



**UPLAND HILLTOPPERS  
GIRLS SOFTBALL  
LEAGUE RULES AND REGULATIONS  
Revised January 2010**

I) REGISTRATION

A) SIGN-UPS

- 1) Girls must play at their age level, unless otherwise approved by the Board.
- 2) Birth Certificates must be presented, unless they have previously been verified.
- 3) A parent may request that one particular manager not draft his/her child.
- 4) All information is confidential (1989).

B) ELIGIBILITY - Division eligibility is determined by the player's age January 1, of current year.

- 1) T- Ball      Ages 5 & 6
- 2) 8U            Ages 7 & 8
- 3) 10U          Ages 9 & 10
- 4) 12U          Ages 11 & 12
- 5) 14U          Ages 13 & 14

C) LEAGUE ELIGIBILITY - Players who are interested in playing on a travel ball team, another recreational league, or a hardball league during the Hilltoppers season, requires Board approval and will be based on a player's commitment to the Hilltoppers season. (2010).

II) PLAYER DRAFT AND TEAM STRUCTURE PROCEDURES

A) The forming of Upland Hilltoppers Girls Softball League teams and the player draft shall be conducted by the following rules and regulations.

- 1) All players will be in the open draft for all divisions. (1987)
  - (a) Exceptions:
    - (i) Option player (who will be drafted as outlined in Section 9)
    - (ii) Blind Draft - A registered player eligible for the open draft who doesn't participate in tryouts will have her registration card turned face down during the draft and will be "blind" drafted. When it is a Manager's turn to draft, he/she may select from either the listed open draft numbers or select from the blind draft cards.
    - (iii) Blind Draft exclusions - Rated pitchers and all-stars will not be in the blind draft. Any other player unanimously agreed upon by the managers prior to the opening of the draft will also not be included in the blind draft. (1997)
    - (iv) All-star players from the previous year will be identified.
- 2) DIVISIONS - The drafted divisions will be titled as follows:
  - (a) T-Ball, 8U, 10U, 12U, 14U.
- 3) MAXIMUM/MINIMUM PLAYERS - The maximum number of players per team will be twelve unless otherwise voted by the board. The minimum number of players per team will be ten. (2010)

- 4) The draft status of all registered players will be listed on an Evaluation sheet prior to the official tryouts.
- 5) The order of draft will be determined by the drawing at the draft.
- 6) If the manager is unable to attend the draft, he/she shall appoint an alternate to draft the team. He/she may not have an alternate with a child in the same division. If a team has not been assigned a manager, the Player Agent will appoint a Hilltopper Board member to draft the team. (1993) Only one manager or designee at the draft.
- 7) Each team will have one (1) draft per round.
- 8) The draft will be conducted in a top-to bottom, bottom-to-top fashion, i.e., 1 through 10, 10 through 1, etc.
- 9) PITCHING POOL - A manager whose daughter has received an A or B rating as a pitcher either by the Board or by the divisional managers is restricted from drafting any rated pitcher in the first round of the draft. He/she may not draft a sister-option in the first round when one or both of the sisters is a rated pitcher. A manager whose daughter is a "C" rated pitcher may choose another "C" rated pitcher in the first round. (1997)
- 10) DRAFT POSITIONS:
  - (a) Manager's/Sister options: To qualify as an option, player must be a blood relation, (daughter, granddaughter) step-daughter or legal dependent of the manager. More than one relation will be treated as a sister option. (1997)
  - (b) Ratings are:
    - (i) #2 - All-Star
    - (ii) #5 - Non-selected
  - (c) If a manager's daughter:
    - (i) Was selected as an "A" All-Star the previous year in any division or league, his/her daughter will be drafted in the second round.
    - (ii) Was a non-select player the previous year, she will be drafted in the fifth round.
    - (iii) Exception: If an All-Star player is moving from one division to another 8U to 10U, etc.) They will move down one place in the draft. (3rd round to 4th round) except for an "A" rated All-Star pitcher, who will be drafted in the 2<sup>nd</sup>-round.
    - (iv) An "A" rated pitcher under manager's option will go in the same round as an "A" All-Star.
  - (d) Sister's Option:
    - (i) When two or more sisters are eligible for the same division, they shall be assigned/drafted on the same team, unless otherwise requested by parents.
    - (ii) Non-selected sister shall be drafted four rounds apart. Any mandatory sister option must go when last two picks are remaining for any manager. Should sisters remain to be drafted after the tenth round coaches will draw or have them assigned to their team.

