

Trussville Baseball Association

I. REGULAR SEASON PLAY

A. Rules

1. The intent of these rules as adopted by the Board of Directors of the Trussville Baseball Association is to provide for the safety of players, to enhance good sportsmanship and *fair play* by ensuring that no entity achieves an *unfair competitive advantage* over another entity, and to foster an environment which promotes the enjoyment of the game by everyone.

2. The *Official Rules of Major League Baseball* shall be the basic set of rules for regular season play at Trussville. The *Official Rules of Dizzy Dean Baseball* shall supersede the *Official Rules of Major League Baseball* and the *Trussville Baseball Association Park Rules* shall supersede all other rules. A copy of these rules will be made available to coaches upon request either in written form or via the internet.

3. The Board of Directors of the Trussville Baseball Association must approve all head coaches each season. These approved coaches will be used as needed in each age group. Coaches may select one "official" assistant coach prior to the draft. Parents will be allowed to reject/card only one coach, eliminating that coach from choosing their child during the player draft.

4. The Trussville Baseball Association will not allow the same person to be a head coach in two separate leagues. An exception can be made in the case of a coaching shortage in a particular league.

5. No Trussville Baseball Commissioner can serve as head coach in the league which he commissions. It is recommended that no commissioner be over a league where he has a player participating. An exception can be made in the case of a coaching shortage in a particular league.

B. Player Draft

1. Beginning with the spring, 2007 season a handicapped draft method will be used.

2. All players will be required to attend a player evaluation in order to be drafted.

3. To determine the first round pick, the average of the coach's sons will be done and the lowest average will pick first up moving up to the higher average.

4. The draft order will reset each round with the lowest average picking first and the highest average picking last.

5. If a head or assistant coach has a player ranked in a particular round that coach forfeits his selection that round in lieu of taking his or his assistant coaches son

6. In the event teams will not have an even number of players the team(s) with the highest point total will select the additional players with the team having the highest point total prior to the final round selecting last.

7. It is understood in Trussville Baseball a coach will be given first right of refusal of a team name he had the previous year.

8. Independent evaluators will be used to score players.

C. Assignment of New Players

1. Assignment of new players after the age division draft will not be permitted unless additional players are required for a team for teams to total nine players. Players who are new to the community may be assigned at the discretion of the Board of Directors.

D. Minimum Participation Time for Players

1. Head Coaches shall be required to ensure every player plays a minimum of two complete innings in every game that is six innings. To credit as a complete inning, the player must play every pitch of the inning. The two inning minimum participation rule will not be in effect if a game is shortened by the 10-run rule (see I.E.2), the age division time limit, curfew, rain, or other acts of God or if a player is removed from the game for any reason (illness, injury, disciplinary reasons, etc.). However, if a player does not play two innings in a game, he must start and play the first two innings in the next game he is available to play.

2. Head Coaches will ensure that each player bats in every game in which the player participates. If a player does not bat in a game, he must start and bat in the next game he is available to play

3. Players removed from the game for illness or injury will be returned to the line-up as soon as they are available. Removal of the player for illness or injury will not result in a penalty as specified under these rules. However, the penalties requiring that the player be started and play in future games will apply.

4. Failure to comply with the minimum participation rule will result in the Head Coach being suspended from participation in the game following the game in which the infraction occurred.

5. Should disciplinary action deemed necessary by the Head Coach involve limiting the participation of a player, such action will only be taken after obtaining the approval of the Trussville Baseball Association Board of Directors President, Director of Commissioners and the Age Division Commissioner. Failure to follow this procedure will result in the Head Coach being suspended from participation in the next *two* games following the game in which the infraction occurred.

6. Complaints regarding violation of any minimum participation rule must be submitted in writing to the Age Division Commissioner within one week of the incident. Failure to comply with this time limit will result in no disciplinary action being considered against the offending coach.

E. Regulation Games

1. Games shall be six innings in duration. A time limit may be used to determine regulation games as long as both teams have had an equal number of bats. If a time limit is used, it must be stressed that ***a new inning begins as soon as the third out is made in the previous inning.*** Time limits are posted in *Special Rules for Age Divisions*.

