

WARRIOR BASEBALL ASSOCIATION
LOCAL RULES

1. Preamble

- 1.1. All local league and local tournament play is governed by these Local Rules, the *Official Rules of Dizzy Dean Baseball, Inc.*, and the *Official Rules of Major League Baseball*. When a conflict exists among these various rules, the Local Rules shall first apply then the Dizzy Dean Rules, then the MLB Rules.
- 1.2. All Local Rules are enacted or modified by a majority vote of the Board of Directors of Warrior Baseball Association and reduced to writing. Any purported rule not reduced to writing shall not apply.
- 1.3. All non-league play, whether All Star tournament play or otherwise, hosted within the Park facilities shall be governed by the *Official Rules of Dizzy Dean Baseball, Inc.*, these Local Rules., and the *Official Rules of Major League Baseball*. When a conflict exists among these various rules, the Dizzy Dean Rules shall first apply then the Local Rules, then the MLB Rules.
- 1.4. For clarification purposes, all local league tournaments conducted at the end of local regular season play shall be considered regular local season play under the Dizzy Dean Rules and should not be confused with post-season All Star Tournament play, as described in the Dizzy Dean Rules.
- 1.5. These Local Rules shall apply to all age groups, unless specifically limited to particular age groups herein.

2. Definitions

- 2.1. “Association” – Warrior Baseball Association.
- 2.2. “Board,” “Board of Directors” – the Board of Directors of Warrior Baseball Association.
- 2.3. “Championship Team” - the team winning the local League tournament.
- 2.4. “Dizzy Dean Rules” – the *Official Rules of Dizzy Dean Baseball, Inc.*
- 2.5. “Field Director,” “League Director” – that person appointed by the Board of Directors to be responsible for oversight of a League.
- 2.6. “Head Umpire” – the home plate umpire.
- 2.7. “League” – a group of teams within the Association which, during the spring season, compete against one another.
- 2.8. “Local Rules” – these Local Rules of Warrior Baseball Association.

- 2.9. “MLB Rules” – the *Official Rules of Major League Baseball*.
 - 2.10. “Park” – Kentuck Park, including the Warrior Baseball Association facilities.
 - 2.11. “Park Rules” – those rules posted at the Park from time-to-time concerning entrance to and use of the Park facilities.
 - 2.12. “President” – the President of the Board of Directors of Warrior Baseball Association.
 - 2.13. “Rules” – collectively, the Local Rules, Park Rules, Dizzy Dean Rules, and MLB Rules.
 - 2.14. “WBA” – Warrior Baseball Association.
3. General Matters
 - 3.1. There will be no games played or any organized practices, voluntary or otherwise, on Wednesdays or Sundays during local regular season and tournament play. Any violators will be subject to disciplinary actions by the Board.
 - 3.2. If any player, spectator, or coach conducts himself in an unsportsmanlike manner, he shall be ejected from the Park and suspended from participating in or attending their team’s next scheduled game. The Board may take any further or additional action it deems necessary in its sole discretion. Unsportsmanlike conduct includes, but is not limited to, baiting or heckling umpires, opposing players, or opposing coaches from the bench. Any coach, player, or spectator receiving a second ejection anytime during the remainder of the season, including local tournaments shall be suspended for the remainder of the season. Additionally, no arguing, cursing, fighting, or other disruptive or inappropriate behavior or conduct will be tolerated anywhere in the Park. Violators of this or any other provision of the Local Rules or the posted Park Rules will be subject to disciplinary action, up to and including ejection from the Park.
 - 3.3. Smoking is prohibited in all Park facilities.
 - 3.4. There will be no use of smokeless tobacco products at any time by players or coaches on the playing level. The playing level is defined as the same ground level as the playing surface. Any player or coach who violates this rule shall receive only one warning by an umpire or Board Member and thereafter shall be ejected from the game by the umpire. A second ejection occurring anytime during the same season, including the local league tournament shall result in disqualification for the remainder of the season.
 - 3.5. No food, beverages, alcoholic drinks, coolers, pets or animals of any type are allowed in the Park at any time other than water coolers for teams, which must remain in the dugout, and animals assisting the handicapped or impaired.

