The following rules apply to all organizations playing **hardball** under the auspices of the Prospect Park Baseball Association in the divisions 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 (4-8 year olds). Those rules are separately published.



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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 are here to play the games without emphasizing the outcomes. We do not accept abusiveness toward opponents or umpires.

2. Rules; Official Rules of Baseball Govern except as noted; Coaches cannot Modify Rules:

- a. 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 4-8 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 at any time.
- b. Everyone must abide by all federal, state and local rules, policies and laws that apply to games played by this organization.

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. We also expect the support of our **Code of Conduct** which is located in these rules as Section E.

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 responsibility 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 physical contact 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 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 meeting of the PPBA Board.

c. NYC Administrative Code (Title 10, Chapter 1 in Appendix 1) and PPBA Code of Conduct (Section E) Apply. Both apply to proper conduct by all involved.

5. Roles and Rules Regarding Coaches; Game Attendance & Reporting

- 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 unauthorized 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 within 24 hours of the completion of each game. All teams should have a bench coach to keep the line-up in order, to keep score, to know the official gameend 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. That coach is the only one

permitted to interact with the umpire from that team immediately before, during, or immediately after that coach's 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. Two coaches are permitted on the field (in foul territory) during a team's offensive half of an inning (in the first base coaches box and the third base coaches box) 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: Coaches should use their best efforts to assure that their teams attend each game ready to play. 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 to 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. For regular season games in divisions where seeding in the Tournament is based on a random draw, there is no such thing as a forfeit. However, a team that does not follow the requirements of this section three times during the regular season will be disqualified from participating in its division's Tournament for that season.

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, only rule interpretations. 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) eject the coach from 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) from adults 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 or catcher. If two umpires are required to officiate a game (e.g. Super Bantam, Grasshopper, Freshmen and Colts divisions) and one does not appear, the other umpire shall officiate the game alone and the game shall be an official game. Tournament games must be umpired by PPBA umpires only.

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: 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:

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

* A Freshmen player can turn 18 during the season as long as that player is in high school and is 18 on June 30th.

Divisions may be subdivided into tiers (such as North, East, West and South) 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, which shall be assumed by the PPBA. 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 (MT): 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 player wears each different teams' uniform;
 - **C.** 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
 - **D**. for all Tournament games, the approval shall specifically indicate which team the player must give preference to in the event of schedule conflicts.

ii. Super Subs (SS): 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, date of birth, and age 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 Tournament game without restriction to which defensive position that player may play or in what position in the 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 or Tournament game. The super-sub can wear the hat and jersey of his younger team but in not event shall he wear a jersey with the same number of another player on the older division team.

d. Playing Down (PD); 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 is more than one on a team, only one at a time can play in 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 all rosters submitted 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, Uniform & 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 to be 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 batting helmets that fit snuggly 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. All softball pitchers must wear a protective face guard.

- iv. **Defibrillators**: Each team, except T-Ball teams, must have a person at all PPBA games on NYC Parks Department fields with a city provided defibrillator who has been trained and certified in accordance with the NYC Parks Department requirements.
- b. Uniform: Pants, Spikes & Jewelry: Only baseball or sweatpants are permitted. Not permitted are jeans or shorts (except softball uniform shorts). Unless the 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). In a division for which standings are used for Tournament seeding, 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 on grass fields; turf shoes. Sneakers or other shoes approved by the NYC Parks Department must be worn on artificial turf fields. 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 tape or a bandaid.

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 smoking or alcoholic beverages are permitted on any of the fields on which PPBA games are played. No food is 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 Tournament

- 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 third weekend in June. The Tournament usually starts the second week of June. Regular season games are scheduled up to the beginning of the Tournament no slots are intentionally set aside for makeup games.
- **b. Tournament:** Tournaments for each division begin immediately after the regular season. See Section C below for all rules that apply to Tournament play.
- **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 D**.

