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## **FOREWARD**

The Official Baseball Rules appearing in this manual have been reprinted by special permission of the Office of the Commissioner of Baseball.

The copyright in the Official Baseball rules is owned and has been registered by the Commission of Baseball.

The interpretations and explanations of the rules contained with this manual have not been endorsed by the Commissioner of Baseball.

## DIVISIONS

- |                      |   |
|----------------------|---|
| 1. T-Ball .....      | 5 & 6 years<br>(4 years if parent is coach) |
| 2. Coach Pitch ..... | 7 & 8 years                                 |
| 3. Double A .....    | 9 & 10 years                                |
| 4. Triple A .....    | 11 & 12 years                               |
| 5. Majors .....      | 13 thru 15 years<br>(no high school)        |

## RAINOOTS/CANCELLATIONS

The Broward Sheriff's Office/PAL Baseball League is currently comprised of (3) independent cities. Therefore, it is imperative that the flow of information to and amongst the park/city representative, BSO staff, and the umpire facilitator be timely and precise. For the purpose of communicating the status of each game and field condition to the affected coaches, there will be a cutoff period designation of **4pm Monday through Friday**. Notifications are to be administered as follows:

- 1. The hosting city shall determine the condition of the field no later than 4pm.**  
If the Field or weather conditions are unsuitable at that time, it shall constitute a cancellation.
- 2. The staff or city representative will immediately notify BSO/PAL staff.**
- 3. BSO/PAL will notify the city/park staff of the opposing team of the cancellation.**
- 4. The city/park staff will notify the respective coach, so all affected parents are notified in a timely manner.**
- 5. BSO/PAL will also notify the umpire facilitator.**

This process shall be completed and shall remain in effect regardless of improved weather or field conditions.

All games will be individually evaluated to determine a makeup date based on field availability and standings.

## **REGISTRATION**

**A.** Each local league will conduct registration of players, managers, and coaches in their respective areas. An adequate time period should be provided. Notification of registration should be placed in proper venues, e.g. newspapers, schools, local businesses, etc.

**B.** Each player must be under the age of 16 before participation in P.A.L. baseball program, and shall be required to have written consent from his/her parent or legal guardian, along with prior approval of city board.

**C.** All players registered must have an opportunity to take part in a local league tryout for selection to a team. Such tryouts shall be conducted under the guidelines of the local city.

**D.** No team shall have more than fifteen (15) players on the official roster sheet.

**E.** Maximum returning players allowed on team roster is limited to three (3). (This freeze includes the manager's and coaches' child.)

**F.** A team may have a manager and two (2) coaches on the roster.

**Exception:** T-Ball and Coach Pitch teams may have three (3) coaches. (7) return player freeze.

**G.** The managers, coaches, players, and scorekeeper must be registered by the manager, or a designee, on the official P.A.L. roster sheet. Changes to a team's registration after season commencement must be recorded by city board giving notification to P.A.L. Executive Board. Changes to a team's roster after game start will only occur with approval of the umpire and both team managers.

**H.** All managers and coaches must complete a NYSCA certification program administered via BSO/PAL, as scheduled by your local city league. This program must be completed prior to season start.

**I.** Each team must have a certified member of the coaching staff present at each scheduled game.

## QUALIFICATIONS

### **No Player Shall:**

- A.** (1) Be eligible to play under the jurisdiction of PAL if paid.  
(2) Receive monetary consideration for his/her services rendered as a player of a baseball team after the opening of the current season.
- B.** Be a member of a team playing under the jurisdiction of PAL, if said team received more than actual expenses since the opening of the current season.
- C.** Receive compensation of his/her services to a team of PAL. This shall not apply to deemed suitable prizes, e.g. trophies, plaques, etc.
- D.** Be on the roster and/or play for more than one (1) PAL baseball team during the current season.
- E.** Play in any other organized baseball association with a regularly scheduled season which runs concurrent with the regularly scheduled season of PAL.

## AGE REQUIREMENTS

- Player must reach established age requirement prior to January 1<sup>st</sup> of the current season.
- There is a limit of four (4) under-age players permitted per team.

**A.** Managers, coaches, and team parents shall be held accountable for the players in regard to age qualifications.

**B.** Birth certificates or written certification from school must accompany each player's registration on the official roster which is maintained via the City Parks & Recreations Division. (In the event of a **protest of age eligibility**, the team manager of the player in question will be responsible to obtain proof of age via the city registration documents. The protest must be documented in writing on the official game roster at the completion of the game at which time it must be signed by the umpire and both coaches.)

**C.** The registration of a player upon the official roster does not exempt him/her from protest at a later date, providing sufficient proof of ineligibility is determined as a result of the protest. The league, upon verification by city or PAL staff, may declare the player in question ineligible at that time. The winning games of which a determined ineligible player has participated will be forfeited.