- 3.6. No skates, skateboards, bicycles, rip sticks, scooters or other similar wheeled toy vehicles are permitted in the Park.
- 3.7. Following each game, teams should clean all trash from the dugout area.
- 3.8. In all age groups throughout the regular and local league tournament season, only the head coach of the team or the coach in charge of that game may question an umpire directly.
- 3.9. When on defense, all coaches, other than one designated coach, must stay on the concrete in front of their dugout. If the Head Umpire determines that the designated coach is creating a disruption, the Head Umpire may order each team's designated coach to the concrete on defense.
- 3.10. All players not on the playing field, other than an on-deck batter, a pitcher and catcher warming up shall remain in the dugout.
- 3.11. Players, coaches, and spectators are prohibited from remaining behind the backstop on the field level during play. Only the official scorekeeper and the scoreboard operator, while in the press box, may remain behind the backstop during play.
4. During play, all players shall be properly attired in white baseball pants, jersey, hat, socks, and appropriate shoes or cleats. During the spring and fall seasons, Warrior Baseball shall provide as a part of the player's registration fee a hat and jersey.
5. *Player Registration
 - 5.1. **Players registering to play with Warrior Baseball Association may not play games, practice, or participate in any team function with other active baseball teams or organization other than a school-sponsored team from the start of "Draft Day" until the completion of the players' final regular season tournament game.** Players participating on school-sponsored baseball teams, however, are not eligible to participate with any Warrior Baseball Association team until the end of his/her school season. *For violation of this rule there shall be a minimum penalty of suspension of the player for one game up to a maximum penalty of disqualification from participation on any Warrior Baseball Association team for the remainder of the season, as determined by the Board in its sole discretion.*
 - 5.2. Each player registering to play with Warrior Baseball Association must register to play within his age group. A player's age group is determined by the player's age as of April 30 of the current year. A player whose birthday falls on or between May 1 and July 31, at the time of registering for his first season with Warrior Baseball, may elect to play up one age. Thereafter, players must register to play with players in the age group with whom they last played. *Example: Player A, whose 8th birthday falls on July 1 (his age group is 7 year olds), registers to play at WBA for the first time and elects to play "up" in the 8 year old league. Each*

season thereafter Player A must remain with the “up” age group. In this case, Player A must register to play in the 9 year old league the following season.

Exception: Any child whose 4th birthday occurs between May 1st and July 31st may register to play in the 4 year old league. At the end of that season, the parent has the option of allowing that child to play another season in the 4 year old league or to move up into the 5 year old league. However, once the parent has elected to allow the child to “play up” the following season and move on to the 5 year old league they must continue to play and move up with the age group they played their last season.

- 5.3. Any request for a hardship exception to the player age registration rules must be submitted to the Board in writing. Exceptions will be approved by the Board only in the case of serious hardship. In no case, however, will a player be permitted to “play down.”
6. Selection of Coaches
 - 6.1. To be considered for a regular season head coaching position, an applicant must submit a Coaching Application to the Board not later than the last day of player registration.
 - 6.2. The Board shall consider each Coaching Application separately by taking into consideration the applicant’s prior coaching experience, past parent evaluations, baseball knowledge, character, sportsmanship, and teaching ability, among other things. Each Board member shall then vote either “yes” or “no” on each application, except that Board members shall be excluded from voting on all Coaching Applications in the age group in which he is also a coaching applicant. Only those applicants who receive “yes” votes from a majority of the Board members will be assigned a team. In the event there are more approved applicants than available teams, teams shall be assigned to those applicants receiving the highest numbers of “yes” votes. In the event of a tie, the Board shall assign remaining teams from among the tied applicants at its discretion.
 - 6.3. Any applicant not assigned a team has the right to meet with the Board to discuss the reasons for the Board’s decision.
 - 6.4. A coach will be assigned a team for only one season at a time. Each season coaches must make a new request for a team and those from the previous year shall be given first consideration, but previous involvement will not be an overriding factor and will not guarantee an assignment.
 - 6.5. It is desirable, but not necessary, that a coach be knowledgeable in baseball, but it is absolutely necessary that the coach be of high moral character and that he exemplify that character in dealing with his team.
 - 6.6. No coach nor any member of his staff may participate in the consumption of alcoholic beverages or illegal drugs during the season in the presence of any

WBA player or where any WBA business is conducted including, but not limited to, practices, games, game or practice field parking lots, meetings, and all star trips (including any public location while on an all star trip). The penalty for any violation of this rule shall be determined by the Board of Directors.

