



# QUEEN CITY ATHLETIC ASSOCIATION



## Official 2020 Baseball Handbook/Rulebook for Managers, Coaches and Parents

Queen City Website: [www.queencitybaseball.org](http://www.queencitybaseball.org)

New web-site!

# WELCOME TO THE QUEEN CITY ATHLETIC ASSOCIATION BASEBALL LEAGUE

## 2020 BOARD MEMBERS

President - Bryan Hutton (816) 686-6545  
Vice President -  
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Bantam II Representative -- Heath Houstad (816) 304-1966  
Bantam I Representative -Heath Houstad (816) 304-1966

Machine Pitch II Representative - Jeff Mohr (816)215-2323  
Machine Pitch I Representative - Dennis Gremillion (816)805-3262  
T-Ball II Representative(6) - David Mason (816)382-1967  
T-Ball I Representative (4&5) Shelly Bergloff (816)896-0054

Queen City League Phone: (816) 796-4003

Queen City Website: (new) [www.queencitybaseball.org](http://www.queencitybaseball.org)

Queen City Address: Queen City Athletic Association  
P.O. Box 142  
Independence, MO. 64051

All rules are governed by the Official Rules of the National Baseball Congress except as herein specified as Queen City Athletic Association Official Rules listed in this book.

Such other rules and regulations as might be deemed necessary for the proper functioning of the League may be voted on and become a part there of, if passed by the Board of Directors of Queen City Athletic Association on a simple majority vote at a meeting in which enough Board Members are present to constitute a quorum.

## **Players**

**Players** are to **hustle** on and off the field at all times. All games are played under a time limit and the more they hustle, the more time they will have to play. (Catchers need to move fast or umpires will make them move fast.....)

**Players** must be **on time** at all games. Any player not present at game time shall be ineligible to play in the game at the discretion of the Manager.

**Players** with **unexcused absences** from more than 50% of weekly practices can result in the player not playing in the next scheduled game at the discretion of the Manager.

**Players** are not allowed to **leave the bench** while the game is in progress without the permission of the Manager.

## **Managers**

**Managers** shall have **complete control of his or her team** at all times and will be held responsible for the conduct of his Players, Coaches and Parents.

**Managers** must give their Division Representative 24 hour notice that they can not field a team for any game (Home or Away). Failure to do so will result in a 2 game suspension of the Manager.

**Managers and Coaches** must stay within the opening of the dugout at all times. The umpires must grant time out (Just because you call it doesn't mean you have it).....

**Managers and Coaches** must ask for time before approaching the umpires.

**Managers and Coaches** are the only people allowed to **address** the Umpires and must be done in a calm manner (Not following this will result in the person being thrown out)

## **Parents**

**Parents** should not **heckle or criticize** players from either team.

**Parents are not allowed to address the Umpire at any time** (Not following this will result in the Parent being removed from the stands).

**Parents** should refrain from **coaching from the stands**. The Manager is in charge of the team and interference from the parents only confuses the Player.

**Parents** should refrain from **approaching anyone on the Coaching Staff** while a game is in progress.

## **General**

**Players, Managers and Parents** should show **good sportsmanship** at all times.

Absolutely no **abusive language** should be used by anyone during practice or at games.

Absolutely no **alcoholic beverages** should be used by anyone during practice or at games.

# Queen City Division Information

## T-Ball

Age: 4-6 Year Old Participation Division  
Games: 8 to 10 game season  
Inter-League: N/A  
Days Played: Monday thru Saturday  
Fee's: \$60 fee in all T-Ball  
Division Rep: See Website.

## Machine Pitch

Age: 7-8 Year Old Participation Division / Competition 7 or 8 year old Teams  
Games: 12 Game season / Flat \$1000.00 a Team  
Inter-League: N/A  
Days Played: Monday thru Saturday  
Fee's: \$80 fee  
Division Rep: See Website.

## Bantam Division

Age: 9-10 Year Old Participation / Competition 9 and 10 year old Teams  
Games: 12 Game season / Flat \$1200.00 a Team  
Inter-League: 2-4 Games against other cities  
Days Played: Monday thru Thursday & some weekends  
Fee's: \$100 fee  
Division Rep: See Website.

## Midget Division

Age: 11-12 Year Old Participation / Competition 11 and 12 year old Teams  
Games: 14 Game season / Flat \$1200.00 a Team  
Inter-League: 4-6 Games against other cities  
Days Played: Monday thru Thursday & some weekends  
Fee's: \$100 fee  
Division Rep: See Website.

## Junior Division

Age: 13-14 Year Old Participation / Competition 13 and 14  
Games: 16 Game season/ / Flat \$1200.00 a Team  
Inter-League: 4-6 Games against other cities  
Days Played: Monday thru Thursday & some weekends  
Fee's: \$100 fee  
Division Rep: See Website.

# Q.C.A.A. Frequently Asked Questions

## **Who calls the rainouts for Queen City Baseball Games?**

The City will decide if fields are playable in inclement weather. This decision is posted on a "hotline" by the city usually Two Hours before game time. This "hotline" number is only to be used by Managers with Queen City and it is **their responsibility to notify all players.**

## **Who runs the concession stands?**

As of 2018, Queen City Baseball runs the concession stand at Mill Creek Park. Some times we are allowed to run concessions at IAC Complex, we also now run Crysler Stadium at Queen City Games.

## **Who takes care of the Public Bathrooms?**

The city of Independence cleans and take care of all bathrooms.

## **Who is in charge of turning on lights at Mill Creek Park?**

The City of Independence is in charge of turning on lights during scheduled baseball games. Queen City is in charge of making sure that the city knows that a ballgame is taking place on that date and at that time. If the lights need to be turned on contact the Sermon Center at (816) 325-7370 and explain the situation to the front desk.

## **Who is in charge of mowing grass and setting up fields at Mill Creek Park?**

The City of Independence is in charge of mowing the grass and removing all trash from trash receptacles at the park. The City Of Independence is in charge dragging and lining fields and putting out bases and mounds for each game.

