

PROSPECT PARK BASEBALL ASSOCIATION BASEBALL & GIRLS' SOFTBALL RULES



The following rules apply to all organizations playing **hardball** under the auspices of the Prospect Park Baseball Association in the divisions applicable to 9-17 year olds and **softball** for girls ages 8-17. These rules do **not** apply to baseball played by Pee Wees and Ponys (5-8 year olds)

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SECTION A: LEAGUE ORGANIZATION AND POLICIES

1. **Goals:** The games of teams played under these rules in the PPBA are for both instruction and fun. All emphasis is on developing teamwork, playing their best and developing and demonstrating the principles of good sportsmanship. We do not accept abusiveness toward opponents or umpires. We are here to play the games without emphasizing the outcomes.

2. **Rules; Official Rules of Baseball Govern except as noted; Coaches cannot Modify Rules:** These rules apply to all organizations playing hardball under the auspices of the Prospect Park Baseball Association in the divisions applicable to 9-17 year old boys and girls playing hardball (Cubs, Bantam, Super Bantam, Grasshopper & Freshmen Divisions) and girls' ages 8-17 playing Softball (Mustangs, Broncos, Colts & High School). These rules do not apply to baseball played by 5-8 year olds (Pee Wee & Pony Divisions). These rules are intended to guide the coaches and teams, to teach the players the fundamentals of the game and avoid disputes. The general rules of baseball as printed in Major Leagues Baseballs' "Official Baseball Rules" and as accepted by the Official Playing Rules Committee of professional baseball apply to all games including softball games, except as modified by these rules. These rules cannot be modified by the coaches before or during a game.

3. **Parents and Spectator Support of Umpires and Coaches:** Parents and spectators are expected to give positive support to the umpire, many of whom are older teenagers and former PPBA players, and volunteer coaches who are doing the best they can for the children of the community.

4. **Heckling, Verbal & Physical Threats Prohibited; NYC Admin Code Applies:**
a. **Heckling and Distracting and Destructive Comments Prohibited:** At the request of any head coach to the umpire or the umpire on his own, the umpire shall instruct that heckling or destructive comments (trash talk) made by any player, coach or spectator to cease. With regard to spectators, it shall be the responsible of the head coach to control his/her spectators. The umpire is empowered to: First, warn the player or head coach and his team; Second, eject the offender; and Third, end the game, and the PPBA shall determine whether to grant a win to the non-offending team. Players, coaches and spectators shall root FOR their team NOT against the other team.

b. **Verbal or Physical Threats Prohibited:** Any official, coach, parent, player, spectator or other participant who: (1) engages in verbal or physical threats or abuse aimed at any official, coach, parent, player, spectator or other participant; or (2) initiates a fight or scuffle with any official, coach, parent, player, spectator or other participant during, at, immediately before or following, or otherwise in connection with a PPBA game or event shall be subject to being banned from any future PPBA game or event including coaching for or playing on any team participating in PPBA games or events. Such ban, in the sole discretion of the PPBA Board, may be temporary or permanent and subject to such other and additional conditions as may be imposed by the PPBA Board, including but not limited to, banning family members of the offending person from PPBA games and events.

The President or Vice President of the PPBA or any individual or group of individuals duly appointed by the President of the PPBA may temporarily ban any official, coach, parent, player, spectator or other participant accused of engaging in the above prohibited conduct from

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all PPBA games and events including coaching for or playing on any team participating in PPBA games or events. Such ban shall remain in effect until the next monthly or special meeting of the PPBA Board.

c. **NYC Administrative Code (Title 10, Chapter 1) Applies** (See Appendix 1 for full text)

5. Roles and Rules Regarding Coaches

a. **Coaches' Role:** The coaches' roles are to teach, manage, and insure the safety of all players. Coaches are expected to keep their fans and parents in check. If a fan disrupts or prohibits play of the game the umpire may stop the game until the fan stops or suspend the game due to the behavior of the fan or fans. Excessive coaching is not allowed during the game. While players may be reminded of proper technique, this should not cause the game to be delayed. No coach should ever knowingly play an overage player or put a player on either team in a dangerous situation. If required by the PPBA, coaches shall communicate wins and losses via email or phone to a designated email address or phone number. All teams should have a bench coach to keep the line-up in order, to keep score, to know when the official game-end time, and to have players ready to bat. Coaches are expected to have the line-up handy so games may be played expeditiously and to maintain the scorebook throughout the season.

b. **Head Coach; Maximum Number of Coaches and Adults:** Prior to each game, one coach from each team shall be designed as the head coach for each game. The head coach shall be the final decision-maker for his/her team. No more than four persons (who must be coaches) are permitted on the field and on the bench at any time during the game.

c. **Coaches on the Field:** No person other than a player is permitted in fair territory except while the umpire has called a time out. Three coaches are permitted on the field (in foul territory) during a team's offensive half of an inning (in the first base coaches box, the third base coaches box, and one other coach positioned near the dugout) and one coach is permitted on the field (in foul territory) during his/her team's defensive half of the inning, provided that this coach is not interfering with the line of sight of the offensive coaches or confusing a baserunner.

d. **No Physical Contact with Players on the field:** No coach is permitted to make physical contact with any player on the field or the ball while the ball is in play. This shall result in the touched player being called out by the umpire.

e. **Game Attendance; Forfeits:** Coaches should use their best efforts to assure that their teams attend each game ready to play. Forfeits should be avoided at all costs. Should a head coach learn that he/she will not have enough players, that coach should inform the opposing head coach at least 36 hours prior to the scheduled game time and that coach and his/her players should nonetheless come to the game so that a scrimmage game can be held as it is assumed that the opposing team will be there ready to play. That coach should also inform his/her organization representative to alert the head umpire to the situation. A team that forfeits three games in which the advance notice was not given will be disqualified from playing in its division's playoffs or tournament for that season.

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6. Role of Umpires; Challenging Calls & Protests; Late or No Umpire

a. **Role of Umpire:** The role of the umpire is to officiate the running of the game and resolve any and all questions regarding the rules. The umpire is the final and only arbiter of making umpiring calls. An umpire provided by the league must confer jointly with both coaches prior to each game to review game rules questions, the ground rules, and to announce the official start time and time when no new inning may be started.

b. **Calling Time out:** Once put into play, the ball is in play until the umpire calls time out. No one but the umpire can call time out.

c. **Challenging Calls & Protests:** Only the head coach may interact with the umpires immediately before, during or immediately after each game. Umpire's judgment calls cannot be questioned. The only aspect they can question is the interpretation of the rule. If a rule specific to PPBA play, the objecting coach must have a copy of the rule to show the umpire. If a coach disagrees with the interpretation of the rule he or she may file a protest according to the rules set forth in **section C8** of these rules. If a coach fails to accept the umpire's decision and continues to argue a call or interpretation, whether it be on or off the field, the umpire is empowered to: (A) throw the coach out of the game; (B) suspend the game until the coach complies with the ejection; (C) declare the game to be over within three minutes of the umpire's decision if the ejected coach does not comply with the ejection (the PPBA shall determine whether a forfeit shall be declared); and (D) request that the coach be suspended from future games.

