

# Sansei Baseball League Official Rules

2022

**POLICIES AND PROCEDURES MANUAL**

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<b>Coach:</b>		<b>Team:</b>	
<b>Parent Rep:</b>		<b>Division:</b>	

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**1. ORGANIZATION**

**1.1 ARTICLES OF INCORPORATION**

**1.1.1 Name**

The name of the corporation is GARDENA VALLEY SANSEI BASEBALL LEAGUE.

**1.1.2 Purpose**

**1.1.2.1** This Corporation is a California nonprofit mutual benefit 501(c)(3) corporation organized under the Nonprofit Mutual Benefit Corporation Law. The purpose of this corporation is to engage in any lawful act or activity for which a corporation may be organized under such law.

**1.1.2.2** The specific purpose of this corporation is to organize, to promote, and to conduct a coed Youth Baseball and Softball program for K-8 children in the Gardena, Torrance, and South Bay areas of (Southern) California.

**1.1.3 Initial Agent For Service Of Process**

The name and address in the State of California of the corporation's initial agent for purpose of process is Norman N. Hirata, Attorney at Law, c/o William P. Powell, Jr., a Law Corporation, 23150 Crenshaw Boulevard, Torrance, California 90505.

**1.1.4 Limitation On Corporate Activities**

Notwithstanding any of the above statements of purposes and powers this corporation shall not, except to an insubstantial degree, engage in any activities or exercise any powers that are not in furtherance of the specific purposes of this corporation.

IN WITNESS WHEREOF, the undersigned being the Incorporators of the SANSEI BASEBALL has executed these Articles of Incorporation on May 22nd, 1985.

Signed by Helen Akiyama, President, Incorporator

No. 1278795 ENDORSED FILED in the office of the Secretary of State of the State of California, June 14, 1985, MARCH FONG EU, Secretary of State, Gloria J. Carroll, Deputy.

**1.2 ORGANIZATION STRUCTURE**

The basic organization structure of the league is made up as follows:

<b>PRESIDENT</b>	
League Administration	League Play
<p><b>VICE PRESIDENT(S)</b></p> <p><b>SECRETARIES</b> Board Secretary Parent Rep. Secretary</p> <p><b>TREASURER</b> Assistant Treasurer (Non-voting member)</p> <p><b>ADVISORY BOARD</b> (Non-voting)</p> <p><b>SUB-COMMITTEES</b> Special Events (Non-voting members) Equipment (Non-voting members) NHS Liaison (Non-voting members)</p>	<p><b>HEAD COMMISSIONER</b> <b>Assistant Head Commissioners</b></p> <p><b>Division Commissioners</b> <b>Baseball (1<sup>st</sup>/2<sup>nd</sup> Year)</b> T-Ball Division Commissioners Pee Wee Division Commissioners Minor Division Commissioners Major Division Commissioners</p> <p><b>Softball</b> Softball Commissioner Assistant Softball Commissioner</p> <p>Umpire Coordinator (Non-voting)</p>

**1.3 ROLES AND RESPONSIBILITIES OF BOARD MEMBERS**

**1.3.1 President**

- a. Schedule and chair all Board Meetings.
  - The Board shall meet on a year-round basis, beginning in September and ending in July (no meetings in August).
  - Distribute a copy of the meeting schedule to all Board Members .
  - Copy to JCI to reserve the meeting rooms.
- b. Establish and obtain Board approval of the League's budget no later than the December board meeting.
- c. Form the upcoming year's Board prior to the closing day ceremonies of the current year.
- d. Solicit parents to participate in the league activities and to assist the Board by helping on committees.

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- e. Officially commence and end the season.
  - Board: chair all board meetings, beginning in September of each year and ending in July, with the month of August off.
- f. Assist the other Board members with their duties as required.

### **1.3.2 Vice Presidents**

Assist the President and other Board Members as required.

- a. Parent Rep Coordination
  - Chair all Parent Rep meetings.
  - Review duties and responsibilities of all team parent reps from the league standpoint.
  - Make sure that all teams have completed the medical releases on all their players.
- b. Board Announcements/Communications.
  - Responsible for establishing a calling committee to get any word out to all teams through their parent reps.
    - 1) Make sure to have parent reps have a similar committee to get the word out to their team parents.
    - 2) Responsible for passing information on to the coaches.
- c. League moneymaking projects
  - Elect projects at the December parent rep meeting along with a chairperson to be responsible for each project.
- d. JCI Carnival Support.
  - Handle the ticket distribution and sales through the Parent Reps.
- e. Coordinate the Appreciation Picnic.
- f. Coordinate the work schedule with the various teams for the JCI Carnival.

### **1.3.3 Secretaries**

#### **1.3.3.1 Board Secretary**

Responsible for all Board and Board related minutes and correspondence.

#### **1.3.3.2 Parent Rep. Secretary**

Responsible for all minutes and correspondence of Parent Rep. and Coaches meetings. At the last Board meeting of the year, needs to pass all material and information onto next year's secretary.

- a. League Forms:
  - Revise and maintain all form masters used by the League.
  - Review any change requirements at the last Board meeting of the year (July).
  - Have all forms necessary for sign-ups copied by the 3<sup>rd</sup> Board meeting of the season (December); any late changes could be discussed at the first Board meeting in October.

### **1.3.4 Treasurer**

Prepare monthly treasurer's report.

- League's financial statements - Balance Sheet and Profit & Loss.
- Show reconciliation to all bank accounts.
- Update signature card as needed (President, Vice President, Head Commissioner)

#### **Registration:**

- Coordinate the collection of league fees, registration forms, medical release, insurance forms & fees, and rosters with the parent reps.
- Maintain a file for the completed registration and insurance forms.
- Copy of team rosters to the Commissioner and respective Organizational Reps.
- Deposit all fees in the Bank/Savings Account.

#### **Budget:**

- Prepare the budget for the current year based on review of the last board meeting's report; should be ready for the second Board meeting in December.
- Present the final budget at the third Board meeting in January.
- Revise budget after registration (February).

#### **Disbursements:**

- Review and validate all expenses incurred by the league, as approved in the budget, and make payment.
- Any expenses received that are not within the bounds of the budget must be approved by the Board prior to any disbursement.

#### **Tax Returns**

- Prepare the organization's annual informational tax returns, Forms 990, 199 and CT-2, no later than January 15 of subsequent year.

### **1.3.5 Commissioners**

Maintain the league rules:

Shall have complete on-field authority for all regulation games during the season. Enforce all General and Division playing rules at all times. May be consulted by any coach or umpire as to the rules of that division game and, after consultation with the game umpire, may reverse a call, other than an umpire's judgment call, if the rules of the game were not properly enforced.

- Chair the Rules Committee made up of division commissioners.
- Review and approve all proposed changes for incorporation to the official league rules with an effective date
- Handle any protests, and present the Committee's findings to the protesting/affected coaches within 48 hours of the protest

Initiate and complete the league signups:

- Receive and direct any new players wanting to play in the League to the division commissioners of the respective division.
- Receive and maintain copies of all team rosters.

Schedule the official games at league locations based on the divisions/teams assembled.

- Coordinate with facility representatives and the umpires.
- North Torrance High School or other authorized playing fields for official games.

Coaches Meetings:

- Chair all meetings with the coaches to review all league activities
  - Player sign ups/Team Status.
  - Rules review.
  - Practice field sign ups.
  - Field preparation and maintenance.

a. Umpires:

- Obtain/contract with respective organization.
- Coordinate schedule for Pee Wee Division Umpires.

b. Field preparation and maintenance at field facilities:

- At least six (6) weeks prior to the League opening day, evaluate the school field conditions and all repairs necessary to the following areas:
  - Playing fields.
  - Player seating areas.
  - Score boards.
  - etc.
- Prepare an estimate of material costs and specific tasks required to have the field ready by opening day.
  - Coordinate this activity with the respective assistant commissioners of each division.
- Prepare/update field maintenance requirements and procedures for all fields by division or some other scheme.

c. Appoint assistant commissioners within each division to assist in coordinating all the above duties and to delegate these responsibilities onto the organization reps, parent reps, coaches, and teams.

