

Baseball of Arkansas Rules

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Playing rules not specifically covered herein shall be governed by The Official MLB Rules of Baseball. If any conflict in rules between these Official Baseball of AR State By-laws & Rules and The Official MLB Rules of Baseball, these Official Baseball of AR State By-laws & Rules shall govern.

RULE 1.00 – NAME of Organization

1.01 This organization shall be known as Baseball of Arkansas. It is partnered with USA Softball of Arkansas.

RULE 2.00 – MEMBERSHIP, PARTICIPATION & CLASSIFICATIONS OF PLAY

2.01 Team Membership:

A team registration fee shall be paid seasonally to participate; the team registration fee will be part of your first tournament fee.

2.02 Umpire Membership: An Umpire registration fee shall be paid yearly to officiate in the Baseball of AR program. You must go through a background check through **Safe-Sports**. Included with membership is general liability and accidental medical insurance while officiating.

2.03 League Participation: In all Baseball of AR sanctioned leagues, teams shall qualify for State Championships.

2.04 Tournament Participation: In all Baseball of AR sanctioned tournaments, teams shall qualify for State Championships.

2.05 Classifications of Play: The Baseball of AR program shall offer four (4) classifications of play for tournament teams: Major, AAA, AA, A, A-Rec.

2.06 The State Director shall adopt an acceptable method to classify teams within the state. Baseball of AR Committee shall have sole authority to classify teams within their respective state and the authority to classify and / or re-classify any team within their respective state during the current season.

RULE 3.00 – INDIVIDUAL PLAYER & TEAM ELIGIBILITY

3.01 Age Based with Grade Exceptions Divisions:

(Only Two(2) Grade Level Players are allowed per team)

4U Division

Players who turn 5 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten. Also, any player turning 6 prior to August 1 will not be eligible. Players who are 4u are eligible for this division regardless of their grade.

5U Division

Players who turn 6 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten. Also, any player turning 7 prior to August 1 will not be eligible. Players who are 5u are eligible for this division regardless of their grade.

6U Division

Players who turn 7 prior to May 1 of the current season are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to August 1 will not be eligible. Players who are 6u are eligible for this division regardless of their grade.

7U Division

Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to August 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.

8U Division

Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.

9U Division

Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to August 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.

10U Division

Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

11U Division

Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to August 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.

12U Division

Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

13U Division

Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to August 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.

14U Division

Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to August 1 will not be eligible. Players who are 14u eligible are eligible for this division regardless of grade.

15U Division

Players who turn 16 prior to May 1 of the current season are not eligible unless they are in the 9th grade. Also, any player turning 17 prior to August 1 will not be eligible. Players who are 15u are eligible for this division regardless of their grade.

16U Division

Players who turn 17 prior to May 1 of the current season are not eligible unless they are in the 10th grade. Also, any player turning 18 prior to August 1 will not be eligible. Players who are 16u are eligible for this division regardless of their grade.

17U Division

Players who turn 18 prior to May 1 of the current season are not eligible unless they are in the 11th grade. Also, any player turning 19 prior to August 1 will not be eligible. Players who are 17u are eligible for this division regardless of their grade.

18U Division

Players who turn 19 prior to May 1 of the current season are not eligible unless they are in the 12th grade. Also, any player turning 20 prior to August 1 will not be eligible. Players who are 18u are eligible for this division regardless of their grade.

3.01.A

In divisions 4U – 18U, all players participating in Baseball of AR tournament play shall have photocopies of their original birth certificate in the possession of their team manager at all times. **Photocopies on electronic devices will be accepted.** Upon protest, failure to have a photocopy of the original birth certificate within 10 minutes of protest shall result in the offending team losing the game(s), being ejected from the tournament, being placed last in the standings and forfeiting all awards, points, entry money and gate fees, and berths that would have been or have been awarded.

3.01.B

All grade-based players must have a copy of their birth certificate and current report card, or official school ID with grade, or any official government document stating the grade.

3.02

A player that is found to be illegal due to an age or grade violation during or after a league or tournament game, shall result in the offending team losing the game(s) team and player being ejected from the tournament, team being placed last in the standings and forfeiting all awards, points, sponsors travel money, and berths that would have been or have been awarded. The illegal player shall be removed from the offending team's Official Online Roster and additional penalties may be applied to the illegal player and / or team manager / coaches.