Only the head coach (as identified to the umpire at the beginning of the game) is allowed to approach the umpire to question a rule. If an assistant coach approaches the umpire he/she is subject to be ejected if he/she does not immediately return to the dugout. The opposing coach also may not approach the umpire. If a ruling is contemplated against the opposing coach the umpire shall inform that coach. The purpose of the rule is to avoid having multiple adults confront the umpire.

d. **Late or No Umpire:** In the event the umpire is late or fails to appear, both head coaches will designate the game's umpire(s) and the game shall be played in all other respects as if the umpire had worked the game. The preferred procedure is for each team to supply an umpire, where one calls balls and strikes and the other calls plays at the bases, and for the umpires to switch roles after every full inning. In no event shall the umpire calling balls and strikes be related to the pitcher. A game umpired by volunteers shall not be considered an official game for purposes of seeding teams for Playoffs. Playoff and tournament games must be umpired by umpires provided by the PPBA. (See **section A9b** for the difference between Playoffs and a Tournament.) If two umpires are required to officiate a game (e.g. Super Bantam, Grasshopper and Freshmen division) and one does not appear, the other umpire shall officiate the game alone and the game shall be an official game.

7. Divisions and Age Cutoffs Defined; Playing Up; Playing on More than One team; Supersubs; Playing Down & Challenging Over Age Players

a. **Divisions and Age Cutoffs Defined:** Except by written permission of an authorized PPBA representative, a player must be no more than the age set forth in the following chart on April 30 of the current year in order to be eligible to play in that division:

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Division		Max Age on 4/30	Division		Max Age on 4/30
BASEBALL			SOFTBALL		
Cubs		10	Mustangs		10
Bantam		12	Broncos		12
Super Bantam		13	Colts		15
Grasshopper		15	High School		17
Freshmen		17			

Divisions may be subdivided into tiers (such as North (A level), East and West (B level), South (C level)) depending on the number of teams in that division. Unless otherwise decided by the PPBA, teams in each tier will play only amongst themselves and a champion of each tier will be determined at the end of the season. A list of tiers will be found in each division's schedule.

b. Playing Up: There is no restriction on players playing on older division teams. However such a decision must be the result of consent by the parents given to the relevant organization. Should the PPBA determine at any time during the season that such a player's safety is in jeopardy, the PPBA may, at its discretion, require the player to be transferred to an age appropriate team of that organization.

c. Playing on More than One Team; Super Subs:

i. Playing on Multiple PPBA teams: No player is allowed to play on more than one team in the PPBA even though the teams may be in different divisions and the player may be registered in different participating organizations, except if prior written approval is given by the PPBA or the player is a Super Sub (as defined in the next subsection). If playing for more than one team is approved by the PPBA, the following must be conditions of the approval:

A. the player cannot play on two teams that would play each other in either the same tier or division (if that division is not subdivided into tiers);

B. the coaches of the affected teams must be notified by the affected organization(s) of the details of the approval immediately after it is given; and

C. for all post season games, the approval shall specifically indicate which team the player must give preference to in the event of schedule conflicts.

ii. Super Subs: In addition to the regular roster players, each team shall be permitted to add up to two (2) designated younger division players to the team roster. These additional players are to be known as "super-subs". The name, age and uniform number of super-sub players must be listed on the roster of the older division team with the notation ("SS") that they are super-sub players. No super-sub player may be listed on more than one (1) older division team. The super-sub player may play with the older division team in any regular season and playoff or tournament game without restriction to which defensive position that player may play or in what position in the

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batting order that player may bat. A super-sub may be counted to avoid a forfeit due to the lack of minimum players for a regular season, Playoff or Tournament game. The super-sub may not wear a jersey with the same number of another player on the older division team.

d. Playing Down; Challenging Over-Age Players:

i. Playing in a younger division (over-age players) is prohibited unless specifically authorized in writing by the PPBA which may be granted in cases where

A, the player has a disability or medical condition warranting special consideration and/or

B. such player is one of four over-age players that each member organization of the PPBA is permitted, at its discretion, to place (provided that no more than two can be placed on the same team unless allowed by the PPBA and the over-age player cannot be more than one year older than the age limit).

ii. In all cases, over-age players are never permitted to play the position of pitcher and catcher, must bat at the bottom of the batting order, cannot be an "impact" player, and if there are more than one on a team, only one at a time can play the infield. The PPBA has the authority to review all charges that an over-age player violates this rule and may move such player to a team in his/her organization in the age appropriate division. The procedure for challenging an over-age player is set forth in **Section C8** of these rules.

e. Rosters Must Indicate Approvals Under this Section: On the rosters submitted by organization to the PPBA, players who have obtained an approval under this **section 7** must be indicated by "MT" for multiple teams, "SS" for super subs, and "PD" for playing down.

8. Safety & Health Rules

a. Required Safety Equipment:

i. **Batting Helmets:** All players must wear a batting helmet while at bat, as a base runner, if coaching at a base, and while on deck. Replacement of helmet for a base runner requires a time-out called by the umpire before play begins again.

ii. **Catchers:** The catcher must wear a helmet, mask (with throat protector), chest protector, shin guards and protective cup (males) while playing the field. Anyone under the age of 18 warming up a pitcher must wear a catcher's helmet; adults who warm-up a pitcher without protective equipment do so at their own risk.

iii. **Pitchers:** All Cubs, Bantam, Super Bantam, Grasshopper and Freshmen pitchers must wear PPBA-approved head protection. Approved for use are helmets that fit snugly and Ball Cap Liner made by Spark Innovations. A pitcher who does not wear such protector must be removed as pitcher without consequence to any the action that has occurred while that pitcher had been pitching.

iv. **Defibrillators:** Each team must have a person at all games and practices on NYC Parks Department field with a city provided defibrillator who has been trained in accordance with the NYC Park Department requirements.

b. Uniform: Pants, Spikes & Jewelry: Only baseball or sweat pants are permitted. Not permitted are jeans or shorts (except softball uniform shorts). Unless the

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PPBA authorizes in writing otherwise, a full uniform includes a team hat and shirt (which bears a number that is unique to that player on that team). A player is disqualified from playing in a game (and therefore may not be counted to avoid a forfeit) if he or she is not in full uniform. Rubber soled athletic shoes with or without rubber cleats may be worn; metal spikes are prohibited except for the Freshmen division. No watches or removable jewelry may be worn. Jewelry permanently affixed to the body can be worn provided, in the judgment of the umpire, that it is completely covered by a bandage.

c. **Throwing Bats or Other Equipment**

i. Throwing the bat or other equipment is not permitted. When, in the opinion of the umpire, a player intentionally throws a bat or piece of equipment, that player may, in the discretion of the umpire, be ejected from the game.

ii. When a batter unintentionally throws the bat, that batter and that team shall be warned. Any batter on that team who thereafter unintentionally throws the bat shall be called out.

d. **No Food, Smoking or Alcoholic Beverages:** No food, smoking, or alcoholic beverages are permitted on the bench, in the dugout, or on the playing field at any time during or immediately before or after the game.

9. **The Regular Season and Post Season**

a. **Regular Season:** The PPBA attempts to schedule one game on the weekend and one game during the week for every team and to alternate teams as the home or away team. The season usually starts at the beginning of April and ends the weekend before sleepaway camps begin in late June. The games are scheduled to the beginning of the Playoffs or Tournament – no slots are set aside for makeup games.

b. **Post Season:** Prior to each season, the PPBA will determine if post season play for each division (or tier within each division) will take the form of Playoffs (where win/loss records determine seeding) or a Tournament (where a random drawing determines seeding).

i. **Tournaments:** Seeding for Tournaments shall be determined by a random drawing, which shall be held by the PPBA. Which team is home or away will be decided by a toss of the coin at the pre-game meeting at home plate.

ii. **Playoffs:** Seeding for Playoffs shall be determined by regular season win/loss records. Such records shall be kept by the PPBA and the PPBA shall determine whether to use wins and losses, winning percentage, or a point system. If there is a tie, then the team with a better record in games played by the tied teams will be awarded the higher seed. If there is still a tie, then an authorized PPBA representative shall decide by a coin toss. (A procedure relating to objections to seedings will be set forth when seedings are announced.) For the purpose of Playoff seedings, regular season games not umpired by umpires provided by the PPBA shall not be counted and forfeits shall be counted as a loss for the forfeiting team and win for the opponent. If both teams have insufficient players, a loss will be recorded for both teams. The PPBA may create, and shall distribute, supplemental rules to clarify situations that arise under the Playoffs format. For all Playoff format games, the home team is the higher seed of the two.

