



## 2022 PSO Baseball Rule Book

### 1.00 Prestonwood Sports Organization (PSO)

- 1.01 The Prestonwood Sports Organization (PSO) Baseball Leadership is responsible for overseeing all aspects of the PSO Baseball League.
- 1.02 The purpose of this program is to glorify God by introducing Jesus as Lord to as many people as possible and developing children in baseball/softball through a quality program. Further, we will build them up emotionally by teaching positive life values.

### 2.0 Players, Teams and Coaches

- 2.01 Eligibility - All persons are eligible to be players in the PSO Baseball Program, provided they have attained the age of 3 years but have not attained the league cutoff age prior to May 1 of the current baseball season. All persons who participate in the PSO Baseball Program must have completed a registration form and paid the appropriate fees. Player registration will be conducted during the time period and in the manner specified by PSO Baseball Leadership.

**All Coaches that will work with players at practices and games MUST have a yearly background check completed with PSO and have a Ministry Safe Certificate filed every 2 years with PSO in order to coach a PSO Team. Approved Coaches will receive a badge and must have their badge present at all practices and games to coach.**

- 2.01 Teams

- (1) The table below lists the **recommended** maximum and minimum roster sizes for each league. If necessary the League may add players to the team's roster from the pool of individual registrations. There are no tryouts or a draft.

League	Maximum	Minimum
3/4 Tiny Tee Ball	8	5
5/6 Tee Ball	12	10
5/6 Modified Coach Pitch	12	10
7U Coach Pitch 8U Coach Pitch	12	10
9U Kid Pitch 10U Kid Pitch 10U Baseball	14	10
11/12 Baseball	14	10
Select Divisions (complete teams only)	NA	NA

- (2) No individual player can participate in two different leagues for the same age groups during a season. For example, a player cannot play on a 9U Kid Pitch and a 10U Kid Pitch team in the same season, but if desired, a player could play on a 9U or 10U team and an 11/12 team as well.
- (3) Complete teams wishing to join PSO may do so. If the team has a roster size less than the maximum (per table in 2.02(1)), additional players may be added from the pool of registered and unassigned players at the discretion of PSO Baseball Leadership.
- (4) Each team must have one (1) designated manager whom PSO recognizes as the head coach of the team.
- (5) A limit of **4 uniformed and BADGED managers/coaches** (including the head coach) will be allowed on the field (as specified in 4.03 (7) & (8)) or in the dugout. **In the 3/4 and 5/6 leagues a team may have up to 5 uniformed and BADGED coaches** on the field or in the dugout.
- (6) All players are bound to their PSO team for the entire PSO season. This does not prohibit a player from playing in another league at the same time.
- (7) Players should not be cut from teams. If a player wishes to remain with their existing team and that player is still of the appropriate age for the league in which the team is playing, it is encouraged that the coach continues to have the player on their roster. PSO does not advocate the “cutting” of players based on ability. Although we are supportive of building competitive teams, we are more concerned with building character, sportsmanship and a love for the game. Cutting a player may do more damage to the individual players psyche than winning benefits the other players.
- (8) To be eligible to play in post-season games for a team, a player must be properly registered to the team and have played in 50% or more of that team’s regular season games. Post-season eligibility exception requests for injury or other reasons will be considered on a case-by-case basis and must be submitted in writing to the League Director.

#### 2.02 Roster additions

- (1) A player may not be added to a team’s roster after registration closes without prior PSO Baseball Leadership approval.
- (2) If a player is added to the roster of a team after the first game of the season, the player is ineligible to pitch or catch without PSO Baseball Leadership approval.
- (3) In order to be eligible to participate in an official PSO game, all players must be listed on the team’s official PSO roster, have paid their registration fees, and have an electronic or paper waiver on file with PSO. Each season, the PSO Baseball Board will set a date for final rosters, roster lockdown; any changes to an official team roster after this date will require Board approval. Any coach who violates this section will be penalized according to the Code of Conduct.
- (4) Any coach found to be guilty of violating the roster lockdown rule will forfeit his/her coach’s title and be denied access to any further games for 6 months. This penalty may extend into subsequent season. The offending coach will also be required to meet with the PSO Baseball Board at the time the offense is discovered, and at the end of his/her penalty.

2.04 Playing Up / Down - Players may elect to “play up” in a higher league, however, if the player is more than a year younger than the league age he wants to participate in, permission must be obtained from PSO Baseball Leadership. Players may “play down” in a lower league as outlined below:

- (1) The player has a physical disability that makes it impossible for them to compete in their league age group (i.e. cerebral palsy, multiple sclerosis, etc.). In this case, a note from their doctor would be required.
- (2) The player is in the same school grade as the players that he wishes to play down with. (proof of grade will be required). **If this exception is utilized the player may not play the pitcher position in 10U Baseball and 11/12 leagues. Final decision is at the discretion of PSO Baseball Leadership.**