2. A game shall be considered a regulation game when a team is ahead by ten (10) runs **after both teams have batted four times**, or in the case of the home team when it is leading, three times. **TBA does not recognize a mathematical scenario eliminating the completion of four innings.** (example: a team is leading by fifteen (15) runs after three (3) innings of play or the home team is trailing by ten (10) going into the bottom of the fourth inning).

3. Games shortened by reason of curfew, rain, or other acts of God shall be considered regulation games provided that both teams have batted four times, or in the case of the home team when it is leading, three times. If an inning (or half-inning when the home team is leading) cannot be completed before the game is stopped, then the game will be resumed at the point of termination. If the time limit has expired during the incomplete inning, the game will be resumed from the point of termination. If the game is resumed then the time limit and the maximum number of innings will be used to deterring the end of the game.

4. In the event of a tie after six innings of play or after completion of the inning after the time limit has expired the following scenario will be used:

- a) The inning shall begin with one out.
- b) The player from the final out recorded from the previous inning will be placed on second base. **Clarification** – if a batter puts the ball in play and that results in the third out, he (the batter) will be the runner placed at second base if an additional inning is played. If another player is put out to end the half-inning prior to a batter putting a ball in play that batter would return to the plate and the runner who was put out would return to second base if another inning is necessary.
- c) After placing a player on second the standard rules will be followed.
- d) This scenario will be used until a winner is determined.

F. Substitution of Players

1. Free substitution of players on defense (except pitchers in age divisions with player pitching) is allowed during the regular season.

2. Every eligible player will be in the batting order at all times during the regular season. (Example: if a team has ten (10) or more players, the written batting order submitted to the opposing team by the Head Coach or his designee, must list every player on the team. Substitution of batters is not necessary because each player on the team will bat in the batting order submitted). It is the responsibility of any Head Coach who may be confused regarding this (or any) rule to obtain clarification of the rule from his Age Division Commissioner.

3. Players who are removed from a game in progress due to illness or injury will **not** have an out counted against them if they miss their turn at bat in the batting order. Players removed from a game in progress for **any** other reason will be counted as an out when they miss their turn at bat in the batting order. The Head Coach will inform the plate umpire when a player must be removed from a game due to illness or injury. The umpire will determine the legitimacy of the request and will interpret this rule at his discretion.

4. Substitute (pinch) runners are not allowed except in the case of illness or injury. In the case of illness or injury, the substitute runner will be the player who made the last offensive out.

G. Borrowing Substituting Players from Another Team's Roster

1. There will be forfeits in TBA. Any team who is not prepared to take the field within 10 minutes of scheduled time will be credited with a forfeit. Exceptions can be considered at the approval of the League Commissioner, Director of Commissioners, and Park

President. The Head Coach of a team with less than nine players will be allowed to borrow players from another team's roster. The criteria below will be followed.

- a) A maximum of three (3) players can be borrowed from another team's roster. If more than three players are required, the game must be rescheduled for a later date.
- b) The borrowed players must be approved by the opposing team Head Coach **or** be players which were drafted in the same or a later round as the players they are replacing. If a player is borrowed from a younger age division, approval must be given by the opposing head coach
- c) The replacement player(s) must play in the outfield while on defense and must bat last (example: if two players are borrowed, they must bat in positions 8 and 9 in the batting order. If three players are borrowed, they must bat in positions 7, 8, and 9)
- d) Teams with nine players available and ready to play may not borrow players from another team's roster. They must play all games as scheduled, even if their first round draft pick is missing.
- e) Any player who is not evaluated and scored prior to the regular season draft may not be used as a borrowed/substitute player. In the event a player is known and is unavailable for evaluations and all coaches agree to a score/ranking prior to the draft that player would be eligible for borrowing/substitution.

H. Minimum Number of Players

1. A total of nine (9) players are required to start a game on defense. If opposing coaches agree to start a game with only eight (8) players on one or both teams, the outcome of the game may not be protested. Games may not be started with seven or less players (except in Age Division 5/6 play). Those games will be considered a forfeit or they must be scheduled for a later date. The decision to reschedule or forfeit is at the discretion of the President, Directors of Commissioner, and League Commissioner.