3.03

A player shall be eligible to compete in the Baseball of AR program as long as he abides by the Baseball of AR By-Laws and the Official Baseball National By-laws & Rules when his first name, last name (no middle names, nick names, shortened names, slang names, initials, prefixes or suffixes are allowed) and date of birth (in proper format – mm/dd/yyyy) are listed EXACTLY as they appear on his/her original birth certificate, as a member on an eligible team's Official Online Roster. Failure to comply with this rule shall result in your team being prohibited from participating in Baseball of AR.

3.04 Illegal Players:

3.04.A

A team with a player found to be illegal due to age, grade, or class violation, anytime during the Baseball of AR event, will be deemed ineligible. The team **WILL** be disqualified and put in last place. The manager could face suspension.

3.04.B

Any team in violation of any roster rules **WILL** be disqualified from their current event and be placed in last place. The manager could face suspension.

3.04.C

A player found to be playing on multiple teams in the same weekend, anytime during the Baseball of AR event, both teams **WILL** be disqualified and put in last place. The player, parents and managers could face suspension.

3.04.D

An ineligible player is any player not listed on the official online roster (when rosters are required), a player with an incorrect birthday, or a player with name listed incorrectly on the official online roster. All players must be listed on a team's online roster correctly prior to their first game or prior to the event's deadline to add players. Penalty: Any ineligible player **Will** cause the team to be disqualified and put in last place. Each case will be looked at by the Baseball of AR Committee to determine if the player is ineligible.

3.05 Player Roster Eligibility:

3.05.A

Players shall only appear on one (1) Official Online Roster.

3.05.B

Players shall only physically play for one (1) team per weekend, regardless of location, venue, age division and / or classification.

3.05.C

Once a player has been rostered for the season, they may not be added to a team with lower classification in the same age group or younger age group without the Baseball of AR Committee's approval.

3.05.D

Once a player is released from a roster, they may not be added back to that roster one time without the Baseball of AR Committee's approval.

3.06 Guest Player:

3.06.A

Teams that earn a berth with Guest Players on their roster will be deemed qualified.

3.06.B

Guest Player Application System will be disabled for an event 1 hour prior to the team's start time of their first game of the event based on Central Standard Time.

3.06.C

Players that are NOT on a current season Baseball of AR roster will NOT be eligible as a Guest Player. Anyone that is not on a current Baseball of AR roster simply can be added to your team roster to be eligible as long as the player's classification does not change your team's classification.

3.06.D

Guest Players are only eligible to participate as a Guest Player for one team at a time. Players will be blocked from being used as a Guest Player for an additional team for the duration of their guest playing event (Start Date to End Date).

3.06.E

If a Guest Player's original team registers for an event after being approved as a guest player, the player will be deleted as a guest player and the Original Team will be required to de-activate the player before the player can be used as a guest player.

3.06.F

If the Pick-Up Team moves divisions and moves to a division that would deem the Guest Player illegal, the player will be removed.

3.06.G

For leagues, teams are allowed unlimited numbers of guest players. Players who guest play in leagues can also, guest play in tournaments with overlapping dates.

3.06.H

Guest players will be limited to 3 per weekend or per event.

3.06.I

Guest Player eligibility is determined by the age and class of the event the team is playing in.

3.07 Team Eligibility:

3.07.A

No team shall be allowed to compete in any Baseball of AR tournament without first paying their team registration fee to the Association which will be paid with their first tournament entry fee.

3.07.B

All teams shall maintain an Official Online Roster. If a player changes rosters, then they can only return to their original roster one time.

3.07.C Rosters:

3.07.C.1

Team rosters for age divisions 4U – 14U shall be composed of not more than fifteen (15) players.

3.07.C.2

Team rosters for scholastic divisions 15U – 18U shall be composed of not more than twenty (20) players.

3.07.C.3

A team's "home" state shall be determined by the home residency of fifty-one percent (51%) or the majority (whichever is greater) of the players on the team's Official Online Roster.

