



## 8-Year-Old Boys — Machine Pitch Rules

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### **Philosophy:**

Although the rules for playing the games are important, it is the belief of the supporting association officers and boards that the spirit of sportsmanship, fellowship, and fair play carry beyond these guidelines. A winning spirit is recognized as an important part of all of us, but winning should never become so possessing that how to accept defeat is forgotten.

Managing or coaching a team is one of the most satisfying achievements a person can experience. The goal every manager and coach in this league shall strive to achieve is that when the game is over, they have gained the respect of all the players.

Spectators are the morale builders of the players. There is nothing more inspiring than faithful, cheering fans. *Negative, critical, jeering spectators are the instigators of poor sportsmanship.*

Because of the young age of the players involved with this league a strong emphasis is to be put on teaching the basic fundamentals of baseball to the players. The rules created for “Boys — 8-year-old Pitching Machine” have been designed to reinforce this philosophy. Managers have been instructed to equalize the playing time on defense over the season.

### **A. League rules of conduct — managers, coaches, players, parents and spectators**

**A1.1** It is everyone’s responsibility to immediately report all violation(s) of the following rules.

**A1.2** At the direction of the presidents of all the participating associations, the following **zero tolerance policy** will be in force. Any verbal or physical demonstration against any umpiring decision will result in the immediate ejection of the offender without warning. Prior to each game each manager will verbally remind all team personnel, parents, and spectators of this policy.

**A1.3** A manager will be responsible at all games for the actions of him/herself, the coaches, players and parents. He/She will be disciplined by their association where necessary.

**A1.4** Anyone that displays unsportsmanlike conduct during a game will be asked to leave and may be subject to further discipline from the league.

**A1.5** The second ejection and/or suspension from a league function in a season by anyone, will require that they attend a hearing with the league representatives to consider possible suspension from the program.

**A1.6** Profanity or obscenity either by word or action is prohibited at any league event. The umpire will immediately eject any offender(s) without warning. The umpire will report the incident to the umpire-in-chief. *The offender may be subject to further discipline from their respective association.*

**A1.7** The use of alcohol or drugs at *any time or any location* by any manager, coach, player, official, parent or spectator is strictly prohibited. If discovered during a game, the offender will be ejected from the game. It is suggested that someone that knows the individual, transport the offender from the field. Do not allow anyone to drive under the influence of drugs or alcohol. Any such conduct at any time will be reported to a league representative immediately. The “home” association president will conduct a hearing and review of the incident with the individual(s) to consider suspension from the program.

**A1.8** The use of tobacco products (*smoking or chewing*) is not permitted at practices or games, in the bench or playing field area. The violator will be asked to leave the area for the remainder of the event. Failure to comply may result in suspension from the program. (*See A1.1*)

**A1.9** Upon ejection, offender(s) must leave the view of the playing field at the direction of the umpire. Failure to comply with the directions of the umpire after an ejection will result in forfeiture of the game. ***There is no appeal of this situation.***

### **B. Family Participation**

**B1.1** This league is sponsored by the baseball organizations participating in the league. These organizations have successfully worked together for many years to provide the opportunity for the young people in their communities to play baseball. It takes both men and women with many different talents to make these organization’s function. Each year these

organizations need to replace board members. Please do not wait to be recruited. ***Please volunteer your talents and time.***

**B1.2** The fees to play in this league are kept very low (\$2.00 per game which amounts to \$24 per team) to allow everyone the opportunity the play. The only way this can be accomplished is by mandating that *every parent* will help with a *minimum* of one team event during *this* season.

**B1.3** It is recommended that everyone participate in this “instructional league.” The players in this league are just beginning to play team sports. As a result, they need the support of everyone to gain the attitudes (*baseball can be fun*), knowledge (*learning the “rules”*) and skills (*how to catch and throw, where is 1st base, etc.*). There can only be one manager to decide when and where to have an individual play. But every player needs someone to practice with at home. Every team will need a “pitching machine coach.” Every team will need a first *and* a third base coach. Every team will need a treat mother to coordinate who or where or how the players will be treated after each game. Every team will need someone to help keep order on the team bench when at bat and in the field. It does not have to be the same individual every game or all season. So if you have a schedule that will not permit regular participation, there is still plenty of tasks that need done that will allow you to help. When a manager asks you to help, please say yes. Your child needs to learn that it is a team sport and everyone on the team needs to help if they’re going to be successful learning to play baseball. Managers, please try to break down all the work into smaller tasks that need to be done. Give every player’s parents an opportunity to participate, even if you have to ask the same people several different times. Do not have everything for the team done by a select few. Parents do not wait to be asked. If you see something that you would like to do, please volunteer to do it.