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iii. Depending on the availability of fields and dates, the format for both Tournaments and Playoffs will either be: 1/ a single elimination or 2/ if there is insufficient time or fields (resulting, for example, from cancellations due to inclement weather),

A. for Tournaments: Opponents will be selected by a random drawing by the PPBA.

B. for Playoffs: a one-game positional playoff for all teams where each team plays the team with the closest winning percentage.

iv. Special rules apply to games played in the Playoffs and Tournaments, which are set forth in **Section B5** below.

10. Roster Rules: All teams are responsible to provide an official team roster to the PPBA in accordance with the roster rules of the PPBA, which rules are hereafter set forth in detail in **Section C**.

SECTION B: RULES OF PLAY

1. Preliminaries & Setup

a. Bats

i. **Permitted Baseball Bats:** All bats for all baseball divisions must be wood, wood composite, or bamboo only. There is no restriction on barrel size. No softball bats shall be used.

ii. **Permitted Softball Bats:** All bats must be no more 2 ¼ inches in diameter at its thickest part, no more than 34 inches in length and shall not exceed 38 ounces in weight. All bats must be marked "Official Softball" by the manufacturer; if this marking is worn off or unreadable, the umpire shall determine the bat's eligibility. No baseball bats are allowed.

iii. **Penalties for using an Illegal Bat:** Should an illegal bat be discovered after the first pitch to the batter using the illegal bat and before the first pitch to the next batter, the only penalty shall be that the batter using the illegal bat shall be called out. If discovered after the first pitch to the next batter, there shall be no penalty, except that the bat shall be removed from future play.

b. **Balls:** The permitted baseballs are set forth in the following chart:

Division	Approved Ball	Division	Approved Ball
BASEBALL		SOFTBALL	
Cubs	DeBeers/Worth 93 or 93b or Rawlings RBRO-1 or Wilson 1082	Mustangs	11 inch RIF level 10, optic yellow, leather cover, red stitch.
Bantam		Broncos	12 inch ball of any brand, as long as is Optic yellow leather cover, red stitch, MAX .47 core, MAX compression 375 lbs.
Super Bantam		Colts	
Grasshopper		High School	
Freshmen	Wilson A1010 or OLB5		

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Each team must supply one game ball to the umpire at the beginning of every game.

c. **Field Dimensions - Basepaths & Pitching Distances:** The basepath and pitching distances are set forth in the following chart.

Division	Basepaths	Pitching Distance	Home to 2nd Base	Must Use Courtesy 1 st Base
BASEBALL				
Cubs	60'	43'	84' 10"	Yes
Bantam	70'	47' 6"	99'	Yes
Super Bantam	80'	54"	113' 2"	Yes
Grasshopper	90' *	60'6"	127' 3"	No
Freshmen	90'	60'6"	127' 3"	No
* unless field will only accommodate 80' bases, then the Super Bantam distances shall apply				
SOFTBALL				
Mustangs	50'	28'	70' 9"	Yes
Broncos	60'	35'	84' 10"	
Colts		40'		
High School		43'		

d. **How to Measure Basepaths & Pitching Distances; Location of Courtesy 1st base:**

i. **Basepaths:** All measurements from home plate are taken from the rear point of the base. All measurements to first and third base are taken from the corner closest to foul territory and the outfield; all measurements to second base are taken to the center of the base.

ii. **Pitching Distances:** The measurement is taken from the rear point of home plate to the front of the pitcher's plate (the side closest to home plate)

iii. **Location of Courtesy 1st Base:** For all divisions using a courtesy 1st base, the courtesy 1st base shall be placed alongside and touching the right side of 1st base, and shall rest on the foul side of the foul line, not on the foul line. See the previous chart for a list of divisions that shall use the Courtesy 1st base.

iv. **Dugouts & Spectators for Games Played on the Grass** – shall be at least 60' from home plate.

e. **Minimum Team; Time to Wait; Late & Players; Forfeits:** A team failing to field at least 8 players 10 minutes after the scheduled starting time for weekend games and 15 minutes after the scheduled time for weekday games shall be declared the loser and under the Playoff scenario shall forfeit the game. A game for the balance of the remaining time should then be played dividing all available players which shall be officiated by the umpire

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provided by the PPBA. That game must end ten minutes prior to the scheduled start time of the next game on that field regardless of which team is next to bat. The purpose of this rule is three-fold: a) The players who come should have the opportunity to play; b) The players who do not come must realize that there is a consequence for failing to support their teammates and for failing to arrive at scheduled games on time; and c) the beginning of the next game on that field should not be delayed.

Except for the Freshmen division, a player who arrives after the line-ups have been exchanged and the umpire calls "play ball" will take place in the batting order after the last player listed. See **section B3biC** regarding the consequence of less than 9 players on the batting order for the Freshmen division.

If during the course of a game a team for any reason cannot field at least 8 players (including Super Subs) that team shall forfeit the game and play shall continue for the balance of the time period by dividing all the available players under the same conditions set forth in the first paragraph above.

In the event a game is continued (whether on another day or later in the same day), a player who did not come to the first part of the game is eligible to play in the continued part of the game and shall be placed at the end of the batting order. This rule shall not apply to the Freshmen division (which is set forth in **section B3biC**).

f. Length of Games: Game Duration Defined; Official Game Defined; Starting Time & Last Inning, Ties; Delays; Failure to Complete Last Inning; Player Must Run on and Off Field; Mercy Rule; Cancellations, Hotline Phone Number, Makeup Games

The following applies to Regular Season Games only unless specifically noted otherwise:

i. Game Duration Defined: The duration of a game is defined in the chart below ("Game Duration" column). Regular Season games ending in a tie score should be continued extra innings until a winner is determined subject to the time limits set forth in the chart below.

ii. Official Game Defined (Playoff and Tournament Games Only):
There is no time limit for Playoff or Tournament championship games. All other post season games shall be subject to the Official Game minimum innings or time limit rule except as noted herein.

A non-championship post season game will be official if it has either

A. gone the full duration (innings or time) as noted in the previous subsection i and the chart below, or

B. if the game has been called by the umpire because time has run out or the game has been shortened due to external conditions (such as rain) AND either the minimum number of innings set forth in the "Official Game" section of the chart below has been reached.

C. For non-championship Playoff and Tournament games, if a new inning starts before the time limit (1 hour & 50 minutes) is reached, the inning shall be played to completion regardless of how long it takes. Such games cannot end in a tie.