### **Division Commissioners**

- Shall be appointed by the Head Commissioner should any vacancy arise.
- Responsible for coordinating all League related activities within his/her division.
  - Field maintenance committee. At least one (1) representative from each team within that division.
  - Ensure that adequate pages are available in the scorebook for all games to be played within each respective division.
- Assist the Head Commissioner whenever required.

### **1.3.6 Coaches**

- Understand the General and Division playing rules for his/her respective division level.
- Adhere and abide by Sansei Baseball League's Policies & Procedures and Code of Conduct.
- Shall respect the authority and decisions of the Sansei Baseball League's Board and all of its members.
- Setup a schedule for practice day, time, and location.
  - Be sure to establish procedure with parents for picking up the child after the practice or game.
- Develop basic routine to be used during practice to improve each child's skill.
  - Make your practices fun for the kids while trying to teach them the basic fundamentals of baseball/softball.
- Inspect all equipment to ensure that they are safe for use.
- Utilize the parents on your team to help you as much as possible, don't try to do it all by yourself.

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### **1.3.7 Parent Representatives**

- Assist the team, coaches, and league in making it fun for the kids.
- Coordinate any league business with the team parents.
- Setup a communications with other parents through a team website/app/social media.
- Assist the coach with any or all of the following as requested:
  - Registration, uniforms, caps, equipment, refreshment schedules for practice and games, opening/closing day, photo day, coaches appreciation function, JCI Carnival ticket sales and work, fund raising for the league, Dodger Night ticket sales, and other league, and organization functions.
- Be sure to have the team select/appoint a new parent rep for the following season before the current season ends.
  - This information is to be turned into the 1st vice president on or before the June parent pep meeting otherwise it will be assumed that you will be representing your team again for the next season.
- The parent representative is to handle all complaints from the parents, as well as to control the behavior of their team's supporters in the stands. They should discuss all complaints with their team and organization before initiating any actions with the division commissioner or the coach.

### **1.3.8 Advisory Board**

A committee selected by the President to assist and support the Executive Board as necessary.

- Support the Executive Board (Non-voting)
- Provide Board Governance by having the authority to replace/remove an Executive Board member.

## **1.4 APPOINTMENT/SELECTION OF THE BOARD**

### **1.4.1 Appointment/Selection Process**

Appointment of officers for next season will be made prior to the close of the current season (July board meeting). In the event that no volunteers are found to fill these offices, then these offices shall be filled by a random drawing process using the guidelines recommended below. Although it is not mandatory, it is highly recommended that the following guidelines be used in the selection/appointment of candidates for the board officers of the SANSEI BASEBALL.

#### **1.4.1.1 President**

A current 1st year team that will be a 2nd year team in the Major Division next season.

#### **1.4.1.2 1st Vice President**

A current 2nd year team in the Minor Division that will be a 1st year team in the Major Division.

#### **1.4.1.4 Head Commissioner**

A current 2nd year team in the Minor Division that will be a 1st year team in the Major Division next season.

#### **1.4.1.5 Division Commissioners**

At least one person representing each of the respective divisions:

- T-Ball Division
- Pee Wee Division
- Girls Softball Division
- Minor Division
- Major Division

#### **1.4.1.6 Treasurer**

A current 1st year team that will be a 2nd year team in the Minor Division next season.

#### **1.4.1.7 Assistant Treasurer**

A current 2nd year team in the Pee Wee Division that will be a 1st year team in the Minor Division next season.

#### **1.4.1.8 Board Secretary**

A current 1st year team that will be a 2nd year team in the Pee Wee Division next season.

#### **1.4.1.9 Parent Rep Secretary**

A current 1st year team that will be a 2nd year team in Pee Wee Division next season.

#### **1.4.1.11 Parent Representative**

The selection of the team parent representative is left up to each individual team. However, it is highly recommended that this position be rotated among the families within each team.

### **1.4.2 Recommended Requirements For Offices**

#### **1.4.2.1 President**

The president shall be appointed preferably from a team that will be a 2nd year team next season (a current 1st year team). It is highly recommended that this person first serve as either the 1st Vice President or as the Commissioner of the League before serving this office.

#### **1.4.2.2 Vice President**

The vice president shall be appointed preferably from a team that will be a 1st year team in the Major Division next season. It is highly recommended that his person first serve as a division or head commissioner before filling this office.

**1.4.2.4 Head Commissioner**

The commissioner shall be appointed preferably from a team that will be a 1st year team in the Major Division next season. It is recommended that this person serve as one of the division commissioners from any division before filling this office.

**1.4.2.5 Division Commissioners**

Commissioners of the highest year baseball and softball divisions serve as the commissioner for the combined division (T-Ball, Pee Wee, Girls Softball, Minor and Major). Lower year division commissioners serve as Assistant Commissioners .

**1.4.2.6 Treasurer**

The treasurer shall be appointed preferably from a team that will be a 2nd year team from the Minor Division next season. It is recommended that this person first serve as the assistant treasurer before filling this office.

**1.4.2.7 Assistant Treasurer**

The assistant treasurer shall be appointed preferably from a team that will be a 1st year team from the Minor Division next season.

**1.4.2.8 Board Secretary**

The Board Secretary shall be appointed preferably from a team that will be a 2nd team from the Pee Wee Division next season.

**1.4.2.9 Parent Rep. Secretary**

The Parent Rep Secretary shall be appointed preferably from a team that will be a 2nd year team from the Pee Wee Division next season.

**1.4.2.10 Advisory Board**

The Advisory Board shall be appointed preferably by the President but must be approved by the Executive Board.

**1.4.3 Term Of Office**

The term of office shall be for one season. The season is defined as the period beginning in the month of September and ending the in the month of July. During the month of August , the Board of Officers will not be holding any scheduled meetings. However, if any league business/matter is left unresolved that could delay or complicate the smooth transition of next year's board with the current board, then it shall be mandatory that the board meet until these matters are resolved before the new board meets in October.



## **2. RULES AND REGULATIONS**

### **2.1 GENERAL RULES**

#### **2.1.1 History**

SANSEI BASEBALL was founded in 1960 for the specific purpose of providing an organized sports activity for the youth of the Gardena community; one in which all players would have an equal opportunity to participate. The founding fathers felt that the needs of these particular youth were not being adequately met by the established public and private community service organizations of that day.

Over the years, SANSEI BASEBALL has evolved into a viable, respected, cosmopolitan, and exemplary sports organization consisting generally of six baseball/softball divisions, approximately fifty (50) teams and approximately 450 to 550 boys and girls from ages 5 through 14.

The teams in the league had originally been sponsored by five principal community organizations:

Gardena Valley Baptist Church - Cardinals

Gardena Valley Gardener's Association - Dodgers

VFW Club - Dodgers

Gardena Buddhist Church - Giants

The Evening Optimist Club of Gardena - Optimists

#### **2.1.2 Purpose**

To provide the youth of our community a positive program of service, training, development, and enrichment under good sound leadership in a wholesome atmosphere of warmth, caring, and understanding

- a. To establish in our youth the fundamental principles of teamwork, fair play, and good sportsmanship in which all players would have an equal opportunity to participate.
- b. To instill within each of them an unwavering confidence in their own abilities.
- c. To inspire them to continually strive to reach new heights of excellence in all their endeavors.

#### **2.1.3 Participation in another league is not normally allowed.**

Once a team roster has been submitted, a player must have permission from the Commissioner to play in another baseball/softball league during the same season.

Without obtaining consent from the Commissioner, all Sansei League games in which that player participated may be forfeited.

#### **2.1.4 Transfers**

The transfer of a player from one team to another will be allowed only **once** in that player's Sansei League career. Any player who transfers from one team to another and leaves the League, then returns after an absence, regardless of the duration of the absence, **will not** be allowed to use the transfer privilege again. Upon returning from that absence, the player must be assigned to a team as stipulated in Section 2.1.4.3. The only exceptions to this "one time" transfer rule are listed in Section 2.1.4.2.

##### **2.1.4.1 To initiate a transfer:**

Seek approval from the coach of the new team on which the player wishes to transfer.

Approval from the coach of the team that the player wishes to transfer from is not required. As a courtesy to that coach, he/she **is** to be informed about the request to transfer by the player's parent.

After approval from the coach of the new team is granted, a formal request for transfer must be submitted in writing by the parents of the player to the Commissioner. It must include an explanation as to why this request is being made.