## **Who is in charge of assigning practice fields for Queen City?**

This is the responsibility of the city of Independence, There will be a Manager meeting for each division where practice fields will be assigned to each team. If the Manager is not present at the meeting then it is their responsibility to go through the City of Independence to reserve a field. All practice fields are maintained by the City of Independence.

# 2020 Queen City Athletic Association Baseball Rules

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The purpose of the Queen City Athletic Association Baseball League is to allow each player to participate in America's favorite pastime. BASEBALL! The goal of the league is for every player to improve their skills, have fun, become respectable citizens in our community, and to build long lasting friendships. These rules are guidelines to help the QCAA run smoothly for all participants. The QCAA Board of Directors has the right to review, change, or remove any rule that is not for the betterment of the league. QCAA Board of Directors has the right to hear all appeals concerning any rules, and will act upon the appeals for the betterment of the player and the league. All decisions regarding important matters, including all league business are to be decided by the Board of Directors and not any one individual. By choosing to participate in this league you have accepted the terms and conditions as set forth by it's Board of Directors.

### **A. Players**

The league is for boys and girls between the ages of 4 years old and 14 years old. A birth certificate will be required. Any player who has played in Queen City and moves outside of the city of Independence will be "grandfathered" and will be allowed to play in QCAA. NO child will be turned away because of financial hardship. If a player has a financial hardship, the coach should contact the QCAA office.

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Players may not play in another league while playing in QCAA. A violation of this rule will result in the player being ineligible for QCAA league games. Players may play in QCAA and play on another team that participates in tournaments. However, the league will not reschedule games to accommodate the player.

### **B. Managers and Coaches**

All managers and coaches are volunteers. QCAA has the right, through its Board of Directors, to approve and allow to participate or to remove any manager or coach that the board feels his or her participation is not in the best interest of the league. All managers and coaches are required by the City of Independence to fill out a background check. The forms can be picked up at the Memorial Building. The background checks are good for one season. No coach who has not gone through the background check process will be allowed to coach or will be assigned practice fields. It is the responsibility of each coach to display and to teach good sportsmanship at all times. No manager or coach will be allowed to use tobacco products during a game in the dugout. QCAA encourages all coaches to refrain from using tobacco products in front of their players. The use of alcohol is prohibited at any baseball event as well as on any city park property. Drinking alcoholic beverages in front of players during or after practice is also prohibited. The QCAA Board will take the necessary disciplinary action against any manager or coach.

**It is the responsibility of each manager and coach to teach the basic fundamentals and strategies of baseball.** It is not the responsibility of the manager and coach to produce professional baseball players. The players, coaches, parent, and fans are the responsibility of the manager.

All managers and coaches shall wear proper dress attire while participating on the field during a league game. This shall include a shirt, (either button up or pull over), pants, or shorts and shoes. Sandals are not permissible. The manager or coach shall immediately correct the situation or shall leave the game and not return until done so.

Solicitation of players is not allowed by anyone until after their season has expired (July 16<sup>th</sup>). Violating this rule could result in the suspension of the manager and/or coaches for one year.

There shall be absolutely no solicitation of funds from the players or parents by the manager or coaches except as approved by the Division Rep. Any such solicitation will be subject to suspension.

It is the responsibility of the home team Manager to supply an official scorekeeper and to report the game results to the designated league representative within 48 hours.

Any Manager or Team Rep. that does not attend a meeting that is designated as mandatory may be excluded from postseason play as directed by the Board of Directors.

All Head Coaches must be 18 years of age and Assistant Coaches must be at least 14 years of age. Any Coach under 18 years of age must wear a batting helmet while on the field.

### **C. Parents and Guardians**

The use of alcohol is prohibited in city parks.

It is the responsibility of the parents or guardians to make sure their child is enjoying their baseball experience practices and games. **It is also the responsibility of the parent/guardian to make sure their child attends all required functions of the team they are on.** If for some reason your child cannot attend practice or game please call your manager and let them know. A manager is not required to play a player that misses more than 50% of practices. It is the responsibility of the manager to contact the division representative if a player is being held out of game due to missing more than 50% of practices. A manager will not be allowed to punish a player who misses practice due to school functions, scouts, or church events. However, missing practices may determine if your child starts.

All parents should display sportsmanship during games. If a dispute occurs, discuss your situation with your manager first. If a resolution cannot be worked out then call the division representative and then the league office. During a game a parent is responsible for other family members. If a fan is being disruptive during the

game the manager has the right to ask the fan to leave, or they may ask the person responsible to ask the individual to calm down, or leave. In no case will abusive or profane language be tolerated.

#### **D. Equipment and Uniforms**

All players are responsible for providing their own baseball glove. Players may provide their own helmet just as long the helmet had a double earflap and meets all league standards. It is required that all catchers wear a protective cup. It is not a requirement for other players to wear a protective cup, however each coach at their discretion may require their players to wear a cup.

It is recommended that players wear some type of plastic cleated shoe. Metal spikes may be allowed in the Junior Division only.

All players on offense will wear protective helmets . If a player comes to bat without a helmet he will put one on at the first moment it becomes apparent without penalty. If without a helmet on a player hits a ball they are then declared out and it is considered a dead ball situation. Any player that removes his helmet while on base or advancing to the next base without calling "Time Out" will be called out. Any batter that after scoring or has made an out needs to keep their helmet on until they are in the dugout. A helmet accidentally falling off while running the bases will not be called out. This will be at the discretion of the umpire.

The Head Coach/Manager are responsible for their team uniforms. If a team has more than one set of uniforms the players must have the same designated number for both sets of uniforms. This includes baseball pants and a numbered jersey. The team/players will be responsible for providing a hat, socks, and belt.. The manager of record will be responsible for the return of all equipment at the end of the season.

#### **E. Practices**

Competitive teams may practice all year. Machine Pitch and Participation Bantams may start mandatory practices March 1. Machine Pitch and Participation Bantam teams may not practice more then three times in a week. T-Ball will start the first Monday after daylight savings time changes.

#### **F. Games**

Games may start as soon as APRIL 1st for competitive teams. This date will be based on field availability. Most of the competitive games will be scheduled during the weeknights. Games for the Machine Pitch and Participation Bantam teams may start April 15.