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Division	Game Duration		Official Game (Applies to Non-Championship Tournament or Playoff Games Only - Not to Regular Season or Championship Games)			
	# Innings	or	Time Limit	Min # Innings	or	Time Limit
BASEBALL						
Cubs	6	or	1 hr 50 mins, if new inning starts before 1hr 50 min it must end exactly 2 hrs from start time	4 *	or	1 hr
Bantam	6			4 *		
Super Bantam	7			4 *		
Grasshopper	7			5 **		
Freshmen	7			5 **		
SOFTBALL						
Mustangs	6	or	1 hr 50 mins, if new inning starts before 1hr 50 mins it must end exactly 2 hrs from start time.	4 *	or	1 hr
Broncos	7			5 **		
Colts	7			5 **		
High School	7			5 **		

* 3 ½ innings if the home team is ahead

** 4 ½ innings if the home team is ahead

iii. **Regular Season Starting Time & Last Inning; Ties:** At the umpire's pre-game meeting with the head coaches at home plate, the umpire shall inform the head coaches of the official start time, the time past which no new inning may start (1 hour 50 minutes) and when the game must end. This rule shall apply even if there is no pre-game meeting. For regular season games, if the last inning begins before 1 hour and 50 minutes, that inning shall not be played beyond 2 hours from the official start time, unless no game is scheduled to follow that game, regardless of the score or what team or batter is at bat, except that the batter can finish his/her at bat. The final score of such game shall be the score at the end of the last completed inning. A regular season game can end in a tie. If no game is scheduled to follow, then no new inning may start after 1 hour and 50 minutes but that inning may be played to completion.

iv. **Games may Start Earlier:** Games may actually be started before their scheduled start time if the prior game has ended, provided that the PPBA holds the permit for the field, if both teams agree, and if an umpire is available. The game, however, shall end at the regular scheduled time. Teams that can get started early and do not waste time are more likely to play a complete game. Games should begin immediately, there is no grace period except as noted in section 5 for Playoff or Tournament games for the purpose of game starting times. However, for the purpose of determining whether a team is eligible for the Playoff, if a team does not have the required minimum number of players 10 minutes after the official start of a regular season weekend game (15 minutes for a weekday game), that team will be assessed a forfeit for the purpose of determining whether that team will be eligible to play in its divisional Playoff. This requirement cannot be satisfied by a team fielding a non-rostered player.

v. **Game Start Delayed:** If the beginning of a game is delayed because the prior game ended late, the new game shall begin immediately and will continue according to the "Game Duration" chart above.

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vi. **Effect of Rain or other Delay or Long Last Inning in Post Season Play:** This section only applies to post season (non-championship game) play. In the event of rain or other delay, completion of the "Min # Innings" noted in the chart above shall constitute an official game. The umpire will extend the time for teams playing a long "last inning" and the following two teams, in this rare instance, may lose some playing time. The last game of that day, however, can be extended to its regular amount of playing time as long as darkness, in the opinion of the umpire, does not require the game to be called.

vii. **Cancellation Due to Rain or Wet Fields:** If rain or wet fields cause the start of any game to be delayed by more than 1/2 hour, that game must be canceled.

viii. **Players must run on and off the field.**

ix. **Mercy Rules (Maximum Runs Allowed):**

Total Run Differential (All Divisions): For all divisions, games shall be ended before their "Game Duration" if the total run differential noted in the chart below occurs once the defined number of innings have been played. If time remains, a new game may be played but must end at the official end time regardless of which team is at bat.

Mercy Rule (Applies to All Regular Season and Tournament or Playoff Games EXCEPT Championship Games - See section B5biv)			
Division	Runs Ahead	After	Innings
BASEBALL			
Cubs	12	after	4 *
Bantam	12	after	4 *
Super Bantam	12	after	4 *
Grasshopper	12	after	5 **
Freshmen	12	after	5 **
SOFTBALL			
Mustangs	12	after	4 *
Broncos	12	after	4 *
Colts	12	after	5 **
High School	12	after	5 **

* - 3½ innings if the home team is ahead

** - 4½ innings if the home team is ahead

See **section B5biv** for the Mercy rule as it applies to all championship games.

For all baseball and softball divisions, except Grasshopper and Freshmen and High School Softball, there shall also be a per inning run limit rule as follows: Each team may score up to five runs in their half inning for the first three innings. For each inning thereafter, there shall be no limit to the number of runs each

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team may score (subject to the Total Run Differential rule above and the time limit rule). The home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement during that at bat the game shall end.

ix. Cancellations; Hotline Phone Number; Makeup Games: Every attempt must be made to play games as scheduled. It is difficult to predict spring weather even an hour in advance. Teams should go to the field unless their game is specifically cancelled on the PPBA hotline. In other words, coaches should call their players only to cancel a game, not to tell them it will be played. Only an authorized PPBA representative or the umpire may cancel games. PPBA will announce all rain cancellations or rain delayed starts on its hotline. Makeup games may be possible, contact your organization representative. However, schedules attempt to book all available regular season field slots.

g. Defensive Playing Time & Positions; Substitutions; Re-Entry Rules for Freshmen Division

i. No player should sit on the bench for two consecutive innings. This rule shall not apply to the Grasshopper, Freshmen, Colt and High School divisions; nor to the other divisions if it is the result of discipline or injury; nor to teams with more than 15 players in attendance (in which case each player need only play one inning or three outs during the first two innings). In the case of discipline, the coach should inform the parents and opposing coach prior to the game of the reason for such action. The chart below sets forth the maximum number of defensive positions that may be fielded. Where ten defensive positions are fielded, the nine standard baseball positions are filled along with an extra outfielder, who is positioned at the discretion of the coach. For the Cubs and Bantam division only, all outfielders must take their position on the outfield grass, at least 10 feet from the back of the infield, and may not move closer until the ball is put into play. Mustang outfielders must be positioned at least 20' behind the bases. Except for the pitcher (see *section B3f*), free substitutions and or shifting of defensive players is permitted at any time.

Division	Max # of Fielders	Division	Max # of Fielders
BASEBALL		SOFTBALL	
Cubs	10 (4 Outfielders)	Mustangs	10 (4 Outfielders)
Bantam		Broncos	
Super Bantam	9	Colts	9
Grasshopper		High School	
Freshmen			

ii. Re-Entry (Freshmen Division only): For the Freshmen Division only, once per game a starting player removed from the game may re-enter in his/her same position in the batting order. His/her substitute can play any defensive position and if removed from the game may not return unless an injury

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to a teammate would result in a forfeit. In that case, the substitute can replace the injured player in the field and must bat in the injured player's position in the batting order.

2. Pre-Game Preparation and Matters

a. Pre-Game Meeting of Coaches & Umpire; Exchange Lineup Cards; Supplying Game Balls; Challenging Players' Eligibility:

- i. Prior to each game,
 - A. each head coach must identify him/herself as the head coach to both the umpire and the opposing head coach;
 - B. each head coach must give the opposing head coach a lineup card containing the first and last name and jersey number of each player then present in order of how they will bat;
 - C. each head coach must give a game ball to the umpire; and
 - D. the umpire shall inform both head coaches of the ground rules and the official start time and the time after which no new inning may begin.

- ii. The procedure for challenging the eligibility of a player (such as not being on the team's official roster, playing on multiple PPBA teams, or being over age) is set forth in **Section C8** of these rules.

b. **Dugouts:** The home team in Prospect Park shall take the dugout that has the water fountain.

c. **Supplying Bases, Courtesy 1st Base, and Pitching Rubber:** The home team shall supply bases, home plate (17" wide for baseball and softball), and a pitching rubber. For all divisions except Grasshopper and Freshmen, the visiting team shall supply a courtesy 1st base which shall have the same dimensions as the bases supplied by the Home Team. The pitching rubber for girls' softball is 24"x 6".

d. **Pre-Game On-Field Practice and Warmups:** To conserve playing time, fielding practice in the infield and outfield between innings should be limited to the time it takes the pitcher to throw five warm-up pitches.

e. **Pitcher's Circle:** An imaginary or chalk circle shall extend in an 8 foot radius from the center of the pitcher's plate.

3. Game Play

a. Outs & Walks; Play Ends with Pitcher in Softball; Dropped Third Strike; Hit by Pitch; Dead Ball Rules

- i. **Outs & Walks:** Balls, strikes, and the dropped third strike rule will be called according to the Official Rules of Baseball except as provided in these rules as noted in the chart below and elsewhere in these rules.