- 11) PROBLEM RESOLUTION - All problems concerning options and draft procedures should be brought to the attention of the Player Agent and will be handled by the Upland Hilltoppers Board of Directors.
- 12) VIOLATIONS - Any violation of these options will result in game forfeiture and possible dismissal of both manager and coach after review by the Board of Directors, as covered by Article XI of the League By-Laws.
- 13) TRADING - Following the selection of the last player in the draft, managers will have ten minutes in which to make trades. All trades will then be discussed in an open forum and will not be final until 10 minutes following discussion. (Intent: All managers be aware of and may discuss any trade). All trades will be recorded.
- 14) ADD/DROP PROCEDURES (1987)
  - (a) All girls wishing to participate after teams are full shall be placed on a waiting list. The list will be on file with the Player Agent.
  - (b) These girls shall be assigned in the following manner:
    - (i) All added players shall be placed on teams until all teams have a full roster.
    - (ii) All girls wishing to participate in the League shall have their names listed with the Player Agent a minimum of three days prior to assignment.
- 15) If a player is dropped, quits or cannot finish the season because of injury, the Manager must notify the Player Agent or Divisional Representative within 72 hours of the time the player notified him/her. Otherwise, the Manager is subject to disciplinary action by the Board.
- 16) If possible, the player will be replaced in order to bring the team up to the player limit. A player will not be added after the 4<sup>TH</sup> game of the season: the only exception is with Board approval. Any Board member signing up a player must provide written notification to the Player Agent within 24 hours. (1997)
- 17) All teams without full rosters are equally eligible to receive added players. When a player is to be placed, the Player Agent assigns a random number to each eligible team. The League President, or his designee, with no knowledge as to the teams random numbers, selects one in a blind draw. The Player Agent informs the Divisional Representative and Team Manager as soon as the blind draw is made. All girls must be listed with the Player Agent 72 hours prior to placement on a team.
- 18) CONFIDENTIAL - This list will be kept in absolute confidence. No disclosure of its contents will be permitted under any circumstances.

### III) PROTEST PROCEDURES (Rev. 1987)

- A) All protests are to be handled by the Protest Committee. The Protest Committee consists of the following as set forth in the By-Laws:
  - 1) Chairman: Umpire Coordinator
  - 2) President
  - 3) Vice-President
  - 4) 3 uninvolved Representatives
- B) The notification of intent to protest shall be made to the Plate Umpire prior to the next legal pitch.