SECTION B: RULES OF PLAY

- 1. Preliminaries & Setup: Bats, Balls; Field Dimensions; Measuring Distances; Minimum Team & Time to Wait; Game Length & Mercy Rules; Defensive Playing Time & Positions; Substitutions.
 - a. Bats
 - i. Permitted Baseball Bats: All bats for all baseball divisions must be wood only (no wood composite or bamboo). There is no restriction on barrel size. No softball bats shall be used in hardball games.
 - ii. Permitted Softball Bats: All softball 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
Cubs	DeBeers/Worth 93 or 93b,	Mustangs	11 inch RIF level 10, optic yellow, leather cover, red stitch.
Bantam Super Bantam Grasshopper	Rawlings RBRO-1, Wilson 1082, or AD Starr 100	Broncos Colts High School	12 inch ball of any brand, as long as is Optic yellow leather cover, red stitch, MAX .47 core, MAX compression 375 lbs.
Freshmen	Wilson A1010, OLB5, AD Starr 600		

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

c. Field Dimensions – Base Paths & Pitching Distances: The base path 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	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 accomm		ses, then the Super Ba oply	ntam distances shall	
	l	SOF	TBALL	l	
Mustangs	50'	28'	70' 9"		
Broncos Colts	60'	35' 40'	84' 10"	Yes	
High School		43'			

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

- i. Base Paths: 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 second 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). **Softball Pitcher's Circle:** An imaginary or chalk circle shall extend in an 8 foot radius from the center of the pitcher's 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:

- **i.** For regular season games in divisions which seeding for Tournament are chosen randomly, there are no forfeits. Teams should play games with as many players as attend a game.
- **ii.** Grace Period: For regular season games in divisions that use standings to determine Tournament seeding, a team failing to field at least 8 players 10 minutes after the scheduled start time for weekend games and 15 minutes after the scheduled start time for weekday games shall be declared the loser and have a forfeit reported against that team. The same shall apply is at any time during the game a team has less than 8 players. Super Subs shall be counted in order to avoid a forfeit.
- **iii.** In both situations, a game for the balance of the remaining time should then be played dividing all available players which shall be officiated by the umpire 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

- iv. 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 B3biB* regarding the consequence of less than 9 players on the batting order for the Freshmen division
- v. 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 B3biB**).

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

Division	G	Game Duration		Official Game (Applies to Non-Championship Tournament Games & Regular Seasor Games in Divisions that Track Win/Los Records Only)		
	# Innings	or	Time Limit	Min # Innings	or	Time Limit
			BASEBALL			
Cubs	6			4 *	or	1 hr 1 hr 15 mins
Bantam	6		1 hr 50 mins, if new inning starts before or 1hr 50 min it must	4 *		
Super Bantam	7	or		4 *		
Grasshopper	7		end exactly 2 hrs	5 **		
Freshmen	7		from start time	5 **		
			SOFTBALL			
Mustangs	6		1 hr 50 mins, if new	4*		1 hr
Broncos	7	or	inning starts before	5 **	or	1 hr 15 mins
Colts	7	or	1hr 50 mins it must end exactly 2 hrs	5 **		
High School	7		from start time.	5 **		

- 3½ innings if the home team is ahead
- ** 4½ innings if the home team is ahead

ii. Regular Season Starting Time & Last Inning; Ties:

- A. At the umpire's pre-game meeting with the head coaches at home plate, the umpire shall inform the head coaches of the official/actual start time, the time past which no new inning may start (1 hour 50 minutes) and when the game must end (10 minutes later). This rule shall apply even if there is no pregame 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/actual start time regardless of the score or what team or batter is at bat, except that the batter when the time expires can finish his/her at bat. However, where there is no game scheduled to follow that game, the teams can finish an inning started prior to the 1 hour and 50 minute mark.
- B. For a game in a division that uses standings for seeding in their Tournament, the final score shall be the score at the end of the last complete inning. A regular season game can end in a tie and should be reported as such in a division that uses standings to determine Tournament seeding.
- **iii. Games May Start Earlier:** Games may start before their scheduled start time if the prior game has ended early, provided that the PPBA holds the permit for the field, both teams agree, and an umpire is available. The game, however, shall end at the regular scheduled time. Games should begin immediately, there is no grace period except as noted for Tournament games for the purpose of game starting times.