The request for transfer must be submitted no later than **60 days** before the scheduled Opening Day Ceremony. **Late submission will most likely result in denial of request with no review.**

The final decision will rest with the Board of Directors. All parties affected will be notified within one (1) week from the day it is presented to the Board as to the decision of the request for transfer.

##### **2.1.4.2 Exceptions to the "one time" rule:**

When a player becomes eligible for an upper division and his team from last season does not enter that division, or

When a player remains eligible to stay in a division, but the team is required to move into the next higher division.

##### **2.1.4.3 The following order shall be the priority used to place players on a team when Section 2.1.4.2 applies:**

- d. Players will be placed on a team within the original organization.
- e. If the above is not possible, players will be placed on a team based on a team's need for players and/or as determined by the Commissioner.

##### **2.1.4.4 Implementation of Section 2.1.4.2, regardless of the number of times this should occur to a player, will not be considered as the "one time" transfer allowed to an individual.**

#### **2.1.5 Equipment**

As of January 1, 2019, all bats must be approved through the USABAT Standard. Any non-USABAT **will no longer be acceptable for use in any Sansei Baseball League game or activity.** For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit [usabat.com](http://usabat.com).

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### **2.1.6 Uniforms**

#### **2.1.6.1 Jersey**

As a minimum requirement, all uniforms are to consist of a jersey with the player's number on the back.

#### **2.1.6.2 Baseball Cap**

Only divisions exempt from wearing baseball caps are the Major Girls.

### **2.1.7 Waivers**

Starting with the 2005 season, waivers will not be necessary for the incoming 1<sup>st</sup> year T-ball 1 Division. This division will made up of players 5 years and/or presently in Kindergarten. All subsequent teams in following years will follow this rule. All other teams in the 2<sup>nd</sup> year T-Ball Division and up will be required to meet eligibility rules for their specific divisions.

Players not complying with the eligibility requirements (see specific rules within each division) stated will require a WAIVER.

#### **2.1.7.1 Waiver Processing**

A **written explanation** by the parents (or coach) as to the reason for the waiver request is required.

The written request is to be submitted to the Division Commissioner.

Any request for waivers must be submitted **60 days before the scheduled Opening Day Ceremony to qualify**. Late submission will most likely result in a denial of request with no review.

All parties affected will be notified within one (1) week from the day ***it is voted on***.

No team is allowed to have more than 30% of its rosters as waiver players.

- a. Waiver decision ONLY applies to the current league season.
- b. All players granted an over-age waiver in the Major 3 division, shall be declared ineligible to pitch in that division while being classified as an over-age waiver player.

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### 3. OFFICIAL RULES - ALL DIVISIONS

#### 3.1 THE COMMISSIONER

Shall have the authority to suspend any manager, coach, player, or spectator for sufficient cause. This suspension will take effect immediately pending a hearing with all parties concerned. The Head Commissioner shall send a recommendation to the board for further disciplinary action, if warranted. Sufficient cause shall be defined as any conduct detrimental to the safety of League's players, coaches, or spectators, as well as any direct violation of the League's **Code of Conduct**, by-laws, or rules of the game. Any conduct detrimental to the integrity of the Sansei Baseball League, by any participant, coach, spectator, or guest of a team shall be cause for automatic suspension from the Sansei Baseball League pending a hearing by the Sansei Executive Committee for further review and sanctions. Additional penalties to include, but not limited to, further suspension and/or expulsion from the League. Conduct detrimental to the integrity of the league shall be defined as insubordination of a coach, player, or spectator towards any SBL Board member, any league official of any organization and their By-Laws where the team is playing and is acting or named as a representative of Sansei Baseball League (i.e. SEYO Baseball League, Nikkei Games, or any other SBL approved league).

#### Commissioner Succession Order

In the absence of the Commissioner, the Assistant Commissioners, or the President, are authorized, in this order, to act on behalf of the Commissioner.

##### 3.1.1 Coaches, and Parent Representatives

Shall be responsible for their team's conduct, the conduct of their individual players, and the conduct of their spectators during the entire game period.

##### 3.1.3 Assistant Commissioners

Shall be appointed for each subdivision (1st year, 2nd year) by and report to the Commissioner. Their efforts shall be directed by the Commissioner.

#### 3.2 GAME

All divisions will be governed by:

**First and foremost**, the SANSEI BASEBALL Rules, latest revision.

**Secondly**, either of the following:

**BASEBALL:** the Official Little League Baseball Rules for that specific age division, as last revised.

**Teams playing interdivisional shall play to the lower division rules.**

##### 3.2.1 Regulation/Official Game

See each division for definition of a Regulation Game.

A **one hour and thirty-minute time limit** will constitute an official game for divisions except for Minor and Major Divisions and T-Ball 1 Division. Any game may be called by the umpire because of darkness, inclement weather or for any safety reason. If a game is called for any reason, the Division Commissioner shall decide whether the called game will be ruled as an official game or if a replay is necessary.

#### Note:

Game time is figured at the time when the last out is made in an inning. For example, if 7:00 p.m. is the game time limit, and the last out is made at 6:58 p.m. for the fifth inning, then the game is over. If an inning is started, it must be completed.

##### 3.2.2 Starting On Time

It is up to the umpires, coaches, and division commissioners to ensure their games start on time so the players are given as much playing time as possible.

##### 3.2.3 Definition of Inning

An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are either 3 outs for each team or the maximum number of runs is scored for any team. After the home team has batted and completed their turn, 3 outs charged against them or scored the maximum number of allowed runs, that inning shall be declared a full inning.

##### 3.2.4 Tied Score at the End of Game

If the score is tied at the end of the allocated innings for the game and the time limit has not elapsed, it is **permissible to play extra innings as long as an inning is not started** after the end of the time limit.

If the score is tied at the end of the time limit, the game shall go into the standings as a half game won and a half game lost for each team.

##### 3.2.5 Dead Ball

If a ball is hit by a batter into an obstacle, object, or person not considered to be a part of the regulation baseball field, the ball is **DEAD**.

Each base runner is awarded 1 base **from the last touched base at the time the ball was declared dead**. If more than one runner is between the same bases at the time the ball is declared dead, the award is based on the position of the lead runner.

A runner is out if he/she is touched by a fair ball in fair territory before the ball has touched or passed an infielder.

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### **3.2.6 Overthrown Ball to First or Third Base**

Applies to all divisions except the T-Ball Division. If the ball is overthrown to either first or third base during the initial play after the ball is first hit and it leaves the "ball in play" territory, each runner is awarded 2 bases from the last base occupied at the time the ball was delivered by the pitcher. For fields equipped with foul fences, ball will be in play while inside fence line, ball entering dugout or past fence line will be considered dead ball.

If a fielder loses possession of the ball (e.g., as on an attempted tag) and the ball leaves the "ball in play" territory, each runner is awarded 1 base from the last base touched at the time the ball left "ball in play" territory.

#### **T-Ball Division**

On **any** overthrow to **1st, 2nd or 3rd base** where the ball leaves the "in field" territory, the batter/base runner **shall not** be allowed to advance to the next base.

### **3.2.7 Definition of the Infield Fly Rule**

The rule applies only when there are fewer than two outs, and there is a force play at third base (i.e., when there are runners at first and second base, or the bases are loaded). In these situations, if a fair fly ball is in play, and in the umpire's judgement is catchable by an infielder with ordinary effort, the umpire shall call "infield fly" (or more often "infield fly, batter out") and the batter will be out, regardless of whether the ball is actually caught. Umpires typically raise the right arm straight up, index finger pointing up, to signal the rule is in effect.

If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary caught fly ball, the batter is out, there is no force, and the runners must tag up. On the other hand, if "infield fly" is called and the ball lands fair without being caught, the batter is still out, there is still no force, but the runners *are not* required to tag up. In either case, the ball is live, and the runners may advance on the play, at their own peril.

An infield fly may be declared by any umpire on the field.

### **3.2.8 How to Measure and Mark the Proper Distance of the Pitching Rubber from Home Plate**

**The pitching rubber is measured from the center front edge of the pitching rubber to the back point of home plate.**

### **3.2.9 Interdivision Games**

Games played by teams from different divisions or years within a division will play by the rules of the lower team/division.