2. If a team which has started a game with only nine (9) or eight (8) players loses a player to illness or injury, both Head Coaches must agree to continue the game with the remaining players on the affected team. The Head Coach of the team with the reduced number of players may choose to substitute a player from another team's roster (if available) following the published substitution rules. The borrowed player must bat in the place in the order vacated by sick or injured player but may play anywhere on defense (except pitcher in age divisions with player pitching). If the above criteria are not satisfied, the game must be rescheduled for a later date and completed from the point that the sick or injured player left the game.

I. Penalty for Illegal Substitution

1. The penalty for **any** illegal substitution is forfeiture of the game in which illegal substitution occurred. The opposing team Head Coach must protest illegal substitutions following published protest rules. **No protests are allowed after both teams have left the field of play.**

J. League Structure/League Championship

1. The following age divisions will define individual leagues.

- a) 4 Yr. Old T-Ball – 4 years old as of April 30th of the current year.
- b) 5 Yr. Old – 5 years old as of April 30th of the current year.
- c) 6 Yr. Old – 6 years old as of April 30th of the current year.
- d) 7 Yr. Old – 7 years old as of April 30th of the current year.
- e) 8 Yr. Old – 8 years old as of April 30th of the current year.
- f) 9 Yr. Old – 9 years old as of April 30th of the current year.
- g) 10 Yr. Old – 10 years old as of April 30th of the current year.
- h) 11 Yr. Old – 11 years old as of April 30th of the current year.
- i) 12 Yr. Old – 12 years old as of April 30th of the current year.
- j) 13 Yr. Old – 13 years old as of April 30th of the current year.
- k) 14 Yr. Old - 14 years old as of April 30th of the current year.
- l) 15-18 Yr. Old – 15-18 years old as of April 30th of the current year.

2. The team in each age division with the best overall record will be league champions. If there is a tie for the league championship, the following tie-breaker method will be used in published order:

- a) Head-To-Head Winner
- b) A One-And-Out Playoff Game
- c) Barring inclement weather, Playoff Games should be played within 48 hrs of the final game of the regular season.

3. If the 2nd and 3rd place teams have the same regular season win-loss records the following criteria will determine the 2nd and 3rd place winners.

- a) Head-To-Head Winner
- b) Coin Toss

4. A park championship will be determined on a league to league basis by the respective commissioner.

K. Behavior of Coaches

Statement: The Board of Directors reserves the right to replace **any** coach who exhibits behavior deemed inconsistent with the principles set forth in the **Mission Statement, Rules or Coaches Code of Ethics** of the **Trussville Baseball Association**.

1. A coach may be given one warning from an umpire that any further arguing or other behavior deemed unacceptable by the umpire will result in ejection from the game (**note: a coach may be ejected without prior warning if, in the judgment of the umpire, his behavior warrants such action**). The opposing Head Coach will also be notified of the warning. Any further arguing or behavior deemed as unacceptable by the umpire will result in the coach's ejection.

2. Any coach ejected from a game must leave the ballpark immediately for the remainder of the day. Official game time is stopped until play resumes.

3. If a coach is ejected and refuses to leave the playing field, they will be permanently expelled from further coaching duties. The game in progress will be forfeited to the opposing team.

4. Any malicious physical contact by a coach with an umpire, another coach, a player, or any other person will result in automatic ejection from the game and possible suspension for the season.

5. Any coach ejected from a game will be suspended for the next practice (rainouts not included) and for the next regular season or All-Star game for the age group in which the coach is ejected.

6. Any coach ejected for the second time during the regular season will be suspended from further coaching duties.

7. Any coach who is ejected from a game must appear before a committee of Board Members prior to further participation in practices or games. The committee will consist (at a minimum) of the President, Director of Commissioners, and Age Division Commissioner of the *Trussville Baseball Association Board of Directors*.

L. Responsibilities of Coaches

1. Each Head Coach will ensure that their team uniform order form is properly filled out and turned in during the draft meeting.

