

Elma Marilla Wales

BASEBALL  
AND  
SOFTBALL

Rules and Information  
Book 2009

Elma – Marilla – Wales Sports Inc.  
Board of Directors     Baseball Division

**Officers:**

Commissioner	Darryl Najewski	652-9932
Treasurer	Tom Brush	655-4382
Secretary	Carol Balcerzak	685-1846

**Player Agents – Hardball:**

Farm	Frank Nycz	655-3569
Rookie	Anthony Ottomano	805-8395
Minor	John Kennell	655-5566
Major	Dan D'Amato	684-2306
Senior	Randy Reichert	687-1315
CEBA	Randy Reichert	687-1315

**Player Agents – Softball:**

Rookie	Todd Huber	652-9829
Minor	Tom Salerno	684-1454
Major	Tom Salerno	684-1454
Senior	Pete Gaglio	684-7833

**Other Positions:**

Umpire-in-Chief Hardball	Tom Salerno	684-1454
Umpire-in-Chief Softball	Mike Osinski	652-2761
Protest Committee Chairman	Tom Reid	572-4261
Travel Coordinator – Boys	Tom Reid	572-4261
Travel Coordinator - Girls	Mike Osinski	652-2761
Equipment Manager	Chuck Ellmann	677-0261
Uniform Manager	Mark Dolegowski	655-5684
Sponsors Chairman	Darryl Najewski	652-9932
Stand Supplies	Sharon Osinski	652-2761
Grounds Keeper	Mark Dolegowski	655-5684
Public Relations	Tom Brush	655-4382
Rules Committee	Reid / Najewski	
Trophies	Sharon Osinski	652-2761
Web Master	Brent Thurn	655-8888

# Table of Contents

## Welcome to E.M.W. Baseball and Softball

The Board of Directors, Baseball Division, E.M.W. Sports, Inc. would like to state the main purpose of this organization is to provide the opportunity for boys and girls to play, learn and enjoy baseball and softball in an atmosphere of good sportsmanship and fair play. It is essential that all of us conduct ourselves in a manner that will encourage this ideal.

Volunteers help make this program a success and dedicate many hours of their own time. It is our desire to create a community project in which parents may participate with their children in the baseball and softball programs. Coaches, umpires and workers are always needed and your assistance is most welcome.

The objective of the Baseball Division shall be to implant firmly in the boys and girls of the community the ideals of good sportsmanship, honesty, loyalty, courage and reverence so that they may be finer stronger and healthier young men and women.

The objectives will primarily be achieved by providing supervised baseball and softball games. Everyone involved shall bear in mind that the molding of future men and women is of prime importance; and the attainment of athletic skill or the winning of the games is secondary.

The Board of Directors will constantly strive to attain these objectives. The boys and girls involved and these objectives will be our principle concern when making our decisions and plans. Your cooperation will be greatly appreciated.

In the event that an injury requiring first aid occurs:

**IF THE REFRESHMENT STAND IS OPEN**

- Please report incident at Concession Stand.
- Minor first aid supplies are available.
- An injury report **MUST** be filled out for **ALL** injuries
- Forms can be obtained at the stand.

**IF THE REFRESHMENT STAND IS NOT OPEN**

- Locate the EMW Board member on duty to gain access to a telephone.

### TO ALL E.M.W. COACHES AND PARENTS:

In order to give faster service for team treats after games and to make the concession stand easier to work; a system for serving team treats has been developed.

1. Tokens for team treats are on sale at the concession stand for \$.30 each and can be purchased before or during the games.
2. Tokens should be distributed to each team upon completion of a game by the person who is treating that day.
3. Tokens may be used that day or another day.
4. Each Token is good for one item from a specific list, which will be displayed at the concession stand, or cash equivalent.
5. These Tokens are for team treats only. Other purchases before, during and after the games are not effected.

