

SOUTH MISSOURI RIVER LEAGUE

2023 RULES AND BY-LAWS

A. LEAGUE ORIGIN:

The South Missouri River League was organized in April of 1975 at a meeting at Lions Field in Wardsville, Missouri. An election was held and Marvin Richter was elected President, Jim Clarkston, Vice-President, Mark Whittle, Secretary-Treasurer.

Of the interested people attending the meeting were: Elmer Bax, Bob Kempker of Brazito, Bob Adrian of Marys Home, Jerry Bruemmer, Leroy Wilbers, John VanLoo, Anthony Siebeneck, and Jack Meldrem of Wardsville.

On April 7, 1976, the league was incorporated as it now stands.

B. PURPOSE:

1. The name of this organization shall be the South Missouri River League (SMRL) and is to be incorporated each year.
2. The purpose of this organization is to:
 - furnish recreation to area youth and adults with recognized leagues of various sports such as baseball, girl's and men's softball, and any other sport of which a minimum of four (4) teams desire to enter
 - establish rules and regulations fair to all teams
 - teach better sports by furnishing proper instruction and supervision;
 - teach persons participating and watching to be better citizens by learning to compete against each other on a friendly and competitive basis.

C. ASSOCIATION OFFICIALS:

1. The SMRL Officials shall consist of a Board of Directors and City Commissioners.
2. The Board of Directors of the SMRL shall consist of the President, Vice-President, Secretary, and Treasurer and will be selected yearly. City Commissioners will be selected/appointed by the individual towns.
3. All SMRL Officials shall have one (1) vote on all league business, providing he/she is present at the meeting to vote.
4. If a City Commissioner is absent from a meeting, he shall appoint a member from his town to vote.
5. One half of the towns of regular membership must be present to have majority to vote on SMRL issues. All towns present, both regular members and associate members will have a vote on SMRL issues.
6. All votes shall be by open vote with no secret ballots permitted.
7. Action taken at a regular or special meeting of the SMRL, will be the final decision of the league. This SMRL or any of its members are to be in no way jeopardized by any team or member of a team for decisions or acts arising at any such meeting.
8. Any Board Member may be removed from office by two-thirds vote of the SMRL Officials at any regular or special meeting when properly called. Said removal to take effect immediately and the SMRL Officials to immediately choose a successor.

D. DUTIES OF ASSOCIATION OFFICIALS:

1. The duties of the SMRL President are to:
 - act as official head of this association and to exercise a general supervision over its affairs
 - act as head of the SMRL Officials
 - arrange the league schedules and enforce its being carried out
 - call meetings when required
 - make decisions on business that arises until a regular meeting is held
 - ensure trophies are obtained for end of season awards
 - keep team rosters and make roster changes when necessary.
 - He must forfeit games when:
 - improper rosters are submitted
 - when a team fails to submit a roster
 - when a team will not follow the playing schedule.
 - He shall suspend any player or team for any league violation(s) until the Board of Directors holds its next meeting.
2. The duties of the SMRL Vice-President are to:
 - act as official head of the SMRL when the President is unable to do such
 - to act as official head of the SMRL at all meetings when the President is absent
3. The duties of the secretary are to:
 - keep records of meetings
 - report the minutes of the previous league meetings
 - keep any other records necessary to this league
4. The duties of the Treasurer are to:
 - handle all membership dues
 - handle SMRL expenses with money from the SMRL
 - deposit funds of the SMRL in a bank chosen by Treasurer
 - report the financial status of the SMRL at league meetings
5. The duties of the City Commissioners are to:
 - represent the teams of their town at the league meetings
 - make certain their teams have rules and proper schedules. They shall be held responsible to ensure that an accurate record is kept of all the games involving teams from their town and present them at the end of season meeting.
 - Each town representative is responsible to mail in rosters by May 1.
6. The duties of the Team Manager and Coaches are to:
 - make certain their team plays according to the schedule and follows all rules and purposes
 - conduct themselves as gentlemen and ladies at all times while taking part in this association

E. MEMBERSHIP:

1. The SMRL will have two types of membership -- regular and associate. Each type of membership will have voting privileges.
2. Regular member towns will be those towns having teams in 50% **or more** of the age divisions of the SMRL.
3. Associate member towns will be those towns having teams in **less than** 50% of the age divisions of the SMRL.
4. The SMRL Officials shall divide teams into age divisions, regions and areas whenever necessary.
5. Any new town entering the league must be approved by a 2/3 majority vote per City Commissioners, for admission into the league.
6. Any vote on change to the rules will require that a simple majority of regular members be present.