A game called because of weather, darkness, or any other cause which makes further play impossible or hazardous shall be an official game if three and one half innings have been completed with the home team ahead or the time limit has been exceeded. A game not qualifying as an official game will be replayed from the start. Any official game that is a tie and is called will be replayed from the start. If an official game is called while an inning is in progress and before it is completed, the game becomes a suspended game if the visiting team has scored one or more runs to tie the score and the home team has not scored or if the visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead.

Only registered players, managers, coaches and bat boys/girls shall be permitted on the playing field during a league game unless otherwise acting in an official capacity.

**NO PRACTICING ON ANY IN-FIELD BEFORE GAMES.....**

#### **G. Schedules**

The division representative or league scheduler, if applicable, will make up schedules. QCAA is responsible for canceling games. If a game is canceled the division representative/scheduler will reschedule the game. The representative/scheduler will try to give as much advance notice on the rescheduled game. The representative/scheduler will give at least a 24 hours notice before the scheduled game.

## **H. Insurance**

A group team insurance policy will be purchased by QCAA to insure all teams. Team members, Managers, and Coaches are insured while at regularly scheduled practices and games and supervised team travel. The policy is a secondary insurance. The deductible is the responsibility of the parent/guardian.

## **I. Injuries**

The primary concern is the welfare of the injured player. An umpire may stop play by calling time if a player is injured. Any player, coach or umpire who is bleeding shall be prohibited from participating further in the game until appropriate treatment can be administered. Treatment is stopping the flow of blood, covering the wound with acceptable bandages, or changing of the uniform. If treatment can be administered in a reasonable length of time, the individual will not have to leave the game. The length of time deemed reasonable will be at the umpire's discretion. If a player is removed because of the blood rule, the re-entry rule will not apply.

## **J. Protests**

No protests shall be considered on a decision involving an umpire's judgment. Equipment, which does not meet specifications, must be removed from the game and shall not be the basis for protest. If it is found that an ineligible player is being used, the umpire shall advise that the player should be removed from the game, and the game shall be resumed under protest or not as the protesting manager decides. Protests shall be considered only when based on the violation or interpretation of; league rules (considered league protest), or professional baseball official playing rules (considered playing rule protest).

Playing rule protest must be protested at the time of the alleged fraction. The umpire will announce the game is being played under protest and the scorekeepers will write the necessary information in the scorebook. Once the game is finished the umpires will sign the scorebooks. The protesting coach will need to notify the division representative within 12 hours and need to submit a \$100 money order or cashier's check to the division representative within 48 hours of the protested game.

League protests may be filed during the game or after a game is completed, but in any event, the written protest and a \$100 money order or cashier check must be submitted to the QCAA Board of Directors within 48 hours of the protested game. The division representative must be informed within 12 hours after the game.

All protests need to be sent certified mail to:

Queen City Athletic Association  
c/o Board of Directors  
P.O. Box 142  
Independence, MO 64051

## **K. Suspensions**

All suspensions will be considered as a serious infraction. It is the goal of QCAA to have no players, managers, coaches, umpires, or fans suspended. The QCAA Board of Directors will review each suspension.

### **Suspension Chart**

1. Manager/Coach ejected during a game will be suspended for the next scheduled game. A manager can only be suspended due to his/her actions or due to parent or fans actions. If a coach is ejected then the manager will stay.
2. Manager/Coach ejected because of a parent or fan will be ejected for that game only.
3. Any manager or coach not wearing appropriate dress attire and refuses to correct the situation may be suspended for one game per occurrence.
4. Manager/Coach threatening an umpire verbally after a game will receive a two game suspension. The QCAA Board of Directors may expand the suspension based on the circumstances.
5. Manager not fielding a team for an Inter-league game (Home or Away) without 24 hour prior notification to their Division Rep. will receive a 2 game suspension.
6. Parents/Guardian/Fans ejected during a game will be suspended for two games.
7. Parents/Guardian/Fans threatening an umpire verbally after a game will receive a two game suspension. The QCAA Board of Directors may expand the suspension based on the circumstances.
8. Players ejected during a game will be suspended for the next schedule game.
9. Any player, coach, manager, parent, guardian, umpire, or fan using physical violence (unless used in self-defense) may be suspended for the remaining baseball season. The QCAA Board of Directors may increase the suspension based on the circumstances.

### **L. League Fees**

No team will be allowed to play scheduled games unless their team fees are paid in full unless arrangements are made.

### **M. Post Season and League Tie Breakers**

If two teams are tied at the end of the season the first tiebreaker will be head to head. The second tiebreaker for two teams will be a one game playoff. If more than two teams are tied then the first tiebreaker will be head to head, then runs allowed, and then runs scored.

### **N. Divisions**

QCAA divisions will be broken down into the following divisions: Jr. T-Ball (4U), T-Ball (5U/6U), Machine Pitch (7U/8U), Bantams (9U/10U), Midgets (11U/12U) and Juniors (13U/14U) Seniors(15U/18U). Each division has its own rules. Rules not covered in the division rules will be covered by major league baseball rules. Each division is assigned a division representative who represents QCAA and the division. All complaints should be directed to the division representative.

If a resolution is not worked out then the division representative will direct the problem to the QCAA Board of directors. The board of directors may turn the problem over to a committee (made up of coaches, parents, or private citizens), or may resolve the matter among board members.

In the Bantams through seniors Divisions if insufficient numbers of teams cause lower division teams to play upper division teams, the lower division team, at the manager discretion, may elect to pickup a maximum total of four players from the upper division age group. This will cause the team to play in the older age division in any (State) tournaments the team chooses to enter with the older players.

# T-Ball (4 and 5) Division

1. This division is for boys and girls who have reached his/her(4 or 5th) birthday on or before April 30<sup>th</sup>.
2. All Players who register with the league will be placed on a team. All paper work and fees will be required before the player may play in a game.
3. All 4 and 5 year old players not wanting to return to their previous team will be placed back into the player's pool. The league may review special requests.
4. AnyT-Ball manager may bring an entire team into the league (up to 12 players).
5. This is an instructional division and **CAN KEEP SCORE IF YOU WANT**, however the manager must have someone to keep track of the correct batting order. That person must also keep track of how many batters have batted that inning in keeping in compliance with the entire lineup hitting each inning rule.
6. A team will consist of a minimum of 10 players and a maximum of 13 players.
7. Each team must have at least a minimum of (6) players to start a game.