**C. Points of emphasis for safety**

**C1.1** Safety shall be *everyone’s* prime concern for *everybody* at any league function. Any unsafe situation observed shall be corrected *immediately* and the situation shall be reported to your league representative so they may allow everyone in the league to be aware of the situation.

**C1.2** By sliding or other means, all players are to avoid “*intentional*” contact with opposing players on the base paths, thus avoiding injury to either player. The umpire will call either *obstruction* or *interference*. (**See L1.5**)

**C1.3** Play is to be halted, if there is danger of lightning. If there is lightning sighted by the manager of either team, play will be immediately suspended and all spectators, players, coaches, and managers shall seek shelter away from the field (*Best suggested area inside their vehicle. Do NOT seek shelter under tall trees*). The managers should insure that everyone seeks shelter while play is suspended. *Both teams will remain at the park. There is a 30 minute wait after each streak of lightning.*

**C1.4** Blood rule. A player or coach who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. The player or coach may return to play when there is no bleeding present, the wound is covered, and/or there is no blood present on the individual’s uniform. Interpretation of this rule would allow a player or coach to continue a game with a change of clothes but allow them to play “out of uniform” the remainder of the game. It is recommended that all teams have a clean jersey and pants available in a plastic bag for this purpose. Managers and coaches are advised to keep a spare jersey or shirt in their car.

**C1.5** Any player that faints or loses consciousness during any game or practice will not be allowed to continue for the remainder of the day. The player’s parent is to be informed of the incident in order to seek treatment for the player at their discretion.

**C1.6** No metal spiked shoes are to be worn by managers, coaches, or players.

**C1.7** No jewelry will be worn on the playing field.

**Examples:** Pierced jewelry of any type (earrings, nose rings, newly pierced ear posts or loops) necklaces, bracelets, and watches.

**Exception:** Medical alert tags, which shall be taped into position in such a manner as not to distract other players.

**C1.8** Players must wear the complete uniform issued by their respective association during all games.

**Exception:** See C1.4

**D. Player Eligibility**

**D1.1** Any child that is 9 years old before April 30 of this year may not participate in this league. It is the responsibility of the manager to verify the correct age of all players on the roster. Any game in which an ineligible player participates will cause the game to be forfeited immediately upon discovery and may result in the manager being suspended from further league play.

**Exception:** With the permission of **all** league representatives a boy may play down. However, prior to participation, a written request from the custodial parent, along with a signed statement from the family physician briefly stating the reason for the exemption must be submitted and approved by **all** the league representatives.

**D1.2** A player's birth certificate must be submitted within 72 hours upon request. A player whose age is questioned will complete that game. Then he will be suspended and ineligible to participate in any game until his birth certificate is submitted to the umpire-in-chief.

**D1.3** Prior to schedule handout, each manager will provide a team roster listing the following information for each eligible player. The player's name and current mailing address and phone number. The names of two other adult personnel along with their phone numbers so that league officials or representatives can communicate with the team in absence of the manager. *No one* will be given a schedule, until their team roster is submitted.

**D1.4** Any additions to a team's roster will require a revised roster *be submitted* in writing to the umpire-in-chief, listing the addition, prior to participation of the new player. Any addition to this team roster is subject to the approval of all the league representatives. The new player is not eligible until the roster is submitted.

**D1.5** A player may only be listed on one team roster during the league's season.

**D1.6** No player will change team roster without prior consent of all league representatives.

**D1.7** No player will change team roster after May 31 of this year.

**Note:** *When an association can field more than one team in a two year league, that association will attempt to set rosters by age grouping. When possible, the league will be divided into divisions according to age groups. When a team has a mixed-age roster within the eligibility requirements of the league, the association presidents of the league will place the team in an age division. In the long term interest of the players, it is proposed that the associations participating in the league use the Stark County Hot Stove Baseball territorial boundaries. The reason for this proposal is to eliminate a boy becoming part of a "team", only to be ineligible because of territorial boundaries when he becomes part of the Stark County Hot Stove Baseball leagues. However, even with the territorial boundary restrictions, a boy may obtain a*

*release to play outside of their residential boundaries according to the Stark County Hot Stove Baseball rules. Respecting these boundaries as a boy begins participating in baseball, will eliminate paperwork and possible hard feelings on the part of players, parents and associations involved.*

### **E: Officiating, Conduct, Protest Procedure**

**E1.1** The home association shall schedule and arrange payment of the umpire for each regular season game. The home team manager will pay the umpire prior to the start of the game.

