

Sansei Baseball League Official Rules - Softball

2022

POLICIES AND PROCEDURES MANUAL

Coach:		Team:	
Parent Rep:		Division:	

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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:

PRESIDENT	
League Administration	League Play
<p>VICE PRESIDENT</p> <p>SECRETARIES Board Secretary Parent Rep. Secretary</p> <p>TREASURER Assistant Treasurer (Non-voting member)</p> <p>SUB-COMMITTEES Special Events (Non-voting members) Equipment (Non-voting members) Liaison (Non-voting members)</p>	<p>HEAD COMMISSIONER Assistant Head Commissioners</p> <p>Division Commissioners Baseball (1st/2nd Year) T-Ball Division Commissioners Pee Wee Division Commissioners Minor Division Commissioners Major Division Commissioners</p> <p>Softball Softball Commissioner Assistant Softball Commissioner</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 3rd 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. Coordinate team colors within each Division.

c. Maintain scorebooks and division standings.

d. Sportsmanship Award:

Establish how this award is to be monitored.

e. 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.

f. 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.

Collecting and maintaining the Sportsmanship ballots submitted by the umpires for all games played within each respective 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.

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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.

Request/obtain equipment from organizational rep as necessary.

Uniforms

Equipment

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.

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 phone committee with other parents so that a minimum of calls (3-4) need to be placed by any person.

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, organizational pool party, coaches appreciation function, JCI Carnival ticket sales and work, fund raising for the league, Dodger Night ticket sales, and other league, and organization functions.

Make sure that all uniforms for the boys are turned in from all parents and are clean. An inventory should be turned in to the organizational rep no later than one month after closing day.

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

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.

1.4.3 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

The 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, the 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 have historically 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 principals 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

The bat must be a baseball bat which meets Little League specifications and standards. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards. There is a list of Little League licensed bats at http://www.littleleague.org/Assets/forms_pubs/batlists/2015/2015LicensedBatList.pdf

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NOTE: Little League does not license any bats with 2 5/8 inch barrels.

For other equipment rules, see specific rules within each division.

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 1st 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 2nd 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 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.

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.

SOFTBALL: the Amateur Softball Association of America Rules for slow pitch girls' youth divisions 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 Commissioner and his assistants 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 sixth inning must start. If an inning is started, it must be completed.

3.2.2 Starting On Time

It is up to the umpires, team managers, and commissioners to see that their games start on time so that the players will be 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.

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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.

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 Division Standings

A team’s won/lost record within its own division shall determine the division champion, runner-up, third place, fourth place, etc. Interdivision games played do not count in divisional standings.

If at the completion of the division’s regular schedule, a tie exists for either 1st or 2nd place, a playoff game will be scheduled and played.

3.2.8 Championship Games

Time Limit

In all League championship games, there is no time limit. The number of innings in effect will be as specified within the specific division rules.

No Impact to Overall Standings

Playoff games and the championship game shall not be accounted for in the overall standings.

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.

Softball: Pitching distance for each team will be determined by their division rules.

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.

A team in violation of the sportsmanship rule in the preceding paragraph and after receiving its second warning will be disqualified from receiving the sportsmanship award and team participation awards.

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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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 line 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 (Applicable to Divisions Maintaining Standings)

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. Managers 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.

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 on the official lineup forms 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

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score sheet - this will be 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 SOFTBALL RULES/EXCEPTIONS BY DIVISION**4.1. SOFTBALL PEE WEE 1 DIVISION****4.1.1. Eligibility**

Girls in 2nd grade or girls who will not have reached their 8th birthday prior to November 2nd of the year before the league is being played will be eligible to play in the softball Pee Wee 1 division (7 & 8 year olds).

4.1.2. Playing Field**4.1.2.1. Base Distance**

The distance between bases will be sixty (60) feet.

4.1.2.2. First Base

A double base shall be used at 1st base to minimize contact between the runner and fielder.

4.1.2.3. Pitching Circle

The pitching circle shall consist of a ten (10) foot diameter circle centered at a distance of forty (40) feet from the tip of home plate closest to the backstop.