## SPECIAL RULES

### **Special Rules Are Applicable to ALL Leagues. These Rules Take Precedence Over ALL Other Rules in Official Baseball Rules (NBC) or A.S.A. Softball Rule Books.**

1. All weekday games will start at 6:15 pm. Saturday games start at 11:00 am and 1:30 pm.
2. The second team listed in the schedule is the Home Team.
  - a. Home Team gets the third base bench.
3. Infield is reserved for practice/warm-up as follows;
  - a. Visitors: 30 minutes prior to game time
  - b. Home: 15 minutes prior to game time
4. Umpire must declare a forfeit when a team fails to field eight (8) players to start a game or fields less than seven (7) players before the end of a game. All games must start no later than fifteen minutes after regular scheduled starting time. No full inning will start after 8:40pm. Minor Girls 8:30pm (April and May 8:30 pm; Minor Girls 8:15pm).
5. All games in all leagues (except Farm and Rookie Boys) must complete a minimum regulation number of innings to be counted as a full or suspended game. A suspended game is declared only if the visiting team ties or takes the lead after the 4<sup>th</sup> inning (after 5<sup>th</sup> inning in Major Girls, Senior Boys and Senior Girls) with the Home team unable to have its at bats in the inning. Any suspended game will be made up on the next available date. Tie games are allowed in Farm and Rookie Leagues only.
6. Player agents may postpone games due to weather or field conditions or if there is a school or church event. But not for vacation or camping. Player agents will reschedule make-up games as quickly as possible. Any EMW Baseball board member may postpone a game at the diamond due to weather or field conditions.
  - a. EMW does not recognize summer athletic camps as school events.
7. Winning Coaches will be responsible for reporting the scorer of the game to the player agent.
8. Ground rules are to be determined by the umpire before the game.
  - a. For all Leagues; any fielder at rest, must play the field the next inning. Failure to comply with these rules may result in the forfeiture of the game.
9. Contact Rule: Any runner is out when; the runner does not attempt to avoid contact with a fielder who has the ball or is making a play on the ball. If there is contact between a runner and a fielder attempting to make a play on the ball, the **runner will always be called out**. It does not matter if it was incidental, accidental or caused by the fielder's movement to make the play. **THE RUNNER IS OUT**. The umpire must immediately declare a "dead ball" and play will be halted. If the interference was un-intentional by the runner the runner is called out. All other runners will be moved back to their last "safe base." If the interference is deemed intentional then the runner and the batter are called out.
  - a. A batter that is still in either batter's box has the right of way. If the catcher interferes with the batter in the batter's box, than interference is called and the batter is awarded first base.
10. There will be NO INTENTIONAL WALKS. Failure to comply may result in ejection of the coach.
11. Pitchers must keep proper contact with the pitching rubber, unless the umpire sets other limits due to the condition of the mound.
12. Failure to comply with pitching, batting and fielding requirements for Leagues may result in forfeiture of the game.
13. Two (2) adult coaches are permitted on the base lines while a team is batting.
14. Coaches, players and parents must not "RIDE" the opposing team's players so as to affect their play. They may only talk to and encourage their own team's players. Coaches must remain on, next to, or behind the player's bench, except when making a player change, coaching, or when in discussion with an umpire.
  - a. Any conference with umpires shall be with BOTH head coaches.
15. Only EMW bats, balls and head protection will be used in games. The only exception will be head protection; players may provide their own head protection (with or w/o a face mask) if the equipment is stamped "NOCSAE standard approved." No other equipment is allowed. All equipment issued by EMW is considered legal. All players must wear EMW issued uniforms. Visors are optional (all shirts must be tucked in). Metal spikes are not allowed in any League. Any player using non-issued equipment will be ejected.
16. Baseball players may not wear shorts for games.
17. Anyone intentionally abusing EMW equipment during a game is liable to be ejected from the game.
18. Catcher, batter, player base coach(es) and base runners must wear head protection mandatory in ALL Leagues.
19. Pitcher to wear helmet during infield warm-ups, prior to inning start.
20. Any player warming up a pitcher must wear a catcher's helmet and mask.
21. Once a game starts, the only two (2) players swinging bats should be batter and on deck batter. This includes between innings.