### **3.2.10 Infield**

The infield is defined as the area bounded within the foul lines extending between home plate and 1st base, home plate and 3rd base and the imaginary lines connecting 1st base to 2nd base, and 2nd base to 3rd base.

## **3.3 UMPIRES**

Officials shall be in full charge of the ball game after "play ball" has been announced. Each umpire is to sign the score sheets at the end of each game to verify the official record of the game.

### **3.3.1 Unsportsmanlike Conduct**

Unsportsmanlike conduct includes booing opposing players, ridiculing, offensive or derogatory cheers, foul language addressed at other teams, umpires, coaches, etc. Any conduct contrary to the well being of a child will not be tolerated and will be grounds for ejection from the League by the Commissioner(s).

Any unsportsmanlike conduct by managers, coaches, players, or spectators during a game may result in an initial first warning by the umpire. The scorekeeper will make note of the warning in the scorebook. A second warning to the same individual will result in their immediate dismissal from the field, a one game suspension and review by the Sansei board for further sanctions.

### **3.3.2 Umpire's Decision**

An umpire's decision cannot be protested. The head umpire shall make the final decision.

No manager, coach, player or spectator shall refuse to abide by the umpire's decision. Failure to do so may result in forfeiture of the game (except Pee Wee/T-Ball Divisions), a one game suspension, and review by the Sansei board for further sanctions.

### **3.3.3 Discussions with the Umpire(s) on a Ruling**

Any discussion with the umpire's ruling shall only be conducted by the manager/coach (1 person).

### **3.3.4 Informal Verbal Protest**

To initiate an informal verbal protest of a baseball rule or interpretation of a rule at the time of the incident/ occurrence, the manager/coach must have the following applicable rules in their possession as noted in Section 3.4.

### **3.3.5 Time Limit**

Given a specified time limit to explain and show the umpire what rule is being protested, why, and the rule or rules that support his or her claim. Failure to meet this time limit will nullify the protest. The scorekeeper will log in the time of the protest and signal when time is up. The time limits are as follows:

- a. Sansei Rules - 3 minutes
- b. Other Rules - 5 minutes

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**NOTE:**

**Failure to have rule books in possession and present during the protest will nullify the protest unless the umpire stands corrected at the time of the verbal protest.**

**3.3.6 Unsportsmanlike Verbal Protest**

Filing a verbal protest in an unsportsmanlike manner, using profane language, etc., will nullify the protest and result in a one game suspension and review by the Sansei board for possible further sanctions. The umpire's decision in this regard is final.

**3.3.7 Keep the Game Moving**

It shall be the responsibility of the umpire to keep the game moving along so that the teams can play the maximum number of innings possible in the allotted time limit. This includes the following areas:

- a. Warm up pitches between innings shall be limited to six pitches
- b. Prior to the start of the game, the coaches should be told to have the catcher put on the protective gear immediately after the player has completed his/her turn at bat or at base running.

**3.4 FORMAL PROTEST FILING**

To initiate a formal written protest, a coach must notify the umpire that he is playing under protest as soon as the protest incident occurs. The umpire shall notify the opposing coach immediately that the game is being played under protest.

A protest form (see Sec 4.8) explaining the incident must be:

- a. Delivered to the Commissioner or an Assistant Commissioner **within 24 hours.**
- b. Signed by the protesting coach, the opposing coach, the umpire, and the scorekeeper immediately after the game.

A meeting will be held with both the coaches to review the facts. After reviewing the facts the Committee shall come to a final decision without the presence of the coaches. Immediately after the decision is reached, both coaches will be notified by either the Commissioner or an Assistant Commissioner of their decision.

**3.5 FORFEITS**

Teams notifying the Commissioner or Assistant Commissioner that they will not field a team for a particular game, will automatically forfeit that game once the Commissioner or Assistant Commissioner does any one of the following:

- a. Calls the opposing team notifying them that their opponent will not field a team and that it will not be necessary for that team to show up on that game day,
- b. Calls the head of umpires, notifying him of the cancellation so that he can notify his umpire of the forfeit (all umpires will be paid for forfeited games)
- c. The forfeiting team will be responsible for the entire umpire fees for that game, unless the forfeiting teams notify the Head Commissioner of a forfeit, no later than Noon on the Wednesday, prior to their scheduled game, shall not subject to the Forfeiture Fees. The request must be made in writing and acknowledge by the Head Commissioner.
- d. Forfeiture Fees: Minors Division (1st & 2nd Year) and Major Division (1st & 2nd Year) - \$75
- e. Forfeiture Fees: Major 3 Division - \$125

***Forfeit fees not paid by the next game will be assessed an additional loss.***

**3.6 RULES RELATING TO PLAYERS****3.6.1 Number of Players to Form a Team**

A minimum of 10 players is recommended to constitute a team at the beginning of the season. On newly forming teams or teams adding players, a **MAXIMUM of 12 players is recommended** in order to insure a balance of players on each team. The division commissioner/s may add players in newly forming teams or teams adding players to insure placement of all players on the division waiting list.

- a. All teams are responsible to advise the division commissioner as to the player status.

Note: All existing teams from the previous season will be allowed to remain together. (Based on the previous seasons roster.)

**3.6.2 Number of Players Required to Start and Complete a Game & Time Limitation For Starting A Game**

A minimum of 8 players for baseball (Boys), softball (Girls) and T-Ball must be present in order to officially start and to complete a game.

A team has 5 minutes after the official starting time of a game to have the required minimum number of players present. A failure to do so will result in forfeiture of the game.

Any team failing to maintain the minimum number of players, 8, during the course of the game, shall automatically forfeit the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in both the Amateur Softball Association of America Rules and the Official Little League Baseball Rules).

**3.6.2.1 Players Arriving Late**

Late arriving players or players not suited at the start of the game shall be added to the bottom of the batting order, will bat in the normal rotation, and will be treated the same from that point on provided they are able to meet the requirements of Sec 3.6.3 Minimum Playing Time for All Players. The opposing coaches, scorekeepers, and umpires will be notified of the late arrival.

The late arriving player shall not be given an automatic out any time they come up to bat.

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### **3.6.2.2 Players Leaving Early**

If a player needs to leave the game early, it must be stated, prior to the start of the game, to the umpire, scorekeeper, and coach of the opposing team. If it is not stated prior to the start of the game, an out will be called when the player misses their turn to bat. The lineup is then changed to exclude the player; the player is not called out twice. This rule does not apply if the player is injured.

### **3.6.2.3 Borrowing Players**

In the instance where a team needs to borrow players to maintain the minimum 'Number of Players Requirement', a maximum of two (2) players may be borrowed. If a team borrows more than two players, they will be assessed a loss for the game and the game will be played. No forfeit fee will be assessed.

The borrowed player(s) shall be in the same or lower division, shall bat last, and will not be allowed to pitch.

The team requesting to borrow players must obtain approval from the Coach of the team the player is from.

### **3.6.3 Minimum Playing Time for All Players**

All players present at the start of the game must play a minimum of 2 full innings. Any violation of a player's minimum playing time will be enforced by the League with no deadline for its enforcement. A verbal notification to the Commissioner or a Division Commissioner will be sufficient to initiate an investigation with appropriate action being taken. Failure to comply with this rule may result in forfeiture of the game.

### **3.6.4 Addition of New Player Once Season has started**

New players may be added to a team roster up until the first game of the season.

### **3.6.5 Players Conduct During Game**

Players are not allowed to mingle with the spectators during the course of the game, but shall remain either on the players' bench or on the field of play. Coaches will only be given one warning of "players off the bench" by the umpire.

- a. For the offensive team, the second offense will result in the batter being called out.
- b. For the defensive team, the second offense will result in the batter being awarded first base.

### **3.6.6 Limit of Non-Players in Dugout**

No more than 5 non-players are allowed in the dugout during the course of the game.

### **3.6.7 At-Bat Team - Players allowed on the Field**

When a team is at bat, the only players allowed on the playing field are the batter, the on-deck batter, the base runners, and the base coaches.

### **3.6.8 Bat Throwing**

The throwing of a bat by a batter in such a manner as to be deemed a safety hazard by the umpire is strictly prohibited. If a violation of this rule occurs, the umpire will give the offending team ONE warning for their first offense ONLY. After a team's initial warning, each subsequent offense by any of its players during the game will result in the offending player being automatically called OUT.