3.07.C.4

The team manager shall be responsible for all aspects of eligibility of the players and the information of the players contained on the team's Official Online Roster pursuant to these rules. This includes but is not limited to age eligibility, classifications of previous teams the players may have participated on, legal names of the players, and correct dates of birth of the players.

3.07.C.5

The intentional or unintentional act of adding ineligible players to the team's Official Online Roster shall be grounds for team manager suspension and disqualification of the team.

3.07.C.6

The intentional or unintentional act of incorrectly spelling a player's name on the team's Official Online Roster shall be grounds for team manager suspension and disqualification of the team.

3.07.C.7

The intentional or unintentional act of incorrectly entering a player's date-of-birth on the team's Official Online Roster shall be grounds for team manager suspension and disqualification of the team.

3.07.C.8

Baseball of AR Committee shall have the authority to approve or reject all players contained on a team's Official Online Roster, the committee's approval of a team's Official Online Roster shall not release the team manager of his responsibilities pursuant to these rules.

3.08 Team Age Playing Up

3.08.A

In divisions 4U – 5U a player can only participate on a team up to 3 years older.
(Example: a 4U player can be on a 7U team, but not an 8U team)

3.08.B

In divisions 6U – 14U a player can only participate on a team up to 2 years older.
(Example: a 6U player can be on a 8U team, but not an 9U team)

3.08.C

All 15U-18U players are eligible for their age or greater

RULE 4.00 – QUALIFYING TOURNAMENTS

4.01

The Baseball of AR Committee shall have the authority to amend these Rules to accommodate the needs of the Qualifying Tournament.

4.02

The State Director or directors appointed by the State Director shall conduct all Qualifying Tournaments to assure that the Baseball of AR By-laws & Rules are being followed at all times.

4.03

Amounts to be charged as entry fees for Qualifying Tournaments shall be at the discretion of the Tournament Director.

4.04

The quantity of awards to be presented for Qualifying Tournaments shall be at the discretion of the Tournament Director.

4.05

The Baseball of AR Committee shall adopt an acceptable system to qualifying teams for State Championship.

4.06

No Qualifying Tournament shall be considered as sanctioned by the Association if all applicable fees and registrations are not paid to the Association within seventy-two (72) hours after completion of the tournament.

4.07

Only licensed baseballs shall be used in Qualifying Tournament play.

4.08

All players must be listed on the team's online roster before the start of the first game of all tournaments of any stature.

4.09

The Baseball of AR Committee shall set refund policies.

4.10 Points System:

Teams may only accumulate points from one event per weekend.

1st Place – 10 points

2nd Place – 5 points

3rd Place – 3 points

5th- 8th Place – 2 points

All other places – 1 point

4.11 Pool Play / Tie Breaker Criteria:

Once advanced to subsequent tie breaker criteria, do not return to a previous criterion.

These Tie Breakers will be for all events: Qualifying, State and World Series.

1) Winning Percentage – Descending

2) Number Wins – Descending

3) Number Loses – Ascending

4) Tied Teams (vs. each other) Winning Pct. – Descending (more than 2 teams tied, skip this tie breaker)

5) Avg. Runs Allowed – Ascending 6) Avg. Run Differential with a maximum of (8) – Descending

7) Baseball of AR Points – Descending

8) Date Team Entered Baseball of AR Database

9) Coin Flip

RULE 5.00 – STATE CHAMPIONSHIPS

5.01

The Baseball of AR Committee shall have the authority to amend these State By-laws & Rules to accommodate the needs of the State Championships.

5.02

The State Director or directors appointed by the State Director shall conduct all State Championships to assure that the Baseball of AR State By-laws & Rules are being followed at all times.

5.03

Teams are permitted to participate in multiple “Level” State Championships but shall only be awarded State Championship points for the first (earliest) State Championship in which the team participates. Teams participating in subsequent “Level” State Championships shall be awarded “Qualifying Tournament” points. Teams shall only participate in their respective (home) state’s “Level” State Championship(s).

5.04 Classifications - (we will start this way since we haven't classified yet, once we start playing and seeing teams, the BOA committee will classify)

Class Open: Any Level

Class AAA

Class AA

Class A

Class A-Rec: Lower A and League Teams

5.05 Qualification for State Tournaments

To Qualify for the state tournaments, teams must play in a minimum of 2 sanctioned Baseball of AR events or be approved by the Baseball of AR Committee.

