and the Tournament Committee. Additionally, there will be a tournament team selected from each of the two divisions (National and American) to participate in the Little League Tournament. The Baseball Committee may authorize additional tournament teams.
23. An intentional walk counts as 4 pitches and must be thrown by the pitcher to the catcher
24. Run rule is 15 runs ahead after 3 innings or 8 runs ahead after 4 innings the game will be over.
25. The pitcher must be removed upon 2nd coach’s visit to the mound in one inning or on the 3rd coach’s visit to the same pitcher in a game.
26. Only 1 coach and 1 “on deck batter should be outside the dugout in the foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other Coaches should remain in the dugout except while they are coaching bases. The “on deck batter” should warm up to the backside of the batter at the plate (For protection from foul ball contact and to make sure the game keeps moving by having the batter ready to bat).
27. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. To do so will be subject to cause for Head Coach’s ejection from the game. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players.
28. A player must slide on a “close play” at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a “close play” has three elements at home plate at the same time: a runner, a fielder, and the ball. Deliberate contact with the catcher or any other player covering home plate by the runner will result in an out and an ejection of the runner.

29. Once a pitcher has been removed from the mound he/she cannot return to the mound during the same game. A pitcher that takes the mound and throws one warmup pitch must face at least one batter before he/she is removed unless said pitcher is deemed to be an ineligible pitcher.

30. A courtesy runner can be used for the catcher if there are two outs in the inning so that the catcher can get suited up to keep the game moving.. The player who made the last out will be the courtesy runner if one is requested.

31. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.

32. Bunting is allowed, but if a batter squares to bunt and then pulls back and takes a swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.

33. The rules concerning a runner leaving a base before the ball crosses home plate will be strictly enforced this season. If there is a big problem with the runners leaving early, the BBOC reserves the right to inform the umpires that any runner leaving early will be called out.

SECTION VIII
MAJOR LEAGUE BASEBALL
(Playing Age: 11 and 12 Year olds)

Play will conform to the requirements of the 2012 Little League rulebook, and as modified by these supplemental park rules.
2. All bats used at MJLI in baseball from Tball thru 12U must be stamped BPF 1.15.
3. The batter is out for illegal action when he/she enters the batter's box or is discovered having used an illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
4. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Any ball placed into play must be given to the umpire and he has sole discretion to determine if it is an allowable baseball. The balls given out on equipment day are official game balls and must be used in games. No marks or team logos are allowed to be placed on the game balls. If a ball is found to have a team logo, it will be returned to the coach and a new ball with no markings/logos will be requested from the offending team.
5. A game cannot begin with less than eight players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be fifteen-minute grace period for the first game of the day for lack of enough players. If one team has less than eight players the game will be treated as a forfeit. If you have eight players, you may pick up a player from the league below but it must be approved by your league director. Only 1 player may be picked up and only if he/she is the ninth player. The player that was picked up must bat last and can only play in the outfield.
6. The defensive team may play only 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
7. The home team is responsible for keeping the official scorebook. The visiting team is responsible for finding an adult to keep the scoreboard. No children under 12 are allowed to operate the scoreboard.
8. If it is the last game of the day, the two coaches should make sure that the lights are turned off, and that the scorebooks and scoreboard controller are stored away.
9. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
10. Only one extra inning (with International Rules, last out starts at 2nd base) will be allowed to break a tie after the time limit has expired. All tie games should be reported to the director, who shall forward to the baseball director for rescheduling.
11. The time limit is 2:00, but an inning cannot be started after 1:45. An inning shall be completed if it began before the time expiration.