### **3.6.9 Deliberate Collision Plays**

Deliberate collision plays are not allowed and managing personnel will not instruct players to intentionally run into other players for any reason. In the event of a defensive player accidentally or deliberately blocks a base or base path, the base runner must try to avoid him by running around him or sliding. The base runner will not be called out if the delay caused the ball to reach the base first. In the event the defensive player has control of the ball and is blocking the base path or base and the base runner collides with the defensive player, the base runner will be called out immediately. If the collision prevents a double play in the opinion of the umpire, the base runner and batter will be both called out.

### **3.6.10 Cleats**

Shoes with metal cleats or spikes shall not be worn by players, managers or coaches. **MAJOR 2 and 3 BASEBALL** players may wear shoes with metal cleats or spikes **UNLESS using a portable mound.**

### **3.6.11 Rovers**

Rover is limited to the outfield position only – distance from the infield boundary is defined per division. The Rover cannot move forward until the ball is hit.

## **3.7 BASE COACHES**

Only the offensive team shall be allowed to have coaches on the playing field, one near first base and one near third base. They are required to remain within the designated coach's boxes at all times. Base coaches are only allowed to address players of their own team and will avoid use of any language, which in any way refers to or reflects upon the players of the opposing team, umpire, or spectator. **Let the players be base coaches as much as possible.**

## **3.8 SCOREKEEPERS**

Both teams will provide a scorekeeper who will be responsible for making entries into the official scorebook. Lineups must be turned into the scorekeepers at least 10 minutes before game time. Scorekeepers are to remain behind or near home plate during the course of the game. The scorekeeper shall be responsible for noting the start time on the score sheet - this will be

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considered the “**official start time**” of the game. Scorekeepers will insure that the umpires and coaches sign the scorecard at the end of each game.

### **3.9 TEAM RESPONSIBILITIES**

- a. Home Team: will sit on the third base side of the field and will be responsible for completing the official scorebook and for filling out any required forms to fill out.
- b. Visiting Team: will be responsible for the posting of the game score by innings on the field scoreboard
- c. Open and Close
  - 1) The first teams playing on the field for the day will set up the field (drag the field, paint the lines, rake & set the bases).
  - 2) The last teams playing on the field for the day will assist the Board member/s to return the equipment, scorebook, scoreboard, benches, etc. to the storage shed. When required the teams will also water down the field.
  - 3) All teams are responsible for ensuring the field conditions are adequate prior to the start of each game.

### **3.10 (merged into para.3.9)**

### **3.11 TROPHIES & AWARDS**

Trophies or awards will be determined by the league and its commissioner/s based on the number of teams in each respective division.

#### **3.11.1 T-Ball & Pee Wee Divisions Awards**

For these divisions, all players will receive a participation award. No sportsmanship trophies will be awarded.

#### **3.11.2 Special Awards/Gifts for Graduating Major Division Players**

Those players, both boys and girls, that have completed play in this division and are required to advance into the next higher division for next season, shall each receive a special award/gift to commemorate their play in the Sansei League



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### 4. SPECIFIC RULES/EXCEPTIONS BY DIVISION

#### 4.1 T-BALL DIVISION

##### 4.1.1 Eligibility

**T-BALL 1:** Kindergarteners and any player who will not have reached their 6<sup>th</sup> birthday prior to October 1<sup>st</sup> of the year before the league is being played or any player who will attain the age of 4 years prior to June 2<sup>nd</sup> of the year before the League is being played. No exceptions to the minimum age rule.

**T-BALL 2:** 1<sup>st</sup> Graders or any player who will not have reached their 7<sup>th</sup> birthday prior to November 2<sup>nd</sup> of the year before the league is being played (6 & 7 year olds).

##### 4.1.2 Playing Field

The distance between bases is 50 feet with a 15-foot arc chalked in from home plate as a "foul ball zone".

##### 4.1.3 Equipment:

As of January 1, 2019, all bats must be approved through the USABAT Standard. Any non-USABAT **will no longer be acceptable for use in any Sansei Baseball League game or activity**. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit [usabat.com](http://usabat.com).

- a. The ball will be a 9-inch leather covered LIGHTWEIGHT baseball (DeBeer Tufflite) or *equivalent as determined by the League*. Official baseballs will be provided to each team by the league at the start of the season. The Home team will provide the game balls.
- b. Batter/Base runner shall wear protective headgear with special face guard.
- c. The player playing the catcher, pitcher, 1<sup>st</sup> Base and rover's position inside the infield boundary shall wear protective headgear (same as base runners).
- d. **All bats must be taped for a distance not to exceed 12 inches from the small (butt) end.**
- e. **For safety reasons, it is required all male players wear protective cups during practices and games.**

##### 4.1.4 Players Positions:

- a. A maximum of 11 players per team may be on the field- 3 outfielders, 4 infielders, 2 pitcher positions, 1 catcher, and 1 outfield rover. All positions must be filled and the eleventh player may be used as a "rover" as per rule 3.6.11.
- b. Free substitution of players will be allowed.
- c. No player shall play the same position for more than 2 innings per game.
- d. Players must be rotated out of the key positions every inning. Key positions are defined as first base and pitchers.

##### 4.1.5 Game:

- a. A minimum of 8 players on a team is required to start and **complete** a game.
- b. Any team failing to maintain the minimum number of players, 8, during the course of the game, shall automatically forfeit the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in both the Amateur Softball Association of America Rules and the Official Little League Baseball Rules).
- c. **T-Ball 1** games shall consist of 5 innings or a time limit of 1 hour and 15 minutes, whichever comes first.  
**T-Ball 2** games shall consist of 5 innings or a time limit of 1 hour and 30 minutes, whichever comes first.
- d. Eight players will bat each inning, without regard to the number of outs. Outs will be only used to determine base runners. Runs are unlimited, but only eight players are allowed to bat each inning.
- e. **The 8<sup>th</sup> batter runs until thrown out.**
- f. Defensive coaching is permitted and ENCOURAGED, but no more than 3 defensive and 3 offensive coaches (not including the pitcher) will be allowed on the field at any one time. The coaches must be positioned away from the bases to avoid runners and other fielders. The 1<sup>st</sup> and 3<sup>rd</sup> base coaches must stay in foul territory. The coaches should instruct infielders to keep base paths open for runners and to play behind the line when a "big hitter" is batting.  
NOTE: Coaches are NOT permitted to touch the players while the ball is in-play.
- g. When outs occur in 1<sup>st</sup> year T-Ball, players may remain on base; for 2<sup>nd</sup> year T-Ball, players called out must return to the dugout and not occupy the base.
- h. The infield fly rule will not be in effect.

##### 4.1.6 Pitchers:

- a. No player will be eligible to pitch in the T-Ball Division. However, the pitcher's position must be filled for fielding purposes if a team fields more than 8 players.

The player playing the pitcher's position shall stand no closer than 25 feet from home plate for safety reasons.

- b. The designated coach pitcher from the offensive team:

1) Any person other than players from the offensive team may be the **designated coach pitcher**.

**It is hereby understood that the designated coach pitcher is pitching at his or her own risk and the Sansei League shall not be responsible or liable for any injuries or accidental damage that should occur while the pitcher is in the game.**

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- 2) Shall pitch from a minimum pitching distance of 22 feet – measured from the back point of home plate to the center of the front of the pitching rubber.,
  - 1) For T-Ball 1: Pitching to a batter is optional. Coaches may choose to pitch to the batter or the batter may hit off the tee without any pitches being pitched to him/her.
  - 2) For T-Ball1, shall pitch **UNDERHAND** to the batter;
  - 3) For T-Ball2, may pitch **UNDERHAND** or **OVERHAND** to the batter.
- 3) Must try to avoid having contact with hit balls and avoid interference with the defensive team or any offensive base runner.
- 4) After a ball is hit fair, the designated coach pitcher must leave the playing field otherwise offensive interference may be called and the batter declared out. Runners will NOT be allowed to advance.