- C) A protest can only be filed by the Manager or the First Coach in the absence of the Manager. (1990)
- D) A written protest must be submitted to a Board Member within forty-eight (48) hours of the starting time of the protested game. The Letter of Protest must be accompanied by the appropriate fee: Twenty-five dollars (\$25), first protest of the current season; Thirty-five dollars (\$35), second protest; Forty-five dollars (\$45), third protest; etc.
- E) This fee shall not be solicited from the sponsors, parents or members of the team. If the committee finds the protest to be valid, the fee will be refunded. Any protest found to be invalid; the League shall retain the fee.
- F) A written protest shall consist of the following information:
- 1) Date, time and place of game.
  - 2) Names of Umpires and Scorekeeper.
  - 3) Rule & section of League/ASA rule under which protest is made.
  - 4) The decision and conditions surrounding the making of the decision (1990)
  - 5) All essential facts in the matter protested.
- G) Protests that shall be considered by the Committee are:
- 1) Misinterpretation of a playing rule. (1990)
  - 2) Failure of an Umpire to apply the correct rule to a given situation.
  - 3) Failure of an Umpire to impose the correct penalty for a given violation. (1990)
- H) The Committee will not consider protests, that are based upon a decision involving the accuracy of judgment on the part of an Umpire.
- I) Examples:
- 1) Whether a batted ball was fair or foul.
  - 2) Whether a base runner was safe or out.
  - 3) Whether a pitch was a ball or strike.
  - 4) Whether a pitch was legal or illegal.
  - 5) Whether a base runner did or did not touch the base.
  - 6) Whether a base runner left the base too soon on a caught fly ball.
  - 7) Whether a fly ball was or was not caught legally.
  - 8) Whether a hit ball was or was not an infield fly.
  - 9) Whether there was or was not an infield fly.
  - 10) Whether the field is fit to continue or resume play.
  - 11) Whether there was sufficient light to play, etc.
  - 12) Any other matter involving only the accuracy of the umpire' judgment.
- J) The decision made on a protested game must result in one of the following:
- 1) If the protest is found invalid, the game score stands as played.
  - 2) When a protest is found to be valid, the game is replayed from the point at which the incorrect decision was made with the correct decision being applied. The replayed game must use the same batting order and pitching stats as were in effect unless an injury has occurred to a player since then. Replayed games are to be scheduled by the Scheduling Coordinator, who shall notify all parties involved.

- K) The Plate Umpire at time of notification will indicate positions of all base runners at the time of the pitch, count on the batter, number of outs and number of total runs by both teams. The score book will be signed by both Managers at this time.
- 1) The Umpire will give a brief description of the play being protested and decision made as result of the rule in question and sign the score sheet before the next legal or illegal pitch.
  - 2) The Umpire will turn in all official scoring material of the game under protest. The materials must be signed by the Manager or Coach making the protest and given to the Umpire Coordinator within forty-eight (48) hours of the protested game.

#### IV) ALL- STAR SELECTION

- A) All All-Star players are voted on by all of the division managers. All Star vote selection will consist of 10 players with the highest vote count, 2 players selected by the manager from the nomination list, and 3 alternates with the next highest vote count. (2010)
- B) Any manager or team representative, at the All Star draft, can nominate any player from another team in the division, subject to Board approval. The Board can limit Player nominations. (2009)
- C) All players selected are eligible for the division played during that league season. A player who played in a higher age classification during the current season, is eligible to play in their proper age classification with board approval. (2010)
- D) Selection of all star managers will be by board vote from the available managers in that division. If the board fails to approve the nominee then the board may select another manager from outside of the division. (2010)
- E) The league will sponsor each all-star team registration for three (3) all-star tournaments; this includes the Hilltopper's All-star tournament and two additional tournaments.

### **UPLAND HILLTOPPERS RULES FOR PLAY**

#### V) OVERALL LEAGUE RULES

- A) Official softball rule (as adopted by the A.S.A. fast pitch rules) applies in all instances unless superseded by the local League rules.
  - 1) An adult woman must be present at all team functions, practices and games.
- B) Practice (regular season) not playoffs or tournaments 1989
  - 1) A team consisting of more than four girls may be on the field only three times, including practice, game, and batting cages, in one calendar week (Sunday through Saturday.)
  - 2) Practices may not be longer than one and one half (1 1/2) hours for 8U, and two hours for 10U, 12U. (2010)
  - 3) Teams will not use the League pitching machine on days they are scheduled to play. (1988)
  - 4) "Warm-up" may not start earlier than 60 minutes prior to game. (2010)
  - 5) Teams may not use infield (including pitcher's mound) for warm-up prior to game. (2010)