4.1.3. Equipment**4.1.3.1. Ball**

The softball shall be a ten (10) inch RIF (reduction in force) Level 1 softball (*Worth Sof-Dot or equivalent*)

4.1.3.2. Bat**4.1.3.2.1. Bat Specifications**

Bats shall be no more than thirty-three (33) inches in length nor more than two and one-quarter (2 ¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.20 or less.

4.1.3.2.2. Bat Tape

Bats must be taped for a distance not to exceed twelve (12) inches from the small (butt) end.

4.1.3.3. Protective Gear**4.1.3.3.1. Batter and Base Runners**

The batter and base runners shall wear protective headgear.

4.1.3.3.2. Catcher

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

4.1.3.3.3. Pitcher

The player playing the pitcher's position shall wear protective headgear with facemask.

4.1.4. Players Positions**4.1.4.1. Maximum Number**

A maximum of ten (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, beyond 15 ft. from the infield boundary).

4.1.4.2. Substitution

Free substitution of players among the defensive positions will be allowed.

4.1.4.3. Position Limitations

No player shall play the same position for more than two (2) innings per game.

4.1.5. Game**4.1.5.1. Duration**

Games shall not exceed six (6) innings nor extend after 1 hour and 45 minutes beyond the scheduled start time.

4.1.5.2. New Inning

No new innings shall be initiated after 1 hour and 30 minutes beyond the scheduled start time.

4.1.5.3. Run Maximum

There shall be a limit of five (5) runs per inning per team. Scoring of the fifth run will be considered the third out, and thus the conclusion of the half-inning.

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4.1.5.4. Defensive Coaching

A maximum of two (2) defensive coaches will be allowed on the field at any one time, restricted to one coach in outfield foul territory along the 1st base line and one coach in outfield foul territory along the 3rd base line.

4.1.5.5. Offensive Coaching

A maximum of two (2) offensive coaches will be allowed, positioned in the 1st base box and the 3rd base box.

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

4.1.6. Pitchers

4.1.6.1. Coach Pitch

4.1.6.1.1. Eligibility

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.

4.1.6.1.2. Pitching Distance

The designated pitcher shall pitch underhand from a minimum pitching distance of twenty-two (22) feet from the tip of home plate closest to the backstop.

4.1.6.1.3. Interference

A designated pitcher interfering with the play after a ball is hit fair may be called for offensive interference, with the batter being declared out and no advancement of base runners.

NOTE: The designated pitcher must leave the playing field as soon as possible after the ball is hit, try to avoid contact with hit balls, avoid interference with defensive players, and avoid interference with offensive base runners.

4.1.6.2. Defensive Pitcher

The player playing the defensive position of pitcher shall have at least one foot touching or inside the pitching circle while the ball is in the designated coach pitcher's hand.

NOTE: The defensive pitcher may leave the pitching circle once the ball crosses the plate or is put into play.

4.1.7. Batter

4.1.7.1. Batting Sequence

All players on the roster will bat in a rotational basis.

EXAMPLE: If there are 14 players on a team, all 14 players will bat before the leadoff batter bats again.

4.1.7.2. Bunting

There shall be no intentional bunting.

4.1.7.3. Number of Pitches

The batter shall receive a maximum of six (6) pitches.

NOTE: A batter who fails to hit a fair ball on the sixth pitch, including a foul ball or foul tip, has struck out.

4.1.7.4. Designated Pitcher Interference

On a ball hit by the batter that strikes the designated coach pitcher, the play is considered dead and is replayed, with the pitch not counted as part of the maximum number of pitches that the batter can receive.

EXCEPTION: See **Error! Reference source not found.**

4.1.7.5. Dropped Third Strike

The batter will be automatically out upon a dropped third strike.

4.1.7.6. Infield Fly Rule

The infield fly rule shall not be in effect.

4.1.8. Base Runners

4.1.8.1. Base Stealing

There shall be no stealing of any bases.

4.1.8.2. Leadoffs

Base runners shall not leave the base (lead off) until the pitched ball crosses home plate or is hit by the batter.

NOTE: A base runner violating this rule is automatically out.