### **4.1.7 Batters**

- a. All players on the roster will bat in a rotational basis. For example if there are 14 players on a team, all fourteen will bat before the leadoff batter bats again.  
Any players that have not batted will be allowed to bat in the last inning regardless of the number of outs.
- b. There will be no intentional bunting
- c. The batter shall receive a maximum of 3 pitches.  
The ball will be placed on the TEE if the batter fails to hit a fair ball on the 3rd pitch, gets 2 strikes, or anytime it is desired.
- d. Batters **CANNOT** strike out. A swing and a miss, and a foul ball are the only 2 strikes called.
- e. The batter is out if the catcher catches any foul tip above the batter's head.
- f. If the ball hits the designated pitcher, the play goes over if the designated pitcher attempts to leave the playing field.

### **4.1.8 Base runner**

- a. There shall be **NO STEALING** of any bases
- b. Base runners **MAY NOT LEAVE THE BASE** (lead off) until the ball is **HIT** by the batter.
  - 1) if a base runner leaves the base before the ball is hit by the batter, the base runner will be called out.
- c. Sliding is prohibited.
- d. For T-Ball1, Base runners will advance a maximum of one base after a fair ball is hit and runners will not be called out on the bases.
- e. Base runners may continue to advance to the base they were going to at the time the ball is called dead, only when in the opinion of the umpire, they had advanced over half the distance to that base. Does not apply to overthrow at first base. (see rule 3.2.6: On **any** overthrow to **1st, 2nd or 3rd base** where the ball leaves the "in field" territory, the batter/base runner **shall not** be allowed to advance to the next base.)

### **4.1.9 Umpires**

Each team must provide an umpire for all regulation games.

One umpire will call the plays at home plate, third base, and set up the TEE when required.

The other umpire will call the plays at first and second bases.

The umpires will alternate positions at the end of each complete inning, with the designated umpire from the home team starting at the home plate position.

Umpires are not to be managers or coaches of the playing teams.

### **4.1.10 Trophies**

All players will receive a participation award at the end of the season.

### **4.1.11 Dead Ball**

The ball shall be considered "live" as long as any defensive player has control of the ball outside of the foul ball territory. The ball is dead when it crosses the infield boundary.

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### 4.2 PEE WEE 1 DIVISION

#### 4.2.1 Eligibility

2<sup>nd</sup> Graders or any player who will not have reached their 8th birthday prior to December 2nd of the year before the League is being played will be eligible to play Pee Wee 1. (7 & 8 year olds)

#### 4.2.2 Playing Field

The distance between bases is 60 feet. Double bases will be used at first base to minimize contact between the runner and fielder.

#### 4.2.3 Equipment

- a. The ball will be:
  - 1) **Baseball:** a 9 inch softer core baseball (**Worth RIF 5 or Rawlings SCOR –10 training ball**)
- b. Batter/Base runner shall wear protective headgear.
- c. The player playing the pitcher's position shall wear protective headgear with facemask.
- d. The catcher shall wear protective headgear with facemask, throat guard, chest protector and shin guards.
- e. All bats must be taped for a distance not to exceed 12 inches from the small (butt) end.
- f. **Baseball Bats:** *As of January 1, 2019, all bats must be approved through the USABAT Standard. Any non-USABAT will no longer be acceptable for use in any Sansei Baseball League game or activity. For more information on the USABAT standard and a complete list of bats approved through the USABAT Standard, visit [usabat.com](http://usabat.com).*
- g. **Baseball:** *For safety reasons, it is required that all male players wear protective cups during practices and games.*

#### 4.2.4 Players Positions

- a. A maximum of 10 players per team may be fielded. All positions must be filled except the tenth player may be used as a "rover". (Rover is limited to the outfield position only - outside 15 ft. from the infield boundary)
- b. Free substitution of players will be allowed.
- c. No player shall play the same position for more than **2** innings per game.

#### 4.2.5 Game

- a. A minimum of 8 players on a team is required to start and **complete** a game.
- b. Any team failing to maintain the minimum number of players, 8, during the course of the game, shall automatically forfeit the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in both the Amateur Softball Association of America Rules and the Official Little League Baseball Rules).
- c. Games shall consist of either 6 innings or a time limit of 1 hour and 30 minutes, whichever comes first.
- d. If 5 runs are scored while any one team is at bat, that team will automatically have 3 outs and be sent to the field.
- e. Defensive coaching is permitted in the first year, but no more than two defensive coaches will be allowed on the field at any one time. The first coach must stay in foul territory up the 1<sup>st</sup> base line in the outfield and the 2<sup>nd</sup> coach must stay in foul territory up the 3<sup>rd</sup> base line in the outfield in order to not interfere with the offensive base coaches. Offensive coaches will be positioned in the 1<sup>st</sup> base box and the 3<sup>rd</sup> base box.

**NOTE:** Coaches are NOT permitted to touch the players while the ball is in-play.

- f. The Infield Fly rule shall NOT be in effect.

#### 4.2.6 Pitchers

##### 4.2.6.1 Pitchers (Pitching Machines will be used in PeeWee 1 Baseball and will be operated by the designated coach pitcher. In the event of mechanical problems or machine unavailability, coach pitching will be utilized per Rule 4.2.6.1)

- a. No player will be eligible to pitch in the Peewee 1 Division. However, the pitcher's position must be filled for fielding purposes if a team fields more than 8 players.
- b. The designated coach pitcher from the offensive team:
  - 1) Any person other than players from the offensive team may be the **designated coach pitcher**.  
**It is hereby understood that the designated coach pitcher is pitching at his or her own risk and the Sansei League shall not be responsible or liable for any injuries or accidental damage that should occur while the pitcher is in the game.**
  - 2) Shall pitch from a minimum pitching distance of 22 feet – measured from the back point of home plate to the center of the front of the pitching rubber..
    - 1) **Baseball: overhand**
  - 3) Must leave the playing field as soon as possible after the ball is hit.
  - 4) Must try to avoid having contact with hit balls and avoid interference with the defensive team or any offensive base runner.
  - 5) After a ball is hit fair, if the designated coach pitcher makes no attempt to leave and stays on the playing field, offensive interference may be called and the batter declared out. Runners will NOT be allowed to advance.

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- c. A 10 foot diameter circle (the center of the diameter defined as the midpoint of the pitcher's mound) shall be drawn around the pitcher's mound.
  - 1) The player playing the pitcher's position shall have at least one foot touching or inside the circle while the ball is in the designated coach pitcher's hand.
  - 2) The player playing the pitcher's position shall stand no closer than 35 feet from home plate for safety reasons.
  - 3) Once the ball leaves the designated coach pitcher, the pitcher may leave the circle.

### 4.2.6.2 Pitching Machine (applicable for Baseball only)

- a. Pitching Machines shall be operated by Adults only.
- b. The Pitching Machine shall be located a minimum of 35 feet from front home plate to the front cross-leg of the pitching machine.
  - i. The pitching machine will be set-up at the beginning of the day by Board Members
  - ii. There will be no changing of the settings (except for the height microadjust) or re-locating of the Pitching Machine distance.
  - iii. The pitching machine distances, settings will be reviewed as the season progresses and changes may be made at the Board's discretion.
- c. "Practice" pitches (no batter at home plate) to check the pitching of the ball may be made in between innings. The practice pitches must be kept to a minimum. The home plate area must be clear of players except for the catcher wearing all of the required catcher's equipment per 4.2.3d.
- d. The maximum number of pitches (see Rule 4.2.7c) applies.
- e. If a batter gets hit by the pitching machine, the batter is not awarded 1<sup>st</sup> base and the pitch counts against the batters six pitch count.
- f. If the batted ball hits the pitching machine, it will be called a 'dead' ball:
  - i. The batter is sent back to hit again
  - ii. The pitch count is not incremented.
  - iii. Base runners do not advance.
- g. If a ball is hit in fair territory and in the act of making a play, the fielder throws the ball and hits the pitching machine, the ball is declared dead. Each base runner is awarded 1 base from the last touched base at the time the ball was declared dead. If more than one runner is between the same bases at the time the ball is declared dead, the award is based on the position of the lead runner.

### 4.2.7 Batters

- a. All players on the roster will bat in a rotational basis. For example if there are 14 players on a team, all fourteen will bat before the leadoff batter bats again.
  - 1) Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time he/she fails to bat.
- b. There will be no intentional bunting
- c. The batter shall receive a maximum of 6 pitches
- d. Batters are automatically struck out if they fail to hit a **fair ball** on the sixth pitch. A foul ball or foul tip on the sixth pitch strikes out the batter.
- e. For **BASEBALL**, the batter may be struck out before the sixth pitch. Strikes are only called when there is a swing and a miss, or a foul ball.
- f. The batter is out if the catcher catches a third strike foul tip.
- g. If a ball is hit by the batter into the designated pitcher, the play is considered dead and goes over. That pitch is not counted as part of the maximum number of pitches that the batter can receive.