**D.** Any player, parent, manager, or coach found submitting invalid proof of age intentionally, shall be expelled from the PAL program.

**E.** Local league violations will be handled by the City Board. Written notification must be sent to PAL Executive Board of Directors.

**F.** Disciplinary action shall be delivered by PAL Executive Board.

**\*Any protest of age eligibility during the regular season must be initiated prior to the end of the regular season. If question of eligibility has not been established prior to this, the protest will not be recognized by PAL board.**

**\*Playoffs: The protest must be initiated prior to the start of the game; unless player arrives after the start. The team in question will be afforded twenty-four (24) hours to produce proof of age. If proof is not presented within the (24) hour period, or eligibility is found to be invalid, the game in question will be forfeited.**

## **TRANSFERS**

- A.** No player, manager, or coach shall be eligible to play or coach with another PAL city league unless he/she has secured a release from their current city league. **Exception:** If said player, manager, or coach has relocated his/her residence prior to the beginning of the current season. The official release must be completed prior to the season start.
- B.** Any player, manager, or coach who does not receive an official release, may choose to sit out an entire season and be eligible to choose another local league without waiver.
- C.** Any player, manager, or coach requesting a transfer from a team to another team after the start of the season, must have the consent of the local city board. The official league roster must be updated. No releases will be approved after the April 26<sup>th</sup> deadline.
- D.** Any player, manager, or coach violating these rules, will be immediately suspended for a period of not less than one (1) year. The suspension will be honored by all city leagues governed by PAL. Suspensions may be appealed in writing at the PAL Executive Board level.

## **TERMINATION OF MEMBERSHIP**

- A.** The membership of any organization, team, official, manager, coach, or player may be terminated by the Executive Board of PAL for failure to comply with the rules and requirements set by BSO/PAL Youth Baseball.
- B.** Any team forfeiting three (3) regular season games may be considered for elimination from competition for the remainder of the season. The team manager must submit, in writing, the reason for the forfeits to the local city board. The individual players of this team may be combined with other remaining teams provided they do not exceed the roster limit of fifteen (15) players.

## **OFFICIATING**

**1.** Managers, coaches, players, and parents are prohibited from officiating in any scheduled league game in the class division in which his/her team or league participates, without the consent of the opposing team or league, or as set forth by the local city and or PAL boards.

### **Umpires:**

**A.** There will be two (2) umpires for each game; one (1) for home plate, and one (1) for the bases. T-Ball and Coach Pitch can have one (1) umpire for games.

**B.** The home plate umpire will be the head umpire (Umpire in Chief).

**C.** All umpires shall be in uniform as deemed acceptable by the local league board.

**D.** The Umpire in Chief shall determine if and when play shall be suspended during a game because of unsuitable weather or field conditions. He shall also determine if and when play shall resume after such suspension; and if and when a game shall be terminated after such suspension. The umpire shall not call the game until at least 15 minutes after play has been suspended. The umpire may continue a suspension as long as there is a chance to resume play within a reasonable time period. Game time shall not be affected by umpire suspension.

**E.** The umpire is required to review and sign the official score sheet. Any protest shall be documented providing the circumstances, the specific rule in question, and the time of the protest. This shall be done at the completion of the game.

**F.** If an umpire ejects a player, manager, coach, or spectator from the game; the umpire must, in writing on the back of the game sheet, document the reason and circumstances for the ejection.

**G.** If the Umpire in Chief declares a forfeit after play has started, the umpire must document the reason for the forfeit.

## GENERAL PLAYING RULES

### Knowledge of Rules:

PAL baseball is governed by the rules as compiled by the Official Rules of Major League Baseball, from which publication is authorized by the Commissioner of Baseball, provided said rules are not at variance with any of the rules of PAL baseball. **These rules must be followed and can not be amended or changed by any coach, manager, umpire, or local league official agreement.**

**A.** Each manager shall be supplied with a copy of these rules. He/She shall acquaint his/her players, coaches, sponsors, and team followers with the contents of these rules.

**B.** Any individual violating any of these rules is subject to the penalties, as outlined in the rules of this book.

**C.** Ignorance of said rule or rules shall not be accepted as an excuse for any violation.

**D.** Only one (1) manager or designated coach may approach the umpire to question or dispute a call. **NO EXCEPTIONS.**

**E.** The 1<sup>st</sup> named or numbered team on the league schedule during the regular season shall be the home team. **Note:** Home team supplies game balls (1 new and 1 good used ball)

**F.** All cancelled and valid protested games will be rescheduled by the local city board.

**G.** Regarding all teams tied at the close of the regularly scheduled season for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup>, position standings will be determined by the following tie-breakers.

1. Head to Head competition.
2. Head to Head against common opponent 2<sup>nd</sup> in ranking.
3. Head to Head against common opponent 3<sup>rd</sup> in ranking.
4. Head to Head against common opponent 4<sup>th</sup> in ranking.