22. Equipment must be kept behind the wire screen or benches.
23. All injury claims MUST be made with 24 hours (see front inside cover for contact person). Injury claim forms are available at the concession stand.
  - a. If a player needs medical attention from an injury while participating in EMW baseball, the player will then require a doctor's release submitted to the Coach or any EMW board member to play again.
24. Youngsters of Head Coach only will be automatically assigned to their team. Those of assistant Coaches will be included in the draft. Brothers or sisters may play on the same team.
25. There is no Trading of players.
26. Any player signs up after the draft will be assigned by lottery.
27. Any player, Coach or parent that is ejected from a game must appear before the rules committee before they can participate in the next games.
28. No tobacco use by any team player in all Leagues. Coaches and umpires included.
29. All teams must "clean up" around their benches and backstop immediately after each game.
30. No beer or other alcoholic beverages are allowed at EMW games or on town or high school baseball diamonds.
31. **DO NOT DRIVE VEHICLES ON GRASS AT HIGH SCHOOL. USE DRIVEWAYS ONLY.**
32. Sunday is considered the start of the week for all pitching requirements.
33. All Leagues except Farm and Senior Boys; if after one warning to a team, a player is caught leaving a base early, he or she will be called out.
34. Innings pitched in any games shall be charged against pitchers eligibility (innings pitched) for that week. Any part of an inning pitched is a full inning credited to the pitcher.
35. Third strike drop rule is only played in Senior Boys and Senior Girls.
36. Mandatory Mercy Rule (Regular Season Only): Hardball – 15 runs ahead after 5 full innings (4½ if Home team is ahead); Softball – 15 runs ahead after 5 full innings (4½ if Home team is ahead). Mercy rule only applies after full innings after 5 innings have been completed.
37. All Travel and Tournament players first obligation shall be to the EMW House League. First violation is a warning. Second violation is removal from all Travel and Tournament rosters for the remainder of the year.
38. EMW draft rules are defined under separate cover.
39. EMW Tournament and Travel rules are defined under separate cover.

## PLAYOFFS

1. Playoff and Tiebreaker games will start at 6:15 for all Leagues.
2. All teams qualify for the Playoffs. Regular season winning percentage will establish Playoff seeding with the highest regular season winning percentage playing against the team with the lowest winning percentage.
3. If a team is unable to complete the minimum required amount of regular season games, the missing make-up games will be counted as a loss when calculating the regular season winning percentage.
4. Ties for Playoff position are decided by common record. If ties cannot be broken by this method then they will be decided by a coin toss. Ties for Regular Season trophies will also be decided by head to head record. If ties cannot be broken by this method then they will be decided by a coin toss.
5. The Team with the best regular season winning percentage will be the home team for all playoff games.
6. The winning team advances to the next round.
7. Each round is “re-seeded” so that the highest ranked remaining team plays the lowest ranked remaining team.
8. All championship series will be decided by a single game playoff.

Teams	1 <sup>st</sup> round	2 <sup>nd</sup> round
3	3- 2	2/3-1
4	4-1, 3-2	
5	5-4	4/5-1, 3-2
6	6-3, 5-4	
7	7-2 ,6-3, 5-4	
8	8-1, 7-2, 6-3, 5-4	
9	9-8	

### Birth Dates for Leagues

#### **Hardball:**

Farm (Boys & Girls)	2003-2004
Rookie Boys	2001-2002
Minor Boys	1999-2000
Major Boys	1998-1997
Senior Boys	1993-1996

#### **Softball:**

Rookie Girls	2001-2002
Minor Girls	1999-2000
Major Girls	1998-1997
Senior Girls	1993-1996

## UMPIRE AUTHORITY

### 1.01 (Includes: Umpire authority)

- (a) The EMW Umpire-in-Chief or his designee shall appoint the umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- (b) Each umpire is the representative of the EMW Baseball league and of baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach or club officer or employee to do or refrain from doing anything, which affects the administering of these rules, and to enforce the prescribed penalties.
- (c) Each umpire has authority to rule on any point not specifically covered in these rules.
- (d) **ZERO TOLERANCE**-Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The umpire must report to the Umpire-in-chief, Commissioner or Player Agent, within a reasonable time, if a player, coach, manager, substitute or spectator was ejected from a game, to ensure that the incident is properly documented so the Board of Directors can take appropriate action.
- (e) **ZERO TOLERANCE**-Each umpire has authority at his discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.