F. SMRL MEETING:

1. Meetings of the SMRL Officials shall be called by the President whenever:
 - in his opinion, such meetings are necessary
 - requested by a majority of the City Commissioners and a Mid-season meeting will be held if necessary.

G. ENTRY FEES:

1. An entry fee of **\$35.00** will be charged each team entered by or at the **March** league meeting (**6:00** at Wardsville Lions Hall) and must be paid **THAT NIGHT**.
2. **If you miss the above deadline, you have one week to enter a team and pay the entry fee of \$100.00**

H. LEAGUE SEASON:

1. The SMRL President shall furnish each City Commissioner with a copy of the league rules by March 1.
2. Towns must leave registration open until the **second Sunday of March**. If a town is in violation and does not allow kids from that hometown to register; a league board meeting will be called and all of that town's teams may be suspended from the playoffs.
3. All City Commissioners must receive one copy of the season's playing schedule by late **April**. The City Commissioner will make the necessary changes to the schedule. He/she will hold the schedule to allow all towns time to adjust their schedules. The commissioner will then make copies of the revised schedule and league rules for each coach from their town.
4. All teams **may** begin league play the second full week of May.
5. The regular season **MUST** end in all age groups no later than **July 1**. Makeup games can be played the following week.
 - The President has the authority to reschedule rain out games on neutral diamonds.
6. **Inclement Weather Procedures**
 - In case of inclement weather, the home team must notify the visiting team by telephone by 5:00pm of a game cancellation of a night game or as soon as possible if the weather changes later.
 - After a game is started the Umpire-in-Chief, shall have the sole right to postpone or call the game.
 - In the event of a lightning storm in the area of a game played, the game delay will be granted if requested by either manager.
 - Federation Rules – delay game for 30 minutes from the last Lightning Strike.
 - On rainout games the hometown is required to provide the visiting team **2** possible make-up dates that the teams are not already scheduled to play, within **2** days of the rainout. The visiting team must respond within **2** days.
 - **Suspended Games - Except for CHAMPIONSHIP GAMES**
 - Shall be Suspended due to rain, darkness, light failure, etc.
 - If the game is stopped before the completion of
 - **3 innings or 1 hour for 6 inning games**
 - **4 innings or 1.5 hour for 7 inning games**
 - The game will be continued at a later date agreeable with both managers.
 - The game will continue from the point at which it was suspended.
 - A game that stopped after:
 - **3 complete innings or 1 hours, or after 2 1/2 innings if the home team is ahead**
 - **4 complete innings or 1.5 hours, or after 3 1/2 innings if the home team is ahead**
 - will be a complete game.

10. Any team who walks off the field for any league rule disagreements or decisions shall forfeit said game and be suspended from all league play until reinstated by the SMRL President.
11. If a team cannot play on a regular scheduled day, the Team Manager must notify the opposing Team Manager and both CITY COMMISSIONERS must approve this reason. If they do not agree then the President shall decide. This does not pertain to rain out games.
12. Any team that desires to reschedule a game due to conflict with a scheduled high school camps, must have the game rescheduled and agreed upon by both teams prior to the end of the first week of the season.
13. On July 1st, any game that was cancelled or postponed for any reason and has not been rescheduled, should be reported to the SMRL President by the City Commissioner.
14. No SMRL games will be scheduled on **July 1st - 4th**.

I. LEAGUE AWARDS:

1. Awards will be presented to the **top 3 teams** in the playoffs. The award will be for the place the participant finishes in the playoffs.

J. ADMISSION FEES:

1. Admission fees or passing of the hat is permitted in the SMRL. No player, manager, coach, scorekeeper, or league official is to be charged admission fees, **except for the playoffs**.