2.05 Rules concerning managers/coaches are as follows:

- (1) **All managers and coaches are required to attend the pre-season coaches meeting. Failure to do so without express permission of the PSO Baseball Leadership may result in dismissal. This will cut down on coaches misinterpreting the rules which often lead to conflict.**
- (2) All persons are eligible to participate as Managers and Assistant Coaches in the PSO Baseball Program who:
  - (a) Have attained the age of 18 years. Those under the age of 18 may assist at practices and games, but must register as a coach, complete appropriate paperwork and complete a background screening.
  - (b) Have been PSO certified (See rule 2.05 (4))
  - (c) Have not had their coaching privileges revoked.
- (3) Revocation of coaching privileges shall also be at the sole discretion of the PSO Baseball Leadership.
- (4) All Managers, Assistant Coaches or parents in PSO Leagues who are in contact (includes everyone assisting in any manner) with players during practice and/or games, must be PSO certified prior to their first league game by registering as a coach and completing a background screen if a current screen is not currently on file. Certified individuals must wear PSO issued credentials when in the dugout and on the field.
- (5) Managers and coaches may wear conventional baseball attire or other attire consistent with adult leadership of youth baseball. Managers and coaches may not wear shoes with metal spikes.
- (6) In addition to the guidelines outlined in the rules on tobacco and alcohol, managers, coaches, and assistant coaches of PSO teams may not use tobacco or alcohol in any form, at any time during their team's games or meetings.
- (7) The home team's coach from each game must email the score of their individual game within 24-hours of game completion to their league director. It is the responsibility of the visiting team to verify the score with the home team at the end of the game along with pitchers and pitch counts as needed. See 8.03(9).
- (8) To discourage conflicts over rulings/judgments by the umpires, the following rules are intended to allow coaches to discuss rulings with the umpires in a 'Constructive' and courteous manner, but **NOT** to intimidate, argue or to try to alter the ruling.
- (9) Coaches are forbidden on the playing field during play, unless access is specifically granted in the rules for the purpose of coaching players in the younger leagues. If a coach enters the playing field to dispute any umpire ruling, that is grounds for automatic ejection from the game by the umpire. (See next paragraph).
- (10) If a coach has a question on a rule call, the coach is allowed to request a meeting with the umpire (at your team's foul line) and clarify any disputes over a rule. If the

action warrants it, the umpire may alter the initial ruling if that initial ruling is found to be in error. A ruling may be changed, a judgment may not!

- (11) If a coach is required to leave the premises and does not immediately comply, the umpire may suspend the game for a period of no more than 5 minutes and issue a verbal warning to any remaining coaches of the team. If the offending coach has not complied in the 5-minute period, the umpire may stop play and the offending team will forfeit the game.
- (12) If a coach detects conflicting calls between the 2 umpires on a specific play, the coach may request that the umpires confer with each other to determine which umpire 'saw' the play and was in position to make the ruling. No coach intervention will be allowed during the umpire conference. Any complaint about a coach's behavior should be made in writing to the PSO Commissioner. See 3.05 for disciplinary action information.

### 3.0 Player and Coach Conduct

- 3.01 The use of alcohol and tobacco products on the field during the game is strictly prohibited. No seeds or gum are allowed on PSO fields.
- 3.02 Under no circumstances will the use of "foul" or abusive language be tolerated in PSO facilities. The umpire will have the authority to request a coach or spectator to leave the premises if the situation warrants this action. There will be no appeal or protest to these rulings by the offending coach, but a review of the umpire's actions will be made. Ejection of a coach or an assistant coach requires a mandatory review by the PSO disciplinary committee within 10 days.
- 3.03 Any participant or other person ejected from a game for any reason must leave the immediate premises as directed by the umpire or PSO official. Any person so ejected or removed shall have no further communication with participants or umpires. PSO officials may at their sole discretion (i) impose sanctions upon individual players, coaches or others, and/or (ii) declare that a team has forfeited a game based upon unsportsmanlike conduct of its coaches, players or fans.
- 3.04 No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere
- (1) Incite, or try to incite, by word or sign a demonstration by spectators;
  - (2) Use language that will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
  - (3) Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
  - (4) Make intentional contact with the umpire in any manner
- 3.05 Coach Disciplinary Action - The Disciplinary Action Committee ("Committee") is comprised of members of PSO Baseball Leadership. The Committee shall have the authority to suspend, discharge or otherwise discipline any player, coach, umpire, league officer, parent, or other person whose conduct is considered detrimental to the best interests of PSO. This includes but is not limited to misconduct on and off the field, violation of the rules, refusal to leave the park following umpire ejection, refusal to participate in field maintenance, etc. **WHEN ANY MANAGER OR ASSISTANT COACH IS EJECTED FROM ANY GAME FOR ANY REASON, THAT OCCURRENCE WILL BE FORWARDED TO THE COMMISSIONER AND WILL BE REVIEWED BY THE DISCIPLINARY ACTION COMMITTEE WITHIN TEN (10) CALENDAR DAYS.** Once a

formal written complaint on any individual is received by PSO Baseball Leadership, the Committee shall have five (5) working days to decide what, if any, action shall be taken. If action is required, the Committee vote must be a 2/3 majority of the Committee Members or designated representatives. In the event of disciplinary procedures involving a player, that person's parents shall be invited to attend a meeting with the Full Disciplinary Action Committee. If a member of the Committee is charged with a rules violation, they will be prohibited from participating on the Committee for their specific hearing and may be removed from the committee regardless of the outcome of their case. The following penalties may be imposed based upon the severity of the offense:

- (1) Warning - The offending person is to be advised, in writing, of the offense and further advised that repetition of the offense shall result in a more severe penalty.
- (2) Suspension - The offending person is to be advised in writing that he or she has been suspended from ALL LEAGUE ACTIVITY for a specific number of games or days.
- (3) Dismissal - The offending person is to be advised in writing, that he or she has been dismissed from the league for the remainder of the current season or year.
- (4) Barred - The offending person is to be advised in writing that he or she has been barred from present and future participation within PSO, permanently, or for a specific number of years.
- (5) Denial - The offending person is to be advised in writing that he or she has been denied the privilege of being selected as a Manager or Assistant Coach of any PSO team for the current season

3.06 Player Disciplinary Action - Personal misconduct may result in disciplinary action.

Disciplinary action may be taken against a player under the following guidelines:

- (1) Parents of the player being disciplined shall be notified of said action in writing at least 24 hours in advance of the starting game time in which the player is to be disciplined.
- (2) The League Director and the PSO office shall also be notified of the disciplinary action to be taken at least 24 hours in advance of the starting game time.
- (3) If disciplinary action is required during a game, the Manager must explain the reasons to the parents and the League Director immediately following the game.
- (4) Disciplinary action during the game shall result in the player being removed from defensive positions.
- (5) Disciplinary action approved by the League Director can result in the player being withheld from playing in future games.