4.1.8.3. Fly Ball

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Base runners failing to tag up on a caught fly ball may be forced out without a tag when returning to their legal base.

4.1.8.4. Sliding

Sliding will be allowed.

EXCEPTION: Head first sliding when advancing to a base is not permitted and will result in an automatic out (head first sliding when returning to a base is allowed).

4.1.8.5. Dead Ball

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.

4.1.8.6. Defensive Interference

If during a play an infielder is blocking the base path without control of the ball, the runner may be awarded the next base at the discretion of the umpire.

4.1.8.7. Overthrows

As an exception to Rule 3.2.6, runners shall not be awarded any extra bases upon an overthrow at 1st base.

4.1.9. Umpires

The League will provide umpires for all regulation games.

4.1.10. Trophies

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

4.1.11. Dead Ball

After a batter hits a fair ball, the ball shall be declared "dead" once a defensive player controls the ball within the infield boundary without attempting 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 3rd base, and the imaginary lines connecting 1st base to 2nd base and 2nd base to 3rd base.

NOTE: 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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4.2. SOFTBALL PEE WEE 2 DIVISION

4.2.1. Eligibility

Girls in 3rd grade or girls who will not have reached their 9th birthday prior to December 2nd of the year before the league is being played will be eligible to play in the softball Pee Wee 2 division (8 & 9 year olds).

4.2.2. Playing Field

4.2.2.1. Base Distance

The distance between bases will be sixty (60) feet.

4.2.2.2. First Base

A double base shall be used at 1st base to minimize contact between the runner and fielder.

4.2.2.3. Pitching Circle

The pitching circle shall consist of a ten (10) foot diameter circle centered at a distance of forty (40) feet from the tip of home plate closest to the backstop.

4.2.2.4. Pitching Distance

The pitching distance shall be twenty-seven (27) feet from the tip of home plate closest to the backstop

4.2.3. Equipment

4.2.3.1. Ball

The softball shall be a ten (10) inch RIF (reduction in force) Level 1 softball (**Worth Sof-Dot or equivalent**)

4.2.3.2. Bat

4.2.3.2.1. Bat Specifications

Bats shall be no more than thirty-three (33) inches in length nor more than two and one-quarter (2 ¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.20 or less.

4.2.3.2.2. Bat Tape

Bats must be taped for a distance not to exceed twelve (12) inches from the small (butt) end.

4.2.3.3. Protective Gear

4.2.3.3.1. Batter and Base Runners

The batter and base runners shall wear protective headgear.

4.2.3.3.2. Catcher

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

4.2.3.3.3. Pitcher

The player playing the pitcher's position may wear protective headgear with facemask.

NOTE: Sansei League recommends pitchers wear protective headgear.

4.2.4. Players Positions

4.2.4.1. Maximum Number

A maximum of ten (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, beyond 15 ft. from the infield boundary).

4.2.4.2. Substitution

Free substitution of players among the defensive positions will be allowed.

4.2.4.3. Position Limitations

No player shall play the same position for more than two (2) innings per game.

EXCEPTION: Pitchers per rule 4.2.6.2

4.2.5. Game

4.2.5.1. Duration

Games shall not exceed six (6) innings nor extend after 1 hour and 45 minutes beyond the scheduled start time.

4.2.5.2. New Inning

No new innings shall be initiated after 1 hour and 30 minutes beyond the scheduled start time.

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4.2.5.3. Run Maximum

There shall be a limit of four (4) runs per inning per team. Scoring of the fourth run will be considered the third out, and thus the conclusion of the half-inning.

4.2.5.4. Defensive Coaching

No defensive coaches will be allowed.

4.2.5.5. Offensive Coaching

A maximum of two (2) offensive coaches will be allowed, positioned in the 1st base box and the 3rd base box.

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

4.2.6. Pitchers**4.2.6.1. Eligibility**

All players shall be eligible to pitch, with the exceptions noted in Rules 4.2.6.1.1 and 4.2.6.1.2.

4.2.6.1.1. Exception – Over-age Player

Players classified as an over-age waiver player shall be ineligible to pitch.