K. ROSTERS:

1. Each team shall fill out a roster and have it submitted to their City Commissioner who will approve and forward them to the SMRL President by May 1. The roster:
 - will contain no more than twenty eligible players
 - shall include the player's last name, first name, middle initial, date of birth, age on June 30 and indicate if they are an out of area player.
 - will contain the name, and phone numbers of managers and coaches.
2. Towns may not use a try-out or a selectively picked system to form a team to play in this league.
3. No team will be allowed into the league until these requirements are met or until special circumstances are approved by the league President.
4. Special sanctions may be imposed by the Board on teams, that after the season has started, are found to have either falsified rosters or manipulated the system.
5. The SMRL President must be notified by mail, e-mail, or phone, by the City Commissioner, each time a player is added or dropped from the roster. Added players must wait one day to become eligible to participate. No new players will be added to the roster after **June 15**.
6. Each team is allowed a non-playing manager and two non-playing coaches. If a team uses a player-manager or coach, they must count as one of the rest of the active players.
7. Managers or acting managers must be at least eighteen.

L. GENERAL RULES:

1. Baseball and Softball rules published the previous year by the National Federation of State High School Associations (High School rules body), shall be the governing rules of the association. Exception: SMRL has NO BAT RESTRICTIONS.
2. Rules may be changed or adopted by submitting a written request to the rules committee prior to September 1, and having them approved by a majority of the SMRL Officials present at the Fall meeting.
3. Protective Gear
 - a. Players not actively participating in the game must remain off the playing field as a safety precaution.
 - b. Players in all divisions of baseball and softball must wear a head protector while at bat, while in the on deck circle, while running the bases, and any time they are on offense and on the playing field.
 - i. If a base runner or a batter is detected not wearing proper headgear, the umpire should call time and have them put on proper headgear.
 - ii. Wrap around head protectors are not acceptable.
4. In case of discussions with the umpire, only the Head Coach is allowed in the discussion. Assistance coaches and players are not permitted to participate in the discussion unless asked by the umpire. Any person violating this rule shall be suspended by the City Commissioner for two (2) league games.
5. Field
 - a. Base lines must be marked at least to the bases and the bases must be tied down. The infield must be dug prior to the night's play unless mutually agreed by both managers.
 - b. A double safety base is required for all boys and girls age divisions. The orange side of the base is to be placed in the running lane. The runner must cross the orange base:
 - i. Unless the play takes the fielder to orange base, at which time the runner should attempt to use the white base and the fielder can make a put out using the orange base.
6. Uniforms
 - a. Shoes with metal spikes or cleats are only permitted in the **softball** and baseball division 15 under.
 - b. Uniforms are not required, but **shirts must have a number on them** and be worn according to the manufacturer's intent.
7. Conduct – player, coach, umpire
 - a. Any runner that creates malicious contact with any fielder, with or without the ball, should be called out and ejected.
 - b. BATS THROWN: The team shall receive a warning. THE PLAYER IS NOT OUT.
 - i. If the bat is thrown in anger, the player may be ejected without warning.
 - c. Managers, coaches and players are not allowed to stand, sit or remain behind the screen directly behind the catcher while the game is in progress.
 - d. No swearing & fighting or alcohol & tobacco products of any kind will be allowed on the playing field or in the dug outs. This applies to all players, coaches and umpires.

M. PLAYERS RULES:

1. All players under the age of twenty-one (21) must furnish to his/her City Commissioner a statement by his/her parents or guardian permitting him/her to participate in the SMRL.
2. All players should play with the town closest to their residence. Location of playing fields shall be used in determining distances. If a player desires to participate on a team from another town, a SMRL standardized out-of-area player form must be completed. The form must be signed by the players' parents and the sending and receiving City

Commissioners. It must be approved by the President of the SMRL prior to the first game of the season.