12. “Friendly” chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
13. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup he must be placed in the order as the last batter.
14. Pitching records must be completed by both head coaches and emailed to the League Director at the end of each game. The Field Umpire will report to both coaches the official pitch count at the end of each half-inning. Coaches are required to have their pitch count books at the field during games. See the attached pitching rules for the pitching rules for the 2012 season.
15. A player and his coach will be warned one time for accidentally slinging the bat. A subsequent offense by the player during the course of the game will result in the player being called out.
16. All players must play at least two innings per game, unless the player is injured or ejected. If a player does not get his two innings in a game, he must start the next game, and play enough innings consecutively to make up the deficiency from the previous game, and then the two minimum innings for the current game.
17. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. An out will be called when that player’s spot in the lineup is due at bat.
18. Before a coach comes on the field, he must request a time out from the head umpire. The Head Coach is the only coach who is allowed to request a conference with the umpires.
19. The catcher must wear a protective cup during practices and games to reduce the chance of injury.
20. In the Major League, there is no maximum to the numbers of batters in an inning. A half-inning ends when the defensive team achieves three outs against the offensive team.
21. At the end of the season, the Major League teams will participate in a season ending league tournament.
22. Bunting is allowed, but if a batter squares to bunt and then pulls back and takes a swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.
23. The Major League will select a tournament Team (i.e., the Grizzlies) to participate in USSSA League tournaments and other local tournaments, as approved by the Baseball Committee and the Tournament Committee. Additionally, there will be a tournament team selected from each of the two divisions (National and American) to participate in the Little League Tournament. The Baseball Committee may authorize additional tournament teams.
24. An intentional walk counts as 4 pitches and must be thrown by the pitcher to the catcher.
25. Run rule is 15 runs ahead after 3 innings or 8 runs ahead after 4 innings the game will be over. There is no per inning maximum run rule. Play three outs. (See rule 18).
26. Pitching records must be completed by both head coaches and emailed to the League Director at the end of each game. The Field Umpire will report to both coaches the official pitch count at the end of each half-inning. Coaches are required to have their pitch count books at the field during games. See the attached pitching rules for the pitching rules for the 2012 season.
27. The pitcher must be removed upon 2nd coach’s visit to the mound in one inning or on the 3rd coach’s visit to the same pitcher in a game.
28. Only 1 coach and 1 “on deck batter should be outside the dugout in the foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other Coaches should remain in the dugout except while they are coaching bases. The “on deck batter” should warm up to the backside of the batter at the plate (For protection from foul ball contact and to make sure the game keeps moving by having the batter ready to bat).
29. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. To do so will be subject to cause for Head Coach’s ejection from the game.

Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players.

30. A player must slide on a “close play” at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a “close play” has three elements at home plate at the same time: a runner, a fielder, and the ball. Deliberate contact with the catcher or any other player covering home plate by the runner will result in an out and an ejection of the runner.

31. Once a pitcher has been removed from the mound he/she cannot return to the mound during the same game. A pitcher that takes the mound and throws one warmup pitch must face at least one batter before he/she is removed unless said pitcher is deemed to be an ineligible pitcher.

32. A courtesy runner can be used for the catcher if there are two outs in the inning so that the catcher can get suited up to keep the game moving.. The player who made the last out will be the courtesy runner if one is requested.

33. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.

SECTION IX
JUNIOR, SENIOR AND BIG LEAGUE BASEBALL

(Playing Age: 13 to 18 Year olds)

1. The normal separation of the age groups is 13 and 14 year olds in Junior League, 15 and 16 year olds in Senior League, and 17 and 18 year olds in Big League. If required due to signup numbers, some adjustment in the playing age separation may be necessary.
2. If signup numbers allow, it is the intention of the Board to have enough teams in the Junior League to play a majority of the games against other park teams. However, it is possible that a limited number of games may be scheduled against teams from other parks, including Little League Inter-League games.
3. In Senior and Big League baseball, there are typically not enough players to create enough teams in the park to create a league. In that case, these teams would play games against teams from outside the park, including participation in the Little League Inter-League program. The League Director will work with the coaches of the Senior and Big League teams to schedule games for these teams.
4. League play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules, unless both teams agree to play by other rules published by a sanctioning body.
5. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game.
6. A game cannot begin with less than eight players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be fifteen-minute grace period for lack of enough players. If one team has less than eight players the game will be treated as a rainout, unless it is a makeup game. In that case, the team that does not field at least 8 players shall forfeit the game.
7. The defensive team may play only 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
8. The home team is responsible for keeping the official scorebook. The visiting team is responsible for finding an adult to keep the scoreboard. No children under 12 are allowed to operate the scoreboard.
9. If it is the last game of the day, the two coaches should make sure that the lights are turned off, and that the scorebooks and scoreboard controller are stored away.
10. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
11. Only one extra inning will be allowed to break a tie after the time limit has expired. All tie games should be reported to the director, who shall forward to the baseball director for rescheduling.
12. The time limit is 2:00, but an inning cannot be started after 1:45. An inning shall be completed if it began before the time expiration.