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Division	Balls for a Walk	Balls to Walk with Bases Loaded	Dropped 3rd Strike Applies (Never on games played on Grass)
BASEBALL			
Cubs	4	6 *	No
Bantam		4	Yes-North No-East, West & South
Super Bantam			Yes
Grasshopper			
Freshmen			
SOFTBALL			
Mustangs	4	5	No
Broncos		4	
Colts		4	Yes
High School			

* - Cubs Walk Rule: Six balls to walk a batter when bases are loaded, except if a base becomes open during that at bat then the count of balls on the batter will revert to three balls, and only one additional ball will be required for a walk.

ii. Plays Ends with Pitcher in Softball:

A. Mustang Division: When the pitcher controls the ball in the 8' circle around the pitching mound, base runners that are more than halfway to the next base, in the umpire's judgment, shall be awarded the next base. If less than half-way, they must retreat to the previous base. Base awards shall be limited by the position of the lead runner.

B. Bronco, Colts & High School Divisions: When the ball is controlled by the pitcher in the 8' circle around the pitching mound, the batter-runner and/or base runners must immediately advance or return to the last base occupied; they may not hesitate or change direction. Penalty for "playing" with the pitcher: out called on the base runner.

iii. Dropped Third Strike for Games Played on Grass: Even when permitted under the rules, the dropped third strike rule shall not apply to a game that is moved off the diamond and onto a grass field.

iv. Hit by Pitch: A batter hit by a pitch will be awarded first base even if it causes a run to be forced in. (See **Section B3fii** regarding the removal of Pitchers after hitting batters.) Foul balls count as strikes but a foul on the third strike will not result in a strikeout unless caught by a player. Whether a third strike needs to be caught by the catcher for the batter to be ruled out is noted in the chart above.

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v. **Dead Ball Rules**

A. Batted Balls: A batted ball that strikes an overhanging tree limb in fair territory will be ruled as a dead ball and no pitch will be assessed against the pitcher or the batter. A batted ball that strikes an overhanging tree limb in foul territory will be ruled dead, but will be assessed as a strike against the batter if there were less than two strikes prior to that pitch .

B. Thrown Balls: A thrown ball becomes immediately a dead ball if it goes into a dugout, through the backstop, or past an imaginary line that extends from the back dugout fence away from home plate. A thrown ball that strikes a tree that is not out of play is live unless the ball lands out of play, in such case the ball will be ruled dead and the base runners will advance as according to rule 7.05g of the Official Rules of Baseball.

b. **Batting: Universal Batting; Extra Player & Re-Entry for Freshmen; Batting in Order; Bunting; Throwing the Bat**

i. **Batting:**

A. Universal Batting: All players at a game must be in the batting order at all times, except in the Freshmen and Girls' softball High School divisions. If, during regular season games, for any reason a player does not bat during his/her turn, that team will not be assessed an out – this applies to all divisions where universal batting applies and only during regular season games.

B. For Freshmen and Girls' High School divisions only:

1. The teams can have either a 9 or 10 player batting order. That choice must be indicated on the lineup card at the beginning of the game and cannot be changed during the game. The Extra Player (EP) may be placed in any defensive position. If a team bats with an EP and one or more of the players leaves the game due to injury, the team can bat with fewer than ten players with no penalty, subject to the possibility of forfeit under the minimum player rule.

2. Re-Entry: For Freshmen and Girls' High School Divisions only, once per game a starting player removed from the game may re-enter in his/her same position in the batting order. His/her substitute can play any defensive position and if removed from the game may not return unless an injury to a teammate would result in a forfeit. In that case, the substitute can replace the injured player in the field and must bat in the injured player's position in the batting order.

3. Missing Batter Automatic Out (Freshmen and High School divisions only): If at the start of a game a team is playing with 8 players, the ninth position in the batting order shall be an automatic out. If a ninth player comes during the game, that player shall bat in the ninth position and an automatic out will no longer be granted. If a team starts the game with nine players and one leaves during the game, that position in the batting order shall become an automatic out one time during that game (during regular season games only) and every time during a playoff or

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tournament game; should a new, ninth player come, that player shall assume the position in the batting order left open by the departed player and an automatic out will no longer be imposed.

ii. **Batting in Order:** All players must bat in order. If a player bats out of order, rule 6.07 of the Official Rules shall apply. A batter who is unable to bat because of injury will be removed from the game and the batting order will continue with the next listed batter with no out being assessed for that missing batter. If the injured player returns to the game, he/she shall take the same position in the batting order. For playoff or tournament games only, a batter who is in the lineup and does not come to plate (for any reason other than injury or illness) will be called out. If a substitute does not replace that player, then an out will be assessed each time that player would have batted (but only for playoff or tournament games). The bench coach must notify both the umpire and the opposing team's bench coach when a player leaves a game before it is officially concluded.

iii. **Bunting is Allowed:** Bunting is allowed in all divisions except in the Mustang division.

iv. **Throwing the Bat:** (see **Section A8c**)

c. **Baserunning: Courtesy 1st Base; Stealing, Leading & Balks; Stealing on Grass Infields; Sliding; Avoiding Interference with the Fielder; Moved Base; Batting Helmet Required; Runner for Catcher with 2 outs; Softball Pickoff Rules**

i. **Courtesy 1st Base:** For all divisions except Grasshopper and Freshmen, the batter-runner must touch the courtesy 1st base (in foul territory) when running from home plate to first base and a play is being made at 1st base; and the fielder must use the base in fair territory for a play on a batter-runner. If the base-runner who is running from home plate intends to go to 2nd base and no play is initially being made at 1st base, that base-runner can use either 1st base or the courtesy base (even if that base-runner changes his/her mind and just rounds the base). If a batter-runner fails to use the courtesy base when required to and, in the umpire's judgment, interferes with a play at 1st base, the batter-runner shall be declared out. If a fielder attempts to make a play on the batter-runner coming from home plate and uses the courtesy base, the runner shall be declared safe. Once the batter-runner reaches first base and the initial play has ended, the base in fair territory shall be used exclusively by that runner for all following plays thereafter (for tagging up, etc.).

ii. **Stealing, Leading & Balks:**

Base runners are allowed to lead and steal only as set forth in the chart below (and notes below it). Improper leads or stealing will result in one warning by the umpire to the player, the runner's team, and to the team's head coach; and the runner must return to the proper base. Players of the warned team who thereafter leave early shall be called out even if a play is not made. If prior to the warning, a play is successfully made on an offending runner, that runner is out. However, if prior to the warning, the base runner left early and the ball was hit into play, the base runner who left early shall be entitled to advance no more

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than one base. Thus, for example, if the base runner was on 1st base, he/she cannot advance past second base and the batter cannot advance past 1st base.

The balk rule shall apply only as noted in the chart below. When the balk rule applies, the first balk called on each pitcher will result in a warning (no advance of base). After the first warning, a balk will result in the advancement of one base for each runner.

Division	Leading & Stealing When?	Stealing Home	Balk Rule Applies?
BASEBALL			
Cubs	Only when Catcher has ball in "controlled possession"	No (See Exception in notes below)	No
Bantam: East, West & South	When the pitched ball reaches the batter.	Yes	No
Bantam: North	Anytime once ball is in play.	Yes	Yes
Super Bantam		Yes	Yes
Grasshopper		Yes	Yes
Freshmen		Yes	Yes
SOFTBALL			
Mustangs	No (1 warning first)	No	NO
Broncos	Only when Catcher has ball in "controlled possession"	No (See Exception in notes below)	
Colts	Leading on Release of Pitch; Stealing Allowed	Yes	
High School			

* Cubs & Broncos Stealing Rule:

For the Cubs division, when the pitcher has the ball and is touching the rubber after the play is, in the opinion of the umpire, complete, leading and stealing are not permitted. For the Bronco's division, when the pitcher is inside the Pitcher's Circle, leading and stealing are not permitted. The runner must then return to the base as required by these Rules and remain there until the next pitched ball is in the controlled possession of the catcher. Once the catcher has controlled possession of the ball, base runners are allowed to steal any base, except home.