7. Safety

- 7.1. All catchers, other than those playing t-ball, must wear protective cups and, consistent with Dizzy Dean Rules, must wear complete catcher's protective equipment, including facemask with protective helmet or hockey-style helmet and facemask.
- 7.2. Any player warming up a pitcher must wear a face mask, helmet, and protective cup when in the crouched or down position.
- 7.3. For all ages, if a batter squares to bunt and then, in the opinion of the umpire, swings, he shall be declared out.
- 7.4. For ages 8 and under, heart guards and, consistent with Dizzy Dean rules, face masks must be worn by any player in the pitcher's position, without exception. Play may not start until the player is equipped with the proper heart guard and face mask.
- 7.5. All coaches, including field coaches, dugout coaches, base coaches, and pitching coaches must be at least 18 years old.

8. Length of Games

- 8.1. Regular season games shall be limited to the first of the following to occur:

4 year olds	2 innings
5 year olds	1 hour or 4 innings
6-8 year olds	1 hour or 6 innings
9-10 year olds	1 hour 15 minutes or 6 innings
11-12 year olds	1 hour 30 minutes or 6 innings
13-14 year olds	1 hour 45 minutes or 7 innings
- 8.2. For age groups with time limits, no new inning will begin when the game clock indicates that there is less than five minutes remaining on the time limit. When the field scoreboard clock is used, there is officially less than five minutes remaining when the scoreboard clock first shows 4 or less minutes remaining on the time limit. For purposes of this rule, the time remaining shall be determined

as of the last out of the preceding inning or the scoring of the last of the maximum number of runs in the preceding inning.

- 8.3. For ages 8 and under, the game will be called and the leading team declared the winner once the trailing team has been numerically eliminated because of the limit on the number of runs that may be scored each inning.
- 8.4. Ties will not be broken during local league play. Extra innings shall be played to break ties only during league tournament play.
- 8.5. Time limits shall not apply during local league tournaments.

9. Substitutions

- 9.1. AGES 8 and under: Teams shall play and bat their roster each game.
- 9.2. AGES 9 and older

9.2.1. During local league, regular season play, Warrior Baseball plays under an equal playing time system. The system provides that no player may sit out on defense more than one inning at a time. Furthermore, all players must sit out one full inning in a rotation of players before a player sits out twice.

In the event the sole remaining player to sit out in a given rotation is the current pitcher of record, that player may remain in the game until removed from the mound or until the game concludes, whichever occurs first. If the player is removed from the mound mid-inning, his turn sitting out shall not begin until the start of the next inning.

A player who is sitting out may not be substituted for another player during the inning for any reason other than injury.

All players will bat the entire game.

- 9.2.2. During local league tournament play, no player may sit out on defense for more than half a game. Also, if a player does not start a game, he/she must start the next game. Teams shall only bat their lineup (not their roster).
- 9.2.3. At each season's draft, but prior to the selection of any players, coaches may decide as a league, by majority vote, to continue batting team rosters during local league tournament play. In that case, every team must bat their roster during local league tournament play without regard to the number of players present on any team during any game.
- 9.2.4. Any violation of these substitution rules must be reported to the Field Director for that age group.

9.2.5. For violation of these substitution rules there shall be a minimum penalty to the coach of suspension of two games up to a maximum penalty of disqualification from coaching for the remainder of the season, including the league tournament, and for any all-star team selected that year, as determined by the Board in its sole discretion.

9.3. Pick-up Players

9.3.1. Teams must field at least nine players. If a team has less than nine players for the start of a game, that team shall pick up a player. Any team beginning a game with nine players that loses a player during the game due to injury or illness may finish the game with eight players.

9.3.2. During local league regular season play, teams may pick up a player from the same age group. The player may be used only once by the same team throughout the course of the season.

9.3.3. During local league tournament play, teams in ages 14 and under must pick up a player from the next younger age group. For ages 15-18 (Junior and Senior League), a pick up player must come from the same league. For all ages, a pickup player may be used only once during tournament play by the same team.

9.3.4. A pick-up player is not allowed to pitch or play any infield positions and must bat last in the team's line-up.

9.3.5. In four and five year old T-ball, a team must pick up another player from the same age group. A player cannot be a pick-up player in the 4 and 5 year old age group more than once during the season (tournament games included).

10. Time outs

10.1. AGES 8 and under: Coaches will receive two timeouts per game on offense and two timeouts per game on defense.

11. Pitching Records

11.1. During local regular season league play, pitching records will be maintained in the official scorebook for each game. At the conclusion of each game each coach shall sign the scorebook confirming the pitchers employed during the game as well as the number of innings pitched by each pitcher.