## Field Rules

1. The bases will be 50 ft.
2. The pitching rubber will be 30 ft.
3. A 10-foot fair ball arc from 1<sup>st</sup> baseline to the 3<sup>rd</sup> baseline in front of home plate will be drawn. A ball must go past this line to be fair.
4. Home team will be located in the first base dugout.

## Game Rules

1. A game will consist of 6 innings or one hour and five minutes. No new inning may be started after 50 minutes.
2. An inning will consist of the entire lineup batting( or 3 outs) The team that is up to bat must announce the last batter. The inning will conclude when the last batter has reached home plate.
3. The batter will receive as many swings as necessary to make contact.
4. When the first bat is thrown both teams will receive a warning and the next thrown bat will result in the player being returned to the dugout.
5. All players in the lineup will play in the field (defense). Extra players are to be used in the outfield. (6) position players are allowed on the infield (dirt portion) of the field.
6. All players will be placed in the batting lineup. Late arrivals shall be inserted as the last batter. All players on the team roster shall bat before returning to the top of the order. At the beginning of a game both teams will swap batting lineups.
7. The pitcher must keep one foot within the pitching circle until the ball is hit.
8. If a team has 8 or fewer players they do not need to field a catcher.
9. One coach may place himself or herself in the outfield to help align players.
10. A coach or parent may occupy the first and third base coach box.
11. Any offensive coach touching a player while the ball is live will result in the player being sent back to the dugout.
12. A coach will be allowed to position a player in the batter box through verbal commands, unless the player is not standing in the batter box.
13. Play will be considered dead when;
  - a. When an infielder has held the ball above their head while in the infield and all runners have stopped running to their next base. If a player continues to run after the ball is held up the runner will return to the previous base.
  - b. A player is injured. If a defensive player is hurt due to being hit by a hit ball the batter will be allowed the base they are running to
  - c. If a bat is thrown after contact, and both teams have been warned, all runners will return to their previous base and the batter will be sent to the dugout.
  - d. When the last batter is at bat and the defensive team throws or runs the ball and home plate is touched before the last batter reaches home.

14. A base runner can not leave the base before the ball is hit. Stealing is not allowed.
  15. Manager or Coaches of record are the only people allowed to approach any umpire of an official game and request an explanation of any certain call. This excludes all parents and fans. Violation: Ejection from game and possible forfeiture of game.
- 16.** Playing rules not specifically covered above shall follow the rules for Major League Baseball.

# T-Ball (6) Division

1. This division is for boys and girls who have reached his/her 6<sup>th</sup> birthday on or before April 30<sup>th</sup> of the current year but has not attained age 7 by April 30<sup>th</sup>.
2. All Players who register with the league will be placed on a team. All paper work and fees will be required before the player may play in a game.
3. A player not wanting to return to their previous team will be placed back into the player's pool. The league may review special requests.
4. Any T-Ball I manager may bring an entire team into the league (up to 12 players).
5. This is an instructional division and **CAN KEEP SCORE IF YOU WANT**, however the manager must have someone to keep track of how many outs there are in an inning and the correct batting order. That person must also keep track of how many batters have batted that inning in keeping in compliance with the 9-batter rule.
6. A team will consist of a minimum of 10 players and a maximum of 13 players.
7. Each team must have a minimum of (6) players to start a game.

## Field Rules

1. The bases will be 50 ft.
2. The pitching rubber will be 30 ft.
3. A 10-foot fair ball arc from 1<sup>st</sup> baseline to the 3<sup>rd</sup> baseline in front of home plate will be drawn. A ball must go past this line to be fair.
4. Home team will be located in the first base dugout.

## Game Rules

1. A game will consist of 6 innings or one hour and five minutes. No new inning may be started after 50 minutes.
2. An inning will consist of entire lineup batting (or 3 outs). The team that is up to bat must announce the ninth batter. The inning will conclude when the ninth batter is out, or the third out is recorded, or when the ball is thrown or ran to home plate
3. The batter will receive three swings. If the third pitch is a foul ball the player will remain at the plate until a ball is hit fair or the batter strikes out.
4. When the first bat is thrown both teams will receive a warning and the next thrown bat will result in the player being called out.
5. A player may not sit for two consecutive innings without playing a position in the field.
6. All players will be placed in the batting lineup. Late arrivals shall be inserted as the last batter. All players on the team roster shall bat before returning to the top of the order. At the beginning of a game both teams will swap batting lineups.
7. The defensive team will field a maximum of 10 players with four outfielders. The infielders must play behind the baseline until the ball is hit. Outfielders must be located in the grass until the ball is hit. The 4<sup>th</sup> outfielder will not be allowed to assume an infield position.
8. The pitcher must keep one foot within the pitching circle until the ball is hit.
9. If a team has 8 or fewer players they do not need to field a catcher.
10. One coach may place himself or herself in the outfield to help align players.
11. A coach or parent may occupy the first and third base coach box.
12. Any offensive coach touching a player while the ball is live will result in the player being called out.
13. A coach will not be allowed to position a player in the batter box, unless the player is not standing in the batter box.
14. Play will be considered dead when;

- a. When an infielder has held the ball above their head while in the infield and all runners have stopped running to their next base. If a player continues to run after the ball is held up the runner will return to the previous base.
  - b. A player is injured. If a defensive player is hurt due to being hit by a hit ball the batter will be allowed the base they are running to
  - c. If a bat is thrown after contact, and both teams have been warned, all runners will return to their previous base and the batter will be called out.
  - d. When the final out is recorded.
  - e. When the ninth player is at bat and the defensive team throws or runs the ball and home plate is touched before the ninth batter reaches home.
15. A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
  16. Manager or Coaches of record are the only people allowed to approach any umpire of an official game and request an explanation of any certain call. This excludes all parents and fans. Violation: Ejection from game and possible forfeiture of game.
  17. Playing rules not specifically covered above shall follow the rules for Major League Baseball.

