

South Park Baseball Association

Local Rules – American Division

The American Division is a teaching division that reinforces the Baseball Association objective of teaching the youths of the community to respect the ideals of sportsmanship and fair play. Score will be recorded. Each player must be given a chance to play every position they are capable of playing safely. The American League is comprised of all 7 and 8 year-old players.

General

1. A game will consist of up to six innings. If darkness or rain causes the game to be stopped before the end of the 3rd inning, the division VP will reschedule the game. If the 3rd inning has been completed before the game is stopped, the game is considered complete.
2. There are no forfeits.
3. A line will be placed at the 2/3 point between 1st and 2nd bases, 2nd and 3rd bases, and 3rd base and home plate.
4. A pitcher circle will be centered 35 feet from the back of home plate and will be a 10' circle. The coach pitching and position player pitcher must start each pitch within or on the circle.

Defense

1. A team may field no more than 10 fielders in normal defensive positions (4 outfielders, 4 infielders, pitcher and catcher). A rover is not permitted.
2. Every player must play two innings in the infield per game (pitcher and catcher is considered an infield position in this case) and at least two innings in the outfield.
3. A player can play a position (i.e – SS, LC, C) a maximum of 2 innings per game.
4. A catcher will be used if 9 or more players are present. The catcher is required to wear a complete set of protective catching gear, including a protective cup.
5. A maximum of 2 defensive coaches may be on the field at any one time. Coaches must be located in the outfield. An additional coach may assist the catcher (stands behind catcher).
6. No Infield Fly Rule

Offense

1. Three outs or 5 runs scored in an inning, whichever comes first, will determine the end of each half inning. In the 6th inning you must get 3 outs; offensive team can score as many runs as possible.
 - a. Continuation is effect. The team must get the ball in and call timeout or put hands up to stop the inning after the 5th run has scored. (The inning will not just stop because the 5th run has scored.)
2. There is no intentional bunting and no stealing.
3. A batter who throws the bat will be warned on the first offense, and called out on subsequent offenses. Each player will be allowed a warning, no team warning.
4. The manager, or a coach designated by the manager will pitch to his team. All pitching should be overhand.
5. If a batted ball hits the adult pitcher, the ball is dead and the batter will re-bat. The hit pitch does not count in the total pitch count.
6. A maximum of 7 pitches will be thrown overhand to each batter. Balls thrown that bounce on or before the plate, are over the batters head or behind the batter WILL constitute a pitch. The batter will be called out after 7 pitches if he/she has not already struck out or put the ball in play. If a batter fouls the 7th pitch, an additional pitch will be given. Anything other than a foul ball or a ball in play on the next pitch constitutes an out.
7. The managers will resolve batting out of order without any additional outs imposed.
8. Runners must remain on base until the ball is hit. If the runner leaves the base on a complete miss, the team will be warned on the first offense and called out on any subsequent offense. If the runner is off base on the batted ball, he/she is out.
9. Advancing to a base:
 - a. A runner can advance only one base on an overthrow from a thrown ball from the infield. If the ball is thrown from an outfielder you can advance as many bases as possible. If a runner is not forced to the next base and the ball is hit in the infield and he does not make an attempt to run before time is called it is the managers' discretion to leave him at the base he is on. Advancing is at the runners risk;
 - b. Runners cannot advance on an overthrow to 3rd base; If a runner is at 3rd base and there is an overthrow to 1st or 2nd base that runner may advance to home;

- c. If a runner crosses the 2/3 mark before play is dead, they advance to the approaching base. One foot on ground past the line/mark constitutes being across;
 - d. If the adult coach catches the ball or is hit by a thrown ball, the ball is dead and the runners advance to the bases they were going to.
10. No maximum base hit restriction.
11. You must bat your entire present roster
12. When play is dead:
- a. When any infielder holds the ball while in the infield (in dirt within fair territory) and asks for time verbally or raises both arm over his head;
 - b. If the adult coach catches the ball or is hit by a thrown ball;
 - c. When an infielder overthrows the ball on a play at 1st or 3rd and the ball goes out of the field of play.
13. A maximum of 2 offensive coaches may be on the field at any one time, a first base coach and a third base coach. An adult may assist the batter with his stance and position but does not remain in the backstop area with him.
14. All coaches and managers in the field of play are to observe plays for outs and base running. In the event there is a dispute, the coach/parent pitching has final decision for determining if players cross the 2/3 line on a given play. Coaches in the outfield have final decision on out and safe calls at the respective bases.
15. Score should be kept by both teams and checked/verified between each inning for accuracy. Wins/Losses will be recorded.
16. The home team manager is responsible for emailing the game score to the American V.P. The V.P. is responsible for sending this information to the League Information Officer and maintaining the league standings.

Safety

- 1. All batters must wear a Baseball Association approved batting helmet, while face protectors are optional. Batters must continue to wear helmets while running the bases. Players may use their own helmet if it is Baseball Association approved.

2. Helmets and heart guards are optional for first basemen (managers/coaches' discretion).
3. All pitchers must wear a helmet with a face protector, protective jacket, and protective cup.
4. All catchers must wear full protective catching gear and protective cup.
5. The maximum diameter at the thickest part of the bat shall be 2 ¼ " with unlimited weight differential. No Big Barrel bats. If batter is found using an illegal bat, they will be out.
6. It is the manager's responsibility to be sure the infielders are prepared to field the ball and are placed in a position he/she can handle safely. Team managers may require any player to wear protective equipment as necessary to ensure safety for all players.