5.06 State Tournament Guest Players

Same as Rule 3.06

5.07 Entry Fees

Amounts to be charged as entry fees for State Championships shall be at the discretion of the State Director.

5.08 Awards

The quantity of awards to be presented for State Championships shall be at the discretion of the State Director.

5.09 No State Championship shall be considered as sanctioned by the Association if all applicable fees and registrations are not paid to the Association within seventy-two (72) hours after completion of the tournament.

5.10 Only Officially licensed baseballs shall be used in State Championship play.

5.11 State Championships shall be scheduled to provide each team at least three games of participation. This format can be changed because of weather conditions or other acts by the Tournament Director with approval of the State Director.

RULE 6.00 – RULES OF PLAY

6.01 Playing Field, Equipment & Safety:

6.01.A The playing field shall be laid out according to the recommended dimensions for each appropriate age group.

6.01.B For details on field layout including recommended direction of play, fair and foul territory requirements, infield and outfield grades, pitcher's mound height and slope, batter's and catcher's box dimensions, and base and home plate size and construction should be referred to the Official Rules of Baseball as published by Major League Baseball on MLB.com. Safety bases are allowed to be used when available.

6.01.C Bats:

6.01.C.1 All bats for age divisions 14U and younger must be permanently stamped with the new USA Mark, USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USA manufacturer.

6.01.C.2 All 13U players must use a maximum drop 8 (-8) bat with the Official Marks Permanently stamped.

6.01.C.3 All 14U players must use a maximum drop 5 (-5) bat with the Official Marks Permanently stamped.

6.01.C.4 All bats for scholastic divisions (High School Events) must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (-3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed manufacturer.

All bats that manufacturers have taken off the market are considered illegal bats.

Rule 6.01.C Penalty:

(First Offense) – If the batter is discovered while at bat or after an at bat prior to the next pitch of using a bat not in rule 6.01.C, the batter shall be declared out and all batters shall return to the base last occupied prior to the pitch of discovery, or the defense shall choose the result of the play.

(Second Offense)–If a team is found in violation of this rule a second time on, then the manager or acting manager shall be ejected in addition to the First Offense penalty.

6.01.D Uniforms:

Protests on uniforms shall not be allowed. It shall be the League / Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules shall result in the violator being allowed to immediately conform or be removed from the game. Managers and coaches may wear athletic type gear.

6.01.E Shoes:

In age divisions 4U – 12U, non-metal cleats shall be worn. In age divisions 13U and older, traditional metal baseball spikes shall be permitted.

6.01.F Catcher's Equipment:

The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built-in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup.

Rule 6.01.F Comment:

In all age divisions 18u and below, the catcher's helmet shall fully cover both ears.

6.01.G Offensive Players:

All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.

6.01.H Special Protective Gear:

Baseball of AR continues its long-standing policy of permitting players to determine the use of the protective equipment when they deem it appropriate.

6.01.I Non-Players:

Bat / ball boys / girls under the age of eighteen (18) shall not be permitted.

6.01.J All Playing equipment shall not contain undue commercialization of the product.

6.01.K The Ball:

Officially licensed baseballs must weigh between 5 and 5.25 ounces, must have a circumference of between 8.95 and 9.25 inches, have a COR of between .5 and .555 and have an ASTM standard compression of between 200 and 350 pounds.

6.01.L The use of one way Electronic Signaling devices are permitted to be worn by all players.

6.01.M Forfeits:

If a team forfeits for any reason other than pitching, they will be placed in last place in pool, if a team forfeits in bracket it will be considered a loss for that game.

6.01.M.1 The violating pitcher will not be allowed to pitch for the remainder of the event.

6.01.M.2 If a team forfeits in an elimination game, they will be removed from the event.

6.01.M.3 Anytime a team is discovered to have committed a pitching violation, the team manager will be removed from the complex for the remainder of the event. This penalty is enforced regardless if a protest was made.