### 1.02 (Includes: Appeals to umpires, Disagreements with umpires)

- (f) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- (g) Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on **BALLS AND STRIKES** will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
- (h) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the coach may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision. If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the head coach may appeal the decision or protest.
  - 1) The protesting coach must call a time out and declare a formal protest to the umpire. Both umpires must then sign both teams' scorebooks before the game is allowed to continue. **NOTE: All EMW participants are urged to take precautions to prevent protest.**
  - 2) Umpires are to notify the Umpire-in-Chief within 24hrs of the protest. Protesting coach must notify player agent for that league within 24 hrs.
- (i) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision.
- (j) The coach or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. Field umpires must be alerted to the request from the plate umpire and quickly respond.
- (k) Coaches may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail.
- (l) Base runners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base-stealing situation if the base umpire upon appeal reverses a ball call to a strike from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to discuss with first or third base umpire and if after being warned he persists in discussing, he can be ejected as he is now discussing over a called ball or strike.
- (m) No umpire may be replaced during a game unless he is injured or becomes ill.

### 1.03 (Includes: Umpire duties)

- (a) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).
- (b) If there are two or more umpires, one shall be designated umpire in chief or "head umpire" and the others field umpires.

**1.04** (Includes: *Umpire in chief or "head umpire" duties*)

- (n) The umpire in chief's duties shall be to:
- 1) Take full charge of, and be responsible for, the proper conduct of the game
  - 2) Make all decisions except those commonly reserved for the field umpires.
  - 3) If a time limit has been set, announce the fact and the time set before the game starts.
  - 4) Call the game due to darkness on account of safety to all participants.
  - 5) Announce any special ground rules, at his discretion.
- (o) A field umpire may take any position on the playing field he thinks best suited to make impending decisions. His duties shall be to
- 1) Take concurrent jurisdiction with the umpire in chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player.
  - 2) Aid the umpire in chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire in chief in administering and enforcing the rules and maintaining discipline.
  - 3) If different umpires should make different decisions on one play, the umpire in chief shall call all the umpires into consultation, with no coaches or players present. After consultation, the umpire in chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

**1.05** (Includes: *Umpire responsibility to report violations*)

- (a) The umpire shall report to the Umpire-in-Chief and/or League Commissioner within twenty-four (24) hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore.
- (b) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.
- (c) After receiving the umpire's report that a trainer, manager, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the club of which the penalized person is a member.

**GENERAL INSTRUCTIONS TO UMPIRES:**

1. Umpires, on the field, should not indulge in excessive conversation with players.
2. Keep out of the coaching box and do not talk excessively to the coach on duty.
3. Keep your uniform in good condition.
4. Be active and alert on the field.
5. Be courteous, always, to club officials; avoid visiting in club offices and thoughtless familiarity with representatives of contesting clubs. When you enter a ballpark your sole duty is to umpire a ball game as the representative of EMW.
6. Do not allow criticism to keep you from studying out bad situations that may lead to protested games.
7. Carry your rulebook. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed.
8. Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.
9. You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self control. You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them and forget which is the home or visiting club.
10. Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base.
11. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play.
12. Watch out for dropped balls after you have called a man out.
13. Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right."
14. A most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY." Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely. Finally, be courteous, impartial and firm, and so compel respect from all.