- C) Field Preparation:
- 1) Both managers of the first game of the day must have the field lined fifteen (15) minutes prior to game time. (2010)
  - 2) Both managers involved in the last game of the day or last game for 8U/T-Ball are responsible for field clean up (bases). (2010)
  - 3) If determined that field preparation is necessary after time has started then the umpire shall stop the clock until all field preparation is completed, the time will resume once the next ball is thrown. (2001)
  - 4) Pitching circle for all levels is eight (8) feet in diameter, centered from the pitching mound.
- D) If an Umpire does not appear for a game, a Board member will designate an Umpire.
- E) Players -
- 1) Batting order - each player present must be placed in the batting order for the entire game unless injured or benched. (1990)
    - (a) Line-up sheets (given to scorekeeper) must list all rostered players.
    - (b) Line - up rosters becomes official when handed to the official umpire.
    - (c) A player arriving after the line up roster is official, will be entered into last position in the batting order regardless on of how much time is left in the game. (1997)
  - 2) Substitutions: No player will sit out two consecutive defensive innings. Exception: Injury, discipline, or the game called by an umpire. Violation of this rule will result in STARTING THE NEXT INNING WITH ONE OUT. (2010)
  - 3) Player responsibilities: All team members shall confine themselves to the game area, field, and Dugout, except for explicit permission given by the Manager/Coach. (1994)
    - (a) A player must notify his/her Manager/Coach in advance, if he/she will arrive late, leave early, or be unable to attend a practice or game. (1997)
- F) Game Time - A game will officially start at the first pitch. (2006)
- 1) A team must field a complete team no later than ten (10) minutes after ""Play Ball" has been called, or it will forfeit the game.
  - 2) A team is complete when minimum of eight participating players in uniform are present at the start and at least eight are playing at any given time.
  - 3) If neither of the two teams scheduled can meet the required player minimum, The Umpire shall call the game. This will be counted as a loss against both teams in League standings.
- G) Games shall consist of:
- 1) T-Ball ..... 1 hour
  - 2) 8 Under..... 6 innings or 1 hour and 15 minutes (with coach pitch)
  - 3) 8 Under..... 6 innings or 1 hour and 20 minutes (with no coach pitch)

- 4) 10 Under..... 6 innings or 1 hour and 30 minutes
  - 5) 12 Under..... 6 innings or 1 hour and 30 minutes
  - 6) 14 Under..... 6 innings or 1 hour and 30 minutes
- H) In the event the game is called due to the time limit, the game shall be considered a regulation game regardless of the number of innings played.
- I) The new inning begins when the third out is called.
- J) Once an inning has begun, it must be completed unless, in the opinion of the plate Umpire, it is too dark or wet, or unsafe conditions exist.
- K) When a game is called for reasons other than the time limit, four complete innings will constitute a legal game in 10U, 12U, 14U, (3 1/2 innings if the home team is ahead). (1999)
- L) A tied game at the end of regulation play shall continue play within the time limit.
- M) Runs/Batting - There will be five runs or three outs allowed per inning per team.
- 1) If three outs have been attained before a team can score five runs, the team batting will have completed its turn at bat; therefore, three outs or five runs will constitute a half an inning.
  - 2) Catch Up Rule - The team with the lesser score in any inning if behind by five or more runs will be allowed to tie the score.
  - 3) Throwing The Bat - The plate Umpire may warn the batter the first time she throws her Bat and instruct the scorekeeper to record it. If she throws the bat a second time in the same game, she may be called out and benched for the remainder of the game. Any player who throws equipment in anger will be benched immediately for the remainder of the game. (1987)
- N) Leaving the game and injured players -
- 1) Batting order will automatically be adjusted to reflect the loss of a injured with no out being recorded. This also applies to any player leaving a game for reasons other than injury. A manager is expected to inform the opposing teams manager, the umpire, and the official scorer before the game if he / she knows that any player will be leaving before the end of the game. (1997) An injured player cannot reenter the game without parent/guardian approval. if the player does reenter the game, no penalty will be assessed. (2010)
  - 2) If an injury occurs while running the bases, at the discretion of the Umpire a courtesy runner may be used (last recorded out.) (1992)
- O) If the game is tied at the conclusion of regularly scheduled play and game time remains on the clock, a one-inning international tiebreaker will be implemented. If the game remains tied after the tiebreaker, the game will be officially recorded as a tie. (2006)
- P) Playing Field and Safety Equipment
- 1) Players will NOT be allowed to base coach in any division.
  - 2) All teams have the option to wear shorts or pants. Decision must be Majority. (1993)
  - 3) Protective head gear and face mask MUST be worn at all times by batters and base runners while on the playing field. (2010)