4.2.6.1.2. Exception – Borrowed Player

A borrowed player, regardless of age, will only be allowed to pitch with the consent of the opposing team's coach prior to the game.

4.2.6.2. Limitations

A pitcher shall pitch no more than three (3) innings in any one game.

NOTE: For limitation purposes, it will be considered as one full inning pitched once the pitcher pitches the ball to any one batter in the inning. It is the responsibility of the Coach and Parents to keep track of player's innings pitched.

4.2.6.3. Strike Zone

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.

4.2.6.4. Excessive Hit Batters

Any pitcher hitting three (3) batters in one game shall not be allowed to continue pitching throughout the remainder of the game.

NOTE: The player may continue in the game at any position other than the position of "pitcher".

4.2.7. Batter**4.2.7.1. Batting Sequence**

All players on the roster will bat in a rotational basis.

EXAMPLE: If there are 14 players on a team, all 14 players will bat before the leadoff batter bats again.

4.2.7.2. Bunting

There shall be no intentional bunting.

4.2.7.3. Walks

There will be no walks. If a player draws Ball 4 from the player pitcher, a designated pitcher from the offensive team will pitch for the remainder of the at-bat.

4.2.7.3.1. Designated Pitcher

When the designated pitcher is pitching Rules 4.1.6.1.1, 4.1.6.1.2, 4.1.6.1.3, and 4.1.7.4 shall apply.

4.2.7.3.2. Defensive Pitcher

While the designated pitcher is pitching Rule 4.1.6.2 shall apply.

4.2.7.3.3. Number of pitches

The batter shall receive a maximum of three (3) pitches from the designated pitcher.

EXCEPTION: A batter who hits a foul ball on the third or subsequent pitch from the designated pitcher will be entitled to receive another pitch.

4.2.7.4. Dropped Third Strike

The batter will be automatically out upon a dropped third strike.

4.2.7.5. Infield Fly Rule

The infield fly rule shall not be in effect.

4.2.8. Base Runners**4.2.8.1. Base Stealing**

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There shall be no stealing of any bases.

4.2.8.2. Leadoffs

Base runners shall not leave the base (lead off) until the pitched ball crosses home plate or is hit by the batter.

NOTE: A base runner violating this rule is automatically out.

4.2.8.3. Fly Ball

Base runners failing to tag up on a caught fly ball may be forced out without a tag when returning to their legal base.

4.2.8.4. Sliding

Sliding will be allowed.

EXCEPTION: Head first sliding when advancing to a base is not permitted and will result in an automatic out (head first sliding when returning to a base is allowed).

4.2.8.5. Dead Ball

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.

4.2.8.6. Defensive Interference

If during a play an infielder is blocking the base path without control of the ball, the runner may be awarded the next base at the discretion of the umpire.

4.2.8.7. Overthrows

Per Rule 3.2.6.

4.2.8.8. Collisions at Home Plate

A base runner colliding with the catcher at home plate may be called out if, in the opinion of the umpire, the runner did not make an effort to avoid contact with the catcher (no barreling over the catcher).

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 shall be declared "dead" once a defensive player controls the ball within the infield boundary without attempting 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 3rd base, and the imaginary lines connecting 1st base to 2nd base and 2nd base to 3rd base.

NOTE: The ball shall be considered "live" as long as any defensive player has control of the ball outside of this area.

4.3. SOFTBALL MINOR DIVISIONS

4.3.1. Eligibility

4.3.1.1. Minor 1

Girls in 4th grade or girls 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 softball Minor 1 division (9 & 10 year olds).

4.3.1.2. Minor 2

Girls in 5th grade or girls 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 softball Minor 2 division (10 & 11 year olds).

4.3.2. Playing Field

4.3.2.1. Base Distance

The distance between bases will be sixty (60) feet.

4.3.2.2. First Base

A double base shall be used at 1st base to minimize contact between the runner and fielder.

4.3.2.3. Pitching Circle

The pitching circle shall consist of a ten (10) foot diameter circle centered at a distance of forty (40) feet from the tip of home plate closest to the backstop.

