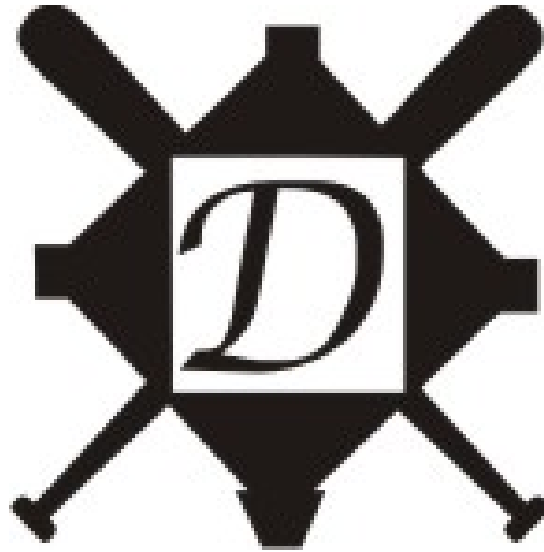


Desloge Community Baseball



Official Rule Book

Desloge Community Baseball Tee Ball Rules:

1. A team consists of 10 players with all players on the field at a time. Each team is permitted 6 players on the infield when on defense to be arranged by the coach. The remainder of the players must play in the outfield.
2. Game will be played with a standard soft tee ball.
3. No metal cleats of any kind.
4. Bases are approximately 60 feet apart.
5. Regulation games are 50 minutes long.
6. An inning consists of all players on a team batting once, rather than the 3 outs rule. An inning is over once all players have batted once.
7. The ball is pitched three (3) times to each player. If the player fails to put the ball in play it will then be hit off a tee located inline with home plate.
8. The play is over when the ball is returned to the pitching coach.
9. Batters are not permitted to bunt.
10. Players are not permitted to steal or lead off bases.
11. There is no infield fly rule.
12. Two volunteer coaches of the defensive team are permitted to be in the field area. At no time are they permitted to participate in the play.
13. Coaches of the offensive team may position themselves as first and third base coaches and may assist the batter. Only one coach may be located at each of the above positions.
14. Each team must provide one ADULT catcher for their team when at bat.
15. Coaches are encouraged to change the batting lineup to give everyone a chance to bat first and last.

Desloge Community Baseball Division I Rules:

1. Games will be played with a 9" Baseball
2. Bases will be 60 feet apart
3. The Pitcher's Mound shall be located 30 feet from Home Plate.
4. Regulation games will consist of 5 innings. No new inning of play may be started after 1 hour and 20 minutes. After 1 hour and 20 minutes and completion of the inning being played, the game is complete, regardless of the number of innings played. If such game is tied at the expiration of the time limit the "Texas" tiebreaker will be used (see later in rulebook).
5. There shall be a limit of 5 runs per inning which can be scored by the offensive team in every half inning. This limit shall apply to all innings except the LAST inning. There is no limit on the number of runs that can score in the LAST inning. The LAST inning shall be either the 5th inning or the final inning allowed to be played due to time restraints. In the case of the latter, the home team shall only be allowed to score more than 5 runs IF the same opportunity to do so was afforded the visiting team in the top half of the inning in question. For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play". If the bases are loaded and the limiting run is at 3rd base and the batter hits a home run, only the run from 3rd base shall score.
6. After 3 complete innings games are considered "official". If the game is cancelled due to inclement weather, the team with the most runs at the end of 3 innings will be considered the winner. Any game stopped prior to being declared an "official" game will be played at the next available date.
7. No game can start with less than 7 players on each team. No team can finish with less than 7 players. This will result in a forfeit. Teams are allowed a ten minute grace period from the time the game should start to have their minimum of 7 players.
8. A coach will pitch to his own team. The pitching coach must stay in a direct line between home plate and 2nd base. Coaches may move forward or back, but may not get closer than 10 feet to home plate. The pitching coach may not interfere in game play. The pitching coach may only pitch the ball and instruct the hitter at bat. If the pitching coach is struck by the ball accidentally – the ball will be considered foul. If the pitching coach intentionally interferes in play after the ball is hit – the batter is out and any base runners will return to their bases prior to the hit.