The catcher is required to hustle after passed balls and wild pitches and obtain controlled possession in a smooth and continuous motion. The umpire shall warn a catcher and that team if that catcher is slow to retrieve a passed ball or wild pitch. Upon a second infraction of this rule, base runners on first and/or second shall be awarded one base, as long as such award does not force in a run.

Stealing home from third base is permitted only when the catcher throws the ball to a fielder other than the pitcher. Stealing home is never permitted if the ball is retrieved by the pitcher or is thrown back to the

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pitcher by any player, even if the ball gets past the pitcher or is dropped by the pitcher.

Bantam Stealing and Leading Rules: A batter who becomes a base runner by reason of a walk can continue to second base to steal it.

Except in the Bantam North division, base runners must be at their base once the play, in the opinion of the umpire, is over and the pitcher is in contact with the pitching plate, at which time the player cannot jump off the base to try to draw a throw.

Mustang Division: If a Mustang softball baserunner leaves the base before the ball is hit, one team warning shall be given. The second time and thereafter, the baserunner shall be called out.

iii. **Stealing & Dropped Third Strike on Grass Infields:** If the umpire declares the infield unplayable and the game proceeds on the infield on grass, there shall be no stealing permitted and no application of the dropped third strike rule. All other rules apply including the sliding rules.

iv. **Sliding:** When there is a play at any base other than first base, a player must either slide or avoid contact, unless in the judgment of the umpire, the runner arrives at approximately the same time as the ball. Coaches are advised to tell their players to slide or avoid contact but the only obligation of the base runner is not to run *intentionally* into the fielder standing up. If a player fails to slide or avoid contact as required by this rule, the player shall be called out. If, in the opinion of the umpire, a base runner initiates a dangerous play, the runner shall be called out. If contact is made intentionally the player will be ejected from the game. Sliding at all bases should be done feet first except that diving back hands first to a previously acquired base is permitted. Violation of this rule shall result in the base runner being called out. (See the Obstruction Rule **section B3e** below for the fielders' requirement not to obstruct base runners.)

v. **Avoiding Interference with the Fielder:** The base runner must allow the fielder to make a play on a batted or thrown ball, which means that the base runner may run out of the baseline to avoid such interference without being called out. If the base runner fails to do so and hinders the ability of the fielder to receive the ball, the base runner shall be called out.

vi. **Moved Base:** Bases not affixed to the ground may move during a play. A baserunner cannot be called out if he/she remains where the base should have been or goes to where the base moved; provided, however, that if that baserunner shows intent to go to the next base and he/she attempts to return to that prior base, the baserunner must go to where the base should have been before it became dislodged.

vii. **Overthrown Ball:** In the event that a thrown ball goes out of play (and becomes a dead ball), the umpire shall immediately call "dead ball" and all base runners will be awarded two bases from where they were at the time of the pitch. The play is live if a ball goes into foul territory and does not go out of play.

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viii. **Runner for Catcher with Two Outs:** To conserve playing time, when the catcher for the next half inning is a base runner and a second out occurs, the catcher/base runner shall be replaced on the base path by the teammate that made the last out (at bat or on the bases) so that the catcher may put on the equipment.

ix. **Softball Pickoff Plays (Broncos, Colts & High School Divisions Only):** The pick-off by the catcher is a tag play. The ball is live and the runner may advance at her own risk. She does not need to tag up.

d. **Infield Fly:** This rule shall apply as set forth in the chart below. When the infield fly rule is not in effect, a batter is never automatically out on a pop fly to the infield and runners should attempt to avoid force plays by advancing if the fly ball is not caught.

Division	Infield Fly Rule Applies?
BASEBALL	
Cubs	No
Bantam	No
Super Bantam	Yes
Grasshopper	Yes
Freshmen	Yes
SOFTBALL	
Mustangs	No
Broncos	No
Colts	Yes
High School	Yes

e. **Obstruction by Fielders & Catchers.** Unless attempting to field a batted ball, no fielder, including the catcher, may block the basepath or the base without possession of the ball, even if the fielder or catcher is attempting to receive a thrown ball. Timely possession of the ball is a judgment call of the umpire. Violation of this rule is fielder obstruction, which entitles the base runner to that base without penalty. If, in the opinion of the umpire, a fielder or catcher intentionally blocks a base in violation of this rule and causes a collision with the base runner, the umpire, after one team warning, shall eject from the game each fielder from that team that repeats such conduct. If the fielder or catcher has possession of the ball prior to the baserunner reaching that fielder's base, the baserunner must slide or avoid contact as provided in these rules.

f. **Pitching: Maximum Innings; Substitution including Removal After Hitting Batters; Softball Pitching Motion Rules**

i. **Pitching & Maximum Innings:** A player on the defensive team shall will pitch. To avoid arm strain, players may pitch only as noted in the chart below, even if extra innings are played in regular season games.

ii. **Substitution & Removal:** Free substitution of pitchers is permitted at any time subject to the limitation of innings rules in the following chart. However, any and all pitchers who throw any number of pitches to the

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batter during an inning shall have an entire inning's work assessed against him. A pitcher must be removed on the second trip of a coach to the mound in the same inning or if the pitcher hits the number of batters listed in the following chart. If prior to the third out a pitcher is removed and goes to either the dugout or to a position in the field, that player may return to pitch during that or any other inning of the remainder of the game, subject to the innings limitation and the hit batters rules. Each time a player returns to pitch in the same half of the inning and throws at least one pitch, that player is charged with another inning's work.

A pitcher must be removed from that position if he/she hits the number of batters set forth in the chart below. (A batter is considered hit by a pitch even if struck by a ball that touches the ground first, i.e. a bouncing ball.)

Pitcher's Division	Innings Limits		Removal After Hitting Batters
	1st 2 Weeks	Thereafter (regardless of prior game cancellations)	
BASEBALL			
Cubs	2 innings per game	3 innings per game starting 3rd scheduled Saturday	2 Batters in same inning or 3 in the game
Bantam			
Super Bantam	3 innings per game	4 innings per game starting 3rd scheduled Saturday	
Grasshopper	3 innings per 6 innings; 4 innings if a game goes 7 innings	6 innings per game starting 3rd scheduled Saturday	
Freshmen	No Limitation	No Limitation	No Limitation
SOFTBALL			
Mustangs	3 (including post season)		2 Batters in same inning or 3 in the game
Broncos	4 (including post season)		
Colts			
High School	No Limitation	No Limitation	No Limitation

Note: All Softball fast pitch styles are allowed, including windmill, slingshot and modified except that there is no windmill pitching in the Mustang division. Softball pitching limits are in effect to encourage teams to develop multiple pitchers.

If extra innings are played, the pitcher innings limit remains unchanged except for Playoff and Tournament games (as set forth in **section B5**).

iii. Softball Pitching Motion Rules:

A. The pitcher must begin her motion with both feet in contact with the 24" length of the pitching plate. For Colts only, no backwards step is allowed. It is recommended but not required that Mustangs and Bronco pitchers take no backwards step. The first violation of this rule by a Colt pitcher shall result in a warning for that team. Each succeeding violation by a pitcher from the warned team shall result in the umpire awarding a ball to the batter and one base to the runners (even if the base are loaded and the violation results in ball four to the batter). However, if the batter puts the ball in play on such pitch, the manager of the offensive team shall have the option to take the ball to the batter or the result of the play.