**E1.2** All compensation issues regarding the umpires are the responsibility of the home association. They will set policy on price regarding games, travel to game sites prior to rain outs (pay 1/2 fee) and "makeup" game fees, equipment, etc.

**E1.3** Once the game begins, the umpire is in charge of the game and will enforce all the league rules.

**E1.4** A manager is responsible for the conduct of his spectators, parents, players, coaches and himself. (*See A1.3*)

**E1.5** All "judgment calls" made by the umpires are final. There will be no comment, discussion, appeal or protest of these decisions.

**Examples:** *Safe, Out, Fair, Foul, Interference or Obstruction, Leaving a base too early, whether the pitcher had control of the ball in the circle, thrown bat, etc.*

**E1.6** If a situation arises in the game that involves the interpretation of the playing rules, this procedure will be used to resolve it. The manager will wait until the completion of the play and then request time. No manager will come onto the playing field until they have been granted time. The umpire will grant time and allow, only the manager or a designated coach to discuss the disputed rule. **After the initial protest, the UMPIRE WILL REQUEST the opposing manager to join the discussion.** Only interpretation of the playing rules will be permitted. Protests solely intended to delay the game will not be permitted and to continue to do so will result in ejection from the game. The discussion will continue as long as necessary to resolve the situation, as long as the manager retains his self control. The only protests in this league that are considered, are those that follow the attached protest procedure exactly. No yelling, swearing or intimidation will be permitted.

**Penalty — The manager or coach will be ejected from the game.**

**E1.7** An adult ejected from any game will be required to leave the playing area (they must be out of sight and sound and not interfering with play) within 2 minutes.

*Penalty — Failure to comply will result in the game being forfeited. At this point the umpire will write forfeit in the score book and go to his car and leave the area without further discussion. Within 12 hours, he will contact the Umpire-In-Chief or the home team's League Representative. (See Rule A1.4 & A1.5)*

**E1.8** All the rules comprising this document will be used in post season tournament play.

### **F: Field size**

**F1.1** A field layout is attached at the end of these rules.

**F1.2** The distance between the bases 50' and at the half way point, there will be a 2' mark placed in the base line between 1 & 2, 2 & 3, and 3 & home plate. A diagonal measurement of the bases is 70'- 6". It is 40' to the pitching rubber.

**F1.3** The center of the pitching machine will be placed on a line between home plate and 2nd base at 40' from home plate. A 3' diameter circle will be draw around it and no player will enter this area for any reason. A line 2' wide will be placed 3' from the pitching machine on the first base side of the machine at 40'. The "pitcher" will stand with both feet on the line during the "pitch."

**F1.4** From the back edge of the 8½" side of home plate, the batter's box will extend forward 3' and backward 3' and will be 6" from the side of the plate. The batter's box will be 4' wide. The catchers box will extend 8' deep from the back point of home plate and shall be 43" wide.

**F1.5** When there are no dugouts, a team bench area will be established by using lime to extend a line that encompasses the area 10' behind each team bench and extends behind the back stop. Upon starting the game, players, coaches, manager, scorekeeper and one bat boy will remain in the team bench area. *No spectators will be in this bench area. Upon warning they will be ejected from the game.*

### **G: Game time: (Starting, ending, delays)**

**G1.1** The home team will be responsible for preparing the field for play. The home team will furnish one new ball and one used ball for the game.

**G1.2** Games will start at 6:00 p.m. on weekdays and no earlier then 10:00 a.m. on Saturdays.

**G1.3** A regulation game is 7 innings unless the home team

is ahead after 6½ innings. Managers, please contact your league representative, if you believe a manager is not putting forth a good effort to have his team run on and off the field or is not organized such that it is delaying the game.

**G1.4** There will be a maximum limit of two minutes between half innings to position the defensive team in the field. There will be no warm-up in the infield or outfield.