3. A player must be an amateur by all standards and remain such during the entire period of playing in this league. No player shall be allowed to receive any pay for his/her services and any player participating for pay shall be barred and his/her team shall forfeit all the games the player has played in.
4. Each player MUST furnish proof of his/her age or residence to his/her City Commissioner or the SMRL President when requested. Players must submit proof within one week or he/she shall be suspended until proof is submitted
5. Players released shall not join any other team in the SMRL without permission of the SMRL President. If a player desires to participate with another team in the SMRL, whose team status is in jeopardy, he/she must have a written release from his/her team manager and written permission from his/her parents.
6. No player may participate with more than one team in each age division.
7. **A player must be voted on and approved by the commissioners if they are playing "down" in the lower age division than their age. Those players may NOT pitch, but they can catch in 7U, 8U, and 10U.**

N. SUSPENSIONS:

1. A player may be suspended by the SMRL President.
2. A player may be suspended by his/her City Commissioner for a period of time not to exceed the current playing season for rules, training, playing violations or poor sportsmanship.
3. A team may be suspended by the SMRL President for roster violations, illegal players, poor sportsmanship, or failure to reschedule postponed or rained out games.
4. While a team is under suspension, all regular scheduled games shall be forfeited.
5. Players, coaches and managers guilty of swearing on the playing field shall be ejected from the game and suspended for up to three (3) games as determined by the league president.
6. Fighting or drinking of intoxicants, on the playing AREA or any signs of drinking intoxicants are prohibited. Any player, manager, coach, or umpire violating such shall be suspended for one (1) calendar year.

O. GAME & SEASON Guidelines:

1. Standard Game Times are 6:30 & 8:00, unless only one game is being played, then the second game time can be altered. 6:30 or before will be used for the start time for the first game.
2. The game clock starts with the first warm-up pitch.
3. The first game must start no later than ten (10) minutes after the scheduled starting time or a forfeit will be declared. Again, use 6:30 as the start time.
4. Time limits for the second game of the evening will start at the beginning of the game (first pitch to a batter) and as close to 8:00 or 8:30 p.m. as possible depending on the length of the first game.
5. No new inning will start after the time limit has expired unless the game is tied. A new inning is considered started when the third out in the home half of the inning has been recorded.
6. If a game is delayed due to inclement weather, the game will be extended by the amount of time of the delay.
7. No infield practice will be allowed between games.
8. Special Rules:
***** Played Upon** - Played upon is defined as defensive player throwing the ball to the base the runner is on or advancing towards or the defensive player with the ball running toward the base runner.

P. PROTEST:

1. Protests on a violation of any rule of this league governing eligibility may be filed by any bona fide team against any other team of this league.
2. All protests on a violation of eligibility rules must be filed within (7) days during the regular scheduled league season.
3. Protests on rules, not decisions, must be called within 24 hours and filed in writing to the SMRL President no later than forty-eight (48) hours by the team manager or representative. Team manager must notify the Umpire-in-Chief of their desire to protest, who must notify the opposing team immediately after the infraction and before the next pitch of the game.
4. The team manager filing the protest must submit with his letter of protest the sum of twenty dollars (\$20).
Should this protest be upheld, the money shall be refunded. If a protest is not upheld, the money shall go to the league funds.
5. The SMRL President, upon receipt of the protest, must notify the opposing team within the next forty-eight (48) hours.
6. All protests will be handled by the Board of Directors of the SMRL within two weeks of the filing of the protest. Their decision is final. A team may withdraw its protest any time prior to the meeting of the SMRL Board of Directors. Team Managers or representatives involved in a protest must be present at this meeting. Failure to appear will automatically judge in favor of the opposing team.
7. In any game where the home team does not use the official league baseball/softball, or a KHOURY league softball in appropriate age groups and a protest is filed, the visiting team shall receive a win by the SMRL President.
8. In case of a protest being upheld, the game will continue at the point of the infraction.

Q. UMPIRES:

1. Each team must furnish one (1) umpire. The home team will provide the home plate umpire and visiting team the base umpire. No team manager or coach of a participating team shall umpire unless agreed by both managers.
2. Umpires must be at least fifteen (15) years of age. Any team furnishing an umpire under the age of fifteen (15) must forfeit that game, unless agreed by both managers.
3. If umpires are paid for their services, the home team shall do such.
4. The home plate umpire is always the Umpire-in-Chief.
5. All home plate umpires, except Tee-Ball, 8 year old boys and girls, and 9-10 year old girls, must wear a protective mask.
6. It is recommended that all umpires attend the training course provided by SMRL prior to the beginning of the season.