13. “Friendly” chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
14. In Junior League baseball, all players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup he must be placed in the order as the last batter. In Senior and Big League baseball, the teams shall bat 10 players (using an EH), and shall use substitution rules to bring other players into the game.
15. Pitching records must be completed by both head coaches at the end of each game, and left at the field for reference. Any player may pitch a maximum of 6 innings in a week, which is defined as Monday through Sunday. If a pitcher throws no more than 4 innings, he may pitch the next day with no rest required. If a pitcher throws even one pitch beyond four innings, he must have a full day of rest (example: Tuesday to Thursday). The delivery of one pitch constitutes an inning. **[Verify]**
16. A player and his coach will be warned one time (per player) for accidentally slinging the bat. A subsequent offense by the player during the course of the game will result in the player being called out.
17. All players must play at least two innings per game, unless the player is injured or ejected. If a player does not get his two innings in a game, he must start the next game, and play enough to make up the deficiency from the previous game, and then the two minimum innings for the current game.
18. In Junior League baseball, if a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. If a player leaves the game for any reason other than ejection, his position in the batting order shall be skipped without penalty. If the player was ejected, when his position in the batting order comes up, an out shall be recorded. In Senior or Big League baseball, if a player is ejected, normal substitution rules shall apply.
19. Before a coach comes on the field, he must request a time out from the head umpire.
20. The catcher must wear a protective cup during practices and games to reduce the chance of injury.
21. There is no maximum to the number of batters in an inning. A half-inning ends when the defensive team achieves three outs against the offensive team.
22. At the end of the season, the Junior league teams will participate in a double elimination league tournament, or other approved format that guarantees two additional games per team.
23. The Junior league twill select a tournament team (i.e., the Grizzlies) to participate in USSSA League tournaments and other local tournaments, as approved by the Baseball Committee and the Tournament Committee. Additionally, there will be a tournament team selected from each of the two divisions (National and American) to participate in the Little League Tournament. The Baseball Committee may authorize additional tournament teams.

SECTION X
GIRLS' SOFTBALL

A. GENERAL RULE CHANGES

PeeWee, Minor, Major/Sr Softball - 1:30 and cannot start another inning after 1:15.
Fall Ball Only – Girls participating in Fall ball may only play the same position for two innings in a game.
1. Game called due to time expiring:
For time purposes, an inning starts when the 3rd out is recorded in the bottom of an inning. Not when visiting team is in its defensive positions, waiting for 1st pitch of the inning.
2. Batting through lineup rule will be:
Batting through lineup rule will be superceded to the below rule in PeeWee and Minor Softball Only:
Runs per Inning: A maximum of 6 runs can be scored each inning for each team.
Run Rule: If either team is behind and cannot catch up or go ahead, the game shall be over immediately.
The RUN RULE awards a win to a team that has a 12 runs lead after 3 completed innings or 2 1/2 innings if the home team is ahead, 10 runs after 4 completed inning or 3 1/2 innings if the home team is ahead, 8 runs lead after 5 completed innings or 4 1/2 innings if the home team is ahead. ***From USSSA Rulebook***
3. Batting lineup:
All players must be in batting lineup. All players must bat. Any player arriving after game has started, and their batting position has been skipped, MUST be inserted at the bottom of the batting lineup.
4. Injured or sick player:
Players injured during game, or get sick during game, MAY be skipped in batting lineup, without an automatic out given. If player is skipped in lineup, without out taken, that player may not re-enter game either on offense or defense. Coach can elect to take an out, to keep option of player re-entering game. The Coach's decision must be announced to the opposing coaches, umpires, and scorekeepers.
5. Slinging bat:
Any team that has a player sling a bat, will receive one warning from an umpire. Each offense after warning has been given, with be an automatic out, and treated as a dead ball and runners may not advance.
6. Slide rule will be: No Slide Rule 1/09 – Sliding is encouraged on any close plays.
7. Regular season games:
Softball regular season schedule will consist of 14-18 games.
8. Safety bases at 1B:
Safety bases are to be installed on all softball fields. These safety bases are a double width base, one half is white, which is to be installed in fair territory, and the other half is orange or red, which is installed in foul territory. Batter/runner
Last Updated on: Monday, March 29, 2010
is to touch the orange portion, and the defensive player is to touch the white portion. One batter/runner has safely reached 1B, runner then touches the white portion.
9. Courtesy runner rule will be: Refer to USSSA Rule Book
10. Stealing bases:
Stealing bases is only allowed in Minor only.
Only one base per pitch is allowed to be stolen in Minor League.
Minor-runner may leave base when pitch crosses homeplate.