### 4.2.8 Base runners

- a. There shall be **NO STEALING** of any bases
- b. Base runners **MAY NOT LEAVE THE BASE** (lead off) until the pitched ball crosses home plate or is hit by the batter
- c. Base runners attempting to advance on a caught fly ball may be forced out without a tag when returning to their legal base
- d. Sliding is:
  - 1) For **BASEBALL**, sliding is allowed.
- e. Head first sliding is not permitted and will result in an automatic out. The exception is when a runner is returning to a base.
- f. Base runners may continue to advance to the base they were going to at the time a ball is called dead, if in the opinion of the umpire, they had advanced over half the distance to that base.
- g. When the designated pitcher is ready to pitch and the runner leaves the base before the pitched ball crosses home plate, or is struck by the batter, the runner is out.
- h. During the play if an infielder is blocking the base path and not controlling the ball, the runner is awarded the base. (Umpires discretion.)

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i. Overthrows: **BASEBALL**: per 3.2.6.

### **4.2.9 Umpires**

The League will provide umpires for all regulation games. .

### **4.2.10 Trophies**

All players will receive a participation award at the end of the season.

### **4.2.11 Dead Ball**

After a batter hits a fair ball, the ball becomes dead anytime a live ball is controlled by any defensive player within the infield boundary who does not attempt to make a play.

#### **NOTE:**

The infield is defined as the area bounded within the foul lines extending between home plate and 1st base, home plate and 3rd base and the imaginary lines connecting 1st base to 2nd base, and 2nd base to 3rd base.

The ball shall be considered “**live**” as long as any defensive player has control of the ball outside of this area.

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### 4.3 PEE WEE 2 DIVISION

#### 4.3.1 Eligibility

3<sup>rd</sup> Graders or any player who will not have reached their 9<sup>th</sup> birthday prior to December 2<sup>nd</sup> of the year before the League is being played will be eligible to play Pee Wee 2. (8 & 9-year-olds)

#### 4.3.2 Playing Field

The distance between bases is 60 feet. Double bases will be used at first base to minimize contact between the runner and fielder.

The pitching distance shall be 42 feet—measured from the back point of home plate to the center of the front of the pitching rubber.

#### 4.3.3 Equipment

a. The ball will be:

1) **Baseball:** a 9 inch softer core baseball (**Worth RIF 5 or Rawlings SCOR –10 training ball**)

b. Batter/Base runner shall wear protective headgear.

c. The catcher shall wear protective headgear with facemask, throat guard, chest protector and shin guards.

d. All bats must be taped for a distance not to exceed 12 inches from the small (butt) end.

e. **Baseball Bats:** *As of January 1, 2019, all bats must be approved through the USABAT Standard. Any non-USABAT will no longer be acceptable for use in any Sansei Baseball League game or activity. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit [usabat.com](http://usabat.com).*

f. **Baseball:** *For safety reasons, it is required that all male players wear protective cups during practices and games.*

#### 4.3.4 Players Positions

a. A maximum of 10 players per team may be fielded. All positions must be filled except the tenth player may be used as a "rover". (Rover is limited to the outfield position only - outside 15 ft. from the infield boundary)

b. Free substitution of players will be allowed.

c. No player shall play the same position for more than **2** innings per game. EXCEPTION is pitchers as per Rule 4.3.6(b)(1).

#### 4.3.5 Game

a. A minimum of 8 players on a team is required to start and **complete** a game.

b. Any team failing to maintain the minimum number of players, 8, during the course of the game, shall automatically forfeit the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in both the Amateur Softball Association of America Rules and the Official Little League Baseball Rules).

c. Games shall consist of either 6 innings or a time limit of 1 hour and 30 minutes, whichever comes first.

d. If 5 runs are scored while any one team is at bat, that team will automatically have 3 outs and be sent to the field.

e. Offensive coaches will be positioned in the 1<sup>st</sup> base box and the 3<sup>rd</sup> base box.

**NOTE:** Coaches are NOT permitted to touch the players while the ball is in-play

f. The Infield Fly rule shall NOT be in effect.

#### 4.3.6 Pitchers

##### 4.3.6.1 Baseball

a. All players shall be eligible to pitch, unless classified as an over-age waiver player, in which case they are declared ineligible to pitch while playing in this division (Pee Wee 2).

b. A pitcher shall pitch in no more than 50 pitches per game for 8-year-olds, 75 pitches per game for 9-year-olds, 3 innings per game, OR 4 innings maximum in 3 days

When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched. The innings pitches shall be inclusive of any games played including little league. It is the responsibility of the Coach and Parents to keep track of player's innings pitched.

c. The strike zone will be from the armpits to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

d. Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

Any pitcher hitting 3 batters in one game shall be removed after hitting the third batter. The player may re-enter or stay in the game at any other position other than the position of "pitcher".

#### 4.3.7 Batters

a. All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the leadoff batter bats again.

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- 1) Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time that he/she fails to bat.

### 4.3.8 Base runners

- a. Baserunners will be called out if they leave or fail to keep contact with the base which they are entitled to occupy, while the pitcher has the ball in pitching position and until a legally pitched ball has crossed home plate.
- b. There shall be no stealing home unless played on or the ball is thrown to another player other than the pitcher.
  - 1) Catchers stepping outside of the catcher's box while making a throwing motion towards a runner on third entitles the runner to advance at his own risk. However, when the catcher ceases to make a throwing motion toward the baserunner and the runner has not gone by the catcher, the runner must return to third base as soon as the catcher throws the ball to the pitcher.
  - 2) On throw backs from the catcher to the pitcher, all runners on any base may not advance, even if the pitcher has NO Control or the ball is overthrown.
- c. A baserunner approaching home plate must make an effort to avoid contact with the catcher. (no barreling over the catcher Otherwise the baserunner may be called out by the umpire.
- d. Base runners attempting to advance on a caught fly ball may be forced out without a tag when returning to their legal base
- e. Sliding is:
  - 1) Sliding is allowed.
- f. Head first sliding is not permitted and will result in an automatic out. The exception is when a runner is returning to a base.
- g. Base runners may continue to advance to the base they were going to at the time a ball is called dead, if in the opinion of the umpire, they had advanced over half the distance to that base.
- h. During the play if an infielder is blocking the base path and not controlling the ball, the runner is awarded the base. (Umpires discretion.)
- i. Overthrows: **BASEBALL**: Per 3.2.6
- j. NO running on a dropped third strike. Batter is automatically out.

### 4.3.9 Umpires

The League will provide umpires for all regulation games. .

### 4.3.10 Trophies

All players will receive a participation award at the end of the season.

### 4.3.11 Dead Ball

After a batter hits a fair ball, the ball becomes dead anytime a live ball is controlled by any defensive player within the infield boundary who does not attempt to make a play.

#### **NOTE:**

The infield is defined as the area bounded within the foul lines extending between home plate and 1st base, home plate and 3rd base and the imaginary lines connecting 1st base to 2nd base, and 2nd base to 3rd base.

The ball shall be considered “**live**” as long as any defensive player has control of the ball outside of this area.

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### 4.4 MINOR DIVISION

#### 4.4.1 Eligibility

**MINOR 1:** 4<sup>th</sup> Graders or any player, who will not have reached their 10th birthday prior to December 2nd of the year before the League is being played, will be eligible to play in the Minor 1 Division. (9 & 10 year olds)

**MINOR 2:** 5<sup>th</sup> Graders or any player, who will not have reached their 11th birthday prior to December 2nd of the year before the League is being played, will be eligible to play in the Minor 2 Division. (10 & 11 year olds)

#### 4.4.2 Playing Field

a. The distance between bases shall be:

1) 60 feet

b. The pitching distance shall be:

1) 42 feet (First Year Minors)—measured from the back point of home plate to the center of the front of the pitching rubber.

2) 46 feet (Second Year Minors)—measured from the back point of home plate to the center of the front of the pitching rubber.