## SPECIAL RULES ROOKIE BOYS LEAGUE

### Use Official Baseball Rules (NBC), with only these exceptions:

1. Rookie Boys teams are organized by the Player Agent.
2. Emphasize fun, fundamentals and player development. There will be no playoffs or League championship.
3. Six (6) innings is a regulation game (minimum regulation; 4 innings, 3½ if home team is ahead). There are no extra innings or suspended games.
4. All players present must be listed in the batting order, even while resting, and bat in that order.
5. Use ten (10) fielders, including a catcher and pitchers helper. The 10<sup>th</sup> fielder must play in the outfield.
6. BOTH teams must use the pitching machine. A parent will feed the machine and not field the position.
  - a. A batted ball that hits the pitching machine is declared a dead ball. Batter is awarded first base. All runners advance one base.
7. The batter is allowed three (3) swinging strikes or eight total pitches. No umpiring of balls and strikes. NO hit batsman. Parent at pitching machine will count total pitches and give a warning to the batter on the eighth pitch that it is the last pitch. The batter is out after eight pitches.
8. There are three outs per inning, except four (4) runs maximum may score in innings 1-5, then inning ends. The sixth inning is unlimited runs.
9. No stealing – base runners cannot leave base until ball is hit.
10. No bunting, no infield fly rule.
11. Play and base running end when; for an infield hit, the ball is returned to the pitchers helper within the 10 foot pitchers circle. Pitchers helper possession of the ball is not required. For an outfield hit, runners must stop at the current base once the ball enters the infield diamond defined as inside the base lines. Possession of the ball by an infielder is not necessary. Runners clearly more than halfway to the next base may proceed to that base in both of the above cases.”
12. Two (2) defensive coaches are allowed in the outfield.
13. Base coaches and parent pitcher will act as umpires. The 1<sup>st</sup> base coach is responsible for safe/out calls at 1<sup>st</sup> and 2<sup>nd</sup> base; the 3<sup>rd</sup> base coach is responsible for safe/out calls at 3<sup>rd</sup> base and home plate. The parent pitcher will count strikes and outs.
14. Pitchers helper must remain behind the pitching machine until ball makes contact with the bat.
15. Pitchers mound to plate is 40 feet. Home plate to first base is 55 feet.
16. Runners may not advance on any overthrow to any base. This rule is to encourage players to attempt to

All games played on Diamond #8. Second Team listed is Home Team.  
Call Player Agent to schedule practices and make-up games

## SPECIAL RULES MINOR BOYS LEAGUE

### Use Official Baseball Rules (NBC), with only these exceptions:

1. Minor Boys teams are selected by individual Managers at a league draft conducted by the Player Agent.
2. Six (6) innings is a regulation game (minimum regulation; 4 innings, 3½ if home team is ahead). There are no extra innings or suspended games.
3. All players present must be listed in the batting order, even while resting, and bat in that order.
4. Teams are limited to five (5) runs in innings 1 thru 4. After inning 4, runs are unlimited.
5. Pitching rest requirements: Pitchers are limited to no more than six (6) innings a week. Sunday is the first day of the week. The six (6) innings weekly limit is waived for playoffs. No rest requirement between games. Any part of an inning pitched is a full inning credited to the pitcher. Pitchers are also limited to three (3) consecutive innings a game. Pitching innings must be consecutive.
6. No advancing on a balk.
7. No infield fly rule.
8. Stealing is allowed after the ball passes over the plate. There is no advancing from 3<sup>rd</sup> base on a wild pitch or passed ball. A player may advance if any runner is played on by the catcher.
9. Pitchers mound to plate is 46 feet. Home plate to first base is 60 feet.
10. In the event of a double header, both games will be four (4) inning games with a five (5) run limit in innings 1 & 2. After inning 2, runs are unlimited. Pitchers are limited to two (2) consecutive innings per game.
11. Bunting is not allowed.

The first game listed to be played on Diamond #3. The second game listed to be played on Diamond #1. Second Team listed is Home Team.

Call Player Agent to schedule practices and make-up games.

## SPECIAL RULES MAJOR BOYS LEAGUE

### Use Official Baseball Rules (NBC), with only these exceptions:

1. Major Boys teams are selected by individual Managers at a league draft conducted by the Player Agent.
2. Six (6) innings is a regulation game (minimum regulation; 4 innings, 3½ if home team is ahead). There are no extra innings or suspended games.
3. All players present must be listed in the batting order, even while resting, and bat in that order.
4. Teams are limited to five (5) runs in innings 1 thru 4. After inning 4, runs are unlimited.
5. Pitching rest requirements: Pitchers are limited to no more than six (6) innings a week. Sunday is the first day of the week. The six (6) innings weekly limit is waived for playoffs. No rest requirement between games. Any part of an inning pitched is a full inning credited to the pitcher. Pitchers are also limited to three (3) consecutive innings a game. Pitching innings must be consecutive.
6. No advancing on a balk.
7. No infield fly rule.
8. Stealing is allowed after the ball leaves the pitcher's hand.
9. Pitchers mound to plate is 50 feet. Home plate to first base is 70 feet.
10. In the event of a double header, both games will be four (4) inning games with a five (5) run limit in innings 1 & 2. After inning 2, runs are unlimited. Pitchers are limited to two (2) consecutive innings per game.