### **Post Season**

A postseason tournament may be held for teams depending on available time at end of year. The divisions will be divided only if there is enough interest. Scores will be kept during this tournament.

# Machine Pitch (7U/8U)

1. This division is for boys and girls who have reached his/her 7<sup>th</sup> birthday on or before April 30<sup>th</sup> of the current year but has not attained age 9 by April 30<sup>th</sup>. The league may organize this division into two age groups, or may combine the two groups into one if there are not enough teams.
2. Players who register with the league will be placed in a player's pool and then will be placed on a team. All paper work and fees will be required before the player may play in a game.
3. Any team moving up from second year T-Ball may elect to bring their entire team up (unless a player quits), or may sign ten players (one of the players must be the manager's son or daughter). This rule also applies to first year Machine Pitch teams moving up to their second year of Machine Pitch. The remaining players may come from the player's pool, or may be a player who did not play the previous year in the league.
4. All 7 year old Machine Pitch I players will sign a two-year contract.
5. All 8 year old Machine Pitch II players will sign a one-year contract.
6. Any Machine Pitch age team electing to come to Queen City from another league will be granted seven contracts and the rest of their players will be assigned through the pool.
7. A team will have maximum 13 players (the QCAA division representative, or the QCAA board of directors has the right to adjust this number if players remain in the player's pool and another team can not be formed).

## Field Rules

1. The bases will be 55ft.
2. The pitching machine will be 40 ft from home plate and set for 40 mph. The machine can be adjusted for pitch location at the end of the first inning if both coaches agree.
3. A 10 ft circle will be placed around the pitching machine
4. Home team will be located in the first base dugout.

## Game Rules

1. A game will consist of six innings, or one hour and fifteen minutes. No new inning may be started after 1 hour.
2. An inning will consist of three outs or **FIVE** runs being scored.
3. The defensive team will field a maximum of 10 players with four outfielders. The infielders must play behind the baseline until the ball is hit. Outfielders must be located in the grass until the ball is hit. The 4<sup>th</sup> outfielder will not be allowed to assume an infield position.
4. The pitcher must keep one foot within the pitching circle until the ball is hit.
5. Teams will be allowed to play with a minimum of seven players. Less than that will constitute a forfeit. Teams have 5 minutes past game time to comply.
6. If a team has 8 or fewer players they **Do have to field a catcher**. Catchers must wear a cup.
7. A team must have a minimum of (8) players to start a game.
8. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. All players on team shall bat before returning to the top of the order.
9. A player may not sit for two consecutive innings without playing a position in the field.
10. Free substitution for defensive positions.
11. Any offensive coach touching a player while the ball is live will result in the player being called out.
12. When the first bat is thrown both teams will be warned and the next thrown bat will result in the batter being called out.
13. Each batter will receive five pitches or three strikes. If the fifth pitch is thrown and the player elects not to swing then the batter will be called out unless the umpire thinks the pitch cannot be hit. If the player fouls off the fifth pitch the player will remain at the plate until an out is recorded or if the player decides not to swing at a pitch that can be hit.

14. If the umpire declares a pitch a no pitch then it will not count towards the batter's five pitches.
15. A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
16. No bunting
17. Any batted ball that hits the pitching machine is dead and the hitter is awarded first base. All runners advance 1 base if forced.
18. Play will be declared dead by the umpire when the ball is in the infield and controlled by the infielder.
19. A umpire may send a player back to a base if he or her is not half way to the next base.
20. There is a mandatory slide rule when there is a defensive play at 2<sup>nd</sup>, 3<sup>rd</sup> or Home. If the runner does not slide and contact is made the runner will be declared out. If in the judgment of the umpire there was a flagrant violation, the umpire may eject the player, the ball is dead and all runners must return to the last base touched at the time of the collision. This is a judgment call and the umpire's judgment is final.
21. No ghost tags will be allowed. Player will be warned and if it occurs again the player will be ejected.
22. Managers and Coaches of record are the only people allowed to approach any umpire of an official game and request an explanation of any certain call. This excludes all parents and fans. Violation: Ejection from game and possible forfeiture of game.
23. Playing rules not specifically covered above shall follow the rules for Major League Baseball.
24. New Spread Rule.....15 after Three.....8 after Four innings.

### **Post Season**

1. A postseason tournament may be held for teams depending on available time at end of year.
2. Teams will be eligible for the USSSA state tournament based on league standings only (does not include tournaments).
3. The top teams in each division will be offered a trip to the USSSA state tournament based on a 1 to 4 (one team goes to state for every 4 division teams) ratio. Teams will be responsible for any fees incurred to attend the state tournament.

## **Machine Pitch.. COMP LEAGUE**

The Machine pitch competitive league will have the same rules as the rec. division except for these rule changes

- 1) No runs per inning unless both teams agree on a run limit .
- 2) spread rule is 15 after 3 or 10 after 4 and 8 after 5.
- 3) Players can not play on more than one team in our league.

# Bantam (9U/10U) Division

1. This division is for boys and girls who have reached his/her 9<sup>th</sup> birthday on or before April 30<sup>th</sup> of the current year but has not attained age 11 by April 30<sup>th</sup>. The league may organize this division into two age groups, or may combine the two groups into one if there are not enough teams.
2. This is a competition/participation division. Any team choosing to have tryouts will be considered competition. Any team that is considered participation will be required to take pool players. All players may tryout for various competition teams. Players may not tryout for a team until August 15. Players may not sign a contract with a team until September 15. Any contracts signed before September 15 will be considered invalid. Any coach signing a player before September 15 will receive a one-year suspension. Coaches may not contact players or parents during August 15 through September 15.
3. Players who register with the league will be placed in a player's pool and then will be placed on a team.
4. Teams moving up from second year Machine Pitch may elect to bring their entire team up (unless a player quits), or may sign ten players (one of the players must be the manager's son or daughter). This rule also applies to first year Bantam Division teams moving to second year Bantam Division. The remaining players may come from the player's pool, or may be a player who did not play the previous year in the league.
5. All 9 year old Bantam I players will sign a two-year contract.
6. All 10 year old Bantam II players will sign a one-year contract.
7. Any Bantam age team electing to come to Queen City from another league will be granted eight contracts and the rest of their players will be assigned through the pool. (Competition Division teams excluded from this rule.)
8. A team will have maximum 13 players (the QCAA division representative, or the QCAA board of directors has the right to adjust this number if players remain in the player's pool and another team can not be formed).