9. Coaches of the offensive team are allowed three coaches, one each in the 1st and 3rd base coach box and to serve as catcher behind home plate. These coaches are subject to the same rules as the pitching coach and cannot interfere in play.
10. There should be one coach located in the dugout of the offensive team to ensure batters report in a timely and correct order.
11. Coaches of the defensive team are allowed three coaches, one at each base. These coaches are not allowed to interfere in play.
12. Each team is permitted 6 players on the infield when on defense to be arranged by the coach. The remainder of the players must play in the outfield.
13. Each batter will receive 8 pitches. If the batter fails to reach base in 8 pitches, it is a strikeout. If there are 3 strikes recorded during the pitch sequence the batter is out. Foul balls are strikes. If the 8th pitch is a foul ball, it shall be treated as a foul ball with 2 strikes in Major League Rules and the batter would be entitled to an additional pitch. Batters cannot walk, they can strike out.
14. Lead offs and stealing are not permitted. Runners may only leave their bases if the batter becomes a runner.
15. There is no infield fly rule.
16. No metal cleats of any kind.
17. Any ball overthrown at Home Plate, 1st base or 3rd base is a dead ball and runners may not advance. An overthrow of 2nd base, the ball is still considered in play and runners may advance.
18. If a batted ball strikes any base runner unintentionally, play shall continue and the base runner is not out. Any base runner that interferes with the ball intentionally is out and the ball is dead.
19. The ball becomes dead at the end of a play when a player controls the ball anywhere inside the perimeter of the infield (inside the baselines – fair or foul), however should there be a natural continuation of play by the fielder the ball shall remain live. On a dead ball runners will be sent to the closest base. If as a result of this rule two runners are entitled to the same base, then the leading runner gets the base and the trailing runner must get back to the previous base. The intent of this rule is that players will only advance one base at a time unless, the ball is a home run.
20. If a batter is injured during their turn at bat and not able to complete his/her at bat, the batter will be skipped in the lineup. No additional batter will bat in their

place. At their next turn in the lineup, if able, the batter should return to their original position in the lineup.

Desloge Community Baseball Division II Rules:

1. Games will be played with a Standard Baseball.
2. Bases will be 60 feet apart.
3. The Pitcher's Mound will be located 32 feet from Home Plate.
4. Regulation games will consist of 6 innings. No new inning of play may be started after 1 hour and 30 minutes. After 1 hour and 30 minutes and completion of the inning being played, the game is complete, regardless of the number of innings played. If such game is tied at the expiration of the time limit the "Texas" tiebreaker will be used (see later in rulebook).
5. There shall be a limit of 5 runs per inning which can be scored by the offensive team in every half inning. This limit shall apply to all innings except the LAST inning. There is no limit on the number of runs that can score in the LAST inning. The LAST inning shall be either the 6th inning or the final inning allowed to be played due to time restraints. In the case of the latter, the home team shall only be allowed to score more than 5 runs IF the same opportunity to do so was afforded the visiting team in the top half of the inning in question. For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play". If the bases are loaded and the limiting run is at 3rd base and the batter hits a home run, only the run from 3rd base shall score.
6. After 4 complete innings games are considered "official". If the game is cancelled due to inclement weather, the team with the most runs at the end of 4 innings will be considered the winner. Any game stopped prior to being declared an "official" game will be played at the next available date.
7. No game can start with less than 7 players on each team. No team can finish with less than 7 players. This will result in a forfeit. Teams are allowed a ten minute grace period from the time the game should start to have their minimum of 7 players.
8. Pitchers are limited to 3 innings (9 defensive outs) in a game, any pitch in any inning shall constitute a complete inning pitched. If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached – whether or not the illegal pitcher is still pitching.
9. Players will pitch until they have walked or hit 3 batters in an inning. At that time a coach from the team at bat will take the mound to finish the inning. This does not constitute the removal of the pitcher – if the pitcher has eligible innings, they may be reinserted the following inning.