**G1.5** A game may be postponed *only due to* poor field conditions *or* conflict with school functions which prohibit fielding 9 players. Failure of any manager to comply will result in forfeiture of the game(s) involved. Any manager or umpire that discovers a field playable and has a league representative physically confirm that the field was playable, will result in forfeiture of the game.

**G1.6** On inclement weather days, the home team manager will decide if a game will begin. Managers, this will be the toughest decision you'll have to make all year. Try to get the game played if at all possible because there are only a few open dates on some of these baseball fields. If a game is canceled, the home team manager will contact the umpire and the visiting team manager before informing his own team of the cancellation. The home team manager will be responsible for rescheduling the field with his association at the next available open date. He must then obtain an umpire and finally confirm the date, time and location with the visiting manager. *MANAGERS PLEASE TALK TO EACH OTHER PERSONALLY OR HAVE THE VISITING MANAGER CONFIRM THE DATE AND THE TIME AND THE LOCATION WHEN LEAVING MESSAGES ON ANSWERING MACHINES.*

**G1.7** "Makeup" games must be rescheduled to be played within 7 days of the original date through the local associations and the umpire scheduler. If the managers can not agree on a playing date, the umpire-in-chief will set the playing date. Failure to appear for the rescheduled game will result in forfeiture of the game, with all the game fees paid by the team that failed to appear.

**G1.8** *The following rule is not in effect on Friday, Saturday, or during summer vacation.* Games are limited to 2 hours and 15 minutes. No inning will begin after 8:00 p.m. The umpire is in charge of the game and will attempt to stop the game at the end of a half inning.

**G1.9** A game "called" by the umpire because of rain, darkness, or time limit is considered a regulation game if 5 or more complete innings have been played, or if

the home team has scored more runs in four or more innings than the other team has scored in 5 or more innings.

A) Games that are not regulation are to become “suspended” and shall be resumed at the exact spot where they were stopped. All “suspended” games are to be completed on the next Saturday or ASAP.

**G1.10** During any game delayed by rain, *both teams will remain at the field (See “Safety — C1.3).* Play can be resumed if the weather clears at anytime. After the delay, the umpire will decide if a further wait is required or if the game will be called (*See G1.9).*

### **H. 8-year-old boys Pitching Machine Offensive and Defensive game requirements**

**H1.1** A scheduled game will begin on time, when there is 9 players present. Play will continue with eight players. If only seven players are available at any point during play, the game will be stopped and forfeited to the opposing team.

**H1.2 OFFENSE** — Prior to game time, the manager or his or her representative will enter the *1st initial and last names* and the *uniform number* of all eligible players in the order they are to bat in the score book. Each player will then go to bat when her name appears in the rotation regardless of whether he is playing defense or not that inning. This is a continuous batting order.

*Exception: A player that becomes injured or ill during a game, will be reported to the umpire and the opposing team’s scorekeeper prior to the start of an offensive half inning. The umpire will make the determination whether the player can continue or not. Once a player is removed from the batting rotation, he may not return to the game. Note the decision by the umpire is a judgment call and may not be protested. Each scorekeeper will note the player’s removal and the batting rotation will continue as if he never appeared. If a player leaves before the umpire determines whether the player is ill or injured, each time his turn comes to bat in the rotation, he will be called out.*

**H1.3 DEFENSE** — All players must play a minimum of 2 innings in the field. **STARTERS** do not have to play consecutive innings but must play at least 2 innings in the field. **ALL SUBSTITUTES** must play 2 consecutive innings (12 outs). **ALL SUBSTITUTES** are to be made by the top of the **THIRD INNING**. Each manager will report the *names* and *numbers* of his defensive changes to the opposing team’s scorekeeper before the defensive half inning, *until*

*the completion of the inning.* Both scorekeepers will list the inning number beside or below each player’s name in the score book that she played defense. **Note:** the position of the fielder is *not required*.

A) Once every player on a team has completed two innings on defense, there is unlimited defensive substitution.

**Note:** *The batting rotation does not change because of a defensive substitution.*

B) Each team may use 10 fielders. When using 10 fielders, 4 of them will play in the outfield at the same depth (*No short fielder*). The outfield is considered to be the edge of the grass. The umpire will request the defensive team position the fielder prior to putting the ball into play. Positioning must be appealed prior to play. The result of any action that occurs will be legal and not protestable.