6.02 Game Preliminaries:

6.02.A

A flip of a coin between the two teams shall determine the home team for each pool play game. The highest seeded team will be the home team for bracket play games in single elimination brackets. In double elimination brackets, the highest seeded team shall be the home team until the championship game. In the championship game, the team in the winner's bracket shall be the home team and a coin toss shall determine the home team for the "IF" game.

6.02.B

In League, Qualifying Tournament and State Championship play, time limits may be used with approval of the League / Tournament / State Director.

6.02.C Approved Team Line-ups:

6.02.C.1

Teams may bat a nine (9) player line-up, or a nine (9) player line-up with a Designated Hitter (DH), or a ten (10) player line-up with an Extra Hitter (EH), or a 10-player line-up up with a DH and EH, or a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game. A Designated Hitter (DH) can be used for ages 9u thru14u.

6.02.C.1(a)

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

6.02.C.1(b)

If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution.

6.02.C.1(c)

If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position.

6.02.C.1(d)

Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.

6.02.C.1(e)

When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

6.02.D Designated Hitter playing rules:

6.02.D.1

The DH can bat for any defensive player (not just the pitcher, as in some leagues).

6.02.D.2

The DH would normally bat for one player and any of that player's substitutes on defense for the original player.

6.02.D.3 The DH must be listed next to the player he is batting for in lineup.

6.02.D.4 The DH and the player he is batting for are both locked into the same batting slot; neither of these two players can ever bat in another batting position.

6.02.D.5 If the DH enters the game on defense, the player he was batting for must come out of the game.

6.02.D.6 A replaced DH can re-enter the game one time since he was considered a starter. The defensive player being hit for can also re-enter the game one time if subbed for. Both must always stay in the same batting spot.

6.02.D.7 The DH role for a team is terminated for the rest of the game if:

6.02.D.7(a)

A replaced DH re-enters the game on defense (the acting DH is disqualified from further participation).

6.02.D.7(b)

The player for whom the DH was batting pinch hits or pinch runs for the DH.

6.02.D.7(c)

The DH assumes a defensive position.

6.02.E

In Scholastic divisions (15U-18U), if the Extra Hitter (EH) is not utilized, then the Designated Hitter (DH) may be utilized in accordance with the National Federation of High School Associations (NFHS) rules.

6.02.F

Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

6.02.G

A team may continue a game with a minimum of eight (8) eligible players.

6.02.H

Baseball of AR will be adopting the MLB no shift rule.

6.02.1

Any coach coaching a base must either be 18 years of age or wear a protective helmet. Only adults will be allowed to be pitching coaches in Coach Pitch events.

6.03 Starting and Ending a Game:

6.03.A

A regulation game consists of six (6) innings for age divisions 4U – 12U and seven (7) innings for age divisions 13U and older, unless the game is:

6.03.A.1

Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning.

6.03.A.2

Shortened because the home team needs none of its half of the last inning or only a fraction of it to win.

6.03.A.3

Shortened because an imposed Time Limit expires

6.03.A.4

Shortened because any applicable part of Rule 6.03.B has been met

6.03.A.5

Shortened because any applicable part of Rule 6.03.C has been met

6.03.A.6

Pool play games will end in a tie if the time limit is up or a complete game has been played.

6.03.B Run Rules:

- 1) In ages 4u-12u the run rules will be 15 runs after 3 innings and 8 runs after 4 innings.
- 2) In ages 13u-18u the run rules will be 15 after 3 innings, 10 after 4 innings, and 8 after 5 innings.

6.03.C

If a game is called due to rain, Weather, light failure, or other acts of Nature and cannot be resumed it is a regulation game if:

6.03.C.1

For a six (6) inning game, if three (3) innings have been played or if the home team has scored more runs after two and one half (2 1/2) innings the game shall be declared a complete game.

6.03.C.1(a)

In bracket play if a game is tied after 4 or more innings, the score will revert back to the previous inning. If still tied, the game will be a suspended game.

6.03.C.2

For a seven (7) inning game, if four (4) innings have been played or if the home team has scored more runs after three and one half (3 1/2) innings the game shall be declared a complete game.

6.03.C.3

In bracket play if a game is tied after 5 or more innings, the score will revert to the previous inning. If still tied, the game will be a suspended game.