R. HOW DOES THIS ALL WORK:

1. Last scheduled game for the current season will be set at the Spring meeting.
 - a. It is the responsibility of the coaches to ensure that all games are completed prior to this date.
 - b. Playoff games will start in mid-July
2. A meeting of the City Commissioners will be held at the Wardsville Lions Hall, to determine team standings.
3. If two (2) or more teams tie for a position, head-to-head or runs allowed between the teams involved will be used to determine division standings. If the two teams involved played each other twice during the season, first use runs allowed, then runs scored, then runs allowed all season.
4. All decisions at the Play Off meeting of the SMRL are FINAL.

S. PLAYOFFS

1. Playoff games will be played as follows:
 - a. Those age groups that have two divisions, the top three (3) teams from each division will go to the playoffs
 - i. The top team from each division gets a first round bye.
 - ii. #2 team North plays #3 team South in the first round.
 - iii. #3 team North plays #2 team South in the first round.
 - b. Those age groups that have only one division, the top four (4) teams will go to the play offs.
 - i. #1 team plays #4 team in the first round.
 - ii. #2 team plays #3 team in the first round.
2. Championship game will be played with no time limits. **All other playoff games will be played with the same time limit and inclement weather rules as reg. season. Rule H-6**
3. The time and location of the play off games will be announced by the playoff committee
4. Games balls are supplied by the Host Site.
5. The Higher Seed Team is the Home Team for all playoff games, including the Championship Game.
6. Host Site will charge \$2 for each attendee, **including** players and coaches, ages 6 and up.

T. REPORTING OF SCORES:

1. City Commissioners are responsible to ensure that an accurate record is kept of all the games involving teams from their town and be prepared to present the records and scores of those games at the end of season meeting. Any games that are not accounted for and verified by the City Commissioner will be counted as losses.

POINTS OF EMPHASIS:

1. It is recommended that each town purchase timers for the umpires. (If there is any time left immediately after the third out of an inning, you must start the next inning.
2. To speed up the games, umpires can help stop the ball in Tee-ball and Coach Pitch on a pitched ball.
3. Coach will pitch a maximum of 5 pitches to the batter in Coach Pitch. A foul ball on pitch #5 is still an out.
4. In the 10u, after ball four, the coach will come out and throw 3 pitches to the batter. A foul ball on the third pitch will not count as an out.
5. Coaches and players (on deck, etc.) must get out of the way of the ball.
6. The home plate umpire cannot overrule the base umpire unless an appeal is made.
7. Coaches should contact their City Commissioner for any questions during the season.
8. On a dropped 3rd strike, if no play is made, the batter is out once they step into the dugout.
9. If a team is playing with 8 players, they must have a pitcher and catcher.
10. Portable baseball pitching mounds can be used if both head coaches agree.
11. T-Shirts may not be altered such as cutting the sleeves out, or cutting the seams.
12. In the event the runner leaves the base too early, the field umpire should give the runner and coach a team warning, then on the next offense, the runner will be called out, the ball is dead, and all action on that pitch is cancelled.
13. A "sling shot" softball pitch (a backward and forward motion instead of a circle motion) is a legal pitch.
14. The clarification when using a pitching circle and halfway marks
If the ball enters the circle on its way to the plate, the runner attempting to score can be played upon, and is the only runner that may be played upon. Play stops when the runner crosses the plate. The catcher may NOT throw to any other base.

If the ball enters the circle on the initial play, such as throwing to first or third for a force out, time should not be called until the initial play is over and the ball enters the circle.
15. Any player playing "down" CANNOT pitch. **A player playing "down" may catch on 7U, 8U, and 10U only.** . These special permission players MUST be pointed out to the opposing coach and umpire before the game.
16. Coaches on the field – for safety, avoid interference of play, and confusion of the players; the coaches outside the dugout are limited to:
 - * Defensive Team – One coach within a safe distance and out of play area of the dugout
 - * Offensive Team – One coach each in the 1st and 3rd base coaches boxes.
17. No bat restrictions.
18. 10 U if there is a play at home, time is called when the runner crosses home plate.