**H1.4** All teams must bat their entire roster in consecutive and continuous order. If a player is injured or ill and does not complete his turn at bat, he may not continue to play in the game.

**H1.5** If a player has not attended the most recently scheduled game or practice, the player may play at the discretion of his or her manager. If the manager chooses to use the player, then the use of the player must comply with rules H1.2 and H1.3.

**H1.6** If a manager does not adhere to rules H1.2, H1.3, or H1.4, upon discovery all games involving these violations will be forfeited to the opposing team(s).

**H1.7** Managers will carry a current copy of their roster and, upon request, will make it available to the umpire or opposing manager.

**H1.8** The winning team will notify the league secretary of the game results within 48 hours. Failure to do so may jeopardize your team’s tournament draw position.

### **I: Offensive play of the game**

**I1.1** A wooden or metal bat with a maximum length of 30" may be used. There are no length-to-weight ratio restraints in the league. *Double-walled bats are NOT permitted.*

**I1.2** There will be no bunting in this league. To put the ball into play, the batter *must take a full swing*. A full swing means that the batter may not intentionally bunt the ball by using a bunting stance or grip nor use a half swing to reduce the travel of the ball. *If the umpire judges that it is a bunt, the ball is “dead” and the batter and all runners will*

return to their original bases. There is no penalty to the batter or the runners. **Exception would be any unsportsmanlike conduct during the play.**

**11.3** There is no “infield fly” rule in this league.

**11.4** The batter may not advance to first base on a dropped third strike.

**11.5** A team’s turn at bat will consist of a maximum of 5 runs or 3 outs, which ever comes first. The 7th and subsequent innings will be 15 runs or 3 outs, which ever comes first. After 5 complete innings, the game will be stopped, if either team has a 21 run lead. After 6 complete innings, the game will be stopped if either team has a 16 run lead.

**11.6** A batter may not release their bat in an uncontrolled fashion after swinging at the ball. Upon the first occasion the umpire shall issue a team warning and the warning shall be noted in the official score book at the batters turn.

**Penalty — If a second incident occurs by any batter in the game, that batter will be called “out” and the ball is “dead” and no baserunner may advance. The batter is not ejected from the game.**

**Exception:** *If the bat is thrown out of anger, the player could be ejected for unsportsmanlike conduct.*

**11.7** Any umpire that views a player throw any equipment (e.g. bat) or part of their uniform (e.g. cap) out of anger, shall eject that player from the remainder of the game. That player shall remain within the bench area for the remainder of the game. Note this is a league directive to umpires. There is no warning from the umpires. Managers will inform both players and parents of the existence and enforcement of this rule.

**J. Play with the use of a “Pitching Machine” will follow these special rules**

**J1.1** The machine will be “fed” by a person from the “batting” team. The person “feeding” the machine will hold the ball up for the batter to see prior to placing it into the machine.

**J1.2** The person feeding the machine can talk to the offensive players as long as it does not, in the opinion of the umpire, delay the game. Delaying the game by excessive talking or coaching of the players, after a warning from the umpire, will result in the batter being called out. The pitching coach **CANNOT** direct runners on base once they hit the ball. An umpire can remove a coach and insert a new pitching coach for this infraction.

**J1.3** The person feeding the machine is to appear transparent to normal play and is not allowed any contact with a batted ball or a fielder or “intentionally interfere” with any defensive player fielding a batted ball.

**Exception —** *That person WILL protect himself from batted or thrown balls. They shall attempt to prevent any defensive player from colliding with the pitching machine.*

**Penalty — If the person feeding the machine INTENTIONALLY interferes with a batted or thrown ball, the ball is “dead.” The batter will be called out. All baserunners will return to the base they occupied prior to the “pitch.”**

**J1.4** At least 3 warm up “pitches” will be thrown prior to the beginning of each half inning to align the pitching machine in the “strike” zone. The team at bat can adjust the location of the pitch in the strike zone at this time. Later, if the pitches become erratic or are at difficult locations for the batter to hit, the umpire will direct the machine to be adjusted. Note, this is an umpires judgment. It is the duty of the umpire to insure that the batter has good pitches to hit. A purpose of this league is to get the batter to hit a pitched ball. Nothing in these rules will be taken to the disadvantage of the batter.

**J1.5** If the ball hits the pitching machine or inadvertently hits the person “feeding” the machine, the ball is live and in play unless it rebounds out of play or into foul territory without being touched by a fielder. The defense, the batter, and all baserunners should react as if it were a fair ball. Upon completion of the playing activity, the umpire will call time and realign the pitching machine.