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B. The pitcher's motion includes a pivot and a stride; in the act of delivering the ball, the pitcher must push off with the pivot foot from the pitcher's plate and take one step/stride forward toward the batter.

C. Having pushed off from the rubber, the rear pivot foot must stay in contact with the ground (not necessarily with the rubber) before the ball leaves the pitcher's hand (the "step and drag"). The pivot foot cannot leave the ground and re-plant (this is known as a "crow hop," which is illegal).

D. The pitcher's delivery must be one continuous, smooth motion. The pitcher may make only one revolution of the throwing arm.

E. The pitcher may legally abort a pitch by stepping backward off the pitching rubber.

F. There is no such thing as a "balk" in softball. If the pitcher drops the ball or otherwise delivers it in an unintentional manner, the batter is awarded a ball. Where stealing is permitted, the ball is live and runners may advance at their own risk.

g. Decisions on Umpire Rulings; Protests: See *Sections A6, C8 and C9*

h. Verbal Interference: Verbal actions that confuse or distract fielders & pitchers, such as players in the dugout yelling "I got it" when a fly ball is hit, are prohibited. If the umpire rules verbal interference, it shall be assumed that the play (other than a double play) in the judgment of the umpire will be made.

4. Post Game – handshake: After each game, all players and coaches on each team shall line up at home plate after each game to exchange handshakes (in Stanley cup style.) Any disrespectful or disruptive behavior by any player or coach during the post game handshake may result in a one game suspension.

5. Post Season: Playoffs or Tournaments

a. For Playoffs and Tournaments: Section A9 above defines and explains Seeding and Scheduling, Section B1(f) above defines game duration rules, and Section A7(c) above sets forth certain restrictions on Players who are permitted to play on more than one team for post season games.

b. Special rules: The following special rules shall apply to post season games played in either Playoffs or Tournaments only:

i. All post season games played under either the Playoff or Tournament format, except championship games, shall be played until an Official Game (as defined in the chart in section *section B1fii*) is reached. A game that is not Official shall be continued at another time (as determined by the PPBA) from the point last played. In the continued portion of the game there shall be no restriction on adding players who did not previously play in the game, except that all other rules (including the pitching limitations) shall apply as if the game had not been interrupted and players who did not participate in the previous part of the game must be placed at the end of the batting order.

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ii. All games (including championship games) played in either the Playoff or Tournament format must end with a winner. There can be no ties. If a tie results in non-championship Playoff or Tournament game after the game has become Official Game, the teams will play unlimited additional innings until a team wins and the number of innings each pitcher can pitch shall be increased by one inning after the number of innings in the Game Duration column in the chart in **section B1f ii** has been reached. Home and away for all Tournament games including the championship games are decided by a coin flip. For all Playoff Games the lowest seed is always the home team.

iii. Championship games in both post season formats (Playoffs and Tournament) shall be played the full number of innings set forth in the "Game Duration" column of the chart in **section B1fii** and any extra innings if necessary to avoid a tie. There shall be no time limit and the number of innings each pitcher can pitch shall be increased by one inning if the game goes into extra innings.

iv. All other regular season rules apply to all Playoff or Tournament games and championship games, except that

A. for all championship games in the Cubs, Bantam, Super Bantam, Mustangs and Broncos divisions, the game shall end if after 4 innings a team is ahead by 12 or more runs, with the team that is ahead being declared the winner. The same shall apply if the after 3 ½ innings the home team is ahead by 12 or more runs; and

B. for all championship games in the Grasshopper, Freshmen, Colts & High School Softball divisions, the game shall end if after 5 innings a team is ahead by 12 or more runs, with the team that is ahead being declared the winner. The same shall apply if the after 4 ½ innings the home team is ahead by 12 or more runs.

C. If for any playoff or tournament game, including championship games, a team has less than 8 players when the grace period has expired and the coach says that the player or players are on their way, the opposing team shall automatically become the home team and take the field and play the first half of the first inning. If after the away team has batted in the first inning and that team still does not have 8 players to take the field, the game shall be terminated and declared a forfeit on behalf of the home team. In the top of the first inning the away team must take an out for every player under the 9 players but up to no more than 2 outs - which shall be assessed after all batters present have batted. The late arriving players shall be placed at the bottom of the batting order. Super Subs shall counted in order to avoid a forfeit in all Playoffs or Tournament games.

SECTION C: ROSTER RULES

PROSPECT PARK BASEBALL ASSOCIATION BASEBALL & GIRLS' SOFTBALL RULES

1. Required Roster Submission: All teams are responsible to provide an official team roster to the PPBA in accordance with the roster rules. Final submission of revised rosters shall be made no later than April 30, unless the PPBA specifically decides otherwise. Failure to submit all an organization's roster on time shall result in that team not receiving a bye (if it would otherwise have received one). Unless specifically decided by the PPBA otherwise, each organization must provide to the PPBA a roster on a separate spreadsheet by division for each Cub, Bantam, Super Bantam, and Grasshopper team with the following information:

- a. The team name as identified on the schedule
- b. The head coaches' first and last name, home and cell phone numbers, and email address and the first and last name and cell phone numbers of up to two assistant coaches.
- c. The first and last name of each player with the player's date of birth and uniform number.
- d. the indication next to a player's name of "MT" for Multiple Teams, "SS" for Super Subs, and "PD" for playing down if such applies.

If a spreadsheet for entry of team rosters is provided by the PPBA, such spreadsheet shall be used by all organizations. All clerical errors can be cured by timely submitted proof acceptable by the PPBA.

2. Roster Size – Minimum and Maximum: Unless otherwise approved by the PPBA, all team rosters must have a minimum of 12 players including Super-Subs (as defined in **section A7c**) and may have a maximum of 18 players including Super Subs.

3. Approval of Rosters by PPBA and Distribution to Organizations: The submitted rosters will be reviewed, and if acceptable, approved by a person authorized by the PPBA. A copy of all rosters will be distributed by the PPBA to each participating organization for distribution to their respective teams. In addition to other actions the PPBA may decide to take, failure to file final rosters will disqualify all teams in that division from participating in the Playoffs and Tournaments and the payment to the PPBA of \$100 for each division roster not filed on time.

4. Changes to Rosters: After the date for final roster submission, no player may be added to a team roster nor a uniform number changed without the prior written approval of the PPBA. However, an organization has the right to add a player to a roster after the final submission deadline if being left off was a clerical error. The error shall be proven by production of a registration form, proof of payment, or the scorebook indicating that the player has or could have been playing prior to the final roster due date.

5. Pre-Game Lineup Card Submission & Scorebook Recordkeeping Required: Before each game the head coaches must exchange completed batting order/line up cards. Each team must also maintain an official season score book. Each lineup card and the score book must contain the first and last name and uniform number of each player on that coaches' team participating in each game. The umpire shall disqualify any player for whom the head coach refuses to provide the first and last name and uniform number.

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6. Players must be on the Roster and in Uniform: Only players listed on the PPBA approved roster and in uniform shall be permitted to play. The uniform number must be printed on the uniform shirt. No team shall have players wearing the same number. Where more than one player is identified by the same number, the umpire shall disqualify all but one of such players.

7. Overage Players Barred: No overage player will be permitted on a team roster except by the prior written permission of the PPBA. An unapproved over-age player shall be banned for further play in the PPBA and the PPBA shall have the right and authority to determine if there is any culpability by the player's coach(es) and what, if any, action should be taken against the coach(es). Games in which an unapproved overage player played shall be forfeited where applicable (i.e. regular season and playoff games where the season's format calls for playoffs or in tournament games).