#### 4.4.3 Equipment

a. The ball will be:

1) A 9 inch leather covered baseball (**Official Little League ball**)

b. Any player warming up the pitcher must wear a catcher's mask.

c. The catcher shall wear protective headgear with facemask, throat guard, chest protector and shin guards.

d. **Baseball Bats:** *As of January 1, 2019, all bats must be approved through the USABAT Standard. Any non-USABAT will no longer be acceptable for use in any Sansei Baseball League game or activity. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit [usabat.com](http://usabat.com).*

e. Batter/Base runner shall wear protective headgear.

f. **For safety reasons, it is required that all male players wear protective cups during practices and games.**

#### 4.4.4 Players Positions

a. The maximum number of players fielded per team shall be:

1) 9.

b. Free substitution of players will be allowed.

#### 4.4.5 Game

a. A minimum of 8 players on a team is required to start and **complete** a game.

Any team **failing to maintain the minimum number of players, 8**, during the course of the game, shall automatically **forfeit** the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in both the Amateur Softball Association of America Rules and the Official Little League Baseball Rules).

b. The game shall consist of either 7 innings or a time limit of 1 hour, 45 minutes, whichever occurs first.

c. If 5 runs are scored while any one team is at bat, that team will automatically have 3 outs, and be sent to the field. The maximum runs in the last inning are unlimited and only limited by the remaining time left in the game.

d. The Infield Fly rule shall be in effect.

#### 4.4.6 Pitchers

e. All players shall be eligible to pitch, with the following exceptions:

1) A player classified as an over-age waiver player is declared ineligible to pitch while playing in this division (Minor 1 or Minor 2)

f. A pitcher shall pitch in no more than:

1) 75 pitches per game for 9- and 10-year-olds, 85 pitches per game for 11-year-olds, 3 innings per game, OR 4 innings maximum in 3 days.

When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched. The innings pitches shall be inclusive of any games played including little league. It is the responsibility of the Coach and Parents to keep track of player's innings pitched.

g. The strike zone will be from the armpits to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

h. Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

i. Any pitcher hitting 3 batters in one game shall be removed after hitting the third batter. The player may re-enter or stay in the game at any other position other than the position of "pitcher".

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### **4.4.7 Batters**

j. All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the leadoff batter bats again.

- 1) Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time that he/she fails to bat.

### **4.4.8 Base runners**

a. For **BASEBALL**:

- 1) Head-first sliding is not permitted and will result in an automatic out. The exception is when a runner is returning to a base.
- 2) Will be called out if they leave or fail to keep contact with the base, which they are entitled to occupy, while the pitcher has the ball in pitching position and until a legally pitched ball has crossed home plate.
- 3) There shall be no stealing of home unless played on or the ball is thrown to another player other than the pitcher.
  - a) Catchers stepping outside of the catcher's box while making a throwing motion towards a runner on third entitles the runner to advance at his own risk. However, when the catcher ceases to make a throwing motion toward the base runner and the runner has not gone by the catcher, the runner must return to third base as soon as the catcher throws the ball to the pitcher.
  - b) On throwbacks to the pitcher, when the pitcher has **no control** of the ball, the runner on third base may advance home at his own risk.
- 4) A base runner approaching home plate must make an effort to avoid contact with the catcher. (no barreling over the catcher) Otherwise the umpire may call out the base runner. See rule 3.6.9.
- 5) NO running on a dropped third strike. Batter is automatically out and runners advance at their own risk.

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### 4.5 MAJOR DIVISION

#### 4.5.1 Eligibility

**MAJOR 1:** 6<sup>th</sup> Graders or any player, who will not have reached their 12th birthday prior to December 2nd of the year before the League is being played, will be eligible to play in the Major 1 Division. (11 & 12 year olds)

**MAJOR 2:** 7<sup>th</sup> Graders or any player, who will not have reached their 13th birthday prior to December 2nd of the year before the League is being played, will be eligible to play in the Major 2 Division. (12 & 13 year olds)

**MAJOR 3:** 8<sup>th</sup> Graders or any player, who will not have reached their 14th birthday prior to December 2nd of the year before the League is being played, will be eligible to play in the Major 3 Division. (13 & 14 year olds)

#### 4.5.2 Playing Field

a. The distance between bases shall be:

- 1) **70** feet (First Year Majors), **90** feet (Second and Third Year Majors)

b. The pitching distance shall be:

- 1) **50** feet (First Year Majors), **54** feet (Second Year Majors), **60** feet (Third Year Majors) 4.5.3 Equipment--  
measured from the back point of home plate to the center of the front of the pitching rubber.

c. The ball will be:

- 1) A 9 inch leather covered baseball (**Official Pony League ball**)

d. Batter/Base runner shall wear protective headgear.

e. Any player warming up the pitcher must wear a catcher's mask.

f. The catcher shall wear protective headgear with facemask, chest protector and shin guards.

g. **BASEBALL BATS:** *As of January 1, 2019, all bats must be approved through the USABAT Standard. Any non-USABAT will no longer be acceptable for use in any Sansei Baseball League game or activity. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit [usabat.com](http://usabat.com).*

h. **BASEBALL:** *For safety reasons, it is required that all male players wear protective cups during practices and game.*

#### 4.5.4 Players Positions

a. The maximum number of players fielded per team shall be 9,

#### 4.5.5 Game

A minimum of **8** players on a team is required to start and complete a game.

Any team **failing to maintain the minimum number** of players, **8**, during the course of the game, shall automatically **forfeit** the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in both the Amateur Softball Association of America Rules and the Official Little League Baseball Rules).

The game shall consist of either 7 innings or a time limit of:

- 1) 1 hour and 45 minutes (First and Second Year Majors), 2 hours (Third Year Majors), whichever occurs first (for baseball).

If 5 runs are scored while any one team is at bat, that team will automatically have 3 outs, and be sent to the field. The maximum runs in the last inning are unlimited and only limited by the remaining time left in the game.

#### Mercy Rule:

Anytime after 5 innings, a team is behind by **17** or more runs, that team has the option of ending the game.

#### 4.5.6 Pitchers

a. All players shall be eligible to pitch, with the following exceptions:

- 1) A player classified as an over-age waiver player is declared ineligible to pitch while playing in this division (Major 1, 2 or 3)

b. A pitcher shall pitch in no more than:

- 1) 85 pitches per game for 11- and 12-year-olds, 95 pitches per game for 13- and 14-year-olds, 3 innings per game, OR 5 innings per 3 days.

c. When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched. The innings pitches shall be inclusive of any games played including little league. It is the responsibility of the Coach and Parents to keep track of player's innings pitched.

d. The strike zone will be from the armpits to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

e. The balk rule is in effect when the pitcher is in a pitching position on the rubber and makes a throwing motion towards the batter without releasing the ball, a balk shall be called: base runners will advance 1 base and a ball will be called in favor of the batter.

f. Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

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- g. Any pitcher hitting 3 batters in one game shall be removed after hitting the third batter. The player may re-enter the game at any position other than the position of "pitcher".

### **4.5.7 Batters**

- a. All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the leadoff batter bats again.
- 1) Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time that he/she fails to bat.
- b. First Year Majors: NO running on a dropped third strike, batter is automatically out, runner(s) can advance at their own risk.  
Second and Third Year Majors: Running on a dropped third strike is in effect. (When the catcher drops the ball on the 3rd strike.) 1st base must be unoccupied with less than 2 outs and with 2 outs, 1st base may be occupied.
- c. Infield Fly Rule shall be in effect for both the baseball.

### **4.5.8 Base runners**

- a. for **BASEBALL**:
- 1) Head first sliding is not permitted and will result in an automatic out. The exception is when a runner is returning to a base.
  - 2) First Year Majors:
    - 1) No stealing of home except if the catcher throws to any other fielder other than the pitcher or if the pitcher does not have control of the baseball.
    - 2) There are no leadoffs until the pitcher releases the ball. It is 70' to each base. If the runner leaves before the ball is pitched, he is immediately out and the ball is declared dead with no play on that pitch.
    - 3) Runner on 3<sup>rd</sup> base attempting to score and crosses home plate while play is considered dead (no attempt by defense, ball gets by catcher on a pitched ball) will be call out.
  - 3) Second and Third Year majors:
    - 1) Stealing of home is allowed.
    - 2) Leadoffs are allowed