3.07 Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

## 4.00 Playing Field and Equipment

4.01 Unless otherwise state in this rule book, PSO baseball will abide by the rules set forth by Major League Baseball. A complete copy of the MLB rulebook can be found online at [www.mlb.com](http://www.mlb.com)

4.02 The Playing Field - The field shall be laid out according to the instructions below:

League	Bases	Pitching	Fair Ball Arc	Pitching Circle
3-4 Tiny Tee Ball	40'	30'	10' arc drawn from first baseline to 3rd baseline. Ball must cross the fair ball arc to be considered fair.	NA

5-6 Tee Ball and 5-6 MCP	50'	35'	10' arc drawn from first baseline to 3rd baseline. Ball must cross the fair ball arc to be considered fair.	10' diameter circle with the center being 35' from the front of home plate
7U & 8U Coach Pitch	55'	38'	15' arc drawn from first baseline to 3rd baseline. Ball must cross the fair ball arc to be considered fair.	10' diameter circle with the center being 38' from the front of home plate
9U & 10U	65'	46'	NA	NA
11U & 12U	70'	50'	NA	NA

- (1) If a ball becomes stuck or leaves the field of play by rolling under, through or over a fence, the player should raise their arms indicating the ball is out of play. At that point, the umpires will position runners as appropriate.
- (2) Home team shall occupy the first base dugout. In the post-season tournament (including the league championship game), the higher seeded team will be the home team (higher place in the regular season standings).
- (3) Players warming up during the game shall do so inside the playing field in outfield foul grounds or designated warm-up areas. Warm-ups anywhere within the spectator areas are also prohibited.
- (4) Players are not allowed to practice hitting regulation baseballs during pre-game warm-ups, except into a net. Hitting any type of ball (e.g., tennis, soft, baseball) into any fencing in the park is prohibited. Training Aids are not allowed during games.
- (5) No person shall be allowed on the playing field during a game except players in uniform, coaches, umpires, peace officers in uniform and watchmen or other officials of PSO. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.
- (6) Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, trainers and batboys shall occupy a bench during a game.
- (7) There will be no coaches allowed on the field during offensive play other than the two specified base coaches, who are required to remain in foul territory, or an offense coach to pitch when applicable.
- (8) 3-4 Leagues: 2 coaches are allowed on the field to instruct for defensive purposes. They shall remain behind the infield players. The hitting team may utilize 2 base coaches (must remain in foul territory). **UNDER NO CIRCUMSTANCES WILL PARENTS BE ALLOWED ON THE FIELD OF PLAY.**
- (9) 5-6 Tee Ball and 5-6 MCP League: 1 coach is allowed on the field to instruct for defensive purposes. The coach must stand behind the defense in the outfield. The hitting team may utilize 2 base coaches (must remain in foul territory), and shall provide a coach to pitch. The coach backing up the catcher may be provided by either team. **UNDER NO CIRCUMSTANCES WILL PARENTS BE ALLOWED ON THE FIELD OF PLAY.**
- (10) There can only be one on-deck batter allowed outside the dugout. The on-deck batter must stay within the defined on-deck circle in front of the dugouts. If no on-deck circle is defined, the player should stand as far back from the field of play to minimize chance of getting hit by a foul ball. The on-deck batter will position himself

behind the batter. When a left-handed batter is hitting the on-deck batter will be on the first base side. When a right-handed batter is up the on-deck batter will be on the third base side. Other than the batter and on-deck batter, no other player may have a bat in his or her hands once play has resumed in an inning. The defensive team may warm up under coach supervision between innings. Batters will not be authorized to warm up outside the dugout except for the defined on deck circle. Players scheduled to pitch may warm up with a coach outside the dugout prior to entering the game. **Use of warm up tools by assistant coaches outside of the dugout will not be allowed.** Be aware of the possibility of severe accidents by allowing unsupervised warm-ups.

4.04 Certified baseballs for each league are defined in the table below:

3-4	5-6	7-12
Diamond Flexi Ball Low Compression 1	Diamond Flexi Ball Low Compression 5	Diamond DLL-1 Little League Baseball

4.05 PSO uses the USSA Bat and the USA Baseball Bat Standard. All bats must be certified with the USSSA 1.15 BPF or the USA Bat stamp. Summary of the standard is below:

- (1) Barrel size cannot exceed 2 3/4" in diameter at its thickest part
- (2) Length cannot exceed 36"
- (3) The ratio between bat length and bat weight shall not exceed -13 (Drop 13)
- (4) Bats that are altered or that do not meet the rule specifications are illegal. No foreign substance may be inserted into the bat. Bats that are broken, cracked or dented or that deface the ball, i.e., tear the ball, shall be removed without penalty. A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire.
- (5) If the umpire discovers that the bat does not conform to the rules above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, but the bat must be removed from the game.

4.06 All players must be fully uniformed, which includes the following: Pants, socks, cap and team shirt with numbers that are non-duplicating and at least six inches in height. All players on a team shall wear uniforms identical in color, trim and style.

- (1) No player whose uniform does not conform to that of his teammates shall be permitted to participate in a game.
- (2) No player shall attach to his uniform tape or other material of a different color from his uniform.
- (3) Metal spikes are not allowed.
- (4) All players must wear a protective cup (leagues 7-8 and up).
- (5) While in the field as a defensive player a team cap must be worn.
- (6) Metal jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible. Break away necklaces are allowed.

4.07 A batting helmet which covers the top and back of the head and the side of the face must be worn by every player when at bat and while on the bases.

- (1) All bat boys/girls will wear batting helmets as described above when their team is at bat.

- (2) Any players coaching first or third base will be required to wear an approved protective helmet.
- 4.08 For 7-12 leagues, the catcher must wear all appropriate protective gear: mask, chest protector, shin guards, catcher's helmet. Hockey style masks are the only type allowed. The catcher must wear a protective helmet that fully covers both ears; therefore, no skull caps and masks allowed. The catcher must wear a protective cup during the game.
- 4.09 For 3-6 leagues, the catcher must wear a batting helmet only and will be positioned behind the coach against the backstop on the hitter's side of the plate.
- 4.10 Gloves/mitts made of leather shall be worn by all fielders and not be altered to create an adhesive, sticky, and/or tacky surface. The glove/mitt worn by the catcher may be any size. The glove/mitt worn by the pitcher shall be uniform in color and neither white nor gray.
- 4.11 Defective equipment must be repaired or replaced immediately.
- 4.12 Loose equipment such as gloves, bats, helmets or catchers gear of either team may not be on or near the field. PENALTY: If loose equipment interferes with play, the umpire may call an out(s), award bases or return runners, based on his judgment and the circumstances concerning the play.
- 4.13 All casts, splints and braces must be padded with at least 1/2" of closed-cell, slow-recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have exposed metal or any other hard material. PSO Baseball Leadership may authorize the use of prostheses which in its opinion are no more dangerous to players than the corresponding human body part(s) and do not place an opponent at a disadvantage.
- 4.14 A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. If a batter is being treated for blood when his time comes to hit, he may be skipped in the batting order without penalty. The length of time that is considered reasonable is umpire judgment. The re-entry rule applies to starters. If there is an excessive amount of blood on the uniform, it shall be changed before that individual participates again.
- 4.15 A player who has been rendered unconscious during a game shall not be permitted to resume participation that day without written authorization from a physician.

## 5.00 Starting and Ending Games

- 5.01 PSO Baseball Leadership shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field. Coaches can be notified of rainouts by checking the field conditions page at <http://www.psosports.com>.
- 5.02 Teams will play all games as scheduled by PSO Baseball. **Coaches may NOT reschedule games on their own.** All reschedules must be coordinated through PSO. Except in cases of weather, requests to reschedule games will be addressed on a situational basis. PSO Baseball may reschedule games deemed in the best interest of the league.
- 5.03 If a team forfeits more than three (3) games in a single season, that team will be suspended from playing the remaining games left in that season. There will be no refund of league fees due to suspension related to forfeits. Games cannot be rescheduled for



any other reason other than a rainout or when mandatory school activities require. Teams that fail to show up for a scheduled game will receive a forfeit. Any forfeited game shall have a score entered as 7-0 in favor of non-forfeiting team.

- 5.04 Unless the PSO Commissioner shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams.
- 5.05 Games will start at the designated time originally scheduled or re-scheduled. A game can be delayed no more than 10 minutes beyond the designated starting time for failure to have at least nine players and these 10 minutes will be subtracted from the original game time. After the ten-minute grace period, a team has the option of starting the game with the players present or forfeiting. If starting a game after the grace period with less than nine players, the team with less than nine players will automatically be designated as the visiting team (despite the coin flip or pre-determined home/visiting teams) and the game will begin. A team that fails to show will result in a forfeit loss for this team.
- 5.06 A game may be started and/or completed with less than nine players, but the team must forfeit if they have less than 8 players. An ejected player may not re-enter the game. A team which plays with less than a nine player-batting lineup because of the ejection of a player, will have an out recorded in that spot of the batting order. A team starting a game with less than nine players will not be penalized for the lack of a player in the ninth batting slot. A team starting a game with less than nine players can immediately insert a ninth player into the batting lineup as soon as an eligible player is available with no penalty. Late arriving players must be inserted at the end of the batting order. If a team begins play with the normally allowed number of players, that team may continue a game with one less player than it started with, whenever a player leaves the game for any reason other than ejection.
- 5.07 A game is decided when one team has scored more runs than their opponent can possibly score in the remaining times at bat per the table below (mathematically eliminated).

	<b>3-4</b>	<b>5-6</b>	<b>7-8</b>	<b>9-10</b>	<b>11-12</b>
Game Time	45 minutes	60 minutes	75 minutes	90 minutes	90 minutes
Maximum Innings	5	6	6	6	7

- (1) If the game is still tied after the maximum innings, 1 additional inning will be played. If still no winner, the each team will be awarded ½ win
  - (2) If after time has expired and 1 extra inning has been played and no team is the winner, the game will be declared a tie and each team will get credit for ½ a win.
  - (3) If one team wins by mathematical elimination (team cannot score enough runs per rule 5.09), the final score will be noted, but the game can continue until regulation time is expired. Score will not be kept except to abide by the 5 run per inning rule (effective for all leagues in this situation).
  - (4) Score will not be kept for 3-4 league games. Teams will play until time is expired.
  - (5) Scores and outs will be kept in the 5-6 Tee Ball League.
- 5.08 If a game is called, it is a regulation game:
- (1) If three innings have been completed;

- (2) If the home team has scored more runs in two or two and a fraction half innings than the visiting team has scored in three completed half innings;
  - (3) If the home team scores one or more runs in its half of the third inning to tie the score;
  - (4) If a game is called before it has become a regulation game, the umpire shall declare it "No Game."
- 5.09 Teams are limited to scoring 5 runs per inning. Once 5 runs are scored, that half of the inning is considered over and teams switch between offense and defense.
- 5.10 If a game in progress is called for any reason before time has expired, or in an uncompleted inning, it shall be considered a suspended game and resumed at the point of curtailment. PSO Baseball Leadership is responsible for rescheduling games. EXCEPTION (If both coaches and League Director agree not to play the remainder of the suspended game, the score at the time the game was called will stand as the final score and be used in calculation of standings. Pitchers who have been removed from the mound may not pitch in the rescheduled game, but a pitcher who was the current pitcher of record or had not pitched in the game, may pitch as many innings as they are eligible for the calendar day and week in which the re-scheduled game is played. In the event of a suspension, both coaches must contact their league director with the following information:
- The inning the game was suspended
  - The pitchers currently pitching
  - What pitchers, if any, had previously pitched in that game (they are ineligible to pitch once the game is resumed)
  - The batter currently at bat including the count on that batter
  - Number of outs in the inning
  - Names of runners on base and which base they occupied
  - Score of the game
  - Lineups in effect when the game was suspended. These are the lineups that will be in effect once the game is resumed.
- 5.11 Protesting Games
- (1) Each league shall adopt rules governing procedure for protesting a game, when a manager claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of PSO Baseball Leadership shall be final. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of PSO Baseball Leadership, the violation adversely affected the protesting team's chances of winning the game. Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. A protest arising on a game ending play may be filed until 12 noon the following day with the League Office.
  - (2) Umpires will work to settle all problems on the field. Protest will be allowed for age and pitching violations or rule interpretations only. Protest must be declared to the Umpire-in-Chief before the next pitch following the dispute. No protest will be allowed following the game. If the protest concerns the number of innings pitched by a player, the protest should be presented in writing, along with corroborating evidence,

to the league director. This protest should be made within 24 hours by the Head Coach wishing to protest the violation.

## 6.00 The Batter

- 6.01 Each player of the offensive team shall bat in the order that his name appears in his team's batting order. Each player present for a game must be included in the batting order whether or not they are playing a defensive position.
- 6.02 The batting order is continuous. There will be no penalties incurred for interruption in the batting order for the following: (1) a player leaves the game early, regardless of the circumstance, or (2) a player becomes injured, whether he continues to play defensively or not.
- (1) Any player arriving after a game has begun shall be inserted in the batting order in the last batting position.
  - (2) If a player shows up late, that player must be added to the last position in the original batting order.
  - (3) If an injury or ejection occurs while a player is either at bat or on base, the last player that was physically out may temporarily replace the injured or ejected player. If the injured player misses his next turn at bat, then he must be removed for the duration of the game.
  - (4) In the event of a head injury where a player suffers loss of consciousness, the player must be removed from the game and may not return to play that day without a doctor's written permission. If bleeding occurs during a game, the player must be removed until the bleeding stops. If the player misses his next turn at bat, then he must be removed for the duration of the game.
  - (5) A batter shall be called out, on appeal by the defensive team, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat. Please refer to MLB Rule 6.07 (Batting Out of Turn) for further clarification on this rule.
- 6.03 Rules for putting the ball in play for each league are discussed below:

League	Strike Outs	Pitcher	Bunting *	Hit by Pitch *
3-4	NO	NA	NO	NA
5-6 Tee Ball	Yes 6 Swings	NA	NO	NA
5-6	See 6.05 (3)	MCP	NO	NO
7-8	See 6.05 (4)	CP	NO	NO
9U KP	See 6.05 (5)	Kid	YES	YES
10U KP	Yes	Kid	YES	YES
10U -12U	YES	Kid	YES	YES

\*Bunting and Hit by Pitch rules are only applicable to pitches thrown by kid pitcher in MKP league.

- 6.04 3-4 Tee Ball Only - The offensive team will hit until they have hit through their batting line up. When 3 outs are obtained the offensive team will clear the bases and continue through the lineup. No Score will be kept. Once a team has hit through their line-up, the teams will switch between offense and defense.

5-6 Tee Ball - The Batter gets 6 swings to put the ball in play. When 3 outs or 5 runs are scored the half inning will be over.

6.05 A batter is out when:

- (1) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- (2) A third strike is legally caught by the catcher; "Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.
- (3) 5-6 MCP League: Prior to the start of the game, each coach must specify which style of play they will be using offensively, Modified Coach Pitch (MCP) or Straight Coach Pitch (SCP). The coaches do not need to agree or approve and each can choose to play a differing style of offense (one can chose MCP and the other SCP). In MCP, The batter will receive a maximum of three pitches from his team's designated coach pitcher. If the ball is not put in play within those three pitches, the batter will receive three swings using the tee. If the batter fails to put the ball in play within three swings using the tee then the batter will be called out. Foul balls count as swings. In SCP the batter will receive up to 6 pitches to put the ball in play. Failure to put the ball into play after 6 pitches will result in an out. A batter cannot be called out on a foul tip or foul ball on the 6th pitch unless a defensive player catches the ball. The batter will also not be called out if they are struck by the 6<sup>th</sup> pitch. If the batter fouls off the 6th pitch, they will receive another pitch until they either take the pitch, put the ball in play, or swing and miss. You cannot be retired on a fouled ball. **In the playoffs there will be no option to use the tee. Games will be played as Coach Pitch.**
- (4) 7U League: A batter will receive up to 6 pitches to put the ball in play. Failure to put the ball into play after 6 pitches will result in an out. A batter cannot be called out on a foul tip or foul ball on the 6th pitch unless a defensive player catches the ball. The batter will also not be called out if they are struck by the 6<sup>th</sup> pitch. If the batter fouls off the 6th pitch, they will receive another pitch until they either take the pitch, put the ball in play, or swing and miss. You cannot be retired on a fouled ball.
- (5) 8U League: A batter will receive up to 6 pitches to put the ball in play. **Failure to put the ball into play after 6 pitches or 3 Swinging Strikes will result in an out.** A batter cannot be called out on a foul tip or foul ball on the 6th pitch unless a defensive player catches the ball. The batter will also not be called out if they are struck by the 6<sup>th</sup> pitch. If the batter fouls off the 6th pitch, they will receive another pitch until they either take the pitch, put the ball in play, or swing and miss. You cannot be retired on a fouled ball.
- (6) 9U and 10U Kid Pitch: There is no dropped third strike. If the catcher drops the third strike regardless if first base is occupied, the batter is out. Batter is also out if he bunts foul with two strikes.
- (7) 10U Baseball and 11-12 Baseball Leagues, the batter is not out on a dropped third strike if 1<sup>st</sup> base is unoccupied until the catcher either tags the batter or throws the ball to 1<sup>st</sup> base prior to the batter reaching 1<sup>st</sup> base. If there are 2 outs, the batter is not out until tagged or the ball is thrown to 1<sup>st</sup> base prior to the batter reaching 1<sup>st</sup> base regardless if 1<sup>st</sup> base is occupied. Batter is also out if he bunts foul with two strikes.

6.06 Bunting:

- (1) Bunting is allowed in all 9-10 and 11-12 Leagues
- (2) Bunting is not allowed in 5-6 and 7-8 Leagues. If an attempt to bunt is made, it counts as a strike and runners cannot advance on the attempt.
- (3) No squeeze bunting ,safety or suicide, is allowed in 9-10 leagues
- (4) Safety squeezes (runner cannot leave 3<sup>rd</sup> until batter makes contact) are allowed in the 11-12 league. On a squeeze play, the batter must either bunt or take the pitch. If the batter swings at the ball, the batter is automatically out, the runner goes back to third and the coach and batter are ejected from the game.
- (5) Suicide squeezes (runner leaves 3<sup>rd</sup> as pitcher begins to throw the pitch) are not allowed in any league.
- (6) No Slashing - On the first offense, if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.

League	Bunting	Safety Squeeze	Suicide Squeeze	Slashing
3-4	NO	NO	NO	NO
5-6	NO	NO	NO	NO
7-8	NO	NO	NO	NO
9U and 10U KP	YES	NO	NO	NO
10U Baseball	YES	NO	NO	NO
11-12 Baseball	YES	YES	NO	NO

6.07 Rules concerning base coaches:

- (1) The offensive team shall station two base coaches on the field during its turn at bat, one near first base and one near third base.
- (2) Base coaches shall be limited to two in number and shall (a) be in team uniform, and (b) always remain within the coach's box.
- (3) Base coaches may not stop or assist a runner. If the coach touches the runner the runner will be called out.

6.08 If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach purposely interferes with a thrown ball, the runner is out.

**7.00 The Runner**

7.01 Courtesy runners (7-12 leagues) - A coach may substitute a pinch runner for a player that is currently playing the position of Catcher when that player is on base with two outs. The coach must ask for time and let the umpire and opposing coach know that the substitution is being made. There will be no courtesy runner for any position other than catcher. This is to allow the game to run smoother and to speed up the time it takes between innings. The courtesy runner must be the player who was the last batted out.

- 7.02 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- 7.03 A fake tag is an act by a defensive player without the ball that simulates a tag. A fake tag is not allowed. If a fake tag results in an out, the umpire, at his discretion, may call the play dead, the runner safe and place runner(s) on base at the appropriate base. There is no ejection for a fake tag, just a warning. Any out gained by a fake tag is nullified.
- 7.04 If, with a runner on third base and trying to score by means of a squeeze play, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.
- 7.05 3-8 Leagues Only - For balls hit to the outfield (or behind the infielders): When the ball is returned from the outfield, and is in control by an infielder, all runners may advance, at risk, 1 base beyond the last legally touched base at the time the ball was in control by the infielder. No overthrow advancement will be allowed, regardless of the infielder's actions. At such time, the umpire will call "Time" and stop play. When the ball is returned from the outfield and, if all runners have stopped advancing, the umpire will call "Time" and stop play. For example... If the ball is returned from the outfield and is in control by an infielder, the umpire will look to see where the runners are. If a runner is 10 ft. from 3rd, he must stop at third (one base beyond last legally touched). If he's rounded 3rd, he may advance home at risk. After that, play stops. If runners stop or hesitate, the umpire will kill the play.
- 7.06 Rules related to leading off and stealing are as follows:

League	2 <sup>nd</sup>	3 <sup>rd</sup>	Home	Lead Offs
3-4	NO	NO	NO	NO
5-6	NO	NO	NO	NO
7-8	NO	NO	NO	NO
9U-10U KP	YES	YES	NO	STICKY
10U Baseball	YES	YES	NO	YES
11-12 Baseball	YES	YES	NO	YES

- (1) 10U Baseball and 11-12 Baseball: Straight steals of home are not allowed. Runners may attempt to score from 3rd base on passed balls, wild pitches, and pick-off throws to any bases. Runners at 3rd are NOT allowed to score on throws back to the pitcher, no matter how errant the throw.
- (2) 9U and 10U KP: Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire or if the defensive team attempts a play on the runner legally occupying third (3rd) base. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher and balls returned to the pitcher by the catcher.
- (3) 9U and 10U KP: Runners shall not lead-off, but may advance at their own risk (steal) once a pitched ball is received by the catcher. When a runner tries to advance prior to the pitched ball being received by the catcher, the following shall apply: If the runner advances safely, the umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch. "Sticky bases"

(4) 10U Baseball and 11-12 Baseball: Runners are allowed to leadoff.

- Runner can be picked off by either the pitcher or catcher.
- Runner cannot leave to second until ball passes plate

7.07 Rules related to overthrows are as follows:

- (1) 5-6 League – No advancing on overthrows
- (2) 7-8 League – Runners may advance 1 base on an overthrow. See 7.08
- (3) 9-10 League – Runners may advance multiple bases on an overthrow. A runner that starts on first or second may advance as many bases as the play allows on a ball hit in play. When a runner attempts to steal a base, the runner may advance 1 base on an overthrow. Runners stealing third base will not advance to home on an overthrow.
- (4) 11-12 Leagues - Runners may advance on overthrows, including home.

7.08 3-8 Leagues ONLY - Overthrows and Stopping Play

In an effort to reinforce the fundamentals of baseball and encouraging the defensive team to make the correct baseball play, the following rules will be enforced concerning overthrows.

- (1) 5/6 League(s) – no advancing on overthrows on balls hit in the infield. On balls hit to the outfield, the play is considered dead once the ball reaches the infield (defined by the box created by lines connecting the three bases and home plate) and is in control by an infielder (one of the 6 infield positions). The runner will be allowed to advance to the next base if he/she has progressed more than 50% of the distance to the next base.
- (2) 7/8 League(s) – on balls hit in the infield, the runner, at his own risk may advance one additional base beyond the originally intended base. An overthrow is defined as a ball stopping at least 5 feet behind the intended fielder regardless if the ball is in fair territory or foul. A runner(s) may only advance one base on an overthrow per play. This prevents the situation of multiple overthrows on a single play. Since the runner is advancing at their risk on overthrows, if the runner is tagged or forced out as a result of the overthrow, the runner is considered out. For example, if there is an overthrow at 1<sup>st</sup> base the runner may advance to 2<sup>nd</sup> base. That is as far as the runner may advance.

7.09 Rules related to sliding are as follows:

- (1) Whenever a play is evident, runners must slide or seek to avoid contact with the fielder. Jumping over a player is not considered avoiding contact (see rule 7.10). Malicious contact shall supersede all obstruction penalties. In this instance the runner shall be declared out and may be ejected at the umpire's discretion. In addition, when a runner is declared out for malicious contact OR not seeking to avoid contact, the ball is dead and all other runners return to their last legally touched base at the time the violation occurred. Note: When enforcing this rule, the umpire should judge the runner's intent. If the umpire decides that the contact was unintentional, then the runner should only be declared out. If the umpire decides that the contact was intentional and/or malicious, then the runner should be declared out and ejected. Remember, the key word is intent.
- (2) 9-12 YOA Leagues: No head-first slides are allowed unless the runner is attempting to return to his original base. Head-first slides will result in the base runner being declared out but will not create a dead ball situation.

7.10 A slide is illegal, and thus an automatic out, if:

- (1) the runner uses a rolling, cross-body or pop-up slide into the fielder, or
- (2) the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
- (3) the runner goes beyond the base and then makes contact with or alters the play of the fielder, or
- (4) the runner slashes or kicks the fielder with either leg, or
- (5) the runner tries to injure the fielder, or
- (6) the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

EXCEPTION: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder

7.11 If a base runner leaps over or hurdles a fielder to avoid a tag, unless the fielder is prone on the ground, the runner will be declared out and the ball will be live

7.12 The Infield Fly rule is in effect for 11-12 leagues.

## 8.00 The Pitcher

8.01 Rules regarding coach pitchers are as follows:

- (1) 5-6 Coach Pitch Leagues: The coach pitcher must keep a portion of his body within the circle when pitching (This may only be the back foot of standing coach). The coach must pitch overhand from a standing or kneeling position. Coach is encouraged to take multiple balls to the mound to accelerate game play.
- (2) 7-8 Coach Pitch Leagues: The coach pitcher must be inside the circle when pitching. The coach must pitch overhand from a standing or kneeling position. Coach is encouraged to take multiple balls to the mound to accelerate game play.
- (3) The offensive team will be pitched to by one of their own coaches.
- (4) The coach pitcher must be a registered PSO coach with the team.
- (5) When the ball is in play, the coach pitcher must not interfere with the play or instruct any runner. If the coach pitcher interferes (intentionally or unintentionally) with the batted ball, the ball is dead, the batter is out, and the runners return to the base occupied at the time of the pitch.
- (6) Each coach will designate a "shagger coach". This coach will be stationed against the backstop in order to catch and return balls to the pitching coach.

8.02 Rules related to max pitches and pitcher rest are as follows for all kid pitch leagues:

	<b>66+ / day</b>	<b>51-65 / day</b>	<b>36-50 / day</b>	<b>21-35 / day</b>	<b>1-20 / day</b>
9-10	4 cal days	3 cal days	2 cal days	1 cal day	0 cal day
11-12	4 cal days	3 cal days	2 cal days	1 cal day	0 cal day

- (1) The manager must remove the pitcher when said pitcher reaches 75 pitches on any given calendar day (if pitcher throws 45 pitches in game one of a double header, he



is limited to 30 pitches in the second game), but the pitcher may remain in the game at another position.

**Exception:** If a pitcher reaches the 75th while in the middle of a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- a. That batter reaches base;
- b. That batter is put out;
- c. The third out is made to complete the half-inning.

- (3) Pitchers that pitch two (2) consecutive days must rest the third day regardless of innings pitched and regardless of whether the two consecutive days occurred in the same week. A week is considered all games Saturday through Friday
  - (4) Pitchers removed from the pitching position may not return to pitch during the game in which he was removed. Pitchers removed from a game may remain in the game or re-enter the game at another defensive position other than pitcher.
  - (5) Each team must designate the scorekeeper or another game official as the official pitch count recorder.
  - (6) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
  - (7) The pitch count is not the responsibility of the umpire, and the umpire will not get involved in any dispute under this rule.
  - (8) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with league rules
  - (9) Coaches will be required to maintain a pitching log throughout the season. Coaches shall have a current copy of the pitching log at the game and present it for inspection at the request of the opposing coach and/or League Official. A properly completed scorebook may be considered a pitching log. Coaches will report pitchers used and pitches thrown to PSO after every game.
- 8.03 PSO shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:
- (1) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;
  - (2) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;
  - (3) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but
  - (4) If a pinch hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the 18 foot circle surrounding the pitcher's rubber. If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound. Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound. If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning. In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the

game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up. The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

- 8.04 If a pitcher hits three batters in one inning or six batters in one game, the pitcher must be removed from the mound immediately. He may be moved to another place on the field.
- 8.05 Any player utilizing the "play down" exception based on school grade shall not be allowed to pitch in this league. Example: The player will attain the age of 13 years old prior to May 1<sup>st</sup> of the current year