**J1.6** Anytime a ball or any person comes into contact with the pitching machine, it is the responsibility of the umpire to check the alignment and speed setting. Play should not resume until the pitching machine is again delivering hit-able pitches.

**J1.7** The speed adjustment on the pitching machine is to be set as follows:

- A)** The speed will be 40' per second at the beginning of the season through Memorial Day.
- B)** After Memorial Day through the end of the tournaments, the speed will be 45' per second.
- C)** The speed of the machine may be increased beyond the prescribed setting by mutual agreement of both managers. Once the agreement is made, both managers will simultaneously inform the umpire. Once the setting is increased, it will remain at that speed for the remainder of the game.

**J1.8** The center of the pitching machine will be placed on a line between home plate and 2nd base at 40' from home plate. A line 2' wide will be placed 3' from the pitching machine on the first base side of the machine at 40'. The "pitcher" will stand with both feet on the line during the "pitch."

**J1.9** There are no base on balls (walks). The umpire will call strikes and "no pitch." No pitch shall be called by the umpire when, in his judgment, the "pitch" offered is not hitable.

**J1.10** A batter will be called out on a 3rd strike regardless of whether he swings or not.

### **K. Running the bases**

**K1.1** The infield fly rule will not be used.

**K1.2** Baserunners may not leave the base they occupy until legal contact is made by the batter. The moment the baserunner leaves early they are out. *Legal play continues without interruption, if that is the third out no runs score.*

**K1.3** No manager or coach will touch any runner while the runner is in the process of advancing along the base paths.

**Penalty — The baserunner is out.**

**K1.4** At no time will a baserunner be permitted to run into a fielder attempting to field a batted or thrown ball. All play will be "dead" from the point of contact. No base runners will advance further than the last base legally occupied prior to the point of contact. The runner will be out. Any runs scored *prior* to the point of contact will count.

**K1.5** No baserunner may run into a fielder at a base with the apparent attempt to knock the defensive player down. Incidental contact such as sliding or attempts to reach the base are to be ignored.

**Penalty — At the moment of contact, the ball is "dead." The baserunner is out and is to be ejected from the game. All other baserunners may not continue to advance. This an umpire's judgment call and should only be used in a flagrant attempt to run over the defender. Sliding is permitted but head first sliding is not recommended.**

**K1.6** The umpire will call "time" when the following criteria are met:

**A)** When any *infielder* has *control* of the ball. At that time, all other baserunners that have advanced half way toward the next base will continue to that base, while all other base runners will return to the last base reached.

**B)** When the umpire calls "time," the ball will be returned to the "pitcher."

### **L. Fielding — Playing the defensive part of the game**

**L1.1** When on defense, the catcher must wear a protective cup while performing his catching duties.

**L1.2** Each defensive team will use 10 fielders. When using 10 fielders, no defensive player (excluding the catcher) may be positioned closer than 35' (radius line) from home plate, prior to the batter making contact with the ball. *Catcher must be positioned as far back as possible, directly behind home plate for maximum safety.*

**L1.3** At the time the batter swings the pitcher must have both feet on the "pitcher's mark."

**L1.4** For maximum safety the catcher **will** properly wear all the following equipment at all games and practices and position himself in the catcher's box using a catcher's stance prior to the pitch. This equipment will be provided to each team in the league. The team manager will check it prior to its use before every inning to insure that it is in good condition. Each catcher will wear a chest protector, a catcher's helmet with throat guard and mask, two shin guards and a protective cup. The catcher may use any glove he wishes.

*Rule L1.1, L1.2, L1.3 and L1.4 are intended for the protection of the players. It is the manager and coach's responsibility to enforce these rules prior to the batter hitting the ball.*

**L1.5** No defensive player may impede the progress of the baserunner by being in the base line or on the base without the possession of the ball. The baserunner has the right of access to the base and base paths.