- iv. 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.
 - v. Players must run on and off the field.
 - vi. Mercy Rules (Maximum Runs Allowed):
 - **A.** 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.

Mercy Rule (Applies to All Regular Season, non-Championship & ChampionshipTournament Games)						
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 **			
* - 3 1/2 innings if the hor	ne team is ahead.					
** - 4 1/2 innings if the ho	** - 4 ½ innings if the home team is ahead.					

* - 3½ innings if the home team is ahead

** - 4½ innings if the home team is ahead

- **B**. 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 team may score (subject to the Total Run Differential/Mercy rule above and the time limit rule).
- vii. 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. PPBA will announce all rain cancellations or rain delayed starts on its hotline. 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. Makeup games may be possible, contact your organization representative. However, the PPBA attempt to book all available regular season field slots in the initial schedule.
- 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
 - A. to the Grasshopper, Freshmen, Colt and High School divisions;
 - B. to the other divisions if it is the result of discipline or injury; and

- C. 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).
- ii. In the case of discipline, the coach should inform the parents and opposing coach prior to the game of the reason for such action.
- iii. 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 all divisions, all outfielders must take their position no less than 20 feet from the back of the imaginary line that connects the bases and may not move closer until the ball is released by the pitcher. Whether an outfielder is that distance is a discretionary call of the umpire.

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

- iv. Except for the pitcher (see *section B3f*), free substitutions and or shifting of defensive players is permitted at any time
- v. 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 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; Supplying Bases; Umpire Meeting at Home Plate; Dugouts; Practice & Warmups before & during games
- a. 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".
- b. 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, the card must also indicate who the starting pitcher wil be;

- C. each head coach must give a game ball to the umpire;
- D. At least one coach must show the Umpire that he/she has a defribillator in their dugout and identify the person who is certified to use it; and
- E. 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 D** of these rules.
- **c. Dugouts:** The home team in Prospect Park shall take the dugout on the first base side.
- 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.

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.

Division	Balls for a Walk	Balls to Walk with Bases Loaded	Dropped 3rd Strike Applies (Never on games played on grass)	
	BASE	BALL		
Cubs		6 *	No	
Bantam		. 4	No	
Super	4			
Bantam	-			
Grasshopper			Yes	
Freshmen				
	SOFT	BALL		
Mustangs		5	No	
Broncos	4	4	140	
Colts		4	Yes	
High School			163	

* - 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 halfway, they must return 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: For all division's, 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).

v. Dead Ball Rules

- A. <u>Batted Balls</u>: A batted ball that strikes an overhanging tree limb in fair territory will be ruled a dead ball and no pitch will be assessed against the pitcher and the batter. A batted ball that strikes an overhanging tree limb in foul territory will be ruled dead, but the batter will be assessed a foul ball.
- **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 5.06(b)(4) of the Official Rules of Baseball.

b. Batting: Universal Batting; Freshmen Batting; 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 at 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. That 10th/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 reenter 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: 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 assessed. 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 Tournament game; should a new, ninth player come, that player shall assume the position in the batting order left open by the departed play and an automatic out will no longer be assessed.

- **ii. Batting in Order:** All players must bat in order. If a player bats out of order, rule 6.03(b) of the Official Rules shall apply (see Appendix 2). 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 Tournament games only, see Section C. The bench coach must notify both the umpire and the opposing team's bench coach when 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 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	When the pitched ball reaches the batter.	Yes	No					
Super Bantam		Yes	Yes					
Grasshopper	Anytime once ball is in play.	Yes	Yes					
Freshmen		Yes	Yes					
	SOFTBALL							
Mustangs	No (1 warning first)	No						
Broncos	Only when Catcher has ball in "controlled possession"	No (See Exception in notes below)	NO					
Colts	Leading on Release of Pitch;	Yes						
High School	Stealing Allowed							

Notes to Stealing Rules:

* 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 thrown or attempted to be thrown back to the 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.