This will determine team placements for post season playoffs. Furthermore, all division classes such as "A" and "B" will be eligible for post season playoffs.

**H.** In **all divisions**, substitutes will enter when team takes the field prior to the first pitch. Teams will bat the entire roster. No player may sit on the bench for two (2) consecutive innings. **(A violation will constitute a penalty or possible forfeit.)**

**I.** Regulation games in all divisions shall be 4 and ½ innings if the home team is leading, or 5 innings if the visiting team is leading.

**J.** If during a regular season game, the losing team is down by 10 or more runs, and has batted five (5) times; the head umpire shall terminate the game in favor of the leading team.

**K. ALL DIVISIONS:** All players and subs must be listed on the game sheet before the game begins. If player has not arrived by the 4<sup>th</sup> inning, the player can not enter the game.

**L.** Teams may start and finish with eight (8) players. If a team can not field eight (8) players to start or finish, the game will be forfeited in favor of the team with the full roster. **Note:** No out is recorded for the missing player.

**M.** If a batter **intentionally** throws the bat, he/she will be ejected from the game. This will be determined by the umpire. Ball will be dead, no out applies. Substitute will assume ejected batter's existing count at the plate. **Unintentional** throwing of the bat will result in a Team Bench Warning. Next incident will result in the batter being called out. Ball will be dead.

**N.** If a player is ejected for any reason or injured, and there are no subs, the opposing manager can pick a player to re-enter the game.

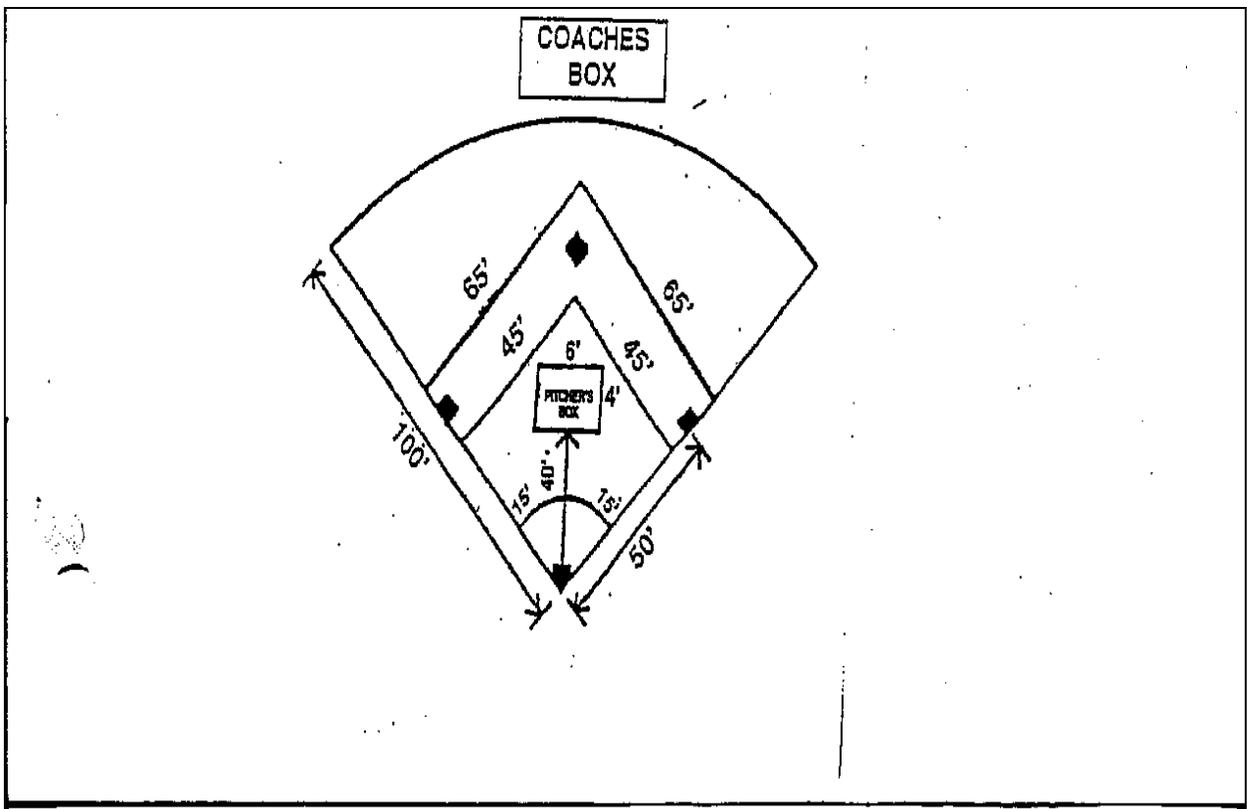
## Field Dimensions & Ball Sizes:

The pitching distances, distances between bases, and official baseball sizes shall be as follows:

	<b>Pitching</b>	<b>Bases</b>	<b>Baseball</b>
<b>T-Ball</b>	40ft	50ft	safety ball
<b>Coach Pitch</b>	36ft	55ft	8.5oz
<b>Double A</b>	40ft	60ft	9.5oz
<b>Triple A</b>	47ft	70ft	9.5oz
<b>Major</b>	55ft	80ft	9.5oz

Whenever a game is played on a diamond with the distance between bases less than ninety (90) feet, the coach box at 1<sup>st</sup> and 3<sup>rd</sup> shall be moved so as to be in the same relative position with 1<sup>st</sup> and 3<sup>rd</sup> bases on a regulation ninety feet diamond.

### \*\*FIELD LAYOUT



**Duration of Games:**

**A.** The playing times of games for each division is as follows:

T-Ball .....	1 hr
Coach Pitch .....	1hr and 15 min
Double A .....	1 hr and 30 min
Triple A .....	2 hrs
Major .....	2 hrs

**B.** The length of the games for each division is as follows:

T-Ball .....	5 innings
Coach Pitch .....	5 innings
Double A .....	6 innings
Triple A .....	7 innings
Major .....	7 innings

\*Each division will consist of 6 runs per inning.

**C.** Teams not ready to start within fifteen (15) minutes of the official start time, shall forfeit the game. Should both teams violate this section, both teams shall forfeit and be charged with a loss.

In all divisions, the game will immediately start during the fifteen (15) minute grace period once both teams have eight (8) players. **Scheduled time** is starting time. **Delay time** is time lost. Umpire delay for rain, field conditions, etc. is **extended time**.

**D.** The time of the umpire shall be the official time for governing games.

## GAME RULES

### T-Ball:

The purpose of the T-Ball division is to introduce players ages 5 and 6 (4 years if parent is coach) to the fundamentals of the game of baseball. It should be both an educational and enjoyable experience for the players, coaches, and parents. A batting tee is used to facilitate both an offensive and defensive game. The following rules shall apply in addition to those covered in the PAL Rule Book and the Major League Baseball Rules.

**A.** A full team is ten (10) players, consisting of four (4) outfielders. Game may begin with eight (8) players. If less than (8) players are present after fifteen (15) minute grace period, game will be forfeited. A team may finish game with (8) players. However, if total number of players falls below (8) players during the game at any time, the game will be forfeited. No out is recorded in line-up spot for missing, ejected, or injured player.

**B.** Team will bat entire roster.

**C.** Substitutions will be made every inning. No player may remain on the bench for two (2) consecutive innings. Exceptions: discipline, illness, or injury. The head umpire and opposing manager must be notified in advance.

**D.** A foul line is drawn fifteen (15) feet from home plate between the 1<sup>st</sup> and 3<sup>rd</sup> base foul line (refer to field layout). Any ball not hit beyond this line is considered foul. Any ball touching the line is considered fair.

**E.** The pitcher's box is drawn forty (40) feet from home plate; three (3) feet to the right and left on the center of the pitcher's rubber; four (4) feet to the back of the rubber.

- One player (pitcher) must be within the pitcher's box until the batter swings at the ball. **Penalty** will be assessed if player makes play on the ball. The batter is awarded 1<sup>st</sup> base.

**F.** Infield and outfield restraining lines are drawn at forty five (45) and sixty five (65) feet respectively from home plate.

- Infielders (excluding pitcher) may not be in front of the 45ft. line or beyond the 65ft. line until the batter swings at the ball. Outfielders may not be in front of the 65ft. line until the batter swings at the ball. **Penalty** will be assessed if player makes play on the ball. The batter will be awarded 1<sup>st</sup> base.

**G.** Any ball overthrown into foul territory behind 1<sup>st</sup>, 3<sup>rd</sup>, or 100ft. line; player advances one (1) base. If ball goes under fence, it is declared a dead ball and out of play.

**H.** Home run and ground rule double line is 100 ft. from home plate on all fields.

**I.** Any ball hit in the air over the 100ft. line is a home run. If the ball hits a defensive player and goes over the line before hitting the ground, the batter is awarded a home run.