**Penalty — The baserunner may be awarded additional bases at the conclusion of the play at the discretion of the umpire. The instant the umpire sees the obstruction, he should clearly call "obstruction" and let the play continue. At the end of the play the umpire he should award any bases he felt the runner could have reached. This is a judgment call and can not be protested.**

### **M: Tournament Play**

**M1.1** All the above rules will be used in post season tournament play.

**M1.2** Post season tournament play will consist of a single elimination tournament.



## **Boys Closed-League Protest Procedure**

**1) NO GAME CAN BE PROTESTED ON A JUDGMENT CALL**

*Examples: Safe, Out, Fair, Foul, Interference or obstruction, Leaving a base too early, whether the pitcher had control of the ball in the circle, thrown bat, etc.*

2) If a situation arises in the game that involves the interpretation of the playing rules, the manager must request time and is not to approach the umpire until he is granted it. The umpire will grant time at the completion of that play. No manager will come onto the playing field until they have been granted time. Only the manager or a designated coach will be allowed to discuss the disputed play. Only interpretation of the playing rules will be permitted. After the initial protest, the umpire will request the opposing manager to join the discussion. Protests solely intended to delay the game will not be permitted and to continue to do so will result in ejection from the game. The discussion will continue as long as necessary to resolve the situation as long as the manager retains his self control. No yelling, swearing or intimidation will be permitted.

*Penalty — The manager or coach will be ejected from the game. He will be required to leave the playing area (he must be out of sight and sound and not interfere with play) within 3 minutes.*

*Penalty — Failure to comply will result in the game being forfeited. At this point the umpire will write forfeit in the score book and go to his car and leave the area without further discussion. He will contact the umpire-in chief or league representative of his association within 12 hours.*

3) In case of a protest the game will be stopped. The umpire and the managers will make every effort to resolve the dispute at that time using the appropriate rule books.

4) If after discussion the manager is certain that a playing rule is not being properly applied, he may protest the game. He must do so at this time by having the umpire write protest in that batters box in the home team score book and note the position of each baserunner. The manager will write a short explanation in the margin stating what rule is being violated and the umpire will initial it. Only this rule will be considered for this protest. Then the game will continue.

5) The manager protesting the game must file a written report that is accompanied with a \$20 check payable to the association that he is playing against. If the protest is upheld it will be refunded. It must be presented to his League Representative within 24 hours if available or to the opposing team's League Representative.

6) The umpire involved will contact the appropriate League Representative of the protesting manager to offer remarks regarding the protest and will make himself available to the protest committee.

7) The protest committee will consist of the League Representatives from each association in the league. They may consult with the Umpire-In-Chief regarding the interpretation of rules.

8) The protest committee will meet and resolve all protests within 7 days. If the protest is upheld, the game will be rescheduled within 10 days and the game will proceed from the point of infraction with the same umpire where possible.

### **8-year-old boys league representatives**

**A1.1** It is everyone's responsibility to immediately report all violation(s) of the following rules.

*Please contact these league representatives:*

**Perry:** Casey Blake (330) 933-0573



## ***Closed-League Safety Rules***

The following rules are to be applied to all age groups, both boys and girls playing in the **Closed League**.

### **1) Slide Rule**

Any runner advancing to home will slide to avoid contact with the catcher to prevent injury to the catcher and themselves. Failure to do so will result in the advancing runner being called out but not ejected from the game. At that instant of contact, the ball will become “dead” and any remaining runners will not advance further than the last base legally occupied. This rule is to be applied without the umpire issuing a warning. Exception to this rule would be a flagrant collision with the catcher with no attempt to avoid the collision. In such cases, the runner will be ejected from the game for unsportsmanlike conduct.

The umpires will use this guideline to determine whether to call the advancing runner out for not sliding. **When the catcher is in position in front of the plate and the ball is within 10' of the plate the baserunner must slide to avoid contact.**

### **2) Helmet Rules**

A) All players must wear their helmet while in play. Any player who removes their helmet before they are in the out of play area will be called out.

*Example: If a runner scores and removes his/her helmet after crossing the plate but before leaving the field of play, he/she will be called out and the run will not count.*

B) It is a mandatory requirement that all girl players must wear a helmet equipped with a cage and chin strap. This rule applies to Closed League as well as ASA. The back of the helmet must be stamped as NOCSAE approved. It is a mandatory requirement that Closed League boys wear chin strap.

C) It is **NOT MANDATORY** that a pitcher in PHBSA Closed Leagues wear the batting helmet with cage while on the pitcher's mound. For safety, a manager (or parent) may *choose* to have his pitchers wear the helmet.

# 8-YEAR-OLD BOYS FIELD LAYOUT FOR PITCHING MACHINE LEAGUE