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. 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, in the opinion of the umpire, 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.)
- **iv.** Stealing & Dropped Third Strike on Grass Infields: If the umpire declares the infield unplayable and the game proceeds on an all grass field, there shall be no stealing permitted and no application of the dropped third strike rule. All other rules apply including the sliding rules.
- 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. In all situations, a baserunner cannot be called out if he/she remains where the base should have been, not to where the base moved. If the 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 and can continue if a ball is thrown into foul territory and does not go out of play.
- 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?
В	ASEBALL
Cubs	No
Bantam	No
Super Bantam	Yes
Grasshopper	Yes
Freshmen	Yes
S	OFTBALL
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 base path 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

- i. **Pitching & Maximum Innings:** A player on the defensive team must 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, a pitcher who throws even only one pitch during an inning shall have an entire inning's work assessed against him or her. 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.

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.)

5 %	Innings L	Damayal Affar			
Pitcher's Division	1st 2 Weeks	Thereafter (regardless of prior game cancellations)	Removal After Hitting Batters		
	BASE	BALL			
Cubs Bantam	2 innings per game	3 innings per game starting 3rd scheduled Saturday			
Super Bantam	3 innings per game	4 innings per game starting 3rd scheduled Saturday	2 Batters in same inning or 3 in the		
Grasshopper	3 innings per 6 innings; 4 innings if a game goes 7 innings	6 innings per game starting 3rd scheduled Saturday	game		
Freshmen	No Limitation	No Limitation	No Limitation		
	SOFTBALL				
Mustangs	3 (including po	2 Batters in same			
Broncos	4	inning or 3 in the			
Colts	(including pos	game			
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 Tournament games (as set forth in **Section C**).

iii. Softball Pitching Motion Rules:

- A. NEW in 2020: The pitcher must begin the pitch with her pivot foot on the pitching plate. The other foot can be on or any distance behind the pitching plate as long as it is not outside the 24" length of the pitching plate. While the hands are separate, she can assume the pitching position. Once the hands come together it is the beginning of the pitch and the pitcher can only make a forward movement. The first violation of this rule 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. It does not affect the position of base runners unless the ball that is called results in a walk. 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.
- 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, D8 and D9
- 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 or triple 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 must be reported to the PPBA and may result in a one game suspension.

SECTION C: TOURNAMENT RULES

- 1. All regular season rules apply to Tournament games except as provided in this Section.
 - 2. Tournament Format & Seeding:
 - a. Formats
 - i. **Single Elimination** a team is eliminated after one loss.
 - ii. **Double Elimination** a team is eliminated after its second loss. As a result, there are two brackets, the Winners bracket (where winners continue to play) and the Elimination bracket (where teams continue to play after their first loss). The Championship is the final game between the winners of the Winners and Elimination brackets.

The PPBA decides which format will be used based on a number of factors including the size of the division, available field space, and whether the Tournament can be completed by the end of the permitted season.

- b. **Seeding**: There are two ways in which a Tournament determines what teams play each other:
 - i. Random Drawing held at a PPBA meeting. Teams randomly chosen do not have to report scores thus alleviating the pressure of winning and allowing coaches and players to try different positions, etc. Forfeits cannot occur since standings are not relevant. Home team is decided by a coin toss for every Tournament game including the Championship game.

- ii. **Regular Season Win-Loss Records (Standings).** This is based on the coaches reporting all their regular season game results. Seeding can be by winning percentage, win/loss records, or a point system, assuming a minimum number of games is played by all teams in the division. The **home team** is the highest original seed in every Tournament game including the Championship game.
- A. Only Official games (as defined in chart below) can be counted towards a team's standings. A game not umpired by a PPBA official umpire cannot be counted in a team's record.