4.3.2.4. Pitching Distance

The pitching distance shall be thirty-two (32) feet from the tip of home plate closest to the backstop

4.3.3. Equipment

4.3.3.1. Ball

The softball shall be an eleven (11) inch leather covered softball (**Soft Touch Flexi ball core**)

4.3.3.2. Bat

4.3.3.2.1. Bat Specifications

Bats shall be no more than thirty-three (33) inches in length nor more than two and one-quarter (2 ¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.20 or less.

4.3.3.2.2. Bat Tape

Bats must be taped for a distance not to exceed twelve (12) inches from the small (butt) end.

4.3.3.3. Protective Gear

4.3.3.3.1. Batter and Base Runners

The batter and base runners shall wear protective headgear.

4.3.3.3.2. Catcher

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

4.3.3.3.3. Warm-up Catcher

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

4.3.3.3.4. Pitcher

The player playing the pitcher's position may wear protective headgear and/or a facemask.

NOTE: Sansei League recommends pitchers wear protective headgear with facemask.

4.3.4. Players Positions

4.3.4.1. Maximum Number

A maximum of nine (9) players per team may be fielded.

4.3.4.2. Substitution

Free substitution of players among the defensive positions will be allowed.

4.3.5. Game

4.3.5.1. Duration

Games shall not exceed seven (7) innings nor extend after 1 hour and 50 minutes beyond the scheduled start time.

4.3.5.2. New Inning

No new innings shall be initiated after 1 hour and 40 minutes beyond the scheduled start time.

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4.3.5.3. Run Maximum

There shall be a limit of four (4) runs per inning per team. Scoring of the fourth run will be considered the third out, and thus the conclusion of the half-inning.

4.3.6. Pitchers

4.3.6.1. Eligibility

All players shall be eligible to pitch, with the exceptions noted in Rules 4.3.6.1.1 and 4.3.6.1.2.

4.3.6.1.1. Exception – Over-age Player

Players classified as an over-age waiver player shall be ineligible to pitch.

4.3.6.1.2. Exception – Borrowed Player

A borrowed player, regardless of age, will only be allowed to pitch with the consent of the opposing team's coach prior to the game.

4.3.6.2. Limitations

A pitcher shall pitch no more than four (4) innings in any one game.

NOTE: For limitation purposes, it will be considered as one full inning pitched once the pitcher pitches the ball to any one batter in the inning. It is the responsibility of the Coach and Parents to keep track of player's innings pitched.

4.3.6.3. Strike Zone

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.

4.3.6.4. Excessive Hit Batters

Any pitcher hitting three (3) batters in one game shall not be allowed to continue pitching throughout the remainder of the game.

NOTE: The player may continue in the game at any position other than the position of "pitcher".

4.3.7. Batter

4.3.7.1. Batting Sequence

All players on the roster will bat in a rotational basis.

EXAMPLE: If there are 14 players on a team, all 14 players will bat before the leadoff batter bats again.

4.3.7.2. Bunting

There shall be no intentional bunting.

4.3.7.3. Walks

The batter will advance to 1st base upon Ball 4; there will be no designated pitcher.

4.3.7.4. Dropped Third Strike

The batter will be automatically out upon a dropped third strike.

4.3.7.5. Infield Fly Rule

The infield fly rule shall not be in effect.

4.3.8. Base Runners

4.3.8.1. Base Stealing

Stealing bases will be allowed, with the exceptions noted in Rules 4.3.8.1.1, 4.3.8.1.2, and 4.3.8.1.3.

4.3.8.1.1. Stealing Limits

A base runner shall steal a maximum of one (1) base per pitch.

4.3.8.1.2. Stealing home

There shall be no stealing of home.

NOTE: The runner advances at their own risk. If the base runner advances safely to home plate, then the base runner will be sent back to third base without penalty.

4.3.8.1.3. Leadoffs

Base runners may not leave the base (lead off) until the pitched ball crosses home plate or is hit by the batter.

NOTE: If the base runner leaves early, then the base runner advances at their own risk. If the base runner advances safely to the next base, then the base runner will be sent back to the last base achieved without penalty. If the ball is batted in play, dead ball will be called and the pitch will be recorded as a foul ball not caught.