6.03.D

All games that for any reason cannot be declared a regulation game pursuant to Rule 7.03.C shall be a suspended game. A suspended game when resumed, shall resume from the exact point of suspension.

6.04 The Batter, Batter Runner & Runner:

6.04.A

An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches.

6.04.B Courtesy Runner:

6.04.B.1

At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If there are no substitute players available, the courtesy runner shall be the player making the last batted out. If that is the pitcher or catcher then you go to the previous batter before them.

6.04.B.2

If the Pitcher or Catcher get out prior to an out being recorded in the 1st inning, and there are no substitute players the curtesy runner shall be the batter furthest from coming back up to bat in the line-up that is not the Pitcher or Catcher of record. In all other innings, the courtesy runner is the last batted out and if no outs have been recorded, it will be the last out from the previous inning.

6.04.B.3

The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule.

6.04.B (Penalty)

If at any time while the courtesy runner is still on base, if determined to be ineligible,

the runner will be declared out. It is the coaches' responsibility to put the correct runner in as the courtesy runner.

6.04.C Slide Rule:(We will play by the NFHS Slide Rule)

6.04.C.1 A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder (8-4-2b).

6.04.C.2 A slide is illegal if:

- a) the runner uses a rolling, cross-body or pop-up slide into the fielder, or
- b) the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
- c) except at home plate, the runner goes beyond the base and then makes contact with or alters the play of the fielder.

6.04.C.3 At home plate:

- a) It is permissible for the slider's momentum to carry him through the plate in a straight line (baseline extended), or
- b) the runner slashes or kicks the fielder with either leg, or
- c) the runner tries to injure the fielder, or
- d) the runner, on a force play, does not slide on the ground and in a direct line between the two bases

6.04.C (Penalty)

The runner shall be called out and may be ejected from the game at the discretion of the Umpires.

6.04.D

A runner who jumps over a player will be called out whether or not contact is made with the defensive player.

6.04.E

A dead ball appeal can be appealed directly to the umpire, without the Pitcher throwing to the appealed base. Only one dead ball appeal is allowed on any play.

6.04.F Slashing:

Feinting/Faking a bunt and swinging away is allowed in all ages 9 and up.

6.05 The Pitcher:

6.05.A

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the Umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to Rule 6.05.B.1

6.05.B Days Pitched:

The end of the day for the purpose of this rule shall be the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, shall count as being played on the scheduled day. A game not completed before the night break pursuant to Rule 6.03.D shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

6.05.B.1 ONE DAY MAXIMUM TO PITCH THE NEXT DAY:

The maximum number of pitches a player can legally pitch in one (1) day and still pitch the next day. Pitches are totaled for the amount of pitches recorded each game pitched that day. A pitcher can only have **Four (4)** appearances per tournament. If a pitcher reaches his daily max or tournament max in the middle of a batter they may finish that batter. However, to stay on the 1-25 or 26-35 pitches they must stop, even if they are in the middle of a batter if they don't want the mandatory rest.

<u>Age</u>	<u>0 Days Rest</u>	<u>1 Day Rest</u>	<u>Daily Max</u>	<u>Tournament Max</u>
7-8	1-25	26-35	50	60
9-10	1-30	31-50	60	75
11-12	1-40	41-60	70	85
13-14	1-45	46-70	80	95
15-18	1-45	46-80	90	110

6.05.B.1 (Penalty):

Any violation shall result in immediate forfeiture of the game

6.05.C Pitching Mound Visits:

Pitching mound visits will be a max of three visits per inning, with the second coach's visit to the same pitcher in the same inning resulting in a pitching change.

6.05.D

A Pitcher shall pitch to one batter, until the batter is put out, or reaches 1st base, or the inning is over. A pitcher that starts an inning must pitch to the first batter until the batter is put out or reaches 1st base. Baseball of AR will NOT be using the MLB mandatory batter limits.

6.05.E

Baseball of AR will not be adopting the MLB pitch clock rule.

6.05.F

Baseball of AR will not be adopting the Pitchers Disengagement rule.

RULE 7.00 – COACH PITCH SPECIFIC RULES

7.01 Fair Ball Arc:

There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

7.02 Safety Arc:

There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

7.03 Pitching Circle:

There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.