10. The coach, when pitching, will wear a glove for protection. The coach will pitch at approximately the same speed as that of the players. The adult pitcher cannot walk in a run with the bases loaded. The batter must either hit the ball into play or strike out in this situation. The adult pitcher cannot walk two (2) batters in a row, regardless of the number of runners on base. The batter must either hit the ball into play or strike out in this situation. Any ball touched by the adult pitcher is dead, considered no play.
11. Once the pitcher has been replaced on the mound with a new pitcher, he may not return to the mound to pitch in that game. This rule applies even if the pitcher remains in the game in another defensive position.
12. A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the 2nd and any additional conferences, in that inning, the manager must remove his pitcher from the mound. This does not mean 1 conference per pitcher per inning, only 1 conference, after which any further conferences must result in removal of the pitcher.
13. There will be no penalty for Balks or Illegal pitches.
14. Whenever a 3rd strike is not legally caught by the catcher, the ball is dead, the batter shall be declared out, and runners may not advance.
15. While at bat (offense), each team may be granted not more than 2 charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on deck batter or other offensive team personnel.
16. Lead offs and stealing are not permitted. Runners may only leave their bases if the batter becomes a runner.
17. There is no infield fly rule.
18. No metal cleats of any kind.
19. The ball becomes dead at the end of a play when a player controls the ball anywhere inside the perimeter of the infield (inside the baselines – fair or foul), however should there be a natural continuation of play by the fielder the ball shall remain live. On a dead ball runners will be sent to the closest base. If as a result of this rule two runners are entitled to the same base, then the leading runner gets the base and the trailing runner must get back to the previous base. The intent of this rule is that players will only advance one base at a time unless, the ball is a home run.

Desloge Community Baseball Division III Rules:

1. Games will be played with a Standard Baseball.
2. Bases will be 70 feet apart.
3. The Pitcher's Mound will be located 44 feet from Home Plate.
4. Regulation games will consist of 7 innings. No new inning of play may be started after 1 hour and 45 minutes. After 1 hour and 45 minutes and completion of the inning being played, the game is complete, regardless of the number of innings played. If such game is tied at the expiration of the time limit the "Texas" tiebreaker will be used (see later in rulebook).
5. There shall be a limit of 5 runs per inning which can be scored by the offensive team in every half inning. This limit shall apply to all innings except the LAST inning. There is no limit on the number of runs that can score in the LAST inning. The LAST inning shall be either the 7th inning or the final inning allowed to be played due to time restraints. In the case of the latter, the home team shall only be allowed to score more than 5 runs IF the same opportunity to do so was afforded the visiting team in the top half of the inning in question. For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play". If the bases are loaded and the limiting run is at 3rd base and the batter hits a home run, only the run from 3rd base shall score.
6. After 5 complete innings games are considered "official". If the game is cancelled due to inclement weather, the team with the most runs at the end of 5 innings will be considered the winner. Any game stopped prior to being declared an "official" game will be played at the next available date.
7. No game can start with less than 7 players on each team. No team can finish with less than 7 players. This will result in a forfeit. Teams are allowed a ten minute grace period from the time the game should start to have their minimum of 7 players.
8. Pitchers are limited to 5 innings (15 defensive outs) in a game, any pitch in any inning shall constitute a complete inning pitched. If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached – whether or not the illegal pitcher is still pitching.
9. Once the pitcher has been replaced on the mound with a new pitcher, he may not return to the mound to pitch in that game. This rule applies even if the pitcher remains in the game in another defensive position.

10. A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the 2nd and any additional conferences, in that inning, the manager must remove his pitcher from the mound. This does not mean 1 conference per pitcher per inning, only 1 conference, after which any further conferences must result in removal of the pitcher.
11. Umpires are to warn a pitcher one time per pitcher, per game that he has committed a balk. An additional separate warning is to be given for an illegal pitch. Upon such warning, the umpire shall call an official time out and explain the reason for the balk/illegal pitch to the pitcher and manager. After such warning, the regular balk and illegal pitch rules will apply.
12. While at bat (offense), each team may be granted not more than 1 charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on deck batter or other offensive team personnel.
13. No metal cleats of any kind.