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4.3.8.2. Advance from 3rd Base

Base runners shall not advance from 3rd base on steals, pickoffs, or overthrows from catcher to pitcher.

4.3.8.3. Fly Ball

Base runners failing to tag up on a caught fly ball may be forced out without a tag when returning to their legal base.

4.3.8.4. Sliding

Sliding will be allowed.

EXCEPTION: Head first sliding when advancing to a base is not permitted and will result in an automatic out (head first sliding when returning to a base is allowed).

4.3.8.5. Dead Ball

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.

NOTE: See also 4.3.9.

4.3.8.6. Defensive Interference

If during a play an infielder is blocking the base path without control of the ball, the runner may be awarded the next base at the discretion of the umpire.

4.3.8.7. Overthrows

Per Rule 3.2.6.

4.3.8.8. Collisions at Home Plate

A base runner colliding with the catcher at home plate may be called out if, in the opinion of the umpire, the runner did not make an effort to avoid contact with the catcher (no barreling over the catcher).

4.3.9. Dead Ball

After a batter hits a fair ball, the ball shall be declared "dead" once the pitcher controls the ball within the pitching circle without attempting to make a play.

NOTE: See also 4.3.8.5.

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4.4. SOFTBALL MAJOR DIVISIONS

4.4.1.1. Major 1

Girls in 6th grade or girls 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 softball Minor 1 division (11 & 12 year olds).

4.4.1.2. Major 2

Girls in 7th grade or girls 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 softball Minor 2 division (12 & 13 year olds).

4.4.1.3. Major 3

Girls in 8th grade or girls 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 softball Minor 2 division (13 & 14 year olds).

4.4.2. Playing Field

4.4.2.1. Base Distance

The distance between bases will be sixty (60) feet.

4.4.2.2. First Base

A double base shall be used at 1st base to minimize contact between the runner and fielder.

4.4.2.3. Pitching Circle

The pitching circle shall consist of a ten (10) foot diameter circle centered at a distance of **forty (40)** feet from the tip of home plate closest to the backstop.

4.4.2.4. Pitching Distance

The pitching distance shall be **forty (40)** feet from the tip of home plate closest to the backstop

4.4.3. Equipment

4.4.3.1. Ball

The softball shall be a twelve (12) inch leather covered softball with a maximum compression of 365 lbs and a maximum COR rating of .47 (**Rawlings C12RYLAH ASA Dream Seam or equivalent**)

4.4.3.2. Bat

4.4.3.2.1. Bat Specifications

Bats shall be no more than thirty-four (34) inches in length nor more than two and one-quarter (2 ¼) inches in diameter, and if wood, not less than 15/16 inches in diameter (7/8 inch for bats less than 30 inches in length) at its smallest part. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.20 or less.

4.4.3.2.2. Bat Tape

Bats must be taped for a distance not to exceed twelve (12) inches from the small (butt) end.

4.4.3.3. Protective Gear

4.4.3.3.1. Batter and Base Runners

The batter and base runners shall wear protective headgear.

4.4.3.3.2. Catcher

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

4.4.3.3.3. Warm-up Catcher

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

4.4.3.3.4. Pitcher

The player playing the pitcher's position may wear protective headgear and/or a facemask.

NOTE: Sansei League recommends pitchers wear protective headgear with facemask.

4.4.4. Players Positions

4.4.4.1. Maximum Number

A maximum of nine (9) players per team may be fielded.

4.4.4.2. Substitution

Free substitution of players among the defensive positions will be allowed.

4.4.5. Game

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4.4.5.1. Duration

Games shall not exceed seven (7) innings nor extend after 1 hour and 50 minutes beyond the scheduled start time.

4.4.5.2. New Inning

No new innings shall be initiated after 1 hour and 40 minutes beyond the scheduled start time.

4.4.5.3. Run Maximum

There shall be a limit of five (5) runs per inning per team. Scoring of the fifth run will be considered the third out, and thus the conclusion of the half-inning.

4.4.6. Pitchers**4.4.6.1. Eligibility**

All players shall be eligible to pitch, with the exceptions noted in Rules 4.4.6.1.1 and 4.4.6.1.2.