2. Each Head Coach will be responsible for obtaining a Team Sponsor and turning in the sponsorship form and payment to TBA by the specified date.

3. Each Head Coach will select a team parent.

4. Each Head Coach will be responsible for providing a team representative to help on park clean-up day.

5. Each Head Coach will provide a post-dated check for the cost of the equipment based on replacement costs. The check should be dated July 31st and will be returned when the coach returns the equipment.

6. The home team Head Coach will ensure that the field is lined and in safe playing condition prior to each game. If a team gets on the field prior to the game, the coach must make sure the field is raked and lined for the game. Coaches must yield to the city for field preparation. The field must be game ready one hour prior to game time. Coaches that violate this rule will be suspended from their next game.

7. The home team Head Coach will provide a scorekeeper to keep the official score.

8. It is the responsibility of the visiting team Head Coach to ensure that a responsible individual operates the scoreboard.

9. At the conclusion of the game, both team Head Coaches and the umpire will sign the official score book. A game is not official until both coaches have signed the score book. Protests, with comments of each Head Coach and the umpire(s) will be included with the official score book.

10. The Head Coach of each team will ensure that any trash on field is placed in the proper receptacles and that the dugouts are left clean for the next team.

11. The home team Head Coach is responsible for raking the pitcher's mound, bases and base paths after each game as well as making sure all equipment (rakes, paint machines, field liners, the gator, the field conditioner etc.) is put up and properly stored.

M. Team Parent Responsibilities

1. Organize practice drink schedule if your team chooses to do this.

2. Organize Opening Day activities for your team (parade, banner, ceremony).
3. Communicate with Team Sponsor about Opening Day activities, game schedule, team party, etc.
4. Pick up team uniforms (you will be called when ready).
5. Distribute picture schedule to your team (you will be called when it is available).
6. Get complimentary team drinks to players after each game (Concession stand closes at 9:00 p.m.
7. Handle Baron's tickets for your team (return money order or unsold tickets by deadline).
8. Pick up team pictures and distribute (you will be called when ready).
9. Pick up Sponsor Plaque with pictures and deliver to Sponsor.
10. Organize End of Season Team Party and trophies, if your team chooses to do this.

N. Practices

1. Practices are not recommended on Wednesdays or Sundays. If practices are scheduled on Wednesdays or Sundays, they will be dismissed in time for players to attend church, if desired. Players may not be penalized for not participating in Wednesday or Sunday practices.
2. No more than four (4) baseball events (aggregate of formal practices and games) can be scheduled for any week **after the first week of the regular season**. An exception to this rule exists when a team plays three games in one week. In such cases, two practices and a total of five (5) baseball events are allowed.
3. Practices will not be allowed on the day a team is scheduled to play a game. Warm-ups beginning more than one hour prior to the scheduled game are considered practices.
4. The penalty for violation of practice rules will be forfeiture of scheduled field practice slots for two (2) weeks after the week the violation occurred.

O. Appeals

1. Only the Head Coach may make appeals to the umpire. The coach may make only one appeal per call. This appeal process does not apply to the following situations: (1) batting out of turn, (2) failure of the batter-runner to return to first base immediately after overrunning or over sliding, (3) failure of a runner to retouch his base after a fly ball is caught, (4) missing a base while advancing or returning, and (5) failure to touch home. In order to appeal these plays standard baseball appeal procedures must be followed. TBA will allow the coach to instruct the pitcher in the proper appeal procedure. **NOTE: If the coach enters the field of play to provide said instruction he will be charged with a mound visit.**
2. The Head Coach will, in a calm and dignified manner, make all appeals to the plate umpire.

3. The plate umpire, after consultation with the base umpire(s), will rule on all appeals. The decision of the plate umpire on all appeals is final and no further discussion is allowed.