Note: all games listed to be played on Diamond #2. Second Team listed is Home Team.

Call Player Agent to schedule practices and make-up games.

**SPECIAL RULES  
SENIOR BOYS LEAGUE**

**Use Official Baseball Rules (NBC), with only these exceptions:**

1. Senior Boys teams are selected by individual Managers at a league draft conducted by the Player Agent.
2. Seven (7) innings is a regulation game (minimum regulation; 5 innings, 4½ if home team is ahead).
3. All players present must be listed in the batting order, even while resting, and bat in that order the entire game. All resting players must play the field the next inning.
4. Teams are limited to five (5) runs in innings 1 thru 4. After inning 4, runs are unlimited.
5. Pitching rest requirements: Pitchers are limited to five (5) innings a game. Innings pitched must be consecutive. Pitchers are also limited to nine (9) innings a week. Sunday is the first day of the week. Any part of an inning pitched is a full inning credited to the pitcher. The nine (9) innings weekly limit is changes to twelve (12) for the playoffs, so long as rest requirement are observed. Managers must carefully schedule pitchers rest as follows;

<u>Innings Pitched</u>	<u>Days of Rest Required</u>
3 or less	0
4 or more	1

A final year ball player is not allowed to pitch.

6. Metal Spikes are not allowed.
7. The dropped third strike rule is in effect.
8. Pitchers mound to plate is 60 feet 6 inches. Home plate to first base is 90 feet.
9. In the event of a double header, both games will be five (5) inning games. Pitchers are limited to three (3) consecutive innings per game.

Note; Coaches are encouraged to take advantage of the pitchers screen provided by the league.

Note; All games listed to be played on Diamond #7, Ron Reid Field.

Second Team listed is Home Team.

Call Player Agent to schedule practices and make-up games.

## SPECIAL RULES ROOKIE GIRLS LEAGUE

### Use A.S.A. Official Softball Rules, with only these exceptions:

1. Rookie Girls teams are organized by the Player Agent.
2. Emphasize fun, fundamentals and player development. There will be no playoffs or League championship.
3. A regulation game will last 90 minutes (timed from the first pitch of the game). At the 90 minute mark the parent pitcher will declare "last batter." The batter will be allowed to finish her at bat and the game will be called upon completion of that at bat.
4. All players present must be listed in the batting order, even while resting, and bat in that order.
5. Use ten (10) fielders, including a catcher and pitchers helper. The 10<sup>th</sup> fielder must play in the outfield.
6. Parents may pitch the ball from a standing or kneeling position. The pitch must be underhand. If the batter does not hit after three (3) swinging strikes, a batting T will be used until the batter hits. No hits batsmen, No umpiring of balls and strikes
  - a. A batted ball that hits the parent pitcher is declared a dead ball. Batter is awarded first base. All runners advance one base. Parent pitcher must make a reasonable attempt to move away from the batted ball.
7. There are three outs per inning, except four (4) runs maximum may score then the inning ends. .
8. No stealing – base runners cannot leave base until ball is hit.
9. No bunting, no infield fly rule.
10. Play and base running end when; for an infield hit, the ball is returned to the pitchers helper within the 10 foot pitchers circle. Pitchers helper possession of the ball is not required. For an outfield hit, runners must stop at the current base once the ball enters the infield diamond defined as inside the base lines. Possession of the ball by an infielder is not necessary. Runners clearly more than halfway to the next base may proceed to that base in both of the above cases."
11. Two (2) defensive coaches are allowed in the outfield.
12. Base coaches and parent pitcher will act as umpires. The 1<sup>st</sup> base coach is responsible for safe/out calls at 1<sup>st</sup> and 2<sup>nd</sup> base; the 3<sup>rd</sup> base coach is responsible for safe/out calls at 3<sup>rd</sup> base and home plate. The parent pitcher will count strikes and outs.
13. Pitchers helper must remain behind the parent pitcher until ball makes contact with the bat.
14. Pitchers mound to plate is 30 feet. Home plate to first base is 50 feet.
15. Runners may not advance on any overthrow to any base. This rule is to encourage players to attempt to make an infield play

Note; All games listed to be played on Diamond #12.