7.04 Pitcher's Line:

There shall be a line drawn from the pitcher's circle to the safety arc.

7.04.A

The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.

7.04.B

The pitching coach shall not verbally or physically coach while in the pitching position

7.04.C

The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

7.04.C (Penalty):

1) If a coach violates this rule after the ball is pitched, obstruction shall be called.

2) If a coach violates this rule before the ball is pitched

a) First Offense: Warning

b) Second Offense: Removal of coach as the pitcher for the remainder of the game.

7.05 Pitching Coach:

The Pitching Coach shall be an adult at least eighteen (18) years of age.

7.06 Defensive Players:

Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.

7.07 Pitching Position:

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

7.07 (Penalty):

The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

1) First Offense: Warning

2) Second Offense: Removal of player from the pitching position for the remainder of the game.

7.08 Defensive Coaches:

Only one defensive coach shall be allowed on the field of play and shall be within arm's length of the dugout.

7.09 Infield Fly:

The Infield Fly Rule shall not be in effect at any time.

7.10 Line Up:

The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

7.10.A Substitutions:

Teams may use free substitution on defense, but the batting order shall remain the same.

7.11 Starting a Game:

Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.

7.11 (Approved Ruling):

A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

7.12 Bunting:

Bunting shall not be allowed. (Penalty): Dead Ball and Batter will be declared out.

7.13 Time at Bat:

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. (The bat is extended if the last pitch is hit foul)

7.14 Intentional Walks:

A player may only be Intentionally Walked once per game by announcement from the defensive team.

7.15 Runners:

Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

7.16 Courtesy Runner:

A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

7.17 Run Limits per Inning:

A team may score a maximum of seven (7) runs per inning.

7.18 Regulation Game:

The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

7.19 Calling Time:

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all the runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

7.19 Comment:

When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

7.20 Pitching Coach Interference:

When a batted ball hits the Pitching Coach, the following shall apply:

A) If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

B) If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

RULE 8.00 – T-BALL SPECIFIC RULES

8.01 Fair Ball Arc:

There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.

8.02 Safety Arc:

There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

8.03 Pitching Plate:

The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate.

8.04 Ball:

The ball shall measure not less than eight-one quarter ($8 \frac{1}{4}$) nor more than eight -one half ($8 \frac{1}{2}$) inches in circumference.

8.05 Catching Gear:

The catcher shall wear a dual ear-flap catcher's helmet with mask.

8.06 Defense:

Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.

8.07 Pitching Position:

The defensive player listed as pitcher shall stay in contact with the pitchers' plate until the ball is hit.

8.07 Penalty:

The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

A) First Offense: Warning

B) Second Offense: Removal of player from the pitching position for the remainder of the game.

8.08 Defensive Coaches:

Only one defensive coach shall be allowed on the field of play and shall be within arm's length of the dugout.

8.09 Infield Fly:

The Infield Fly Rule shall not be in effect at any time.

8.10 Batting Order:

The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order. Teams may use free substitution on defense, but the batting order shall remain the same.

8.11 Start of Game:

Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.

(Approved Ruling): A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

8.12 Bunting:

Bunting shall not be allowed. (Penalty): Dead Ball and Batter will be declared out.

8.13 Batter:

A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.

8.14 Intentional Walks:

A player may only be Intentionally Walked once per game by announcement from the defensive team.

8.15 Runners:

Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.

8.16 Runs per Inning:

A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

8.17 The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

8.18 Calling Time:

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

RULE 9.00 – 9U Rules

9.01 Nine (9) defensive players shall play in the field.

9.02 Balk rules shall not apply.

9.03 A batter shall advance on a missed third (3rd) strike by the catcher and 1st base is not occupied with less than two outs

9.04 Runners:

9.04.1 Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.

9.04.2 Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate the play becomes dead

a) 1st Offense: Warning and the runner shall return to the base last legally occupied at the time of the pitch.

b) 2nd Offense and others: The runner shall be called Out.

If the runner is thrown out, the call shall stand, and any other runners cannot advance on the play. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch and then the above applies.