	Official Game (Applies to Non-Championship Tournament Games & Regular Season Games in Divisions that Track Win/Loss Records Only)					
	Min # Innings	or	Time Limit			
BASEBALL						
	4 *	or				
	4 *		1 hr			
	4 *					
	5 **		1 hr 15 mins			
	5 **					
SOFTBALL						
	4 *	or	1 hr			
	5 **					
Γ	5 **		1 hr 15 mins			
	5 **					
		(Applies to No Tournament Game Games in Divisions Record Min # Innings BASEBALL 4 * 4 * 5 ** 5 ** SOFTBALL 4 * 5 ** 5 **	(Applies to Non-Ci Tournament Games & Games in Divisions the Records C Min # Innings or BASEBALL 4 * 4 * 5 ** 5 ** SOFTBALL 4 * 5 ** 5 ** or 5 **			

- B. **Determining seeding when teams' records are identical**: The team with the better record for games played between the tied teams will be awarded the higher seed. If their records are tied, then the team with the least runs scored against for those games will be awarded the higher seed. If the runs against for both teams are the same, then an authorized PPBA official shall decide by a coin toss.
- C. This format requires significant follow up by the coaches and this organization. It also puts stress on coaches and players to win, which is not something we will allow in the younger divisions.
- D. This format adds a level of complexity, particularly with regard to whether games count in the standings. For example: any game not umpired by a PPBA official umpire cannot be counted in a team's record and a forfeit by either or both teams is considered a loss for each forfeiting team. Determining whether a team has forfeited is another source of potential disagreement that must be managed by the umpires and coaches.
- iii. Prior to each season, the PPBA board will communicate which determine the Tournament format will be applied for each division and how teams will be seeded.

3. Tournament Game Duration Defined

a. No Tournament game can end in a tie.

b. Non-Championship Tournament Games' Time Limit

- i. Non-Championship games cannot start a new inning once 1 hour and 50 minutes from the actual start is reached. If an inning that started before 1 hour and 50 minutes is not complete at that time, only that inning shall be played to completion regardless of how long it takes. A winner shall be declared If the game is not tied and the number of innings played is no less than the innings required to make the game Official.
- ii. If a Non-Championship game is tied, extra innings shall be played as follows:
 - A. One extra inning, and
 - B. If the game is still tied, all subsequent extra innings shall be played as follows: The half-inning of every offensive team will start with a baserunner on second base (who shall be the player in the batting order immediately preceding the batter who leads off the inning), one out charged to the team, and every batter will start with a count of 1 ball and 1 strike.
- iii. If the Non-Championship game has been shortened by the umpire due to external conditions (such as rain), the score shall revert back to the last completed inning (as long as the minimum number of innings set forth in the "Official Game" chart below has been satisfied). If the game cannot be declared Official, it must be continued as soon as possible.
- c. Championship Tournament Games' Time Limit There is no time limit or any extra inning restrictions. Championship Tournament Games shall be continued until completion and can only shortened by the mercy rule. (It cannot be shortened by the Official Innings rule.)
- d. For **all** extra inning Tournament games, every pitcher shall be entitled to pitch one additional inning.
- e. All Tournament games are shortened should one team satisfy the mercy rule requirements as set forth in this Chart:

Mercy Rule (Applies to All Regular Season, non-Championship & ChampionshipTournament Games)					
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

home team is ahead

The per inning run limit rule shall apply in all Tournament games for all baseball and softball divisions, except Grasshopper and Freshmen and High School Softball games. Specifically, 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 team may score (subject to the Mercy rule above and the time limit rule).

4. Continuation of Tournament Games

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 for all divisions, except the Freshmen division and High School Softball division, players who did not participate in the previous part of the game must be placed at the end of the batting order.

5. Minimum Number of Players Required;

- a. Except as noted in section b herein, no team can start a Tournament game with less than 8 players
 - i. <u>Grace period for all Tournament games</u>: A team failing to field 8 players 10 minutes after the actual start time (as determined by the umpire) for weekend games and 15 minutes after the scheduled start time for weekday games shall be declared the loser and have a forfeit assessed against that team. The same shall apply if at any time during the game a team has less than 8 players. Super Subs shall be counted in order to avoid a forfeit in all Tournament games.
- b. If 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 the first half of the first inning shall begin. In the top of the first inning the away team will be assessed an out for every player missing under 9 players but up to no more than 2 outs all of which shall be assessed after all players present have batted. For all teams playing under the universal batting rules, the late arriving players shall be placed at the bottom of the batting order. If the away team still does not have 8 players to take the field after completing the top of the first inning, the game shall be terminated and declared a forfeit on behalf of the home team.