## Field Rules

1. The bases will be 60 ft.
2. The pitching rubber will be 46 ft.
3. Home team will be located in the first base dugout.

## Game Rules

-  A game will consist of 6 innings. A new inning will not start after one hour and forty minutes. A new inning will start when the last out is recorded of the previous inning.
-  A team may start with eight players and finish with 7.
-  A game will end if the home team or the visiting team has a 15 run lead after 3 or 8 after 4 innings.
-  Each team will be allowed to score a maximum of 6 runs per inning.
-  Managers will bat entire roster and use free substitution. (Exception: In USSSA tournaments, teams can choose to bat how they want as long as it is declared beforehand.)
-  A player must play at least two innings in the field. Violation will result in a one game suspension for the manager.
-  There is a mandatory slide rule when there is a defensive play at 2<sup>nd</sup>, 3<sup>rd</sup> or Home. If the runner does not slide and contact is made the runner will be declared out. If in the judgment of the umpire there was a flagrant violation, the umpire may eject the player, the ball is dead and all runners must return to the last base touched at the time of the collision. This is a judgment call and the umpire's judgment is final.
-  No ghost tags will be allowed. Player will be warned and if it occurs again the player will be ejected.
-  At any time, the team at bat may use courtesy runners for the current pitcher and catcher. The courtesy runner must be a player who is not currently in a field position.
-  Intentional walks may take place by announcement from the catcher of pitcher.
-  Managers and Coaches of record are the only people allowed to approach any umpire of an official game and request an explanation of any certain call. This excludes all parents and fans. Violation: Ejection from game and possible forfeiture of game.



Playing rules not specifically covered above shall follow the rules for Major League Baseball.

### **Pitching Rules**

NOTE: The end of the day for the pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that, either because of a rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous days play. If the game continues after the night break (the next day), that part of the game will count as though it was the following day.

1. For purposes of this rule, a pitcher has not violated the rule until he obtains one more out than the number allowed and the excessive out is recorded on the official score sheet. For all cumulative totals in this rule, one out equals one third of an inning, two outs equal two thirds of an inning, and three outs is a full inning.
2. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
3. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire after the illegal out is recorded and before the next legal pitch. After the game the Division Representative must be notified. Proper protest procedure must be followed.
4. PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN FORFEITURE OF THE GAME.
5. A pitcher cannot make a second appearance in the pitching position in a game that he has already held the pitching position. (This includes if the pitcher is pinch hit for)
6. In the Bantam division, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play.

### **Pitching Limits**

1. In the Bantam division a pitcher may throw a maximum of 60 pitches in 1 day but he cannot throw the next day.
2. In the Bantam division a pitcher may throw a maximum of 60 pitches in 2 consecutive days but cannot exceed 40 pitches for the previous day.
3. In the Bantam division no pitcher will be allowed to pitch 3 days in a row regardless of the pitches thrown.

The 60 pitches rule applies going into and coming out of tournaments for league play. A manager violating this rule will be suspended for two games. A second violation will result in a one-year suspension for the manager. Copies of score sheets from tournaments must be turned into the division representative 48 hours after the tournament is completed.

### **Post Season**

1. A postseason tournament may be held for teams depending on available time at end of year.
2. Teams will be eligible for the USSSA state tournament based on league standings only (does not include tournaments).
3. The top teams in each division will be offered a trip to the USSSA state tournament based on a 1 to 4 (one team goes to state for every 4 division teams) ratio. Teams will be responsible for any fees incurred to attend the state tournament.

# Midget (11U/12U) Division

1. This division is for boys and girls who have reached his/her 11<sup>th</sup> birthday on or before April 30<sup>th</sup> of the current year but has not attained age 13 by April 30<sup>th</sup>. The league may organize this division into two age groups, or may combine the two groups into one if there are not enough teams.
2. This is a competition/participation division. Any team choosing to have tryouts will be considered competition. Any team that is considered participation will be required to take pool players. All players may tryout for various competition teams. Players may not tryout for a team until August 15. Players may not sign a contract with a team until September 15. Any contracts signed before September 15 will be considered invalid. Any coach signing a player before September 15 will receive a one-year suspension. Coaches may not contact players or parents during August 15 through September 15.
3. Players who register with the league will be placed in a player's pool and then will be placed on a team.
4. All Midget Division players will sign a one-year contract.

## Field Rules

1. The bases will be 70 ft.
2. The pitching rubber will be 50 ft.
3. Home team will be located in the first base dugout.

## Game Rules

1. Games will be 7 innings. No new inning will start after one hour and forty minutes. A new inning will start when the last out is recorded of the previous inning.
2. A game will end if the home team or the visiting team has a 15 run after 3 or 8 after 4 innings. Each team will be able to score a maximum of 6 runs per inning.
3. A team may start with eight players and finish with 7.
4. There is a mandatory slide rule when there is a defensive play at 2<sup>nd</sup>, 3<sup>rd</sup> or Home. If the runner does not slide and contact is made the runner will be declared out. If in the judgment of the umpire there was a flagrant violation, the umpire may eject the player, the ball is dead and all runners must return to the last base touched at the time of the collision. This is a judgment call and the umpire's judgment is final.
5. No ghost tags will be allowed. Player will be warned and if it occurs again the player will be ejected.
6. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. The courtesy runner must be a player who is not currently in a field position that includes the extra hitter. (Courtesy runner will not be allowed if entire team is in the batting lineup).
7. Intentional walks may take place by announcement from the catcher of pitcher.
8. Starters may re-enter once (unless rule 13 is used), but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter, unless an injury requires for the non-starter to re-enter.
9. If a team is caught with an illegal substitution it shall be treated in the same manner as a player batting out of order.
10. If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the line-up.
11. If the illegal substitution is caught after the illegal player comes to bat, but before a pitch is thrown to the following batter, the illegal player is out and the proper player will be inserted into the line-up following batting out of order rules.
12. If the illegal substitution is caught after the illegal player comes to bat and after a pitch has been thrown to the following batter, the illegal substitution and player is now considered legal.
13. A batting line-up will consist of 10 players (unless a team can only field 9 players) with one of the 10 players being an EH. If a team is unable to continue a 10-player line-up for any reason, that slot will be an out. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH. (Teams can choose to bat how they want as long as it is declared beforehand.)