8. Protests:

a. **Playoff Format:** Protests in regular season games for divisions where standings are kept and there are end of season playoffs whose seedings are based on the standings:

i. Such protests shall be noted on the umpire's scorecard indicating the name and uniform number of the player and the reason for the protest. A detailed written protest detailing the identifying information shall be submitted by the parent organization and delivered to an assigned PPBA member within seventy-two (72) hours of the commencement time of the game in question. The organization of the challenged team shall be notified of the challenge by the PPBA and shall, within 72 hours, submit to the assigned PPBA member a response and supporting proof (if there is an age challenge, proof of age, such as an original birth certificate or official school record). Failure to submit the required response on time will be considered admission that the protest is valid. The PPBA shall have the authority and discretion to extend the submission deadline up to an additional 5 days. See also **Section A6c** on Challenging Rulings and Protests.

b. **Tournament Format:** Protests shall not be allowed in regular season games for divisions where standings are not being kept and a season-end tournament is being played.

c. Protests in playoff or tournaments games are allowed but must be resolved by the umpire on the field when raised. If the umpire is uncertain, he/she shall call the head umpire in charge for an immediate ruling. Such rulings shall be final and not appealable. PPBA officials who are on the fields at such time are authorized to make rulings which supersede umpire rulings.

9. Challenging Eligibility of Players (subject to Roster Rule 8):

a. If a player is believed to be overage, or believed not to be on that team's roster, or believed to be improperly on multiple teams, the opposing team's head coach shall inform the umpire and the head coach of the team being challenged. This notice shall be done in a way to minimize conflict. The umpire shall note the challenge and the reasons for the challenge on his/her scorecard.

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b. To protest the game on any of the eligibility grounds noted in the previous subsection, the head coach making the challenge shall inform the umpire and the challenged head coach of the protest and the reasons for the challenge as soon as he/she becomes aware of such issue.

i. If, after the first pitch of the game, the head coach of the challenged team admits that the player is overage or not on the roster, that player shall be immediately removed from the game and play will continue but the umpire shall rule that game to be a forfeit by the challenged team. No further action need be taken by the opposing head coach and the umpire shall note the forfeit on his/her scorecard.

ii. If the challenged team head coach admits that the player is improperly playing on other teams in the PPBA, the player shall be immediately removed from the game and play will continue. The game shall be ruled a forfeit by the umpire except if the removed player has not been at bat and no pitch has been thrown in the game.

iii. If the head coach of the challenged team denies any of these eligibility claims and the opposing head coach cannot prove to the satisfaction of the umpire by presentation of a the relevant teams' rosters as approved by the PPBA, the challenged player shall continue to play and the matter will thereafter be resolved according to the section 8 Protest rules.

c. If a challenge is not permitted under Roster Rule 8, the circumstances shall nonetheless be reported to the PPBA to determine if other action should be taken.

10. Effect of Successful Protest

a. Fine: A \$50 fine shall be assessed against the organization which is successfully challenged or against the organization which is unsuccessful in a challenge.

b. Forfeiture: If a protest is successful, the challenged team will forfeit the challenged game and all prior games in which the ineligible player appeared. Repeated offenses or the failure to produce a team roster or other proof requested by the PPBA can result in further disciplinary action including but not limited to forfeiture of the game in questions and all previous games and expulsion of the offending team(s) and/or coaches for the duration of the season and thereafter. Continuous offenses by an organization may result in such further disciplinary action as the PPBA deems appropriate.

11. Protest Fee Deposit & Forfeit Bond

Each organization not a member of the PPBA shall

a. post a \$50 deposit at the beginning of the season to pay for an imposed fine; which, within 48 hours, must be replenished after imposition of a fine; and

b. post a \$200 per organization forfeit bond to be used to pay for the full umpire fee for games forfeited by teams of such non-members. The bond must, within 48 hours, be replenished after being reduced.

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APPENDIX

Appendix 1: NYC Administrative Code (Title 10, Chapter 1):

“§ 10-138. Distribution of a Model Code of Conduct to participants in youth sports programs.

a. Legislative findings and intent. Participation in youth sports programs should be a rewarding experience. Through sports programs, our youth learn the importance of teamwork, cooperation, effort, discipline and commitment. Furthermore, regular physical activity is the cornerstone of an active and healthy lifestyle. Unfortunately, good sportsmanship is sometimes lacking on the part of coaches, parents, players, spectators and other persons involved in youth sports programs, resulting in the creation of a hostile environment for participants. The City Council finds that in order to realize the full potential and value of youth sports programs, participants in such programs should follow a Code of Conduct that reflects principles of good sportsmanship at all youth sports events. Furthermore, the City Council finds that organizations that administer youth sports programs should have the option of banning coaches, parents, players, spectators and other participants in youth sports programs from attending youth sports events if they engage in certain egregious behavior at such events. Additionally, such organizations should have the option of requiring individuals to complete some form of anger management counseling before being allowed to resume attendance at youth sports events.

b. Definitions. For purposes of this section:

(1) The term "youth" shall mean any person under the age of eighteen.

(2) The term "organization" shall mean any individual, firm, partnership, trust, association, corporation or other entity.

(3) The term "youth sports event" shall mean a competition, practice or instructional event involving one or more youth sports teams, where such youth sports teams utilize city facilities and/or receive city funding.

c. Any organization that administers a youth sports program that utilizes city facilities and/or receives city funding shall distribute the following Model Code of Conduct or a similar Code of Conduct containing guidelines for conduct of behavior to be observed at youth sports events to all coaches, parents and players participating in such sports program:

1. All officials, coaches, parents, players, spectators and participants shall respect one another.

2. All officials, coaches, parents, players, spectators and participants shall respect officials' decisions.

3. All officials, coaches, parents, players, spectators and participants shall engage in fair play and abide by all game rules.

4. All officials, coaches, parents, players, spectators and participants shall refrain from engaging in taunting of officials, coaches, parents, players, spectators or other participants by means of baiting or ridiculing.

5. All officials, coaches, parents, players, spectators and participants shall refrain from verbal and/or profane abuse of officials, coaches, parents, players, spectators or other participants.

6. All officials, coaches, parents, players, spectators and participants shall refrain from threatening physical violence or engaging in any form of physical violence.

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7. All officials, coaches, parents, players, spectators and participants shall win and lose with good sportsmanship and shall strive to make youth sports programs rewarding for all participants.

d. Any organization that administers a youth sports program that utilizes city facilities or receives city funding shall post or affix the Model Code of Conduct or a similar Code of Conduct containing guidelines for conduct of behavior to be observed at youth sports events at the primary facility where such youth sports events occur, as practicable.

e. Any organization that administers a youth sports program that utilizes city facilities and/or receives city funding may ban the presence at youth sports events of any official, coach, parent, player, spectator or other participant who

(1) engages in verbal or physical threats or abuse aimed at any official, coach, parent, player, spectator or other participant,

(2) initiates a fight or scuffle with any official, coach, parent, player, spectator or other participant or (3) engages in repeated and egregious violations of the Model Code of Conduct or similar Code of Conduct containing guidelines for conduct of behavior to be observed at youth sports events, if the conduct occurs at or in connection with such youth sports event.

f. In the event that any official, coach, parent, player, spectator or other participant is banned from attending youth sports events pursuant to subdivision (e) of this section, such person may petition the organization that imposed such ban for permission to resume attendance. Prior to being permitted to resume attendance, such organization may require such person to present proof of completion of anger management counseling or its equivalent.”



END OF RULES