4. Umpire judgment calls are final and not subject to appeal.

P. Protests

1. Protests may be made only on a misinterpretation of a rule and ineligibility of a player or players.

2. Only the Head Coach may file a protest.

3. Protests must be made to the plate umpire immediately after the occurrence and before another legally pitched ball.

4. If possible, protests should be settled before the game is allowed to continue.

5. If a league commissioner or other Board Member is not available to interpret or clarify the rule(s) in question or to rule on the eligibility of a player or players, the following procedure will be followed:

a) The Head Coach will notify the plate umpire and the official scorekeeper that the game is being continued under protest.

b) The official scorekeeper will document the date, time, and circumstances surrounding the protest in the official score book.

c) As soon as possible after completion of the game, the Age Division Commissioner will be notified that a game was played under protest. The Age Division Commissioner will determine the validity of the protest and the course of action to be taken in adherence to the rules.

d) Decisions of the Age Division Commissioner regarding protests are final.

6. No protests are allowed after both teams have left the field.

7. Umpire judgment calls are final and are not subject to protests.

8. Failure to comply with the above protest procedures will result in invalidation of the protest by the Age Division Commissioner.

Q. Special Rules For All Age Divisions

1. Umpires will not grant coaches more than two (2) time-outs per half-inning per team. Time-outs for illness or injury, for equipment repair, or player requested time-outs do not count against the two time-outs allotted to the coaches. Umpires will refuse to grant any time-out that, in their opinion is called by a coach for the sole purpose of manipulating the game clock to favor their team.

2. Any runner is out when he does not slide or otherwise attempt to avoid collision with a fielder who has the ball in the proximity of any base and is waiting to make the tag or if he (in the judgment of the umpire) maliciously runs into a fielder.

3. Head first sliding into the next base is not permitted and **the runner shall be declared out**. Head first sliding back into a base is permitted.

4. The following bat rules are effective February 27, 2012

- a) Bats without the 1.15 BPF stamp that were approved for play in 2011 are eligible for use in 2012
- b) In order to use a T-Ball or Coach Pitch bat in ages 5u-8u the 1.15 BPF stamp must be present
- c) T-Ball and coach pitch bats are not legal above age 8u even if the 1.15 BPF stamp is present
- d) In order to use a composite bat in ages 5u-12u the 1.15 BPF stamp must be present
- e) Bats that are broken, cracked, dented, or deface the ball are illegal
- f) **Penalty: If a batter begins an at bat and is thrown at least one pitch when it is determined that the batter is using a bat that violates this restriction, the batter shall be called OUT and the bat shall be taken out of play. If the player reaches base and one pitch is thrown to the following batter there is no penalty and the bat will be taken out of play.**
-) *Note: In post season play, for both Metro Baseball and Dizzy Dean, the rules of that organization will prevail. TBA rules allow more options than those organizations.*

5. Underhand pitching is not allowed in any age group.

R. Special Rules – Pitching Rules – Player Pitch (see chart)

1. A pitcher may pitch six (6) innings per week, seven (7) for 14u, with no limit of games. The pitching clock resets at midnight each Sunday night. (The scheduling of more than two games per week for teams where player pitching is involved is discouraged).

Pitchers are limited to the following pitches per game.

- a) 9-10 year olds 60 pitches
- b) 11-12 year olds 70 pitches
- c) 13-14 year olds 80 pitches

2. If any pitcher pitches three (3) full innings, four (4) for 14u, and then throws one pitch to another batter in the same game or day, the pitcher will not be able to pitch until he has had forty (40) hours rest, beginning with the time he leaves the mound as a pitcher.

3. Any pitcher who is removed from the mound may not return to the mound in the same game.

4. Pitchers are limited to six (6) innings in any one game or day; however, if the game is interrupted for any reason before becoming official and is postponed for a period of forty (40) hours or more, then the same pitcher is allotted a new number of innings not to exceed the number of innings allowed per week. No pitcher may pitch over six (6) innings in one day.

5. If a pitcher pitches to one man and is removed from the pitching mound before he is retired, he is charged with pitching one-third of an inning. If he is removed after retiring one batter but after he has pitched to the next batter, he is charged with pitching two-thirds of an inning. If he is removed after retiring two batters but after he has pitched one pitch to the next batter, he is charged with pitching a complete inning.