6. Placement of Late Players in the Batting Lineup

- a. **For all divisions using universal batting**: 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.
- b. **For Freshmen and High School Softball Divisions**: 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 each time it is reached. However, if a ninth player comes during the game, that player shall bat in the ninth position and an automatic out will no longer be assessed. If a team starts the game with nine players and one leaves mid-game, that position in the batting order shall become an automatic every time it arises during a Tournament game. However, should a new, ninth player arrive, that player shall assume the position in the batting order left open by the departed player and an automatic out will no longer be assessed.

7. Player Eligibility

- a. All rules relating to Super Subs, players who play on Multiple Teams, and Players permitted to play down in age shall apply to Tournament games. All must be noted as such on every team's roster.
- b. Players Playing Down in Age (permitted over-age players): Those players are subject to the following playing restrictions:
 - i. they can never play the position of pitcher or catcher,
 - ii. they must bat at the bottom of the batting order,
 - iii. they cannot be an "impact" player, and
 - iv. if there is more than one on a team, only one at a time can play the infield.
- c. 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. No team shall have players wearing the same number. Where more than one player is identified by the same number, the umpire shall disqualify one of such players after consulting that team's roster and scorebook to determine who wore that number first. Super-subs may wear a jersey of their younger team but its number cannot be the same as the number of another player on the older division team.

8. Protest Rules

- a. <u>Protests shall not be allowed in regular season games for divisions where standings are not being kept.</u> However, all rules violations (especially those relating to eligibility and safety) must be reported to the PPBA within 24 hours of their discovery.
- b. <u>Protests are allowed in regular season games for divisions where standings are</u> being kept **and** for all Tournament games.
 - i. A protest shall be done in a way to minimize conflict. The protesting coach must have a copy of the rules to show the umpire and other team head coach the basis of the protest. Every team must also have their roster and full season scorebook present at every Tournament game.
 - ii. Protests of Regular Season Games: Such protests shall be noted on the umpire's scorecard indicating the basis of the protest (and where applicable, name and uniform number of the player in question). If the resolution of the protest to the satisfaction of both head coaches and the umpire in accordance with these rules occurred prior to the first pitch of the game, then no forfeit shall be assessed. However, if it would appear that the violation occurred in prior games, the matter should be reported to the PPBA for investigation. If not resolved at the time of the protest to the satisfaction of both head coaches and the umpire in accordance with these rules, a detailed written protest shall be submitted by the team's parent organization to an assigned PPBA member within seventy-two (72) hours of the end 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. If such a protest is confirmed and it is based on, for example, an eligibility rule, the PPBA shall have the discretion to assign losses to prior games in which the infraction also occurred.

iii. Protests of Tournament games:

- A. Such protests must be resolved by the umpire on the field immediately upon being 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 may contradict umpire rulings. If a challenge that a player is not a rostered player or is over-age is not resolved immediately, the game shall be played to conclusion and a determination as to the eligibility of the player shall be made immediately thereafter. If the player is disqualified, that team will be disqualified.
- B. To protest a Tournament game based on any of the eligibility rules, 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.
 - 1. 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, where applicable, 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, where applicable, on his/her scorecard. If the resolution occurred prior to the first pitch of the game, then no forfeit shall be assessed.
 - 2. If the head coach of the challenged team denies any of the 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 must be referred to the PPBA for resolution immediately after the game.

c. Effect of Successful Protest

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.

- d. Protest Fee Deposit and Forfeit Bond for Non-Members
 - i. Each organization not a member of the PPBA shall:
 - 1. 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
 - 2. 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.