- J.** If a defensive player touches or catches a ball in the air while standing on or beyond the 100ft. line, the batter is awarded a home run.
- K.** Any ball hit that touches the ground and then touches or passes the 100ft. line is a ground rule double. All base runners shall advance (2) bases and the ball is dead.
- L.** If a defensive player stops a ground ball while he/she is touching or beyond the 100ft. line, the batter is awarded a ground rule double. Ball is dead.
- M.** Defensive players will play normal base positions.
- N.** The ball is hit from the batting tee. The tee will be placed on home plate and can not be moved.
- O.** The batter must be in the batter's box and must take a full swing (**NO ON DECK BATTERS EXCEPT FOR MAJORS DIVISION**). No bunts allowed and the ball must leave the tee to be a strike.
- P.** Any batter intentionally throwing a bat will be automatically out. **This is a judgment call by the umpire.**
- Q.** A manager or coach is allowed to assist any player in the proper way to play a position or stand in the batter's box, except while the ball is in play. The ball is in play once it is placed on the tee by the umpire. **If a manager or coach touches a player while the ball is in play, the player is out.**  
**Strikeouts:** A player may strikeout when he/she has any combination of the two. (2) foul balls or (2) misses and he/she misses the ball on the third swing.
- R.** The defensive coach must stand within the coach's box beyond the 100ft. line.
- S.** No lead off from the bases until the batter swings. **Penalty: runner is out.**
- T.** No stealing of bases.
- U.** Play is stopped when the last defensive player tags any base while in possession of the ball, the player must then roll the ball underhanded to the catcher. Runners may advance only if previously committed to do so prior to the play being stopped. **Umpire Judgment.**
- V.** Play is resumed if the fielder makes an attempt or throws the ball in any direction except to home plate underhanded. (The umpire will determine when the ball is dead.)
- W.** Rolling of a ball to a base to obtain an out is prohibited; ball must be thrown.
- X.** The coach must remove the batting tee when a runner is advancing to home plate.

**T-Ball (cont):**

**Y.** (½) inning is completed when the offensive team has scored six (6) runs or three (3) outs have been made. **Exception:** Last inning. This applies to all divisions.

**Z.** Ten (10) run rule; game over after (4) innings.

## **Coach Pitch:**

The purpose of this division is to further the players, age 7 & 8, knowledge and skills in the fundamentals and rules of baseball. The player will begin to train in hitting a pitched ball, which is thrown by an adult coach or pitching machine.

**A.** Teams will consist of ten (10) players (4 outfielders), game may begin with (8) players. If less than (8) players are present after (15) minute grace period, the game will be forfeited. A team may finish the game with (8) players. If team finishes with less than (8) players, the game will be forfeited. **(When a team has only (8) players a coach may elect to play (3) outfielders and no catcher. This will stand for entire game.)**

**B.** Teams will bat the entire roster. (Late players will be placed at the bottom of the batting order.)

**C.** Substitutions will be made in every inning. No player may remain on the bench for (2) consecutive innings except for disciplinary, illness, or injury reasons. The head umpire and opposing manager must be notified in advance.

**D.** The manager, coach, or designated pitcher will pitch to his/her own team. Pitching coach's foot must stay inside circle during delivery of pitch.

**E.** The batter will receive five (5) pitches. If 5<sup>th</sup> pitch is not hit fair the batter is out. No strikes considered. No walks or hit-by-pitch allowed. Umpire will announce the last pitch.

**F.** No stealing.

**G.** If the coach pitcher is struck with a batted ball, play is declared dead. Batter is awarded 1<sup>st</sup> base, and all base runners are entitled to (1) base only. The Coach Pitcher must make an effort to avoid interference or obstruction with play or player. **It is the judgment of the umpire if runner or batter out.**

**H.** Catcher must make an attempt to stop pitched ball.

**I.** Any pitched ball that passes the catcher is a dead ball. **No advance.**

**J.** Coach Pitcher may coach **batter only**, until ball is pitched. Coach Pitcher must not coach while ball is in play. **Penalty: Judgment of the umpire; 1<sup>st</sup> will be warning, 2<sup>nd</sup> will result in removal of coach pitcher.**

**K.** Ball must be returned to coach pitcher at mound. Play stops only when pitcher has control of the ball inside of circle. If runner appears more than halfway they will advance. Umpire will decide advancement.

**L.** No bunting in Coach Pitch. **Penalty: batter is out.**

**Coach Pitch(cont):**

**M.** (½) inning is completed when a maximum of six (6) runs per team, or three (3) outs per team. **Exception:** Last inning.

**N.** No runner may score from 3<sup>rd</sup> base to home unless:

1. Forced
2. Advanced by hit ball
3. There is a pick-off by a player at any base. Note: A wild throw to the pitcher from the catcher, or an error by the pitcher receiving a throw by the catcher, does not allow a runner to advance from 3<sup>rd</sup> base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.

**O.** No inning may start after 1 hour and 15 minutes; there will be a cold cut off at 1 hour 30 minutes.

**P.** Ten (10) run rule; game over after (4) innings.

**Q.** Pitching and base coach may not interfere with defensive player or base runner. An out will be called for the interference.

**R.** Pitching coach must pitch over hand and standing upright. No lob pitching.

**S.** Overthrows to 1<sup>st</sup> and 3<sup>rd</sup> base; ball remains live as long as it remains on orange dirt or stays in fair territory. Overthrows going onto the grass in foul territory; the base runner will be awarded one base only (Dead Ball).