Desloge Community Baseball Division IV Rules:

1. Games will be played with a Standard Baseball.
2. Bases will be 90 feet apart.
3. The Pitcher's Mound will be located 60.5 feet from Home Plate.
4. Regulation games will consist of 7 innings. No new inning of play may be started after 1 hour and 45 minutes. After 1 hour and 45 minutes and completion of the inning being played, the game is complete, regardless of the number of innings played. If such game is tied at the expiration of the time limit the "Texas" tiebreaker will be used (see later in rulebook).
5. After 5 complete innings games are considered "official". If the game is cancelled due to inclement weather, the team with the most runs at the end of 5 innings will be considered the winner. Any game stopped prior to being declared an "official" game will be played at the next available date.
6. No game can start with less than 7 players on each team. No team can finish with less than 7 players. This will result in a forfeit. Teams are allowed a ten minute grace period from the time the game should start to have their minimum of 7 players.
7. Pitchers are limited to 7 innings (21 defensive outs) in a game, any pitch in any inning shall constitute a complete inning pitched. If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached – whether or not the illegal pitcher is still pitching.
8. Once the pitcher has been replaced on the mound with a new pitcher, he may not return to the mound to pitch in that game. This rule applies even if the pitcher remains in the game in another defensive position.
9. A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the 2nd and any additional conferences, in that inning, the manager must remove his pitcher from the mound. This does not mean 1 conference per pitcher per inning, only 1 conference, after which any further conferences must result in removal of the pitcher. It is not a conference if a manager goes to the mound for the single purpose of removing his pitcher.
10. While at bat (offense), each team may be granted not more than 1 charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on deck batter or other offensive team

personnel. The umpire should deny any subsequent offensive team requests for charged conferences.

11. Slides, collisions, and contact at first base are as defined in the General Rules of Desloge Community Baseball.

12. No metal cleats of any kind.

Desloge Community Baseball General Playing Rules

The following rules have been adopted by the City of Desloge for use during all Desloge Community Baseball games. In all other instances, outside of the rules set out in this rulebook, the Official Rules of Major League Baseball (Major League Rules) will apply. It is the manager's responsibility to know and follow both sets of rules. Unless otherwise noted in a respective Division's rules, all rules in the General Rules apply to ALL divisions of play.

STARTING TIME, STARTING GAMES AND TIME LIMITS

Every attempt should be made to start all games promptly as scheduled. If either team is unable to field at least seven (7) players by the end of a ten minute grace period, that team shall forfeit the game. If neither team is able to field at least seven (7) players by the end of the ten minute grace period, both teams shall forfeit that game.

Each team should complete pre-game warm-up and infield practice no later than five (5) minutes prior to the scheduled start of their game. If a team or teams has not completed infield by the specified time, and the game starts late, the umpire-in-chief shall start the game clock as if the game had started on time. EXCEPTION: If the game is preceded by another game which is running late, the Umpire-In-Chief may allow five (5) minutes of infield for both teams prior to beginning the game.

The time, as ruled by the umpire-in-chief shall be the OFFICIAL TIME governing the game. Specific time limits for each division are outlined in the Divisional Rules.

A new inning starts once the third out is recorded in the bottom of the previous inning

COMPLETE GAMES AND PLAYER SUBSTITUTION

Regulation Games: All games in Baseball shall be seven (7) innings in length. (Except as noted in Divisional Rules) Any reference in the Major League rules to the "NINTH INNING" shall apply to the "FIFTH INNING", "SIXTH INNING" or "SEVENTH INNING".

Mercy Rules: If during the progress of any game in Community Baseball:

(A) The home team, after four and one-half (4½) or more innings have been played, is leading by ten or more runs; or

(B) The visiting team, after five (5) or more innings have been played, is leading by ten (10) or more runs at the end of any complete inning; or

(C) The home team, after three and one-half (3½) or more innings have been played, is leading by fifteen (15) or more runs; or

(D) The visiting team, after four (4) or more innings have been played, is leading by fifteen (15) or more runs at the end of any complete inning; or

(E) Either team, after 1 hour and 30 minutes, or after three (3) innings is leading by twenty (20) or more runs; then the umpire-in-chief shall terminate the game in favor of the leading team.