14. If a manager chooses they may elect to bat entire lineup and use free substitution. If a player is injured or is ejected from a game when it is that player's turn to bat an out will be recorded.
15. Playing rules not specifically covered above shall follow the rules for Major League Baseball.

### **Pitching Rules**

NOTE: The end of the day for the pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that, either because of a rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous days play. If the game continues after the night break (the next day), that part of the game will count as though it was the following day.

1. For purposes of this rule, a pitcher has not violated the rule until he obtains one more out than the number allowed and the excessive out is recorded on the official score sheet. For all cumulative totals in this rule, one out equals one third of an inning, two outs equal two thirds of an inning, and three outs is a full inning.
2. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
3. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire after the illegal out is recorded and before the next legal pitch. After the game the Division Representative must be notified. Proper protest procedure must be followed.
4. PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN FORFEITURE OF THE GAME.
5. A pitcher cannot make a second appearance in the pitching position in a game that he has already held the pitching position. (This includes if the pitcher is pinched hit for)
6. In the Midget division balks will be strictly enforced without warning.

### **Pitching Limits**

1. In the Midget division a pitcher may throw a maximum of 80 pitches 1 day but he cannot throw the next day.
2. In the Midget division a pitcher may throw a maximum 80 pitches in 2 consecutive days but cannot exceed 60 pitches for the previous day.
3. No pitcher will be allowed to pitch 3 days in a row regardless of pitches thrown.

The 80 pitches rule applies going into and coming out of tournaments for league play. A manager violating this rule will be suspended for two games. A second violation will result in a one-year suspension for the manager. Copies of score sheets from tournaments must be turned into the division representative 48 hours after the tournament is completed.

### **Post Season**

1. A post season tournament may be held for teams depending on available time at end of year.
2. Teams will be eligible for the USSSA state tournament based on league standings only (does not include tournaments).
- 3.** The top teams in each division will be offered a trip to the USSSA state tournament based on a 1 to 4 (one team goes to state for every 4 division teams) ratio. Teams will be responsible for any fees incurred to attend the state tournament.

# Junior (13/14U) Division

1. This division is for boys and girls who have reached his/her 13<sup>th</sup> birthday on or before April 30<sup>th</sup> of the current year but has not attained age 15 by April 30<sup>th</sup>. The league may organize this division into two age groups, or may combine the two groups into one if there are not enough teams.
2. This is a competition/participation division. Any team choosing to have tryouts will be considered competition. Any team that is considered participation will be required to take pool players. All players may tryout for various competition teams. Players may not tryout for a team until August 15. Players may not sign a contract with a team until September 15. Any contracts signed before September 15 will be considered invalid. Any coach signing a player before September 15 will receive a one-year suspension. Coaches may not contact players or parents during August 15 through September 15.
3. Players who register with the league will be placed in a player's pool and then will be placed on a team.
4. All Junior Division players will sign a one-year contract.

## Field Rules

1. The bases will be 80 ft.
2. The pitching rubber will be 54 ft.
3. Home team will be located in the first base dugout.

## Game Rules

1. Games will be 7 innings. No new inning will start after one hour and forty minutes. A new inning will start when the last out is recorded of the previous inning.
2. A game will end if the home team or the visiting team has a 15 run after 3 or 8 after 4 innings. Each team will be able to score a maximum of 6 runs per inning.
3. A team may start with eight players and finish with 7.
4. There is a mandatory slide rule when there is a defensive play at 2<sup>nd</sup>, 3<sup>rd</sup> or Home. If the runner does not slide and contact is made the runner will be declared out. If in the judgment of the umpire there was a flagrant violation, the umpire may eject the player, the ball is dead and all runners must return to the last base touched at the time of the collision. This is a judgment call and the umpire's judgment is final.
5. No ghost tags will be allowed. Player will be warned and if it occurs again the player will be ejected.
6. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. The courtesy runner must be a player who is not currently in a field position. (Courtesy runner will not be allowed if entire team is in the batting lineup).
7. Intentional walks may take place by announcement from the catcher of pitcher.
8. Starters may re-enter once, (unless rule 9 is used) but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter, unless an injury requires for the non-starter to re-enter.
  - a. If a team is caught with an illegal substitution it shall be treated in the same manner as a player batting out of order.
  - b. If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the line-up
  - c. If the illegal substitution is caught after the illegal player comes to bat, but before a pitch is thrown to the following batter, the illegal player is out and the proper player will be inserted into the line-up following batting out of order rules.
  - d. If the illegal substitution is caught after the illegal player comes to bat and after a pitch has been thrown to the following batter, the illegal substitution and player is now considered legal.
9. A batting line-up will consist of 10 players (unless a team can only field 9 players) with one of the 10 players being an EH. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH. (Teams can choose to bat how they want as long as it is declared beforehand.)

10. If a manager chooses they may elect to bat entire lineup and use free substitution. If a player is injured or is ejected from a game when it is that player's turn to bat an out will be recorded.
11. Playing rules not specifically covered above shall follow the rules for Major League Baseball.

### **Pitching Rules**

NOTE: The end of the day for the pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that, either because of a rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous days play. If the game continues after the night break (the next day), that part of the game will count as though it was the following day.

1. For purposes of this rule, a pitcher has not violated the rule until he obtains one more out than the number allowed and the excessive out is recorded on the official score sheet. For all cumulative totals in this rule, one out equals one third of an inning, two outs equal two thirds of an inning, and three outs is a full inning.
2. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
3. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire after the illegal out is recorded and before the next legal pitch. After the game the Division Representative must be notified. Proper protest procedure must be followed.
4. PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN FORFEITURE OF THE GAME.
5. A pitcher cannot make second appearance in the pitching position in a game that he has already held the pitching position. (This includes if the pitcher is pinched hit for)
6. In the Junior Division balks will be strictly enforced without warning.