**T.** Infielders must know to stay out of baseline unless they possess the ball or are receiving a throw from another player. Umpire will award a base runner another base for interference.

**U.** Outfielders are to play at least five (5) feet onto grass. Only when a team is unable to field (4) outfielders may a coach play an outfielder in straight center field. This fielder must be placed at least five (5) feet onto grass.

**V.** No infield fly rule.

## GAME RULES

### **AA, AAA, Majors:**

**Double A, Triple A, and Majors:** Play by the Official Baseball Rules registered by the Commission of Baseball, in addition to the General Playing Rules (pgs 10 thru 12), Pitching (20), and Safety Rules (21,22) established by the PAL baseball league.

### **Double A: Rule Amendments**

**4/7/03:** No player may advance a base until the ball is pitched from the pitcher and the ball crosses home plate. Only then can the base runner advance at his/her own risk.

As for the dropped 3<sup>rd</sup> strike; the player is out.

**4/6/04:** No runner may score from 3<sup>rd</sup> base to home unless:

1. Forced
2. Advanced by hit ball
3. There is a pick-off by a player at any base. Note: A wild throw to the pitcher from the catcher, or an error by the pitcher receiving a throw by the catcher, does not allow a runner to advance from 3<sup>rd</sup> base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.

**4/6/06:** (2) hit batters in (1) inning, or (3) hit batters in one game by the same pitcher will result in the pitcher being removed. **AA, AAA, and Majors**

**4/10/03:** Ten (10) run rule; game over after (5) innings. **AA, AAA, and Majors**

## PITCHING RULES

**A.** Breaking balls are prohibited in all divisions **EXCEPT MAJOR. Note:** (A knuckle ball or spit finger fastball is not considered breaking balls.) If this infraction occurs, the umpire will call it a ball and give the pitcher and manager a warning. However, if the batter hits the pitch and releases base safely, the play shall proceed without interference. If the pitcher continues throwing breaking balls after being warned, he/she shall be removed from the mound for the remainder of the game. This rule is to be in effect for all PAL games, including playoff games, and may not be waived by any league, committee, or person.

**B.** Balks shall be called in the Triple A and Major divisions from the first game of the season.

**C.** No player shall pitch more than ten (10) innings in a seven (7) consecutive day period during the regular season. For record purposes, an inning pitched shall be charged when a player takes his/her position on the pitching mound and the umpire indicates that play is resumed.

**D.** No player in **ANY DIVISION** shall pitch more than four (4) innings in any one game or day. **Penalty:** Forfeit of game in which infraction occurred.

**E.** No pitcher may re-enter game regardless of innings pitched that day. **Penalty:** Forfeit.

**F.** Pitching substitutions must be made from the playing field. Pitching substitutions can not be made from the bench. (This applies to regular, playoff, and tournament seasons.)

**G.** Pitchers are allowed five (5) pitches or one (1) minute to warm up between innings. New pitchers are allowed eight (8) pitches. **If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire in chief shall allow him as many pitches as deemed necessary.**

**H.** Double A thru Major Divisions: (2) hit batters in one inning, or (3) hit batters in one game by the same pitcher will result in the pitcher being removed for remainder of game.

## SAFETY RULES

### Uniforms and Equipment:

- A. All players must have six inch numbers on the back of their shirts. (T-Ball may have four inch numbers.)
- B. Pitchers shall not wear any type of sweat band on their wrist.
- C. A pitcher's sweat shirt must be uniform in color and may not be white or gray.
- D. A pitcher's glove shall be uniform in color, including all stitching and webbing. The pitcher glove may not be white or gray.
- E. No pitcher shall attach to the glove any foreign material of a color different from the glove.
- F. Catchers must wear a catcher's glove. **EXCEPTION:** T-Ball.
- G. Catchers must wear protective head gear; a facemask and helmet with ear protection. **Penalty:** Game suspension during regular season.
- H. Catchers (male/female) must wear a protective cup.
- I. Catchers must wear a minimum 2 inch throat guard or extended mask.
- J. Players must not wear watches, rings, pins, jewelry, or metallic items.
- K. Shoes with metal pikes, metal cleats or screws on cleats are strictly prohibited in ALL DIVISIONS.**
- L. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- M. Players in **all divisions** must wear the "coverall" type head gear while batting, running bases, or coaching the bases. **No "On-Deck" batters except for Major Division. Penalty: If a batter or runner intentionally removes or dislodges his/her head gear while running the bases or batting, he/she shall be declared out if a play is being made on the runner.**
- N. In between innings, any player warming up the pitcher on the field must wear protective head gear.
- O. No non-baseball attire or equipment will be permitted on any field. If there is a medical need for the use of such items as crutches, canes, casts, etc. by any player, coach, assistant, or manager; that member will be restricted to the dugout area. Furthermore, any

equipment deemed unsafe by the umpire will be considered unacceptable and will be removed from the playing field.