11.2. During local league tournament play, pitching records for appropriate age groups and similar to those used in Dizzy Dean Tournament play shall be used. These records shall be maintained by the Protest Committee for each game and signed at the conclusion of each game by all Protest Committee members and both head coaches. At the conclusion of the last game of the day, the pitching records for

each individual age group shall be returned to the Board Member on duty and locked in the Board Room until the next day of play. Each day of the tournament, the Board Member on duty shall distribute the pitching records to each Protest Committee for the beginning of play in a given age group for that day.

- 11.3. For purposes of the Dizzy Dean pitching rules, a “week” shall mean the period Monday through Saturday.
- 11.4. For purposes of the Dizzy Dean pitching rules, a “retired batter” shall include any runner retired during the time a player is the designated pitcher. In no case, however, shall any one pitcher be charged with more than three-thirds innings pitched during a single inning played.

12. Local League Tournaments

12.1. For each league, the Championship Team shall be that team winning the local league tournament. Each league’s order of finish shall be determined based on each team’s order of finish in the local league tournament.

12.2. The 4 year old league tournament shall be single elimination.

12.3. The league tournaments for ages 5 and older shall be double elimination.

12.4. Time limits will not apply to league tournament games.

12.5. Seeding

12.5.1. For ages 6 and under, the local league tournament shall be seeded by random draw.

12.5.2. For ages 7 and older, the local league tournament shall be seeded based on order of finish in regular season league play as determined by each team’s winning percentage. When calculating a team’s winning percentage, a regular season tie counts as half a win and half a loss. *Example:* Team A finishes with a 2-0-1 regular season record. The tie is converted into half a win and half a loss making Team A’s record 2.5-0.5. Team’s A’s winning percentage is then determined by dividing the number of wins (2.5) by the number of games played (3). Team A’s winning percentage in this case is .833.

12.5.3. For seeding purposes, regular season ties shall be broken as follows:

12.5.3.1. For a two team tie:

12.5.3.1.1. Head-to-head record;

12.5.3.1.2. Record vs. team with the best regular season record in the League and continuing through the last place team

until the tie is broken. For purposes of this tiebreaker, when comparing records against a common opponent, the comparison shall be based on an equal number of games played. If one of the tied teams has played the common opponent more games than the other tied team, only the first equal number of games played shall be considered. (*Example:* Team A and Team B are tied for second place and their head-to-head record is 1-1. Team X is the first place team. Team A played Team X twice with a 1-1 record. Team B played Team X three times, losing the first two games and winning game three. In this case, only the first two games between Team B and Team X shall be considered in breaking the tie. Consequently, Team A wins the tiebreaker and is the second place team.);

12.5.3.1.3. Coin flip

12.5.3.2. For a multiple team tie

12.5.3.2.1. Total won-lost record of games played among and against the tied teams (*Example:* Team A is 3-1, Team B is 2-2 and Team C is 1-3 - - Team A would be seeded highest, Team B second-highest and Team C lowest of the three). If the tie-breaker is first reduced to two teams with this tie-breaker, then the two-team tiebreaker shall take effect to break the tie between the remaining two teams. If a multiple team tie remains, the following procedures shall be used;

12.5.3.2.2. Record vs. team with the best regular season record in the League and continuing through the last place team until the tie is broken;

12.5.3.2.3. If more than two teams remain tied, random draw.

13. Protests

13.1. Protest of particular plays or games as being in violation of these Local Rules, Park Rules, Dizzy Dean Rules, or MLB Rules must be made in accordance with the protest provisions herein or, when not in conflict, the Dizzy Dean Rules.

13.2. In no event shall any protest be considered after a game is completed and the end of the game announced by the Head Umpire (except when the protest concerns the final play of the game and the Head Umpire has declared “ball game” before the protesting team has been afforded a reasonable opportunity to make its protest. In that case, no protest shall be considered after the Head Umpire has left the field). With regard to the protest of any game based on a violation of the

pitching rules, the protest shall be made to at least one member of the Protest Committee within 30 minutes of the pitching records having been signed by both head coaches and the Protest Committee.

13.3. Protests during local league regular season play shall be made to the Head Umpire. The decision of the Head Umpire shall be final.

13.4. Protests during local league tournament play shall be made to the Protest Committee. The decision of the Protest Committee shall be final.