- 4) No player, manager, or coach should be using cell phones or mp3 players. (2010)

#### VI) DISCIPLINE

- A) A manager may bench a girl for disciplinary measures for one game at a time, providing the manager notifies the opposing team Manager, the Divisional Representative and Player Agent prior to game time. A manager may also bench a player for disciplinary reasons during a game with notification to the umpire. The batting order will be adjusted according to the rule IV 11B. 1997

#### VII) Scorebooks, Standings, Rescheduling & Awards

- A) The League scorekeeper shall maintain official Scorebooks. The scorekeeper shall record the play in the book and then enter the play in the score Board machine. In the event a league scorekeeper is not available, the home team will record and maintain the official league scorebook.
  - 1) 1). End of the Game - The Manager/Coach and the Umpire must sign and verify the official scorebook at the completion of each game.

#### VIII) STANDINGS

- A) Standings will be determined by point count. Points will be assessed as follows: Win = 2 points, Tie = 1 point, Loss = 0 point.
- B) The winning Manager will record the "win" directly after each game, on the Division Scorekeeping Schedule located on the Snack bar bulletin board.

#### IX) RESCHEDULING OF GAMES

- A) Managers must give the scheduler any date or times their team cannot play within two weeks after their draft night. (No exceptions will be made after this date) Scheduler will do his best to accommodate requests.
- B) Rainouts - Games cancelled due to weather/conditions will be rescheduled on the next available date and field providing both teams with their legal week.
- C) The Board will designate award distribution prior to start of the season. (1994)

#### X) UNIFORMS

- A) Each team will be supplied with two coaches shirts and a shirt for each player.
- B) Player names and nicknames can be added to the back of the shirt as long as it does not interfere with the player's number.
- C) Teams are not authorized to participate in any fund raising for their individual team.
- D) Additional uniform supplies, such as shorts, sliders, socks shall be supplied by the player and/or parents, although must comply with League standards.

- E) The League policy is to maintain an equal and uniformed appearance among all teams participating. Any "Team Personalized" uniforms are not authorized and are thereby forbidden with the exception of modification and/or additions of hats and sweatshirts. At no time will parents be required to provide and pay for any "team personalized equipment".

## XI) SPONSORS

- A) Each team, is required to obtain a "Team Sponsor". The Board will determine the sponsor fee at the beginning of each season. (2010)
- B) Any sponsor fees received shall be turned over to the Sponsor Coordinator for appropriate recording and recognition. Individual Teams are not authorized to accept or keep team donations that exceed \$50.00.
- C) Only authorized team sponsors, players and coaching personnel shall receive recognition on the team banner.

## XII) 8U RULES

### A) BASE, PITCHING & FIELD DISTANCES

- 1) Pitching distance shall be 30 feet; bases shall be 60 feet. (2006)
- 2) Outfield is considered the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched.

### B) COACHING

- 1) One adult coach will be allowed in the outfield to verbally assist players while team is playing defense. This Coach must remain in the outfield at all times.
- 2) At no time can the outfield coach, due to their position in the field, draw the attention to a play or influence the umpire in any manner. (2001)
- 3) An adult woman must be present at all team functions, practices and games.