(F) If while at bat the visiting team takes a 20 or more run lead and the requirements of (C) above have been met, then the game shall be terminated at that point. The bottom half of the inning will not be played.

If a game is terminated due to the MERCY RULE, the losing team may request that those players who did not get a chance to bat be given that chance in a "game" situation. Since the game has already been completed, any runs scored do NOT count. This rule is intended to assure that all youngsters have the opportunity to bat at least once in every game.

Free Substitution: All divisions will have defensive free substitution and bat the roster.

Minimum Number of Players: All Association baseball games must start with at least seven (7) players. If only seven players are present, the eighth (8) and ninth (9) position in the batting order shall be declared an out each time through the order, unless mutually agreed to by both teams. If only eight players are present, the ninth (9) position in the batting order shall be declared an out each time through the order, unless mutually agreed to by both teams. Failure to field at least seven (7) players at any time during the game will result in a forfeit; however teams may mutually agree to play a scrimmage game in the time allotted.

Courtesy Runner: A runner must be used for the catcher when there are two outs. The runner shall be the last batter in the lineup not currently on base (often the last batter to make an out.)

Late Arriving Players: Any player who arrives after the game has started shall be placed at the bottom of the batting order, even if the team has already batted through the order. The player will be allowed to participate both offensively and defensively upon arrival.

Injured and Ejected Players: If there is an injury to a player while a game is in progress, and that player's injury leaves the team with only seven players, the position that player occupied in the batting order shall NOT be considered an out. If, however, an injury takes the team down to six (6) players the umpire-in-chief shall forfeit the game. NOTE: If a team has more than (9) players and one is forced out of the game due to an injury, the batting order moves up one spot. No penalty. A player who can play defense, bat, but not run, may NOT participate. Once a player is removed from the game due to an injury and has missed his/her turn at bat, that player may not re-enter the game in ANY capacity. NOTE: If a batter or batter/runner is injured and unable to run the bases, they may be replaced by the last batter not on base. No penalty.

A player who is ejected from a game is to remain in the dugout, seated and silent. The manager is responsible for the conduct of his/her ejected player. Failure to control the player may result in the manager's ejection and/or a forfeit. When the ejected batters position comes up in the lineup it will be an automatic out each and every time through the batting order regardless of the number of players left participating in the game.

Illegal Players: A player who is not listed on a team's official roster and participates in a game is defined as an illegal player and will result in that team's forfeiture of the game.

SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE

A LEGAL SLIDE is one that is completely on the ground. It may be head first or with one leg and buttock on the ground. All slides must go directly into the base (a runner need not slide directly into the base as long as he moves in a direction away from the fielder to avoid a collision or avoid the tag).

An ILLEGAL SLIDE is one in which the runner slides or runs out of the base path in the direction of the fielder using any one of the following:

- (A) Rolling slide
- (B) Cross-bodied block
- (C) Pop-up slide into the fielder
- (D) The runner's leg is lifted higher than the knee of the fielder
- (E) The runner slides beyond the base and makes contact with the fielder and alters the play
- (F) The runner slashes or kicks the fielder with either leg
- (G) Throws his hands up toward the fielder in an attempt to interfere with the throw

Penalty: The runner is out and the ball becomes dead immediately and interference is called. On a force-play-play illegal slide with less than two outs, the runner is declared out, as well as the batter-runner. Runners shall return to the base occupied at the time of the pitch. With two outs, the runner is declared out and the batter is credited with a fielder's choice. NOTE: When judging whether a slide is legal or illegal, umpires will be instructed to determine whether or not the illegal action created (A) danger or (B) altered play of the defense. If either of these two criteria is met, then the runner should be called out.

Runners are not required to slide on force plays at first base, while attempting to return after a pick-off or while attempting to tag-up after a legally caught fly ball.