4.4.6.1.1. Exception – Over-age Player

Players classified as an over-age waiver player shall be ineligible to pitch.

4.4.6.1.2. Exception – Borrowed Player

A borrowed player, regardless of age, will only be allowed to pitch with the consent of the opposing team's coach prior to the game.

4.4.6.2. Limitations

A pitcher shall pitch no more than four (4) innings in any one game.

NOTE: For limitation purposes, it will be considered as one full inning pitched once the pitcher pitches the ball to any one batter in the inning. It is the responsibility of the Coach and Parents to keep track of player's innings pitched.

4.4.6.3. Strike Zone

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.

4.4.6.4. Excessive Hit Batters

Any pitcher hitting three (3) batters in one game shall not be allowed to continue pitching throughout the remainder of the game.

NOTE: The player may continue in the game at any position other than the position of "pitcher".

4.4.7. Batter**4.4.7.1. Batting Sequence**

All players on the roster will bat in a rotational basis.

EXAMPLE: If there are 14 players on a team, all 14 players will bat before the leadoff batter bats again.

4.4.7.2. Bunting

There shall be no intentional bunting.

4.4.7.3. Walks

The batter will advance to 1st base upon Ball 4; there will be no designated pitcher.

4.4.7.4. Dropped Third Strike

The batter will be automatically out upon a dropped third strike.

4.4.7.5. Infield Fly Rule

The infield fly rule shall be in effect.

4.4.8. Base Runners**4.4.8.1. Base Stealing**

Stealing bases will be allowed, with the exceptions noted in Rules 4.3.8.1.1, 4.3.8.1.2, and 4.3.8.1.3.

4.4.8.1.1. Stealing Limits

A base runner shall steal a maximum of one (1) base per pitch.

4.4.8.1.2. Stealing home

There shall be no stealing of home.

NOTE: The runner advances at their own risk. If the base runner advances safely to home plate, then the base runner will be sent back to third base without penalty.

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4.4.8.1.3. Leadoffs

Base runners may not leave the base (lead off) until the pitched ball leaves the pitcher's hand

NOTE: A base runner violating this rule is automatically out.

4.4.8.2. Advancing from 3rd base

Advancing from 3rd base will be allowed, with the exceptions noted in Rules 4.3.8.1.1 and 4.3.8.1.2. This includes all methods of placing the ball in play either by being batted or thrown anywhere other than the pitcher.

4.4.8.2.1. Advancing from 3rd base – No stealing

A base runner may not execute a straight steal of home on release of a pitched ball by the pitcher.

NOTE: A base runner may advance at their own risk if a pitched ball is not controlled by the catcher (pass ball).

4.4.8.2.2. Advancing from 3rd base - Overthrows

A base runner may not advance from 3rd base on throws that are clearly from the catcher to the pitcher regardless of loss of control of the ball (overthrow).

NOTE: Balls thrown to positions other than the pitcher will be considered in play until deemed a Dead Ball as outlined in Rule 4.3.9.

4.4.8.3. Fly Ball

Base runners failing to tag up on a caught fly ball may be forced out without a tag when returning to their legal base.

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4.4.8.4. Sliding

Sliding will be allowed.

EXCEPTION: Head first sliding when advancing to a base is not permitted and will result in an automatic out (head first sliding when returning to a base is allowed).

4.4.8.5. Dead Ball

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.

NOTE: See also 4.4.9.

4.4.8.6. Defensive Interference

If during a play an infielder is blocking the base path without control of the ball, the runner may be awarded the next base at the discretion of the umpire.

4.4.8.7. Overthrows

Per Rule 3.2.6.

4.4.8.8. Collisions at Home Plate

A base runner colliding with the catcher at home plate may be called out if, in the opinion of the umpire, the runner did not make an effort to avoid contact with the catcher (no barreling over the catcher).

4.4.9. Dead Ball

After a batter hits a fair ball, the ball shall be declared "dead" once the pitcher controls the ball within the pitching circle without attempting to make a play.

NOTE: See also 4.4.8.5.