### C) PITCHING

- 1) A pitcher will pitch no more than three innings in any one game, two innings consecutive. Complete or incomplete. (1999)
- 2) There will be coach pitch for the first round of schedule play. After the first round, the coach pitch option will be assessed by managers and Board members to determine if it will continue for the remainder of the season. (2008)
- 3) One pitched ball in an inning constitutes a full inning pitched for the record of the pitcher.
- 4) A runner may leave the base after the pitcher has released the ball. (except during coach pitch) (2010)

### D) RUNNERS

- 1) There will be no stealing of any base until the last round of scheduled play. During the last round, stealing will be limited to the criteria as noted in #12. (2005)

- 2) STEALING: Runners can steal only one base per batter. There will be no double stealing. Home plate will remain closed. If a base overthrow occurs during an attempted steal, the runners cannot advance an additional base. The Upland Hilltoppers Board must approve this rule prior to any tournament play. (2005)
- 3) Any runner may be picked off a base during a lead off. If there is an attempted to pick off a runner, the fielder receiving the ball only has to tag the base. In the event of an overthrow, the runner may advance one base after returning to the base and tagging up. Exception: Home is closed.
- 4) No base runner may score from the third on a passed ball by the catcher. (Home plate is closed.)
- 5) No runner may advance a base on an overthrow from the catcher to the pitcher.
- 6) No runner may advance more than one base on an overthrow on the original play. Example: on a play to 1st, if the 1st baseman misses the ball, the runner only advances to 2nd base.
- 7) No more than three (3) runs may be scored in one inning by the team at bat. (2006) The team with the lesser score in any inning, if behind by four or more runs, will be allowed to tie the score. Refer to Catch-up rule .
- 8) During live play, the ball will be considered dead once the ball is in the possession of the pitcher and the pitcher is in the pitcher's circle. Any runners may advance to the next base only if they are over half way to the next base when the ball is in the pitcher's possession in the vicinity of pitcher's circle. (2010)
- 9) The infield fly rule does not apply.
- 10) The dropped third strike does not apply. No runner may advance to first base on a third strike not held by the catcher.
- 11) Catchers can only be changed between innings or due to injury.

E) TIME

- 1) No new inning shall start after one hour and fifteen minutes from the start of the game.
- 2) When a game is called for reasons other than the time limit, three complete innings will constitute a legal game. (3 1/2 innings if the home team is ahead.) (1999)
- 3) Practices may not be held longer than one and one half (1 1/2) hours.
- 4) All other rules used by the League shall apply with the exception of the above revisions.

XIII) 10U, 12U, 14U

A) PITCHING

- 1) If a pitcher makes one pitch to a batter during an inning, it will be considered an inning pitched. A pitcher removed from the mound may return to the mound. If a pitcher pitches more than the maximum innings, at the time the umpire is notified an illegal pitch is declared.

- 2) In 10U, the pitcher will pitch no more than three innings in any one game, two innings consecutive, complete or incomplete. (2010).
- 3) In 12u a pitcher may pitch 4 innings, no more than two consecutive. The board will reassess after the first round of play. (2010)
- 4) In 14U, there will be no pitching restrictions for the season. 12U pitching restrictions will be determined by the board each year. (2010)
- 5) Any pitching change must be given to plate Umpire, who must notify the Scorekeeper.
- 6) Pitching Distances
  - (a) 8U ..... 30 feet
  - (b) 10U ..... 35 feet
  - (c) 12U ..... 40 feet (ASA 2001)
  - (d) 14U ..... 40 feet

B) CATCHERS -

- 1) The clock will be stopped for a change of catcher in the last five minutes of the game, (even if the catcher change started prior to the 5 minute mark). (2001)

C) RUNNERS – (10U ONLY)

- 1) A base runner may leave the base as soon as the ball leaves the pitchers' hand.
- 2) Base runners may advance in this manner a maximum of one base at a time.
- 3) Home is open. (2009)
- 4) Runners may advance one base per pitch per player. (2009)
- 5) Dropped third strike is in effect. (2009)
- 6) There will be a maximum of four runs per inning (excepting the catch up rule). (2009)

D) INFIELD FLY RULE - A fair fly ball, which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied and there are less than two outs. The infield fly is ruled when the ball reaches its highest point based on the position of the closest infielder regardless on who makes the play. The umpire shall immediately declare "infield fly". The ball is live and runners may advance at their own risk. The runners can tag up and advance once the batted ball is touched the same as any fly ball. The intent of this rule is to prevent double plays. Infield Fly Rule does not apply to 10U Division.