If a runner collides flagrantly with a fielder, whether or NOT in possession of the ball, the ball shall become dead immediately and the runner called OUT and EJECTED from the game. All other runners must return to the base they last touched at the time of the collision.

If the batter runner, while running to first base, throws a hip, elbow or makes any other unsportsmanlike contact with the fielder at first, the umpire shall declare the batter-runner OUT and EJECT him from the game. At the umpire's discretion, a warning may be given on the first offense.

OTHER PLAYING RULES

Uniforms: All team members must wear uniforms of the same color and style. Each uniform must be numbered on the back of the shirt. No two players from the same team may wear the same uniform number.

Communicable Disease Rule: The risk of transmitting a blood borne infectious disease while participating in athletic competition is remote. However, to virtually eliminate the possibility, specific procedures must be followed. These procedures are:

(A) The bleeding must be stopped, the open wound covered and if there is any blood on the uniform it must be changed before the athlete may participate.

(B) Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.

(C) Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.

(D) Clean contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.

(E) Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.

(F) Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags or other ventilation devices should be available for use.

(G) Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.

Fake Tag: If at any time a fielder feints a tag on a runner, it shall be considered obstruction.

Two (2) balls are required for every game. They shall be provided by Desloge Community Baseball. NOTE: Teams should try very hard to retrieve foul balls. It is their responsibility to retrieve the balls, not the umpires.

On Deck Batter - On deck batter must warm up on the back side of the batter.

The Home Team is determined by coin flip prior to each game.

EQUIPMENT

Batters must wear full batting helmets while at bat, on the bases, and while on deck.

Catchers must wear full catchers helmets with a mask.

Players warming up pitchers, either between innings or in the bullpen are required to wear a mask. NOTE: Boys are requested to wear protective cups, especially when playing the catcher position.

Gloves and Mitts: For the purpose of play in Desloge Community Baseball, there is no differentiation between a fielder's glove, first base mitt, or catcher's mitt. Any of the above may be used anywhere in the field. All fielders must wear a glove.

PROTESTS

The Desloge Community Baseball League Manager shall have the authority to act on all rules violations and protests.

A protest can only be made on a alleged rules violation or player eligibility. No protest can be accepted when it involves a question of an umpire's judgment.

A team manager in Baseball shall be obligated to secure a copy of the National Baseball Rules as compiled and adopted by the Commissioner of Baseball and the General and Divisional Rules of Desloge Community Baseball. The manager shall acquaint his players and coaches with the contents of both rulebooks. Ignorance shall not be a valid excuse for any violation of such rules.

Any player, manager, coach or team violating any of the rules referred to herein shall be liable to forfeiture of games and to probation or suspension from the Desloge Community Baseball. It shall be the responsibility of the League Manager taking such action to notify the manager of the team as to game forfeitures, probation and suspension.

Protests on a violation, or violations, of any rule of Desloge Community Baseball governing eligibility may be filed by any legitimate member of Desloge Community Baseball against any other member of Desloge Community Baseball provided:

- All protests on a violation, or violations, of eligibility rules during the regularly scheduled league season must be filed not later than twenty-four (24) hours after

the close of the last regularly scheduled or rescheduled league game of the current season. Such protests shall be filed with the League Manager.