SECTION D: ROSTER 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 May 1, 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). In no event shall a team be permitted to participate in a Tournament if it has not submitted a completed roster prior to its first Tournament game. All teams must have their roster and season's scorebook at all Tournament games.

In addition to other actions the PPBA may decide to take, failure to file final rosters prior to the first Tournament game will disqualify all such offending teams in that division from participating in their Tournaments and assess a \$100 fine to the PPBA for each division roster not filed on time. Unless specifically decided by the PPBA otherwise, each organization must provide to the PPBA a roster on a separate spreadsheet by division for every division, except Pee Wee and Ponys with the following information:

- **a**. The team name as identified on its 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**. Each player's first and last name, date of birth and age as of April 30 of that season; and
- **d**. the indication next to a player's name of "MT" for Multiple Teams, "SS" for Super Sub, 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. At any time 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. The PPBA will distribute rosters to each participating organization for distribution to their respective teams.

- **4. Changes to Rosters:** After the date for final roster submission, no player may be added to a team roster without the prior written approval of the PPBA, unless being left of 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 been 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 and present 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, date of birth and uniform number.
- 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 after consulting that team's roster and scorebook to determine who wore that number first.
- 7. Overage Players Barred: No overage player will be permitted on a team roster except if in accordance with these rules. An unapproved over-age player shall be banned for further play in the PPBA and the PPBA shall be 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.

8. Protests

Protests only affect Tournament games and regular season games for divisions that use standings for seeding in their Tournament. See the Tournament section for the Protest rules.

END OF RULES



SECTION E: CODE OF CONDUCT POLICY

Every season incidents that occur on the fields that justify remedial action either go unreported, or are reported late, or with insufficient information upon which to act. The net result is the misperception that we condone improper behavior and insufficient information to address correctable situations, particularly with respect to the quality of our umpires.

This organization consists of only a few officials who run over a thousand games on more than twelve fields every spring. It is impossible for us to be at all the games. The only way we can maintain values appropriate to a youth baseball organization is to get the direct and specific input of everyone involved.

It is, therefore, the <u>responsibility of all parents and coaches</u> to communicate problems to us as soon as they occur.

To that end, we define problems as

- 1/ any disrespectful behavior leveled at or by coaches, players, parents, umpires, spectators, and league and Parks Department officials;
- 2/ any behavior that evidences disrespect for the rules and policies of this organization, and
- 3/ any disrespectful behavior that occurs in the course of resolving disputes (such as between coaches and umpires).

This is youth sports. We adults are role models for the children. There is no justification for behavior that is disrespectful and evidences a lack of self-control.

Reports of such acts must be reported to this organization being sure to note:

- 1/ the date
- 2/ the time
- 3/ the field
- 4/ team and people involved, and
- 5/ what happened.

Time is of the essence: Memories fade and immediate action supports our intent to maintain a respectful environment.

To report an incident, either send an email to president@ppba.info or to your organization representative. We will honor a wish to remain anonymous. We will investigate all reports; however, please understand that we cannot act without the specific information noted above.

In addition, there is a form that you can complete through a link at the bottom of the home page of the PPBA website (www.ppba.info) for reporting umpire issues.

It should not seem from this policy that this is a pervasive issue. By far it is not. However, incidents occur every season and we are committed to modeling our best to our parents and children and deter those who need to be deterred.

Thanks for your understanding and continued support.

SECTION F: APPENDICES

1. 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.
 - 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."

2. Appendix 2: Official Rules of Baseball Cited in these Rules:

Rule 6.03(b) pertaining to batting out of order (this rule section B(3)(b)(ii)):

"(b) Batting Out of Turn

- (1) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time
- at bat in his place.
- (2) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- (3) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.
- (4) If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.
- (5) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.
- (6) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

(7) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

Rule: 5.06 (b)(4) pertaining to bases given after an hrown ball goes out of play (this rule sections B(3)(a)(v)(B) and B(3)(c)(vii):

5.06(b)(4) Each runner including the batter-runner may, without liability to be put out, advance:

. .

- (G) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;
- (H) One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead

