



# Rules and Gameplay

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## RULE 1.00 – NAME & OBJECTIVE

- 1.01 This organization shall be known as ASBL (Arlington Softball Baseball League)  
The objective of the Arlington Softball Baseball League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

## RULE 2.00 – INDIVIDUAL PLAYER & TEAM ELIGIBILITY

Age Based with Grade Exceptions Divisions:

Note: If there are not enough registrants to fill at least 4 teams, some divisions will be consolidated.

### 4U T-Ball Division

Players who turn 5 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten. Also, any player turning 6 prior to August 1 will not be eligible. Players who are 5u are eligible for this division regardless of their grade.

### 5U T-Ball Division

Players who turn 6 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten. Also, any player turning 7 prior to August 1 will not be eligible. Players who are 5u are eligible for this division regardless of their grade.

### 6U CP Division

Players who turn 7 prior to May 1 of the current season are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to August 1 will not be eligible. Players who are 6u are eligible for this division regardless of their grade.

### 8U CP Division

Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2<sup>nd</sup> grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.

### 10U Division

Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4<sup>th</sup> grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

### 12U Division

Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6<sup>th</sup> grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

### 14U Division

Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8<sup>th</sup> grade. Also, any player turning 16 prior to August 1 will not be eligible. Players who are 14u are eligible for this division regardless of grade.

2.01.A All grade-based players must have a copy of their birth certificate, current report card, or official school ID with grade, or any official government document stating the grade.

## RULE 3.00 – BASEBALL RULES OF PLAY – USSSA Amended

### 3.01 Playing Field, Equipment & Safety:

3.01.A The playing field shall be laid out according to the recommended dimensions contained within these rules. **(Chart 7.01.A-1)**

3.01.B For details on field layout including recommended direction of play, fair and foul territory requirements, infield and outfield grades, pitcher's mound height and slope, batter's and catcher's box dimensions, and base and home plate size and construction should be referred to the Official Rules of Baseball as published by Major League Baseball on MLB.com.

3.01.C All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark **(Chart 7.01.C)**, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

3.01.C.1 Effective January 1<sup>st</sup>, 2020, all 13U players must use a maximum drop 8 (-8) bat with the official USSSA 1.15 BPF Mark permanently stamped.

3.01.C.2 All 14u players must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark Permanently stamped.

7.01.C.2.(a) In all Super NIT Events, 14 Majors must use BBCOR or wood bats only.

3.01.C.3 All bats for scholastic divisions (High School Events) must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (-3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

**Rule 7.01.C Penalty: (First Offense)** – If the Umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not

be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. **(Second Offense)**—If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

3.01.D In age divisions 4U – 12U, non-metal cleats shall be worn. In age divisions 13U and older, traditional metal baseball spikes shall be permitted.

3.01.E The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built-in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup.

**Rule 7.01.G Comment:** In age divisions 7U – 12U, the catcher's helmet shall fully cover both ears.

3.01.F All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.

3.01.G **Inning Run Limit:** For all kid pitch games, a 5 run per inning limit shall be imposed. T-ball and Coach Pitch rules are addressed in sections 4.00, 5.00 and 6.00.

DIVISION OF PLAY	BASE PATHS	PITCHING DISTANCE	FENCE AT	FENCE AT CENTER FIELD
4/5U	55'	N/A	-	-
6U	55'	N/A	-	-
7U	60'	N/A	-	-
8U	60'	N/A	-	-
9U	60'	46'	-	-
10U	60'	46'	-	-
11U	70'	50'	-	-
12U	70'	50'	-	-
14U (54/80)	90'	60'	-	-

- 3.01.H **Special Protective Gear:** USSSA continues its long-standing policy of permitting players to determine the use of the protective equipment when they deem it appropriate.
- 3.01.I Bat / ball boys / girls under the age of eighteen (18) shall not be permitted.
- 3.01.J All Playing equipment shall not contain undue commercialization of the product.
- 3.01.K **The Ball.** Baseballs shall be provided by the league.
- 3.02 **Game Preliminaries:**
  - 3.02.A League games will have predetermined Home/Away status prior to gametime. The highest seeded team shall be the home team for bracket play games in single elimination brackets. In double elimination brackets, the highest seeded team shall be the home team until the championship game. In the championship game, the team in the winner's bracket shall be the home team and a coin toss shall determine the home team for the "IF" game.
  - 3.02.B In League, Qualifying Tournament and State Championship play, time limits may be used with approval of the League / Tournament / State Director.
  - 3.02.C Approved Team Line-ups:
    - 3.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.
  - 3.02.D Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
  - 3.02.E A team may continue a game with a minimum of eight (8) eligible players.

3.03 **Starting and Ending a Game:**

- 3.03.A A regulation game will conclude at the expiration of playing time and a new inning will not be started if there is less than 10 minutes remaining in regulation.
  - 3.03.A.1 Shortened because any applicable part of USSSA Rule 3.03.B has been met.
  - 3.03.A.2 League play games can end in a tie if the time limit is up or a complete game has been played.
- 3.03.B **(Chart 3.03.B-1)** For 10U and above, an imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.

Age Group	RUN DIFFERENTIAL	START INNING
5U,6U, 8U	15	4th Inning
"	8	5th Inning
9U, 10U, 12U, 14U	12	4th Inning
"	8	5th Inning

Chart 7.03.B-1

3.04 **The Pitcher:**

- 3.04.A A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.
- 3.04.B **Pitch Count and Mandatory Days of Rest**

For all age brackets shall reference the below (based on the TSSAA Pitch Count standard for Middle School):

Level	Max # of pitches per appearance	Days of Rest (Pitches)	1 Calendar Day of Rest	2 Calendar Days of Rest	3 Calendar Days of Rest	4 Calendar Days of Rest
		0 Days	1 Day	2 Days	3 Days	4 Days
All Divisions	85	1-19	20-35	36-55	56-84	85

- 3.04.B.1 Pitch Counts will include pitches thrown off of an incline mound at ASBL Sponsored Pitching Lessons/Camps. Ex. A pitcher cannot throw over 19 pitches on a Thursday night game, then throw a bullpen off of an incline on Friday night. Arm care goes beyond the game field and should/will be maintained by ASBL Coaches and Players at all ASBL Sponsored/related events.
  - Rule 3.06A – 3.06.B.1 Penalty:** Any violation shall result in immediate forfeiture of the game. If such violation occurs, the team in violation of the rule will be subject to review by the ASBL Board and possible repercussions may occur.
- 3.04.B Pitching mound visits will remain 2 coaches visits per inning, with the second coaches visit to the same pitcher in the same inning resulting in a pitching change.
- 3.04.C A Pitcher shall pitch to one batter, until the batter is put out, or reaches 1<sup>st</sup> base, or the inning is over. A pitcher that starts an inning must pitch to the first batter until the batter is put out or reaches 1<sup>st</sup> base.
- 3.05 **The Batter, Batter Runner & Runner:**
  - 3.05.A An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches.
  - 3.05.B At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) shall be used without penalty.
  - 3.05.C Whenever a tag play is evident, **a runner must slide or seek to avoid contact with the fielder and / or catcher.** Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire.
    - Rule 7.04.C Penalty:** The runner shall be called out and may be ejected from the game at the discretion of the Umpires.
  - 3.05.D A runner who jumps over a player will be called out whether or not contact is made with the defensive player.
- 3.06 **Scorekeeping/Pitch Count**
  - 3.06.A The Home Team for a given match-up will assume scorekeeping responsibilities.
  - 3.06.B Each team is responsible for keeping pitch counts and will need to submit them to the Umpire at the end of the gameplay.

## **RULE 4.00 – COACH PITCH BASEBALL SPECIFIC RULES**

- 4.01 Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- 4.02 Safety Arc:** There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 4.03 Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- 4.04 Pitcher's Line:** There shall be a line drawn from the pitcher's circle to the safety arc.
- 4.04.A** The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.
- 4.04.B** The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
- Rule 8.04.C Penalty:** If a coach violates this rule after the ball is pitched, obstruction shall be called.
- Rule 8.04.C Additional Penalty:** If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
- 4.05 Pitching Coach:** The Pitching Coach shall be an adult at least fourteen (14) years of age.
- 4.06** The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected. The Defensive Teams coach may stand behind the catcher to assist and ensure pace of play is adequate.
- 4.07** Up to Ten (10) defensive players shall be allowed to play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay 10' behind the infield defender but not to cross the baseline..
- 4.08** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
- Rule 4.08 Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
- Rule 4.08 Additional Penalty:** First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- 4.09** Defensive coaches shall not be allowed on the field of play and shall coach from the dugout or Sidelines, including both the infield and outfield sidelines
- 4.10** The Infield Fly Rule shall not be in effect at any time.
- 4.11** The Pitcher shall be required to wear a helmet with facemask while playing his/her defensive position.
- 4.12** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 4.12.A** Teams may start a game with eight (8) players.
- Rule 4.12.A Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 4.13** Teams may use free substitution on defense, but the batting order shall remain the same.
- 4.14** Bunting shall not be allowed.
- 4.15** The batter shall receive a maximum of Five (5) pitches or three (3) swinging strikes.
- 4.15.A Approved Ruling:** A foul ball on the 6<sup>th</sup> pitch or subsequent pitches will result in a continuation of the at-bat.
- 4.16** No player may only be Intentionally Walked.
- 4.17** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 4.18** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
- 4.19** A team may score a maximum of seven (7) runs per inning.
- 4.20** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all the runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
- Rule 4.19 Comment:** When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- 4.21** When a batted ball hits the Pitching Coach, the following shall apply:
- 4.21.A** If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
- 4.21.B** If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
- 4.22** The Home Team for a given match-up will assume scorekeeping responsibilities. For this division, balls and strikes need not be counted, only outs, inning advancement, runs and base advancement.
- 4.22.A** In the event of a strike out or maximum pitch count, a "K" will be indicated on the scorebook.
- 4.23** **REV 4/4/22** - 6U Coach Pitch Specific: Defensive positions will consist of ONE Pitcher, ONE Catcher, FOUR Infielders and the remaining defensive players shall assume an outfield position.

## **RULE 5.00 – 5U T-BALL BASEBALL SPECIFIC RULES**

- 5.01 Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.
- 5.02 Safety Arc:** There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 5.03 Pitching Plate:** The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate.
- 5.04** The catcher shall stand clear of the plate until the ball is batted into play.
- 5.05** Up to Ten (10) defensive players shall be allowed to play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay 10' behind the infield defender but not to cross the baseline.
- 5.06** The defensive player listed as pitcher shall stay within the designated pitchers circle/area until the ball is batted into play.  
**Rule 5.07 Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.  
**Rule 5.07 Additional Penalty:** First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- 5.07** Defensive coaches shall not be allowed on the infield; however, they may be in the outfield/on the OF baselines, otherwise they must coach from the dugout.
- 5.08** The Infield Fly Rule shall not be in effect at any time.
- 5.9** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 5.9.A** Teams may start a game with eight (8) players.  
**Rule 5.9.A Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 5.10** Teams may use free substitution on defense, but the batting order shall remain the same.
- 5.11** Bunting shall not be allowed.
- 5.12** The Pitcher shall be required to wear a helmet with facemask while playing his/her defensive position.
- 5.13** A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. **If hitting team's coach decides to pitch to player, refer to rule 4.15**
- 5.14** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- 5.15** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- 5.16** The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- 5.17** If applicable, designated Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.  
**Rule 5.17 Comment:** When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- 5.18** The Home Team for a given match-up will assume scorekeeping responsibilities. For this division, balls and strikes need not be counted, only outs, inning advancement, runs and base advancement.

## **RULE 6.00 – 4U T-BALL BASEBALL SPECIFIC RULES**

- 6.1** This age bracket will be considered instructional, as such score will not be kept and each team will bat through the lineup each inning and limit baserunners to advancing a maximum of two (2) bases per hit.
- 6.02** Up to Nine (9) defensive players shall be allowed to play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay 10' behind the infield defender but not to cross the baseline. There will not be a Catcher in 4U T-ball.
- 6.03** The defensive player listed as pitcher shall stay within the designated pitchers circle/area until the ball is batted into play.
- 6.04** The Infield Fly Rule shall not be in effect at any time.
- 6.4** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 6.4.A** Teams may start a game with eight (8) players.  
**Rule 6.4.A Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 6.5** Bunting shall not be allowed.
- 6.6** A batter shall receive a maximum of five (5) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
- 6.7** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- 6.8** The game is over when the time limit expires
- 6.9** If applicable, designated Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
- 6.10** In the event a given season does not have enough registered players for a 4U Tball division, the divisions will be consolidated and play under the 5U Tball rule set listed in section 5 of this document.

## **RULE 7.00 – SAFETY RULES**

### **7.01 FEDERAL, STATE AND LOCAL CONCUSSION LAWS:**

ASBL, as a sanctioning body of athletic events, shares the concerns being raised on a national and local level regarding concussions and concussion symptoms in participants, coaches/managers, and umpires/referees in sanctioned activities. All coaches must complete and pass an online concussion training course before they are permitted on the field of practice or play.

Upon becoming aware that a participant or coach/manager of his team has received a suspected concussion (or has been struck in the head area with any significant force), the Team Manager will not allow that person to participate in any ASBL sanctioned event and if occurring during an ASBL sanctioned event, shall have that person removed from the playing field of any ASBL sanctioned event. Upon becoming aware that a participant, coach/manager or official/umpire/referee has received a suspected concussion (or has been struck in the head area with any significant force), a ASBL official/umpire/referee or director will have that person removed from the playing field of any ASBL sanctioned event. Without a written medical clearance from a licensed medical doctor to return to play, such persons will not be allowed to return to the ASBL playing field in a ASBL sanctioned event. For officials/umpires/referees, the medical written consent form must be presented to the Tournament Director and retained permanently by the ASBL State Director. For participants and coaches/managers, the medical written consent form must be presented to the Team Manager and retained permanently by the Team Manager. Any Team Manager, who allows a coach/manager or participant back on a ASBL sanctioned event playing field without first obtaining the required written consent, may be suspended by the State Director for up to one year and upon request of the State Director, may be suspended for a longer duration by the ASBL disbarment committee. State Directors allowing an official/umpire/referee back in the field of play without the necessary consent will be subject to being disciplined as determined by the ASBL Board of Directors.

In the event of severe head trauma in a ASBL sanctioned activity, the injured person will not be moved, and an ambulance will be called, unless otherwise directed by a qualified medical professional. The parent or guardian of the injured person, however, will not be bound by this protocol and may choose a different approach consistent with their legal rights as the parent or guardian.

## **RULE 8.00 – SPORTSMANSHIP & EJECTIONS**

- 8.01** Only Head Coaches are permitted to address issues or concerns with the Umpire. Any parents or spectators who disrupt play or become disruptive to the standard play of the game, may be asked to leave the vicinity and could also lead to ejection of the Head Coach.
- 8.02** All players, coaches, managers, sponsors, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. The league/tournament director has the authority to remove anyone from the event at any time for unsportsmanlike conduct. Any player, coach, manager, sponsor, or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the League / Tournament Director.
- 8.03** Any player, coach, manager, sponsor or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred / suspended.
- 8.04** Any coach, manager, sponsor, or spectator ejected from a game shall immediately remove themselves from the vicinity of the playing field and / or grandstands for the remainder of the game. Any player ejected from a game shall either immediately remove them self from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the League / Tournament Director. Additional penalties may be assessed at the discretion of the League / Tournament Director.
- 8.05** If necessary, a team may be forced to forfeit a game and / or be removed from the league / tournament.
- 8.06** ASBL reserves the right to deny admission to or eject any person/team who ASBL, in its sole discretion, determines poses a risk to the health and safety of other participants, officials, or spectators and/or whose conduct violates any applicable code of conduct, or whose conduct is otherwise disruptive or disorderly.

## **RULE 9.00 – UMPIRES**

- 9.01** Umpires will be provided for all age divisions 6U and above for all game-play. In the event a conflict arises and an umpire cannot attend or be present for a given game, the coaches, in coordination with a commissioner or board member, shall designate an official umpire for the game.
- 9.02** 4U Tball will not have umpires, coaches will assume gameplay management responsibilities
- 9.03** 5U Tball will not have umpires, 1 Coach from both teams will act as umpires and be expected to call the game fairly and avoid disputes. Defensive close calls will fall to the side of the Offensive team.

## **RULE 10.00 – PROTESTS**

- 10.01** Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Uniform numbers cannot be protested. Protests must be declared to the umpire and age level immediately following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the Umpires and the protesting team leaving the field of play. No protest shall be allowed following the game. League / Tournament officials shall rule on all protests and their decisions shall be final.
- 10.02** The Protest fee shall be \$25 CASH. The fee shall be returned only if the protest is upheld.

## **RULE 11.00 – TOBACCO & TOBACCO RELATED PRODUCTS**

- 11.01** The use of **ANY** tobacco or any electronic smoking devices such as e-cigarettes, vape pens or atomizers shall be prohibited by all participants (including but not limited to players, manager, coaches, umpires) within the confines of the playing field and dugouts. Local facilities may have stricter policies prohibiting tobacco from facility and parking areas. These policies, if any, shall be recognized and enforced during ASBL events.

## **RULE 12.00 – ITEMS NOT SPECIFICALLY COVERED**

- 12.01** Items not specifically covered shall be referred to the appropriate ASBL Commissioner or with guidance from the ASBL BoA.