13.5. Protest Committees

13.5.1. Protest Committees shall be provided only for local league tournament games.

13.5.2. Protest Committees shall consist of three head coaches in the age group of the game being played and as selected before the commencement of the game by the Field Director. A head coach may designate another person familiar with the Rules to serve in his stead.

13.5.3. Protest Committees shall sit as a group to observe that game's progression, sitting at field level beyond either dugout towards the outfield.

13.5.4. Children are not permitted in the area of the Protest Committee.

13.5.5. Protest Committees shall only rule upon timely protests made concerning rulings in violation of the Rules. No protest of a judgment call shall be considered.

13.5.6. The Protest Committee shall not comment on any call or decision until a protest has been made to the Protest Committee.

13.5.7. Process

13.5.7.1. After moderately discussing a disputed decision with the Head Umpire, the head coach wishing to lodge a protest shall inform the Head Umpire that a protest is being made and he shall specify the decision being protested.

13.5.7.2. The Head Umpire, accompanied by the head coaches of each team, shall then immediately inform the Protest Committee of the on-field decision being protested and he shall clarify the basis for the on-field decision.

13.5.7.3. The protesting coach shall then inform the Protest Committee of the grounds for the protest.

13.5.7.4. After affording the Head Umpire and the head coaches a reasonable opportunity to be heard on the issue and after presenting any questions necessary for clarification, the Protest Committee shall immediately rule on the protest and the Protest Committee's decision, as determined by majority vote, shall be final.

13.5.7.5. No persons other than the Protest Committee, the Head Umpire, and the head coaches of each team shall be present or heard during the presentation of the protest.

13.5.8. If a coach fails to perform his Protest Committee duties or fails to arrange for a qualified substitute, he shall be fined \$100 by Warrior Baseball Association. Each coach, by accepting an appointment to a team, specifically agrees to be bound by the provisions of this rule. Each season, at the tournament seeding coaches' meeting, each coach shall submit a \$100 check to his League Director to be held until the coach's Protest Committee duties are complete.

13.6. No protest of any given game, for whatever reason, shall be considered by the Board of Directors, as the Head Umpire or Protest Committee, respectively, have complete charge of a game once commenced. Complaints or comments concerning needed improvements, clarifications, etc. are welcomed by the Board and will be considered by the Board when presented in writing.

14. 4 Year Old League Rules

14.1. 4 Year Old League play shall be governed by the 5 Year Old League rules, except as modified as follows.

14.2. Teams shall play their roster.

14.3. During League play, the batting order will consist of the team roster for each game. No batter will bat twice in one inning. All players will bat each inning irrespective of the number of outs, batters, or runs scored.

14.4. During local tournament play, each team shall bat their roster each inning with each player batting only once each inning. If, however, one team has fewer players than the other team, each team's score shall be based on the runs scored during the at bats of the number of players equal to the number of players on the team with fewer players. *Example: During local tournament play, Team A has 9 players and Team B has 11 players. Team A's score each inning shall be based on the runs scored during the at bats of its 9 players. Team B shall bat all 11 of its players each inning, however, Team B's score shall be based on the runs scored during the at bats of its first 9 players. In such event, Team B's batting coach must notify the home plate umpire when the 9th batter comes to bat and the umpire shall notify the defensive team that this player will be treated for scoring*

purposes as the last batter. Thereafter, Team B shall bat the remainder of its roster with no runs counting.

- 14.5. In the 4-year-old league, each team is allowed to have 6 coaches during a game.
 - 14.5.1. On Defense, four coaches are allowed on the field and two coaches in the dugout. On defense the four coaches must remain in the outfield.
 - 14.5.2. On Offense, four coaches are allowed on the field and two coaches in the dugout.
 - 14.5.3. On offense, you may have a coach at each base and one batting coach (home plate).
 - 14.5.4. No more than four coaches may be on the field at one time, whether on offense or defense.
- 14.6. Balls and strikes: There will be no balls called. A batter will receive five (5) strikes before being called out. Any of the following is considered a strike:
 - 14.6.1. A deliberate swing and the ball is missed.
 - 14.6.2. A deliberate swing and the tee is struck.
 - 14.6.3. A foul ball on any swing, including the 5th strike.
- 14.7. The fair ball arc in 4 Year Old League play shall be a 10 foot chalked arc instead of a 20 foot arc.
- 14.8. The home plate umpire shall be responsible for moving the tee when a child is approaching home plate.
- 14.9. Two (2) innings is a complete game.
- 14.10. 4 year old teams are limited to 1 practice per week after the season starts.