Second Team listed is Home Team.

Call Player Agent to schedule practices and make-up games.

**SPECIAL RULES**  
**SOFTBALL – ALL LEAGUES EXCEPT ROOKIE**  
**Use A.S.A. Official Softball Rules, with only these exceptions:**

1. Minor, Major & Senior Girls teams are selected by individual Managers at a league draft conducted by the Player Agent...
2. Minor Girls; Six (6) innings is a regulation game (minimum regulation; 4 innings, 3½ if home team is ahead). Major & Senior; Seven (7) innings is a regulation game (minimum regulation; 5 innings, 4½ if home team is ahead).
3. Minor Girls; teams are limited to three (3) runs in inning 1 thru 5. After the 5<sup>th</sup> inning runs are unlimited.  
Major Girls; teams are limited to five (5) runs in inning 1 thru 5. After the 5<sup>th</sup> inning runs are unlimited.  
Senior Girls; teams are limited to six (6) runs in inning 1 thru 5. After the 5<sup>th</sup> inning runs are unlimited.
4. Minor Girls Pitching; if the umpire calls a fourth ball then the ball will be placed on a tee and the batter is allowed to hit the ball from the tee. The ball is considered live and in play after it leaves the tee. This rule has been implemented to; encourage field play, and to speed up games.
5. Minor Girls- Pitchers are limited to 3 innings per game. Major Girls – Pitchers are limited to 4 innings.  
Senior Girls – Pitchers are limited to no more than 7 innings per game and 9 innings per week, except that in a three game week a pitcher may pitch a total of 12 innings. Final year girls may only pitch 2 innings in a regular game (3 innings if the game goes into extra innings).
6. Minor & Major Girls – A pitcher once removed cannot be reinserted to pitch in the same inning.
7. Minor & Major Girls do not play the infield fly rule; Senior Girls do play the infield fly rule.
8. All players present must be listed in the batting order, even while resting, and bat in that order. Excess players rest for that inning but must play in the file the next inning.
9. Minor & Major Girls - the 10<sup>th</sup> fielder must play in the outfield. All outfielders must remain on the outfield grass until the pitch is released by the pitcher.
10. Minor Girls – Runner cannot leave the base until the ball is hit.
11. Minor Girls, one defensive coach is allowed in the outfield.
12. Stealing is allowed in Major & Senior Girls - In Major Girls a runner may leave the base after the ball passes over the plate. There is no advancing from 3<sup>rd</sup> base on a wild pitch or passed ball. A player may advance if any runner is played on by the catcher  
In Senior Girls a runner cannot leave the base until the ball has left the pitcher's hand.
13. Minor Girls – A ball returned from a defensive player is considered dead when the pitcher has control of the ball within the 10 ft. pitcher's circle. If the runner (advanced batter) is more than halfway to the next base, she is awarded that base. If runner is less than halfway, she goes back to the base she last touched. A ball returned from the catcher after a pitch is considered a dead ball. Ball becomes live only after the next batted ball.
14. Minor & Major Girls – Batter cannot advance on a dropped third strike.
15. Pitching Distances: Minor 30 feet, Major 35 feet, Senior 40 feet.
16. Base Paths: Minor 50 feet, Major & Senior 60 feet.
17. Senior – A regulation game can be started with seven players and finished with six.
18. In the event of a double header, the following conditions held true;
  - a. Minor Girls; Both games will be four (4) inning games with a five (5) run limit in innings 1 & 2. After inning 2, runs are unlimited. Pitchers are limited to two (2) innings per game.
  - b. Major Girls; Both games will be five (5) inning games with a five (5) run limit in innings 1 2 & 3. Pitchers are limited to three (3) innings per game. Pitchers are limited to five (5) total innings.
  - c. Senior Girls; Both games will be five (5) inning games with a six (6) run limit in innings 1 2 & 3. Pitchers are limited to five (5) innings per game. Pitchers are limited to seven (7) total innings. Final year ball players may only pitch two (2) innings per game. Total innings pitched by final year ball players are limited to three (3) innings per game.