In all player pitch leagues, the maximum number of pitches a pitcher can throw is below. Resulting pitch counts for each age division as follows:

Age	Maximum Pitches Per Game	Maximum Innings Per Week
9 - 10	60	6
11 - 12	70	6
13 - 14	80	7

In the event a pitcher reaches the maximum number of pitches he will be allowed to finish the batter he is facing.

6. Once an illegal pitcher toes the rubber and throws a pitch or warm-up pitch and the opposing manager protests, the game shall be forfeited.

S. Special Rules for 4 Year T-Ball

1. There is no player draft. The commissioner will select the teams.
2. A tee will be used to bat the ball in play.
3. Every eligible player will bat every inning. Each batter will be allowed to swing as many times as necessary to put the ball in play (there are no strike outs in this age division). The number of outs is irrelevant to when the inning is over. Each team will bat their entire line up each inning from top to bottom. When the last player has batted, offense and defense will rotate.
4. It is to be announced to the defense by the offensive coach when the last player comes up to bat. The defense can make any outs at any bases, but going to home plate with the ball and calling time stops play.
5. Pressure type batting helmets with full ear flaps, chin straps, and protective face masks must be worn by each of the following:
 - a) Batter
 - b) Base Runner
 - c) Player Pitcher (also must wear chest protection)
6. A fair ball will be in play and runners may advance until stopped by the defensive team.
7. There is no player catcher.
8. A batted ball must travel a minimum of three (3) feet in front of home plate to be considered fair. The offensive coach putting the ball on the tee should make the call clearly, whether it is called fair or foul. The offensive batting coach is responsible for removing the tee from the batter's box after the ball is in play.
9. Play shall stop whenever one of the following occurs:
 - a) Any defensive player goes to any base or the pitcher's mound with the ball and calls time.
 - b) The lead runner is not making an attempt to advance.
 - c) An infielder overthrows the ball at first base. (When this occurs, play stops and each base runner advances one (1) base past the base they were running to when the ball was overthrown.

10. A base runner must be in contact with the base at all times until the ball is hit by the batter. **Any base runner leaving the base before the ball is hit by the batter should be called out.**

11. A regulation game will be four (4) innings. No innings will be started after one hour.

T. Special Rules For 5/6 Year Old

1. A maximum of 25 seconds is allowed between pitches.

2. Every eligible player will be in the batting rotation at all times.

3. All players will be on the field when the team is on defense. A game may proceed with a minimum of seven (7) players on defense in 5/6 play only.

4. All outfielders must be positioned in the outfield.

5. There will be a seven (7) run limit each inning for the batting team.

6. All catchers will wear catcher's helmets with full earflaps, throat protectors, protective facemasks, chest protectors, shin guards, and an athletic supporter with protective cup. Catchers may use fielder's gloves. All pitchers are required wear NCOSAE approved face and chest protection.

7. No metal cleats shall be allowed

8. A fair ball will be in play and runners may advance until stopped by the defensive team.

9. Play shall stop and the umpire shall call time out whenever one of the following occurs:

a) The lead runner is stopped by the defense.

b) The lead runner is not making an attempt to advance.

c) When time has been called by a defensive player who is in front of the lead runner and indicated by the umpire.

For cases **a** and **b**, a line will be inscribed halfway between first and second base. A runner advancing between first and second shall safely advance to second after time is called if he is ruled by the umpire to be past the halfway line. If not, he will safely return to first base. For case **c**, all runners will be allowed to advance one (1) base past the base they were running to when the ball was overthrown.

10. A base runner must be in contact with the base at all times until the ball is hit by the batter. **Any base runner leaving the base before the ball is hit by the batter is out (umpire's decision).**

11. A regulation game will be six (6) innings. No innings will be started after one hour and fifteen minutes (unless the score is tied)

12. If there is a play at home plate the first attempt to field the ball must be made by the player-catcher. Any other fielder may serve as a back-up but cannot make the first attempt to catch the thrown ball. **If this rule is violated and the runner(s) is tagged out the run(s) will be counted and the out(s) nullified.**

13. The infield fly rule will not be used.

14. If, in the judgment of the umpire, a defensive player intentionally rolls the ball to another player for the purpose of making a play at a base or transferring the ball to another player, the ball will be ruled dead. The batter will be awarded second base. If the batter was past second base at the time of the infraction, he will be awarded home base. All other base runners will be awarded home base.