15. 5 Year Old League Rules

- 15.1. The Playing Field
 - 15.1.1. The base paths will be 50 feet.
 - 15.1.2. The pitching rubber is thirty-nine feet from the back point of home plate to the front of the pitching rubber.
 - 15.1.3. There will be a twenty foot chalked arc from the first base line to the third base line drawn from the back point of home plate. The ball must be on or past this line to be fair. If not, it will be a foul ball. The ball is fair if it is hit inside the arc and travels beyond the arc line. If the ball is missed

completely, but still comes past the arc, because of the striking of the tee, it will be a strike.

15.1.4. The coach's box is to be a minimum of three feet wide and six feet long and no closer than six feet to the base path.

15.1.5. Forty foot lines will be drawn on the foul lines between home and first and between home and third. Infielders must stay behind these lines until the ball is hit. PENALTY: Offensive team gets choice of the play or re-bat.

15.1.6. Batters' boxes will be drawn three foot wide and six foot long and positioned four inches from the edge of the plate. There should be three feet in front and three feet in back of the middle of home plate.

15.1.7. There will be a four foot line drawn ten feet on the second base side of first base, third base side of second, and home plate side of third base to be used by the umpires in determining when time should be called.

15.2. Equipment

15.2.1. Bat sizes shall be limited to barrels 2 ¼" in diameter.

15.2.2. Tennis shoes or baseball shoes with rubberized cleats may be worn. No metal or plastic cleats. Shirts must be tucked in.

15.2.3. All batters and runners must wear batting helmets. Chin straps must be worn with all types of helmets. Any player running the bases and deliberately removing his headgear (in the umpire's judgment) should be given a warning and on any subsequent offense will be called out. Wrap around types may be used but must have a crown protective insert and chin strap.

15.2.4. Catchers must wear a helmet.

15.2.5. Approved batting tees (unaltered) will be provided by each team.

15.2.6. Approved helmets meeting safety requirements will be furnished by each team.

15.3. Managers and Coaches

15.3.1. Each team will be allowed five coaches in the dugout.

15.3.2. Coaches are reminded that only players and the five coaches are permitted in the dugout area. In the event any spectator is on the fence around the playing field, the umpire shall remove the ball from the tee and play shall not resume until the person or persons move away from the fences. Any

spectator refusing to move away from the fence after one warning by the umpire shall be ejected thereafter.

15.4. Appeals

15.4.1. The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.

15.4.2. Appeals will be made by the manager after time has been called and before the ball is returned to the tee by the home plate umpire. The coach will notify the umpire involved of his appeal of what runner and what base. NOTE: For the purpose of the appeal play, returning the ball to the tee by the home plate umpire will be the same result as the next pitch being thrown.

15.5. Special Rules

15.5.1. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately and all players will be awarded one base if injury is to an infielder, two bases if injury is to an outfielder. The awards are from the time of the pitch. Any other injury, deemed serious enough in the judgment of the umpire, will be handled in the same manner. Note: This is a judgment call and cannot be appealed or protested.

15.6. Offense

15.6.1. Teams shall play and bat their roster. This shall not, however, alter the limit of 9 batters per inning.

15.6.2. After one warning per game per player for slinging his bat, the batter will be called out for each additional time that he slings his bat.

15.6.3. Teams will bat their roster. The offense will have three outs or bat 9 batters per inning. No batter shall bat twice in one inning. (Unless a batting out of order occurs.)

15.6.4. Base coaches shall remain in their coaching boxes at all times unless playing dictates otherwise. There may be a batting coach behind home plate in the designated area. Batting coaches may position the batter and adjust the tee one time for each batter. PENALTY: Batter is out if coach resets the tee or batter.

15.6.5. The tee will be removed by the umpire after each batter.

15.6.6. Bumping the ball off the tee during warm-up is not a strike and will be called a no-pitch by the home plate umpire. It shall not be an out if a batter touches a ball that is declared a foul ball or a dead ball.