Minor Girls; all games listed to be played on Diamond #11.

Major Girls; the first game listed to be played on Diamond #6. The second game is Diamond #4.

Senior Girls all games listed to be played on Diamond #5.

Second Team listed is Home Team.

Call Player Agent to schedule practices and make-up games.

## EMW FARM LEAGUE RULES AND THOUGHTS

1. Farm teams are organized by the Player Agent.
2. Stress sportsmanship and fair play.
3. Emphasize fun, fundamentals and player development. There will be no playoffs or League championship.
4. Three (3) innings is a regulation game. There are no extra innings.
5. Modified T-Ball; Parents may pitch the ball from a standing or kneeling position. The pitch may be overhand or underhand. If the batter does not hit after three (3) swinging strikes, a batting T will be used until the batter hits. No hits batsmen, No umpiring of balls and strikes.
6. A batted ball that hits the parent pitcher is declared a dead ball. Batter is awarded first base. All runners advance one base. Parent pitcher must make a reasonable attempt to move away from the batted ball.
7. The entire team will bat each inning. All players present must be listed in the batting order, even while resting, and bat in that order.
8. Use all players in the field including (2) pitchers helpers.
9. Runners may not advance on any overthrow to any base. This rule is to encourage players to attempt to make an infield play.
10. Play and base running end when the ball is returned to the parent pitching. Parent must make a reasonable effort to catch the ball. Runners clearly more than halfway to the next base may proceed to the next base.
11. There are two (2) adult offensive coaches along the sidelines and two (2) defensive coaches maximum on the playing field.
12. A player shall not play more than two (2) innings at the same position. Right and left pitchers helper and considered one (1) position.
13. Two (2) pitchers helpers must remain behind the pitcher until ball makes contact with the bat.
14. No short pants.
15. No stealing, No bunting, No sliding.
16. Use league bats and equipment only.
17. Pitchers mound to plate is 30 feet. Home plate to first base is 50 feet.
18. At no time during warm-ups or while the game is in progress will younger siblings be allowed on the playing field. Only players on the roster are allowed to play.
19. Keep all children off the backstop.

The first game listed to be played on Diamond #9. The second game listed to be played on Diamond #10.

Second Team listed is Home Team.

Call Player Agent to schedule practices and make-up games.

## EMW Threatening Weather & Lightning Policy

In the event of lightning, EMW Baseball will follow guidelines by the NSSL (National Severe Storms Laboratory) during games.

The NSSL strongly recommend terminating activity when the lightning is 6 miles away. There is a 70% chance that the next

cloud-to-ground strike will occur in a circular area with a 6-mile radius from the previous strike.

An audible alarm (air horn) will be sounded when lightning is detected within 6 miles from Creek Road Park.

### **Steps to take if Lightning is 6 miles or less away:**

a. Threatening weather conditions and/or lightning will end the game or practice session. Due to the lack of lightning safe, enclosed structures, the Creek Road Softball & Baseball Fields will be cleared of all persons in lightning conditions. All players, spectators, coaches and managers are to proceed to the safety of their automobiles. Areas around the concession stands are not considered safe areas. No one will be allowed into the stand area or maintenance sheds while lightning is in the area.

b. Games scheduled to start while lightning is sighted will be cancelled as a rain out if the delay due to the activation exceeds fifteen minutes past the games posted starting time.

c. Practice sessions shall be delayed or cancelled until the lightning has cleared. No one will be allowed to practice until all lightning has cleared.

d. No one will be allowed onto the Creek Road Park field area while lightning has been sighted or is in the area. For safety considerations, everyone shall remain in their cars while lightning is in the area.

e. The NSSL/EMW recommends that everyone should ideally wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field or activity.

f. Please check website for the weather conditions prior to coming to park. [www.emwbaseball.org](http://www.emwbaseball.org)

Avoid: Tall trees or objects like light poles or flagpoles, individual trees, standing pools of water and open fields. Also avoid being the highest object on the field. Do not take shelter under a single tall tree. Avoid bathrooms and using the landline telephone. A cellular phone or portable phone is a safe alternative.