7U T-Ball Rules: (Cannot attain the age of 8 by July 1)

1. Strictly tee, no pitching.
2. Tee to be placed on home plate, Catcher to be positioned opposite side of batter. Batter must be in the box when ball is hit.
3. No Bunting. Ball must travel 16 feet to be defined by an arc drawn using the tip of home plate as the center. The arc to be extended from the point it intersects with the 1st and 3rd base lines to the fence at a 90 degree angle. Ball that does not travel 16 feet is foul.
4. Half-way points shall be drawn between 1st and 2nd, 2nd and 3rd, and 3rd and home. Play shall end and time called when the ball crosses the 16 ft. arc. All runners half way may continue to the next base at their own risk. If not they must return to the previous base. This includes home plate.
5. A 45 ft arc must be made that defensive players must stay behind until the ball is hit.
6. **Batters will have a maximum of 4 swings. Failure to put the ball in fair territory with 4 swings will result in an out.**
7. Chest protector for pitcher is allowed. All players are **required** to wear a wire face guard on the helmet.
8. The batting line up will consist of all players on the roster present. A team must have a minimum of 8 players, or it will result in a forfeit. If additional players arrive after the start of the game, they shall be added to the bottom of the lineup.
9. Three (3) outs or six (6) runs will constitute a half inning.
10. Catchers must wear a face mask and chest protector.
11. Tie breaker –the inning will start with 2 outs and the last batted out will be on second base, and limit the offensive team to 5 batters.
12. Free substitutions can be made on defense at any time. Batting order cannot be switched. If a team starts the game with the required number of players **and during the course of the game a player can't continue for any reason there will be no penalty** as long as the number does not drop below eight. This includes an injured or sick player, all batters move up in the lineup **and NO out is recorded.** If a player misses their turn at bat they may **not** return to the game.
13. A thrown bat is **NOT** an out.
14. A game consists of 6 innings or 1.5 hour time limit.
15. Girls will use a 10 inch Khoury league ball, and boys will use R-100, R-OLB1 or equivalent.
16. Runners cannot lead off until the ball is hit.
17. Run rule- 15 after 3, 10 after 5 applies. If the run differential is such that a team can't win due to the 6 run rule, the game will be called.
18. 6:30 or earlier will be used as starting time, even if it's started later.

8U Boys and Girls

1. They will play coach pitch.
2. The offensive coach pitches from the rubber.
3. The defensive player pitcher, will stand with both feet inside the pitching circle, behind or beside of the pitching rubber.
4. **Each batter will have a maximum of five (5) pitches to put the ball in play or be called out.**
5. No bunting allowed.
6. A 16 foot arc will be present. The ball must travel to or past the 16 foot arc, or else it is foul.
7. Tie breaker –the inning will start with 2 outs and the last batted out will be on second base, and limit the offensive team to 5 batters.
8. A 16 foot diameter circle will be used around the pitcher's mound (center of the circle to be center front of pitcher's mound.) When the ball enters the circle, time will be called by the home plate umpire, **unless they're attempting a force out or a play at the plate. The pitcher does not have to be in control of the ball, however, a player must be in the circle.**
9. Thirty foot (halfway marks between bases will be used and all runners ½ way when time is called may advance to the next base at their own risk.
10. The batting line up will consist of all players on the roster present. A team must have a minimum of 8 players, or it will result in a forfeit. If additional players arrive after the start of the game, they shall be added to the bottom of the lineup.
9. Three (3) outs or six (6) runs will constitute a half inning.
10. Catchers must wear a face mask and chest protector.
11. Tie breaker –the inning will start with 2 outs and the last batted out will be on second base, and limit the offensive team to 5 batters.
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14. A game consists of 6 innings or 1.5 hour time limit.
15. Girls will use a 10 inch Khoury league ball, and boys will use R-100, R-OLB1 or equivalent.
16. Runners cannot lead off until the ball is hit.
17. Run rule- 15 after 3, 10 after 5 applies. If the run differential is such that a team can't win due to the 6 run rule, the game will be called.