- Whenever an alleged violation of a playing rule occurs during the progress of an official game during the regular season, or an official rescheduled game, the manager or a duly registered coach of the protesting team must call "time" and immediately notify, prior to the next pitch, the umpire-in-chief and the manager of the opposing team that the game is being continued "under protest". This will enable all interested parties to take notice of the exact conditions prevailing at the time and will aid in proper determination of the issue. Failure of the complaining manager to comply exactly with this section will nullify and render void any future protest regarding the alleged violation of playing rules referred to herein.
- A protest involving an alleged violation of a playing rule as referred to herein must be made in writing, signed by the authorized person making the protest on the field, and filed with the League Manager within forty-eight (48) hours following the date of the game in which the alleged rules violation occurred.
- In the event the protest referred to herein is withdrawn at the end of the game involved, and the umpire-in-chief is so informed by the manager or coach making the original complaint on the field, there shall be no protest and such action will nullify and render void any future protest regarding the alleged violation of rules referred to herein.
- If, however, the protest is not withdrawn as described herein, it shall then become the obligation of all umpires working the game to file a written report of the incident causing the protest, with the League Manager, within forty-eight (48) hours following the date of the game in which the alleged rules violation occurred. It shall also become the obligation of the "opposing" manager to file a written report of the incident causing the protest with the League Manager, within forty-eight (48) hours following the date of the game in which the alleged violations occurred.
- The League Manager receiving the protest and the written reports referred to herein, shall render its decision within five (5) days following the date upon which a hearing on the protest is held.
- Protests filed by players, manager, coaches or teams not properly registered shall be denied.
- Each protest must be made by filing with the League Manager an original and four (4) copies of the protest in writing, signed by the manager or coaches making the protest and accompanied by a protest fee or Fifty Dollars (\$50.00).

Each protest must be made by filing with the League Manager a protest in writing, signed by the manager or coaches making the protest. To be valid, all such written protests filed must contain the following information:

- The names of the team and managers involved in the protest;
- The names of the umpires working the games being protested;
- The date, time, and location of the game being protested;
- The final score of the game being protested and the identity of the team winning such protested game;
- A short and plain statement of the facts surrounding the ruling being protested;
- Specific reference must be made to any and all rule or rules alleged by the complaining party to have been violated;
- An explanation why each rule relied upon is significant and how such rule was violated.
- Failure of the protesting manager to comply exactly with this section will nullify any protest regarding the alleged violation of playing rules referred to herein.

RIGHT OF APPEAL FROM PROTESTS

If the teams involved in the protest are not satisfied with the ruling of the League Manager, they may appeal to the Parks and Recreation Director.

All appeals to the Parks and Recreation Director must be made in writing within seventy-two (72) hours of a decision by the League Manager.

Each written appeal to the Parks and Recreation Director must be signed by the manager or coaches making the appeal.

Each written appeal to the Parks and Recreation Director must be signed by the manager or coaches making the appeal, and accompanied by a separate protest appeal fee of Fifty Dollars (\$50.00).

To be valid, all such written appeals filed with the Parks and Recreation Director must contain the following:

- (A) A copy of the original written protest filed with the League Manager;
- (B) A copy of any written decision of the League Manager; and

(C) An explanation by the complaining party why the decision of the League Manager should not be affirmed.

Decisions of the Parks and Recreation Director are FINAL, and there can be no further appeal or review of such decisions.

UMPIRES

ASSIGNMENT OF UMPIRES

The League Manager is in full charge of, and responsible for, the training and assignment of all umpires.

A player, manager, coach or relative is prohibited from umpiring in any officially scheduled or rescheduled league game in the division in which his team participates.

AUTHORITY OF UMPIRES

Any umpire(s) assigned by the League Manager, shall be in complete charge of the game. Profane language, harassment, "ribbing" and any other unsportsmanlike conduct, including unnecessary delay, by any manager, coach, player, or spectator, is strictly prohibited and will not be tolerated.

An umpire, Assistant League Manager or League Manager has the authority to eject any Manager, coach or player at any time, without warning if, in their sole discretion, such action is warranted in order to eliminate conduct which they deem offensive or in anyway interferes with the orderly playing of the game.

An umpire, Assistant League Manager or League Manager may, but is not required, to warn the manager of the offending team, regarding the offensive conduct of any coach, player or spectator. If after such warning is given, the offensive behavior continues, play will be suspended temporarily to provide the manager an opportunity to correct the situation. If the offensive behavior is not immediately corrected, the umpire, Assistant League Manager or League Manager shall have complete authority to eject any party from the game or bench. If the game is delayed by any action as described herein longer than deemed appropriate by the umpire, the game will be forfeited in favor of the opposing team.