## 9.00 Defensive Play

- 9.01 Players may not sit on the bench during 2 consecutive defensive innings or any portion thereof. If a player arrives after a game has begun, any defensive innings that have been played by that player's team shall be counted as if the player had played (i.e., not sat on the bench) in those innings. Removal from the game for disciplinary action, refusal to play, excessive missed practices and injury are exceptions to the 2 consecutive innings rule stated above. In these cases, a player in attendance for a game should not sit on the bench more than 3 consecutive innings without first getting approval from PSO Baseball Leadership.
- 9.02 Free substitution is allowed on defense. Batting order must remain the same. Defensive substitutions during an inning are only allowed when changing a pitcher or due to an injury.
- 9.03 Players designated as outfielders must remain on the outfield side of the baselines until the ball is put into play.
- 9.04 Obstruction by Fielders: The Major League Baseball definition of "Obstruction" shall apply in this league except that fielders holding runners on base may not block their base by dropping their leg down, parallel to the ground, between the runner and the base while receiving a pickoff throw from the pitcher. This shall be deemed "Obstruction" by the umpire and the runner shall be awarded one base. All other runners forced by this award shall also advance.
- 9.05 For leagues 9-10, 11-12. There shall be only 6 infield defensive players positioned at the standard positions (P, C, 1B, 2B, SS, 3B). There shall be 3 outfield players.
- 9.06 Defensive rules related to 3-4, 5U, 5-6 & 7-8 Leagues
- (1) Defensive player listed as a pitcher cannot leave the pitching circle until the ball is hit. There shall only be one player inside the pitching circle.
  - (2) 3-6 ONLY - Safety Arc: A 25' safety arc may be drawn from the 1<sup>st</sup> baseline to the 3<sup>rd</sup> baseline in front of home plate. If the arc is painted, the infielders must stay behind this line until the ball is hit.
  - (3) There shall be only 6 infield defensive players positioned at the standard positions (P, C, 1B, 2B, SS, 3B). There shall be 4 outfield players positioned equidistance apart (no rover).

- (4) 3-4 Leagues – The catcher will not be issued protective gear. They must be positioned along the backstop behind the hitter’s side of the box until the ball is put into play when they can move back towards home plate.
- (5) 5-6 Leagues - The catcher will not be issued protective gear. They must be positioned along the backstop behind the hitter’s side of the box until the ball is put into play when they can move back towards home plate. The offensive team will provide a “Shagger coach” to catch the pitches and return the ball to the pitcher. The “Shagger coach” should also help ensure the catcher is safely positioned depending on the current hitter. In the 5-6 league if the team fields a catcher in full catcher gear the catcher will not throw the ball back to the pitcher. The ball will be rolled to the “Shagger coach” to return balls to the pitcher.
- (6) 7-8 Leagues – The catcher will be properly equipped and will position themselves behind home plate. The offensive team will provide a “Shagger coach” to shag the pitches and return the ball to the pitcher if not caught by the catcher (this is to promote efficient game play). The “Shagger coach” should also help ensure the catcher is safely positioned depending on the current hitter.
- (7) All outfielders are required to station themselves on the outfield grass until the ball is put into play
- (8) Except by throwing the baseball to an infielder, outfielders are not allowed to make an unassisted play in the infield.
- (9) Teams are required to field both a catcher and a pitcher, unless the defensive team is fielding less than 9 players. In that case, the defensive team must field a catcher.
- (10) The team pitcher, (as opposed to a coach pitcher), shall station himself no closer to home plate than the coach pitcher, and no more than a 6 feet radius from the coach pitcher (on either side or behind the coach pitcher).
- (11) 5-6 Leagues - Coaches can only play a player on defense a maximum of two innings at any position in a game.
- (12) 7-8 Leagues - Coaches can only play a player on defense a maximum of three innings at any position in a game.

## **10.00 The Umpire**

### **10.01 Authority**

- (1) The Director of Umpires shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- (2) Each umpire is the representative of the league and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
- (3) Each umpire has authority to rule on any point not specifically covered in these rules.
- (4) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

- (5) Each umpire has authority at his discretion to eject from the playing field (1) any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and (2) any spectator or other person not authorized to be on the playing field.
- 10.02 An umpire must not, under any circumstance, umpire a game where one of the following situations is true:
- (1) A member of their immediate family, or lives at the same residence, is either a player or a coach on either team that is playing.
  - (2) A member of their immediate family, or someone who lives at the same residence, is either a player or a coach on a team in the same League as the teams that are playing
  - (3) The umpire is a coach or player in the same League or the same Division or tournament as either team that is playing.
- 10.03 Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- 10.04 If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- 10.05 If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- 10.06 The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Base runners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.
- 10.07 No umpire may be replaced during a game unless he is injured or becomes ill.
- 10.08 Under no circumstances are coaches or assistant coaches allowed to discuss anything about the game with an umpire at the end of the game. There shall be no contact with the umpire when the game ends. Opposing head coaches and assistants are not allowed to talk with umpires either.
- 10.08 Umpire Teams

- (1) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).
- (2) If there are two or more umpires, the home plate umpire shall be designated umpire in chief and the others field umpires.

**10.09 Reporting Ejections:**

- (1) The umpire shall report to the PSO Baseball Leadership within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore.
- (2) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to PSO Baseball leadership within four hours after the end of the game.

**11.00 The Official Scorer**

- 11.01 Each team should have a designated scorekeeper and use a regulation (paper or digital) style scorebook.
- 11.02 The home team in each game is designated the official scorekeeper.
- 11.03 If the home team cannot provide a scorekeeper, the visiting team may use theirs and then becomes the official scorekeeper.
- 11.04 For Kid Pitch leagues the opposing team scorekeeper will keep track of pitches for the other team. The scorekeepers will check pitch counts and report to coaches. Coaches may be required to report to PSO.

**12.00 Post Season Play**

- 12.01 The post season qualifications will be determined at the start of each season for each division at the discretion of the PSO Baseball Leadership
- 12.02 The following tie breakers will be used for seeding purposes for post season play
  - (1) Won/loss percentage
  - (2) Head to head record
  - (3) Ratio of runs scored to runs allowed. The larger number prevails
- 12.03 The standard season rules will be followed during the post season unless changes are stipulated by PSO Baseball Leadership.