10 U Boys and Girls (CANNOT ATTAIN THE AGE OF 11 BY JULY 1)

- 1) Player pitch/Coach pitch Play – balls & strikes are called by the umpire when player pitches
- 2) After ball four (4) has been called
 - a) an offensive coach will pitch 3 pitches, from the pitching rubber
 - b) the batter must put the ball in play or be called out.
 - c) no balls/strikes are called when coach pitches
- 3) A foul ball does not count as a pitch on the third (3rd), fourth (4th), etc. pitches.
- 4) **Batter is out on third strike even if catcher drops the ball.**
- 5) When a coach is pitching, the defensive player pitcher will position himself within three feet behind or beside of the pitching rubber.
- 6) A 16 foot diameter circle will be used around the pitcher's mound (center of the circle to be center front of pitcher's mound.) When the ball enters the circle, time will be called by the home plate umpire, **unless they're attempting a force out or a play at the plate.**
 - a) **The pitcher does not have to be in control of the ball, however, a player must be in the circle.**
- 7) Thirty foot (halfway marks between bases will be used and all runners $\frac{1}{2}$ way when time is called may advance to the next base.
 - a) **The only runner to be played upon is the runner attempting home. The play stops when the runner crosses home plate. The catcher cannot throw to any other base.**
- 8) **Bunting is allowed EXCEPT for when the coach comes in to pitch.**
 - a) The penalty for bunting off the coach's pitch is an out.
- 9) Tie breaker- the inning will start with 1 out and the last batted out will be on second base.
- 10) Time limit is 1.5 hour, 6 innings per game, and 6 run limit per inning.
- 11) Pitching distance is 35 ft. for girls and 45 ft. for boys. Base distance is 60 ft. for both boys and girls.
- 12) Game balls for boys is R-100, ROLB or equivalent. Girls will use a 11 in. optic yellow .47cor
- 13) Stealing is NOT allowed. Boys and girls can lead off when pitch is released.
- 14) All players must wear the wire face guard attached to the helmet.
- 15) Pitchers are allowed to pitch a maximum of 3 innings. All innings must be consecutive. Any part of an inning will result in a full inning.
- 16) Dropped third strike rule and infield fly rule is NOT in effect.
- 17) Maximum numbers of players on the field is 10, minimum is 8. Free substitutions can be made on defense at any time. Batting order cannot be switched. If a team starts the game with the required number of players **and during the course of the game a player can't continue for any reason there will be no penalty** as long as the number does not drop below eight. This includes an injured or sick player, all batters move up in the lineup **and NO out is recorded.** If a player misses their turn at bat they may **not** return to the game.

12U Boys and Girls (Cannot attain the age of 13 by July 1)