The umpire's decision concerning balls, strikes, balks, ejections and all other plays involving his judgment will be final and will not be questioned. If, during a game, any manager, coach, player or spectator questions the judgment of any umpire in any manner deemed offensive by an umpire, the umpire or umpires working such game shall have authority to immediately eject such offending party. Any such ejection will subject the offending party to further disciplinary actions from the League Manager or Parks and Recreation Director up to and including permanent suspension.

Any umpire's decision which involves an interpretation of playing rules may be discussed with the umpire-in-chief by the manager or coach (ONLY ONE). No other person will be permitted on the playing field to discuss such rule decisions. The ultimate decision of the umpire-in-chief shall be final, subject to review pursuant to the rules governing protests.

SCOREKEEPING

MANAGER, SCOREKEEPER AND UMPIRE RESPONSIBILITY

In order that games played may be officially recorded in Desloge Community Baseball records, the following scoring procedure is to be followed:

- The home scorekeeper shall be the OFFICIAL SCOREKEEPER for each game. The umpires will also maintain a running score that should be verified each inning with both the home and visiting scorekeepers.

SUSPENDED AND POSTPONED GAMES

SUSPENDED GAMES

A suspended game is a game that is halted, prior to its completion, due to foul weather, light failure, or other natural means.

Only the League Manager, his assistant, or the Parks and Recreation Director have the authority to suspend a game.

When a game is suspended, an OFFICIAL SCORE CARD shall be turned over to the League Manager. The following information must be written on the card:

A) Inning in which the game was suspended	D) Location of runners
B) Number of outs in the inning	E) Pitcher
C) Name/number of the batter and the count	F) Score

When the game resumes, the Umpire-In-Chief will announce, after the first pitch, what the new time limit shall be, by adding the time of delay to the official start time.

After a game is suspended due to foul weather, the decision to cancel games may not be made until at least 15 minutes after the onset of the delay.

POSTPONED GAMES

A postponed game is a game that is canceled prior to the first pitch or after a 15 minute suspension of play is observed.

LEAGUE STANDINGS

RECORD OF GAMES

Winning managers must submit the final score to the League Manager within 48 hours of the conclusion of the game.

DETERMINING STANDINGS

The League Manager in conjunction with his assistant are responsible for maintaining the standings of all brackets within each division. Standings are to be posted online and should be updated weekly.

If there is a discrepancy in the standings, the team(s) involved must notify the League Manager to try and solve the problem. If it is determined that the mistake is due to inaccurate information provided to the League Manager, the standings may NOT be changed. Once turned in, all information on the game becomes OFFICIAL.

GAME TIEBREAKER

The league utilizes the "Texas" tiebreaker system. If the score is tied at the end of regulation play or at the expiration of time allotted for the game, the next inning will start with the bases loaded and one out. For example: If the 4th batter in the lineup ended the previous inning or when the game was called, then the 5th batter in the lineup would be lead off the inning, with the 4th batter at 1st base, the 3rd batter at 2nd base and the 2nd batter at 3rd base.

DECIDING TIES

The following will be used as the tie breaker procedure for all Desloge Community Baseball Standings. They must be used in the order provided. If two teams are tied, the "winner" or higher ranked team shall be determined by:

- (A) First, head on competition: The team who won the most games when two teams played each other.
- (B) Second, total runs given up to the other team when the two teams played each other: The team giving up the fewest runs while playing the other team wins the tie.
- (C) Third, total runs scored while competing with the other team: The teams that scored the most runs in head-on competition shall be the winner.
- (D) Fourth, A coin flip will determine the winner.

In the event that there is a tie between three or more teams, the following rules apply to determining the winner:

- (A) First, competition within the group of tied teams: The team that has the best record against the other teams in the tie is the winner.

(B) Second, if provision (A) above does not decide a single winner, then the team that allowed the fewest runs against the remaining tied teams is the winner.

(C) Third, if provision (B) above does not decide a single winner, then the team that scored the most total runs against the remaining tied teams is the winner.

(D) Fourth, if provision (C) above does not decide a single winner, a coin flip will determine the winner (if there are only two teams).

PLAYOFFS – HOME TEAM

During the playoffs, the team that finished the regular season with the best record shall be the home team.