E) A substitute runner can be used for an on-base catcher to allow the catcher to prepare for the next inning of play. The substitute runner should be the player who incurred the last out during the previous inning. Managers can choose not to substitute a runner for their catcher; however, the game will not be delayed to allow a catcher to put on their equipment. Umpires will enforce the 5 pitch / 1 minute rule between innings.

#### XIV) T-BALL DIVISION RULES

- A) The primary purpose of the T-Ball division is for instruction and fun. All boys and girls will play at all times. The season will run eight to ten weeks and will conclude at the end of the Hilltopper season.
- B) Goals to be obtained for T-ball players are as follows:

- 1) To learn the nine positions, i.e., catcher, pitcher, etc.
  - 2) To learn where to stand in relation to the tee, to hold a bat and hit a ball.
  - 3) To learn how to run the bases.
  - 4) To learn the basic rules of the game.
  - 5) The emphasis will be on learning, not winning.
- C) DRAFT PROCEDURES: The Board will conduct the Draft. Children will be placed on teams determined by the school they attend and/or player requests (players may select one friend).
- D) TEAM - Each team will consist of nine (9) or more players depending on the total number of players registered.
- E) PRACTICE - Practice will be held once or twice a week for one hour. There must be a woman present at all functions, practice and games.
- F) PLAYERS -
- 1) All players will play a defensive position. No substitutes. If ten (10) players are present, four (4) play the outfield, if eleven (11) are present, five (5) play the outfield. Outfield is defined as at least 10 feet behind the baseline.
  - 2) Teams may play with six (6) players. When there are eight (8) players, one must play as catcher.
  - 3) Catcher is optional. (2001)
- G) PLAYER EQUIPMENT
- 1) The batter and base runners shall wear protective headgear. The catcher will also wear a helmet. (1990)
  - 2) Players may wear long or short pants or sweats.
  - 3) An eleven (11) inch soft stitched Incrediball will be used.
  - 4) A small T-ball bat will be used.
  - 5) The fields will be lined (all bases, batter's box & bench area) prior to game time.
- H) UMPIRES
- 1) Manager, coach, or mutually designated person will umpire. (2001)
  - 2) The Plate Umpire, Manager or Coach will be responsible for adjusting the tee to the height desired by the batter.
- I) THE GAME
- 1) Score and standings will not be kept.
  - 2) The length of the game shall be one (1) hour or as soon as the last inning is completed.
  - 3) The batter is allowed to swing at the tee ball as if it is pitched. If the batter swings and misses the ball, it is a strike. Five (5) strikes, the batter is out. No walks.
  - 4) After half the season or schedule is complete, manager or coach may pitch up to 4 pitches to any or all players. (1901)

- 5) For the entire season, an inning is complete when each player has batted once.
- 6) Any ball hit will be played. The ball must pass the ten foot arc line from home plate to be considered a fair ball.
- 7) The catcher shall assume a position behind home plate which will not interfere with the batter's swing.
- 8) The pitcher will stand within the pitching circle.
- 9) No sliding or stealing is allowed.
- 10) Any ball thrown to the pitcher, while standing in the pitching circle with the intent to end play, is considered a dead ball. The only exception is the final batter of each inning. (1990)
- 11) Only one base will be allowed each runner for an overthrown ball to 1st, 2nd or 3rd base, including the last batter in the line-up. (1992)
- 12) No bunting is allowed. A full swing must be attempted.
- 13) A player may play at one position for two innings only. He/she must then rotate to another position that he/she has not yet played in that game. (1997)
- 14) The last batter in the line-up must be different each game.
- 15) A maximum of one manager and one coach may stand in the outfield during their team's defensive inning; they may not enter into or interfere during the play, but may instruct after each play. (1997)
- 16) All players will receive a participation award. (1990)