- 1) The batting line up will consist of all players on the roster present. Maximum numbers of players on the field is 9, minimum is 8. Free substitutions can be made on defense at any time. Batting order cannot be switched. If a team starts the game with the required number of players **and during the course of the game a player can't continue for any reason there will be no penalty** as long as the number does not drop below eight. This includes an injured or sick player, all batters move up in the lineup **and NO out is recorded**. If a player misses their turn at bat they may **not** return to the game.
- 2) Games will consist of 6 innings and 1.5 hr time limit. There is a 6 run limit per inning.
- 3) Game balls for the girls will be 12 in optic yellow .47 Cor. Boys will use a R-100, ROLB1 or equivalent.
- 4) Boys and girls are required to wear a wire face guard attached to the helmet.
- 5) Pitchers are allowed to pitch a maximum of 4 innings. All innings must be consecutive. Any part of an inning will result in a full inning. Once a pitcher leaves that position, he/she cannot return.
- 6) Infield fly rule and the dropped third strike rule are in effect.
- 7) Run rule- 15 after 3, 10 after 5 applies. If the run differential is such that a team can't win due to the 6 run rule, the game will be called.
- 8) Game time for the first game is 6:30 or earlier, even if you start late.
- 9) Tie breaker- the inning will start with 1 out and the last batted out will be on second base.
- 10) Courtesy runners are encouraged for the pitcher and catcher. It will be the last person that made an out.
- 11) One warning per team will be issued before enforcement of the Leaving the Base Early rule. Baseball players can lead off, and softball players can lead off when the pitch is released.
- 12) **Pitching circle for softball 12U interpretation. From NFSH book "Look Back rule": A batter-runner who rounds first base toward second base may stop, but must immediately, without stopping, return to first or attempt to advance to second base. Other runners when rounding a base may stop once, but must immediately return to the base or attempt to advance to the next base. Penalty: the ball is dead and the runner is out. If multiple runners are off the base when one is called out, the ball is dead and all runners return to their last touched base. ONLY ONE RUNNER CAN BE CALLED OUT. Exception: If the pitcher makes a throw, or fake throw, toward a runner, this would be considered making a play on a runner, and this rule is no longer in effect.**
- 13) Baseball pitching distance is 50ft. and bases are 75ft. Softball pitching distance is 40 ft. and bases are 60ft.
- 14) No bat restrictions for the SMRL.
- 15) Softball pitchers are required to wear a face mask as outlined in National Federation Softball rules.
- 16) All other rules under the National Federation of HS Sports are applied.
- 17) Any player playing down cannot pitch or catch.

15U Boys and Girls (Cannot attain the age of 16 by July 1)

- 1) 15U has the option of batting everyone present, or just the 8 or 9 players playing defense. Maximum numbers of players on the field is 9, minimum is 8. If they are batting everyone, free substitutions can be made on defense at any time. Batting order cannot be switched. If a team starts the game with the required number of players **and during the course of the game a player can't continue for any reason there will be no penalty** as long as the number does not drop below eight. This includes an injured or sick player, all batters move up in the lineup **and NO out is recorded**. If a player misses their turn at bat they may **not** return to the game.
- 2) Games will consist of 7 innings and 1hr and 45 min. time limit. There is an 8 run limit per inning.
- 3) Game balls for the girls will be 12 in optic yellow .47 Cor. Boys will use a R-100, ROLB1 or equivalent.
- 4) Girls only are required to wear a wire face guard attached to the helmet. Metal spikes are allowed for both boys and girls.
- 5) Pitchers are allowed to pitch a maximum of 5 innings. All innings must be consecutive. Any part of an inning will result in a full inning. Once a pitcher leaves that position, he/she cannot return.
- 6) Infield fly rule and the dropped third strike rules are in effect.
- 7) Run rule- 15 after 3, 10 after 5 applies. If the run differential is such that a team can't win due to the 8 run rule, the game will be called.
- 8) Tie breaker- the inning will start with 1 out and the last batted out will be on second base.
- 9) Courtesy runners are encouraged for the pitcher and catcher. It will be the last person that made an out.
- 10) One warning per team will be issued before enforcement of the Leaving the Base Early rule.
- 11) **Pitching circle for softball 15U interpretation. From NFSH book "Look Back rule": A batter-runner who rounds first base toward second base may stop, but must immediately, without stopping, return to first or attempt to advance to second base. Other runners when rounding a base may stop once, but must immediately return to the base or attempt to advance to the next base. Penalty: the ball is dead and the runner is out. If multiple runners are off the base when one is called out, the ball is dead and all runners return to their last touched base. ONLY ONE RUNNER CAN BE CALLED OUT. Exception: If the pitcher makes a throw, or fake throw, toward a runner, this would be considered making a play on a runner, and this rule is no longer in effect.**
- 12) Baseball pitching distance is 60.5ft. and bases are 90ft. Softball pitching distance is 43 ft. and bases are 60ft.
- 13) No bat restrictions for the SMRL.
- 14) Softball pitchers are required to wear a face mask as outlined in National Federation Softball rules.
- 15) All other rules under the National Federation of HS Sports are applied.
- 16) Game time for the first game of the evening is 6:30 or earlier, even if you started later than 6:30.