15. If a play is made on the batter/runner at 1st base and the ball is overthrown that batter/runner may advance only as far as 2nd base, at his own risk. All other players may advance at their own risk until the umpire stops play.

U. Special Rules For 7/8 Year Old

1. A maximum of 25 seconds between pitches is allowed.

2. Every eligible player will be in the batting rotation at all times.

3. All players, up to ten (10) will be on the field when the team is on defense (this rule may be modified to allow every eligible player to be on the field when the team is on defense at the discretion of the Age Division Commissioner). The tenth player must be positioned in the outfield grass a minimum of thirty feet from the base path.

4. There will be a seven (7) run limit each inning for the batting team.

5. Pressure type batting helmets with full ear flaps. All pitchers are required wear NCOSAE approved face and chest protection. No metal cleats shall be allowed.

6. A fair ball will be in play and runners may advance until stopped by the defensive team.

7. A base runner must be in contact with the base at all times until the ball is hit by the batter. ***Any base runner leaving the base before the ball is hit by the batter is out (umpire's decision).***

8. A regulation game will be six (6) innings. No innings will be started after one hour and thirty minutes (unless the score is tied).

9. If there is a play at home plate the first attempt to field the ball must be made by the player-catcher. Any other fielder may serve as a back-up but cannot make the first attempt to catch the thrown ball. ***If this rule is violated and the runner(s) is tagged out the run(s) will be counted and the out(s) nullified.***

10. The infield fly rule will not be used.

V. Special Rules For 9/10 Year Old

1. A pitching distance of forty six (46) feet (measured from the *point of home plate* to the *front of the pitching rubber*) will be used by all pitchers during the entire season.

2. There will be a seven (7) run limit each inning for the batting team.

3. The infield fly rule is in effect.

4. Pressure type batting helmets with full ear flaps will be worn by each of the following:

- a) batter
- b) base runners

All catchers will wear catcher's helmets with full ear flaps, throat protectors, protective face masks, chest protectors, shin guards, and an athletic supporter with protective cup. No metal cleats are allowed.

5. Any baserunner leaving the base before the ball **reaches** home plate it out (umpire's decision).
6. No innings will be started after one hour and forty five minutes (unless the score is tied).
7. There will be nine (9) players on defense. All players will be in the batting order and free substitutions will be allowed. Coaches must adhere to rule I-D (Minimum Participation Time for Players).
8. Any player not present for player pitching evaluations will be unable to pitch for his drafted team for the first half of the regular season. That player will be allowed to pitch in preseason tournaments and practice games. Exceptions will be allowed only at the approval of the President, Director of Commissioners, and age specific Commissioner.

W. Special Rules For 11/12 Year Old

1. A pitching distance of fifty (50) feet (measured from the *point of home plate* to the *front of the pitching rubber*) will be used by all pitchers during the entire season.
2. There will be a seven (7) run limit each inning for the batting team. (*eff. Spring 2012*)
3. The infield fly rule is in effect.
4. Pressure type batting helmets with full ear flaps will be worn by each of the following:
 - a) batter
 - b) base runners

All catchers will wear catcher's helmets with full ear flaps, throat protectors, protective face masks, chest protectors, shin guards, and an athletic supporter with protective cup. Catcher's mitts are required. No metal cleats are allowed.
5. Balks will be called by the umpires. A balk is defined as **any movement** by the pitcher which, in the judgment of the umpire, was intended to deceive the base runner.
6. A dropped third strike will be played as per the *Official Rules of Major League Baseball*.
7. No innings will be started after one hour and forty five minutes (unless the score is tied).
8. There will be nine players on defense. All players will be in the batting order.
9. Any player not present for player pitching evaluations will be unable to pitch for his drafted team for the first half of the regular season. That player will be allowed to pitch in preseason tournaments and practice games. Exceptions will be allowed only at the approval of the President, Director of Commissioners, and age specific Commissioner.