- 15.6.7. The batter will receive three strikes before being called out. Any of the following will result in a strike being called on the batter:
- 15.6.7.1. In the judgment of the umpire the batter misses the ball completely;
 - 15.6.7.2. The batter fails to hit the ball past the 20 foot arc on the first and second hit resulting in the ball being called foul;
 - 15.6.7.3. Any foul ball before the third strike.
- 15.6.8. Any ball struck and carried on or past the 20 foot arc shall be a fair ball if the ball is touched in fair territory or passes first or third before going foul even though part of the tee may have been struck. NOTE: Any ball in the judgment of the umpire that carries past the 20 foot arc but was not touched by the batter's bat will be called a strike.
- 15.6.9. NO BUNTING will be allowed. Half-swings, as judged by the umpire, will be called a bunt. PENALTY: A strike will be called on the batter. If on the third strike, the batter will be called out.
- 15.6.10. It is not an out in T-Ball play for a batter stepping on home plate. Delay dead ball and defense gets choice of play or re-bat.
- 15.6.11. If the runner leaves the base before the ball is hit, he will be called out.
- 15.6.12. Any offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.
- 15.6.13. The batter may adjust his tee himself, if he so chooses or the batting coach may ask the home plate umpire to adjust the tee for the batter with no penalty.
- 15.6.14. There will automatically be two outs when the ninth batter comes to the plate. Any out made will be considered the third out of the inning. For purposes of this rule, the ninth batter shall be considered "forced" to home and the ninth batter shall be declared the third out when a defensive player with the ball touches home plate. In this situation, no runs shall be counted after a defensive player with the ball touches home plate.
- 15.6.15. The batting coach for the offensive team must notify the home plate umpire when the ninth batter comes to bat and the umpire shall notify the defensive team. PENALTY: The defensive team gets the choice of the play or a re-bat.

15.7. Defense

- 15.7.1. No rolling of the ball intentionally will be allowed. No outs will be allowed by rolling the ball. Runners will automatically be safe if the defensive team rolls the ball. (Umpires decision)
- 15.7.2. The infield fly rule will not be in effect.
- 15.7.3. There will be five infielders that must remain in the infield until the ball is hit. If a catcher is not used, he can be used as a sixth infielder.
- 15.7.4. If a catcher is used, he must wear a protective helmet but not the full catcher's outfit.
- 15.7.5. Outfielders must remain 20 feet behind the base lines until the ball is hit. PENALTY: The offensive team gets the choice of the play or a re-bat.
- 15.7.6. The pitcher must have one foot in contact with the rubber when the ball is hit. PENALTY: The offensive team gets the choice of the play or a re-bat.
- 15.7.7. Time is automatically called by the umpire when the lead runner is faced off and/or forced into the ten foot designated line at the base. NOTE: The umpire should not be too quick to call time. If the lead runner is not faced off, the umpire should allow the offensive coach time to react to the situation and run his runners if he decides.
- 15.7.8. The umpire is to receive the ball from the defensive team only after play is stopped and time is called.
- 15.7.9. Overthrows inside the fence will be a live ball and the base runners may advance as many bases as possible. Overthrows outside the field of play will be declared a dead ball and base runners awarded one base.
- 15.7.10. A caught fly ball will be played the same as regular baseball and play is not dead unless the ball is hit by the ninth batter of the inning.
- 15.7.11. All defensive coaches may remain on the field with their players during the first two games only. These coaches must remain in the outfield while their team is on defense. Thereafter, the defensive team may have a defensive coach on the first base foul line and third base foul line, 30 feet from the base path and at least 6 feet in foul territory.
- 15.7.12. The defensive catcher must be in a direct line 10 feet behind home plate to make a play on a batted ball. PENALTY: The offensive team gets the choice of the play or a re-bat.

16. 6 Year Old League Rules

(NOTE : THE USE OF A BATTING TEE IS NO LONGER PERMITTED IN THE 6 YEAR OLD LEAGUE).

16.1. 6 Year Old League play shall be governed by the Farm League Coach Pitch provisions of the Dizzy Dean Rules, except as modified by these Local Rules.

16.2. In the 6 Year Old League, each team is allowed to have 5 coaches during a game.

17. 7-8 Year Old League Rules

17.1. 7 and 8 Year Old League play shall be governed by the Farm League Coach Pitch provisions of the Dizzy Dean Rules, except as modified by these Local Rules.

17.2. In the 7-8 Year Old League, each team is allowed to have 5 coaches during a game.

18. 9-10 Year Old League Rules

18.1. 9 and 10 Year Old League play shall be governed by the Minor League provisions of the Dizzy Dean Rules, except as modified by these Local Rules.

18.2. During regular season and local League tournament play, teams shall play 10 players on defense, four of which must remain in the outfield. If a team is only able to field 9 players, the coach may choose which position to leave vacant.