### **Pitching Limits**

1. In the Junior Division a pitcher may throw a maximum 100 pitches 1 day but he cannot throw the next day
2. In the Junior Division a pitcher may throw a maximum of 100 pitches in 2 consecutive days but cannot exceed 80 pitches for the previous day.
3. No pitcher will be allowed to pitch 3 days in a row regardless of pitches thrown.

The 100 pitches rule applies going into and coming out of tournaments for league play. A manager violating this rule will be suspended for two games. A second violation will result in a one-year suspension for the manager. Copies of score sheets from tournaments must be turned into the division representative 48 hours after the tournament is completed.

### **Post Season**

1. A post season tournament may be held for teams depending on available time at end of year.
2. Teams will be eligible for the USSSA state tournament based on league standings only (does not include tournaments).
3. The top teams in each division will be offered a trip to the USSSA state tournament based on a 1 to 4 (one team goes to state for every 4 division teams) ratio. Teams will be responsible for any fees incurred to attend the state tournament.

# Senior (18u) Division

1. This division is for boys and girls who have reached his/her 18th birthday on or before April 30th of the current year but has not attained age 19 by April 30th. The league may organize this division into two age groups, or may combine the two groups into one if there are not enough teams.
2. This is a competition/participation division. Any team choosing to have tryouts will be considered competition. Any team that is considered participation will be required to take pool players. All players may tryout for various competition teams. Players may not tryout for a team until August 15. Players may not sign a contract with a team until September 15. Any contracts signed before September 15 will be considered invalid. Any coach signing a player before September 15 will receive a one-year suspension. Coaches may not contact players or parents during August 15 through September 15.
3. Players who register with the league will be placed in a player's pool and then will be placed on a team.
4. All Senior Division players will sign a one-year contract.
5. Games will start on or after June 1 so as not to interfere with High School eligibility.

## Field Rules

1. The bases will be 90 ft.
2. The pitching rubber will be 60 ft. 6in.
3. Home team will be located in the first base dugout.

## Game Rules

1. Games will be 7 or 9 innings. No new inning will start after one hour and forty minutes. A new inning will start when the last out is recorded of the previous inning.
2. A game will end if the home team or the visiting team has a 15 run lead after 3 innings or 8 runs after 4 innings.
3. A team may start with eight players and finish with 7.
4. There is a mandatory slide rule when there is a defensive play at 2<sup>nd</sup>, 3<sup>rd</sup> or Home. If the runner does not slide and contact is made the runner will be declared out. If in the judgment of the umpire there was a flagrant violation, the umpire may eject the player, the ball is dead and all runners must return to the last base touched at the time of the collision. This is a judgment call and the umpire's judgment is final.
5. No ghost tags will be allowed. Player will be warned and if it occurs again the player will be ejected.
6. At any time, the team at bat may use courtesy runners for the current pitcher and catcher. The courtesy runner must be a player who is not currently in a field position. (Courtesy runner will not be allowed if entire team is in the batting lineup).
7. Intentional walks may take place by announcement from the catcher of pitcher.
8. Starters may re-enter once, (unless rule 9 is used) but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter, unless an injury requires for the non-starter to re-enter.
  - a. If a team is caught with an illegal substitution it shall be treated in the same manner as a player batting out of order.
  - b. If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the line-up
  - c. If the illegal substitution is caught after the illegal player comes to bat, but before a pitch is thrown to the following batter, the illegal player is out and the proper player will be inserted into the line-up following batting out of order rules.
  - d. If the illegal substitution is caught after the illegal player comes to bat and after a pitch has been thrown to the following batter, the illegal substitution and player is now considered legal.
9. A batting line-up will consist of 10 players (unless a team can only field 9 players) with one of the 10 players being an EH. The player in the EH position, while not actually playing a defensive position, will be

treated as though they are for substitution purposes. The re-entry rule applies for the EH. (Teams can choose to bat how they want as long as it is declared beforehand.)

10. If a manager chooses they may elect to bat entire lineup and use free substitution. If a player is injured or is ejected from a game when it is that player's turn to bat an out will be recorded.
11. Playing rules not specifically covered above shall follow the rules for Major League Baseball.

### **Pitching Rules**

NOTE: The end of the day for the pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that, either because of a rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous days play. If the game continues after the night break (the next day), that part of the game will count as though it was the following day.

7. For purposes of this rule, a pitcher has not violated the rule until he obtains one more out than the number allowed and the excessive out is recorded on the official score sheet. For all cumulative totals in this rule, one out equals one third of an inning, two outs equal two thirds of an inning, and three outs is a full inning.
8. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
9. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire after the illegal out is recorded and before the next legal pitch. After the game the Division Representative must be notified. Proper protest procedure must be followed.
10. PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN FORFEITURE OF THE GAME.
11. A pitcher cannot make second appearance in the pitching position in a game that he has already held the pitching position. (This includes if the pitcher is pinched hit for)
12. In the Senior Division balks will be strictly enforced without warning.

### **Pitching Limits**

4. In the Senior Division a pitcher may throw a maximum 100 pitches in 1 day but he cannot throw the next day.
5. In the Senior Division a pitcher may throw a maximum of 100 pitches in 2 consecutive days but cannot exceed 80 pitches for the previous day.
6. No pitcher will be allowed to pitch 3 days in a row regardless of pitches thrown pitched.

The 100 pitches pitching rule applies going into and coming out of tournaments for league play. A manager violating this rule will be suspended for two games. A second violation will result in a one-year suspension for the manager. Copies of score sheets from tournaments must be turned into the division representative 48 hours after the tournament is completed.

### **Post Season**

12. A post season tournament may be held for teams depending on available time at end of year.

**ANY QUESTIONS PLEASE CONTACT YOUR REP. OR THE LEAGUE PHONE FOR ANSWERS.**