**Game:**

**A. Amended 4/6/06: Runners do not have to slide unless necessary to avoid contact.**

No runner may hurdle the defensive player to avoid the tag. **Penalty:** This is a judgment call by the umpire as to whether obstruction or interference applies. Runners may be declared out and may also be ejected from the game, if action deemed intentional.

**B.** If the runner from 3<sup>rd</sup> base attempts steal home and the batter takes a full swing at the pitch, the runner is declared out. Ball is dead. Batter may bunt, fake bunt, or check swing. **AAA and Majors only! (This is a judgment call by the umpire.)**

**C.** All players must remain clear of the dugout doorway.

**D.** No on deck batters. **Exception: AAA and Majors**

## VIOLATIONS

Any player, manager, coach, or team found in violation of any of these rules may be subject to disciplinary action.

**A.** All violations will be documented and recorded with the local city board.

**B.** The local city board will rule on such violations and notify, in writing, the PAL Executive Board of Baseball. **Such rulings may include but are not limited to forfeit of game, probation, or suspension.**

## CONDUCT

### Section 1:

**All that is dishonorable, unsportsmanlike, and ungentlemanly is particularly and expressly condemned.**

A. The manager is responsible for the conduct of his/her players, coaches, and team followers.

**B. Any person to include manager, coach, umpire, player, league official, or spectator who commits an act of violence prior to, during, or after a game will be immediately suspended from participation in any PAL event. The local city board will notify in writing, within (48) hours, the PAL Executive Board. The individual will be barred from league participation. Acts of violence are not subject to appeal.**

C. Any person affiliated with PAL, that directly or indirectly approaches a player for the purposes of enticing him/her to leave that team during the current season, or to play in a manner as to affect the outcome of any game, shall be liable to punishment as determined by local city and PAL executive board.

### Section 2:

**No player, manager, coach, or spectator shall indulge in profanity, alcoholic beverage, illegal substance, or display poor sportsmanship at any time during an event; or time prior to event that would have adverse affects on individual judgment or the event.**

A. No player, manager, or coach shall at any time entice or try to incite, by word or sign, a demonstration by the spectators. Head coaches and managers will be held accountable for spectator's behavior.

B. No player, manager, or coach shall at any time use language which will in any manner refer to or reflect upon opposing players, managers, coaches, umpires, or spectators.

**Penalty:** Violator may be ejected from game.

C. When the occupants of a player's bench displays inappropriate behavior such as negative outburst, negative physical gestures, or any belligerent actions/comments in response to an umpire's decision, the umpire shall first give a warning that such actions/comments shall cease. If such actions/comments continue, the umpire shall order the offender(s) away from the field. If the umpire is unable to detect the offender(s), the bench may be cleared of all players. The manager of the offending player can be granted the privilege of recalling to the playing field only those players needed for a substitution.

**D.** When a player, manager, or coach is ejected from a game, they shall immediately leave the field and the immediate area, and take no further actions in influencing the game.

**E.** Any player, manager, or coach ejected from a game (1<sup>st</sup> offense), shall be suspended for the next game. If said player, manager, or coach is ejected from a 2<sup>nd</sup> game, he/she shall be suspended pending review by the local city board. \*The umpire must document on the back of the official game sheet the reason and circumstances for the ejection.

**Penalty:** 2<sup>nd</sup> Ejection of same player, manager, or coach will result in a game forfeit.

### **Section 3:**

A Game Forfeit will occur when a team:

**A.** Fails to obey, within a reasonable time, the umpire's order to remove a player, manager, or coach from the playing field and immediate area.

**B.** After warning by the umpire, a player, manager, or coach willfully and persistently continues to violate any rules of the game.

**C.** After warning by the umpire, a player, manager, or coach intentionally employs tactics designed to delay or shorten the game.

**D.** An ineligible player, manager, or coach participating in a game.

## **PROTESTS**

### **Section 1: Eligibility**

**A.** Protests of a violation(s) of any PAL rule governing a member's eligibility, may be filed by any member of the PAL baseball program; against any other member of the program.

**B.** All protests of a violation of eligibility rules that occurred in the course of the regular season must be filed no later than forty-eight (48) hours after the close of the last regular season game of the current season.

**Note:** An individual member does not have to be an opponent in order to protest against a team for fielding ineligible players. This section is designed to keep the respective leagues "PURE" by granting the right to any individual member to protest against a team at any time under the above conditions.

### **Section 2: Playing Rules**

**A.** All protests of violations of the playing rules in official games of PAL must be submitted in writing and filed with a member of the local city league within forty-eight (48) hours of the completion of the game.

**B.** Local city boards shall consist of a baseball commissioner and two (2) designated division commissioners. Umpires may be utilized as consultants only.