19. 11-12 Year Old League

19.1. 11 and 12 Year Old League play shall be governed by the Freshman League provisions of the Dizzy Dean Rules, except as modified by these Local Rules.

20. 13-14 Year Old League

20.1. 13 and 14 Year Old League play shall be governed by the Sophomore League provisions of the Dizzy Dean Rules, except as modified by these Local Rules.

21. 15-19 year Old League

21.1. 15 through 19 Year Old League play shall be governed by the Junior & Senior League provisions of the Dizzy Dean Rules, except as modified by these Local Rules.

22. All Stars

22.1. Preamble – All stars teams are those players and coaches selected each season primarily on the basis of skill and ability and chosen to represent the Association and all of its players and coaches in post-season competition. Each all star team manager is encouraged to communicate to their players and to the players’ parents the privilege and responsibility that accompanies the selection to an all star team.

22.2. Teams - WBA will sponsor two all star teams from each League. One team shall be called “Northport Nationals” and shall compete in District 9, or such other District as the State Dizzy Dean office shall assign, and the other team shall be called “Northport Americans” and shall compete in District 8, or such other District as the State Dizzy Dean office shall assign.

22.3. Colors – Northport Nationals team colors shall be Royal Blue and White. It is recommended that the uniforms bear the name “Nationals” and that the hats bear the Northport “N.” Northport Americans team colors shall be Red and White. It is recommended that the uniforms bear the name “Americans” and that the hats bear the Northport “N.”

22.4. Managers

22.4.1. The all star team managers shall be selected based on order of finish in their respective leagues, beginning with the coach of the Championship Team and continuing until a coach is found who is willing and able to accept the responsibilities of manager. That coach will have the choice of managing the Northport Nationals team or the Northport Americans team. The remaining all star team shall be managed by the next highest finishing coach willing and able to accept the responsibilities of manager.

22.4.2. In the event of a tie in the order of finish, ties shall be broken as follows:

22.4.2.1. Highest regular season winning percentage;

22.4.2.2. Head to head regular season record;

22.4.2.3. Coin toss.

22.4.3. If an opening for Manager remains after all league coaches have been offered an opportunity to manage, the Manager shall be appointed by the Board.

22.5. Players

22.5.1. Players for each team shall be selected by that team's Manager.

22.5.2. An invitation to play on an all star team shall be extended to at least one player on each team in the League.

22.5.3. Northport Nationals – within 48 hours of his appointment as Manager, or such other time as may be reasonably established by the Board, the Manager of the Northport Nationals team will select up to 11 players. The Northport Nationals Manager may make his selections from as many or as few League teams as he chooses. Once the Northport Nationals Manager has completed his selections, he shall immediately notify his league director of the names of his players and the name of any other players who declined an invitation to play. The league director shall then immediately notify the Manager of the Northport Americans team of the names of the Northport Nationals players and the names of any players who declined participation.

22.5.4. Northport Americans – upon notification of the names of the players selected for the Northport Nationals team, the Northport Americans Manager shall select up to 11 players. The Northport Americans Manager must extend an invitation to at least one player from each League team that did not have at least one player invited to play for the Northport Nationals team. Once the Northport Americans Manager has completed his selections, he shall immediately notify his league director of the names of his players and the name of any other players who declined an invitation to play. The league director shall then immediately notify the Manager of the Northport Nationals team of the names of the Northport Americans players and the names of any players who declined participation.

22.5.5. Immediately following the selection of players by each team Manager, the Managers may add players to their roster on a first-come first-served basis.

22.5.6. Any player who declines participation on an all star team may not compete on any all star team other than the team for whom he was originally selected, unless released by the Manager who originally selected him.

22.6. Expenses

22.6.1. WBA will provide liability insurance in amounts prescribed by the Dizzy Dean Rules.

22.6.2. WBA will pay all district, regional, area, and state all star tournament entry fees.

22.6.3. Each team shall be responsible for the payment of World Series entry fees, reservation fees, or cancellation fees.

22.6.4. Each team shall be responsible for all other costs associated with participation in all star competition including, without limitation, uniforms and travel.

22.6.5. Each team is responsible for the selection and purchase of its all star team uniforms.

22.7. Fundraising – Each season the All Star team Managers will be provided with information packets containing information and guidelines for any voluntary fundraising activities.

22.8. For all tournaments hosted at the Park in which both the Northport Nationals and the Northport Americans are participants, the Northport Americans shall be the host team.