11. Minimum playing time per player.
In all leagues players must play at least two defensive innings.
No Infield fly rule in PeeWee and Minor SB.

B. PEEWEE RULE ADDITIONS

1. Pee Wee girls will coach pitch all season.
2. Once the lead runner is stopped, the play is ruled dead. Runners halfway or closer to the next base will be awarded that base. Runners less than halfway between the bases will have to return to the last base passed. When lead runner's progress is halted, time is to be called. Other base runners will be sent to base they are closest to, when time is called. Halfway line will determine to which base.
3. Outfielders may not tag out a base runner. This is same as T-Ball rule.
4. Maximum Pitches: Please refer to USSSA Rule Book
5. Pitcher (parent/coach) must leave the pitching circle as soon as the pitch is hit into fair territory. Pitcher must not interfere with defensive player's attempt to attain an out.1st offense warning, 2nd offense and after, it is a dead ball and an out.
6. If pitcher (coach) is hit by batted ball, dead ball is to be declared, batter remains and runners do not advance. Pitch count remains the same.
7. Outfielders must be positioned in the grass. Outfielders can not make an out on a runner advancing, either by tagging runner, or by tagging the base in a force situation.
8. Pee Wee girls participating in Fall ball must play a different position every two innings.
9. A Batter/Runner may only earn 1 base on an overthrown ball to 1st base from an infielder into foul territory. On an overthrown ball, all runners may attempt to reach the next base, but with liability and may be tagged out. A ball that is hit in the outfield is live until the lead runner is stopped.
Reason: This rule change is to encourage coaches to teach fundamental infield play on defense by making a THROW to bases in an attempt to stop the lead runner and not to teach kids to run after the lead runner or hold the ball to prevent an error and possibility of a runner advancing bases on a routine infield play.

C. MINOR RULE ADDITIONS

1. Stealing will be allowed for full season. Runner may advance only 1 base on each steal attempt.
2. Stealing home is allowed on a passed ball and if a catcher/IF makes a throwing attempt to pick off a runner at 3rd base with the thrown ball reaching the OF grass.
A Delayed Steal from 3rd base will not be allowed.

D. PITCHING RULES

1. Senior League Players will be pitching from 43 feet.
2. Major League Players will be pitching from 40 feet.
3. Minor League Players will be pitching from 35 feet.
4. PeeWee Coaches will be pitching from 35 feet.
5. Tball Coaches will be pitching from 22 feet.

E. **PEEWEE, MINOR, MAJOR & SENIOR DRAFT RULES**

1. Players will be drafted in an open draft.
2. Softball director or a member of the softball committee will be present at all drafts, or drafts will not take place.
3. All trades will be completed before leaving the draft room with no exceptions.
4. A separate pitchers pool will be compiled in minor (if possible), major, and senior leagues. Players from the pitchers pool will be drafted at the beginning of the draft.
5. Teams with established pitcher, may not select a pitcher during the round pitchers are drafted. Established pitcher is determined by vote of league coaches. Every effort should be made to insure competitive balance in each league with pitchers.
6. High school players coming in at midseason will be drafted will the draft order being determined by the reverse order of the standings. The last team will have the first pick and so on down the line. In the event of a tie, draft picks will be by blind draw.

F. **TRAVEL TEAMS**

1. All travel team coaches must inform Softball director of each tournament their team intends to participate in. This should include: where, dates, what association, class, and tournament director's name and phone number. Our teams will participate in Class A, B, or C. Most should be Class B & C. Failure to inform SB Director of tournament information can result in disciplinary action up to and including dismissal as travel team coach.
2. All travel team head and assistant coaches must be approved by the coaches selection team.
3. All coaches wanting to be a considered for travel team coach, must inform SB director in writing by a date TBA. This information will be submitted on a form provided by park.
4. **Tryouts for travel teams will be at the park, and are TBA.**

****FOR ANY RULE NOT COVERED IN THE AFOREMENTIONED SECTIONS, PLEASE REFER TO THE OFFICIAL USSSA RULE BOOK**