X. Special Rules For 13/14 Year Old

1. A pitching distance of 60 feet 6 inches (measured from the *point of home plate* to the *front of the pitching rubber*) will be used by all pitchers during the entire season.

2. The infield fly rule is in effect.

3. Pressure type batting helmets with full ear flaps (protective face masks or chin straps are not required) will be worn by each of the following:

- a) batter
- b) base runners

All catchers' will wear catcher's helmet or plastic cap with, or attached to, the mask, and full catcher's equipment while on defense. All catchers must wear a throat protector and an athletic supporter with protective cup. Catcher's mitts are required. Metal cleats **shall** be allowed.

4. No innings will be started after one hour and forty five minutes (unless the score is tied).

5. Any player not present for player pitching evaluations will be unable to pitch for his drafted team for the first half of the regular season. That player will be allowed to pitch in preseason tournaments and practice games. Exceptions will be allowed only at the approval of the President, Director of Commissioners, and age specific Commissioner.

Y. Special Rules For 15/18 Year Old

1. 18u shall follow the rules of the league with which they affiliate.

II. POST SEASON/TOURNAMENT PLAY

A. All-Star Teams/All-Star Selection

1. Coaches (and commissioner if he believes he has seen enough games to cast an accurate ballot) will list the ten (10) players they believe deserving to be on the All-Star team being selected with players scored ten (10) to one (1), with ten being the highest number of points a players can receive. This ballot will be signed by each coach and made available to the public upon request.

2. Any player who is listed on every ballot, regardless of score, will make the team being selected

3. If fewer than ten players receive a vote on each ballot the player with the next highest number of votes - not points - (provided they received a vote on a majority of the ballots) will make the team

4. If there are not enough players having received a vote from a majority of the coaches on the initial ballot a new ballot will be cast to fill the reaming spots. The number of players names placed on the subsequent ballots will be equal to the number of vacant positions on the team being selected.

5. In the event of a tie, defined as a player receiving a vote on the same number of ballots, in steps three (3) and/or four (4) the points a player receives will come into play

with the player receiving the highest number of points being given the next place on the team.

6. The last two players from the team will be selected by the head coach

7. In the event we are selecting an All-Star team allowing the option of fewer than 12 players the head coach will state, prior to the start of the selection process, how many players he intends to roster. The number of players to be selected in the balloting process will be this stated number less the two selections allowed the head coach.

8. Only the Head Coaches, the Age Division Commissioner, and other members of the Board of Directors of the Trussville Baseball Association may be present during all-star selection. The vote count or any other aspect of the selection process will not be discussed with anyone after the meeting.

9. Players opting to play all-stars and then withdrawing from the team once selected will not be eligible for all-star selection for the next two years. In cases of economic or personal hardship, parents may petition the board to allow that player to be considered for all-stars before that time. The board will determine if the player will be eligible.

10. No team may represent Trussville Baseball Association in All Stars unless that team is voted on by the coaches of that league.

B. All-Star Coaches Selection

1. The league will conduct a vote by the Head coaches to determine the Head Coach for each All –Star team. The coach who receives the majority of the votes will be named the Head Coach. In leagues that are combined in ages, all coaches will be allowed to vote for each All-Star Coach. If the age specific commissioner feels he has seen enough games to cast a vote for the coach it will be allowed. In the event of a tie, the President, Director of Commissioners and age specific commissioner will cast the deciding votes. Any coach unable to commit to a full pre-tournament practice or tournament schedule will be eliminated from consideration as Head Coach. All all-star coaches must be approved by the Board of Directors of the Trussville Baseball Association.

2. The Head Coach may choose the number of Assistant Coaches allowed for the age division in the rules published by Metro Sports Baseball, Dizzy Dean, or any other organization TBA opts to affiliate with. The Assistant Coaches will be selected from the Head Coaches and Assistant Coaches remaining in the age division.

3. Tournament all-star Head Coaches who intentionally or knowingly violate substitution rules or in any other way misrepresent the Trussville Baseball Association or the community of Trussville, will not be eligible for all-star coaching duties in subsequent years.