RULE 10.00 – 7U & 8U KID PITCH RULES

10.01 Defensive Players:

Nine (9) defensive players shall play in the field.

10.02 Pitching:

Balk rules shall not apply.

10.03 Batter:

A batter shall be automatically out on a dropped / missed third (3rd) strike by the catcher.

10.04 Runners:

10.04.1 Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.

10.04.1 Approved Ruling:

If the runner advances safely, the Umpire shall call "Time"

a) 1st Offense: Warning and the runner shall return to the base last legally occupied at the time of the pitch.

b) 2nd Offense and others: The runner shall be called Out.

If the runner is called out, the call shall stand, and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.

10.04.2 On a base on balls, the batter may attempt to steal second prior to the pitcher and catcher coming set at his own risk, but if a runner is on third, he may not advance home even if the defense attempts to throw the runner out at second base.

10.04.3 Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the play becomes dead and the runner is declared out.

10.04.4 Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the Umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.

Rule 11.00 – SPORTSMANSHIP & EJECTIONS

11.01 All players, coaches, managers, sponsors, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. The league/tournament director has the authority to remove anyone from the event at any time for unsportsmanlike conduct. Any player, coach, manager, sponsor, or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and/or Tournament Director.

11.02 Fighting:

Any player, coach, manager, sponsor or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred / suspended.

11.03 Ejections:

Any coach, manager, sponsor, or spectator ejected from a game shall immediately remove themselves from the vicinity of the playing field and / or grandstands for the remainder of the game. Any player ejected from a game shall either immediately remove them self from the vicinity of the playing field for the remainder of the game and be confined to the dugout area for the remainder of the game. Additional penalties may be assessed at the discretion of the Tournament Director.

11.04 If necessary, a team may be forced to forfeit a game and / or be removed from the tournament if no one abides by the ejection rule.

11.05 Baseball of AR reserves the right to deny admission to or eject any person/team who, in its sole discretion, determines poses a risk to the health and safety of other

participants, officials, or spectators and/or whose conduct violates any applicable code of conduct, or whose conduct is otherwise disruptive or disorderly.

RULE 12.00 – UMPIRES

12.01 All leagues and tournaments played under the jurisdiction and administration of Baseball of AR shall utilize Umpires who are registered with the Association.

12.02 The minimum age to umpire tournaments will be 15 years of age or the minimum age mandated by the local state they are calling in. The minimum age to umpire in a league program will be determined by the local league.

RULE 13.00 – PROTESTS

13.01 Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Uniform numbers cannot be protested. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the Umpires and the protesting team leaving the field of play. No protest shall be allowed following the game. League / Tournament officials shall rule on all protests and their decisions shall be final.

13.02 The Protest fee shall be \$100.00 CASH. The fee shall be returned only if the protest is upheld. Leagues may develop their own fee structure and methods of recording and settling protests.

RULE 14.00 – TOBACCO & TOBACCO RELATED PRODUCTS:

14.01 The use of ANY tobacco or any electronic smoking devices such as e-cigarettes, vape pens or atomizers shall be prohibited by all participants (including but not limited to players, manager, coaches, umpires) within the confines of the playing field and dugouts. Local facilities may have stricter policies prohibiting tobacco from facility and parking areas. These policies, if any, shall be recognized and enforced during BOA events.

RULE 15.00 – ITEMS NOT SPECIFICALLY COVERED:

Items not specifically covered shall be referred to the Baseball of AR State Director with guidance from the Baseball of AR Committee.

Rule 16:00 – Baseball of Arkansas Committee

There will be a committee for Baseball of AR that will meet once a month or even have special called meetings if needed. The committee will be made up with nine members

- 1) BOA State Director (Steven Powell)
- 2) Asst State Director (Chris Phillips)
- 3) State Chief Umpire (Mike Wilson – over 30 years of Experience in High School and Division II College Umpire)
- 4) Certified BOA Umpire (Jim Pennington - Coached travel ball for over 10 years, Coached High School Baseball, Umpires AR High School and Travel Baseball for 8 years)
- 5) 4u-8u Coach Representative
- 6) 9u-10u Coach Representative
- 7) 11u-12u Coach Representative
- 8) 13u-14u Coach Representative
- 9) 15u-18u Coach Representative