**C.** Any protest received after the specified (48) hours shall not be recognized.

**D.** The local city board must notify the team against whom the protest was filed within seventy-two (72) hours after receipt of the protest.

**E.** Managers and coaches can ONLY file protests of a playing rule violation within the respective game for which they are officially registered to manage or coach. The rule and section must be clearly denoted on the official protest.

**F.** Managers and coaches contemplating a protest on violations of playing rules during a game must notify the head umpire immediately of the intent to protest prior to the next pitch. The circumstances will be noted on the official score sheet at the completion of the game. The score sheet must be signed by both team managers and the umpire.

**G.** If the local city board finds that a positive confirmation of the rule violation would not have affected the outcome of the game, the disposition of the game will remain as recorded.

**H.** The opposing manager and/or coach may be required to attend the hearing to offer information requested by the local city board. The committee will rule in private after the facts have been presented.

**I.** No parents or players are allowed at the protest hearing.

**J.** All decisions of the local city board in conjunction with the PAL League Rules are final.

## **SUSPENSIONS**

Any player, manager, coach, or team may be placed on probation, suspended, or disbarred by the local city board and PAL Baseball League for just cause. The manager of the affected team shall be notified in writing of such action.

Suspensions and disbarments are to be submitted to the PAL executive board in writing, at which time, all other local city boards will be notified. Suspensions and disbarments are to be honored by all local city leagues within the PAL program, and may not be lifted without written notification to PAL executive board.

## PLAYOFFS AND CHAMPIONSHIP

**\*Playoffs will consist of the top (4) teams in each division.**

### Section 1:

At the end of the regular season PAL shall conduct one of the following: county, regional, or area playoff/championship tournament.

- Elimination playoffs will be conducted in each division for the following:

1<sup>st</sup> Place  
2<sup>nd</sup> Place  
3<sup>rd</sup> Place  
4<sup>th</sup> Place

These elimination playoffs will be conducted in the county and local area.

### Section 2:

County or area playoffs will be under the sole jurisdiction of the hosting Commissioner. A designee may be appointed on his/her behalf to run the tournament as prescribed by him/her. Times and locations for county and area playoffs will be designated by the hosting Commissioner. County and area playoffs must be concluded prior to state tournaments (if applicable).

**A.** No team will be permitted to drop into a lower class (if applicable), except those seeded by, and agreed upon by the Local Board of Directors. A team may compete at a higher classification.

**B.** Eligibility for playoff competition requires the following:

1. Player must be registered with his/her team in accordance with PAL baseball rules.
2. Player must have participated in no less than 2/3rds of the regular season games starting from the time he/she appeared on the team roster.

**C.** Current official rosters must be in the possession of each team at the time of playoff games. Verification of game sheet line-up by corresponding secretary shall meet this standard. **Penalty:** Forfeit.

**D.** Proof of age shall be verified prior to assigning player to roster position. No protest shall be made after the start of a game, unless said player arrives after the game start. If a protest is made, PAL will be notified. If the protest can not be immediately resolved, the team involved will be given twenty-four (24) hours to produce proof of age. If proof is

not provided or is found to be invalid within the allotted 24 hours, the game will be forfeited. Any awards shall be delayed until protest is resolved.

**E.** Players present shall sign on the game sheet prior to the start of game. Players arriving after the start of the game shall sign upon arrival. The umpire and opposing manager shall be notified. No player arriving after the 4<sup>th</sup> inning will be allowed to participate in said game. Should a protest arise as to the player's eligibility, the manager must do so by appeal to the umpire in chief or the playoff committee. An immediate ruling shall be made on the player's eligibility. Signatures on the official roster will be compared. If player is permitted to play in game prior to resolution and is later found to be ineligible, the game will be forfeited.

**F.** All divisions and classes will play single elimination.

**G.** A minimum of two (2) experienced umpires shall be provided for county and area playoffs.

**H.** No time limits.

**I.** In the event that a division is made of teams from different city programs, and the total # of teams is not sufficient to support A, B, C, and D playoff classes, the PAL board will establish an alternate playoff formula.

### **Section 3: Protests of Playoff Games**

**A.** Under no circumstances will a protest be considered which is based on a umpire judgment call.

**B.** All protest made on playing rules must be made with the umpire prior to the next pitch.

**C.** If a protest is made on a playing rule, the tournament committee will hear the protest immediately. The game will not continue until the committee rules on the protest.

**D.** All decisions made by the tournament committee are final.

### **Section 4: General Playoff Rules**

**A.** All county and area playoff games will consist of the following # of innings:

T-Ball	(6) innings
Coach Pitch	(6) innings
Double A	(7) innings
Triple A	(7) innings
Major	(7) innings

**Exception:** (10) run slaughter rule; and time limits set for T-Ball and Coach Pitch.

**B. Championship Round: Time limit** same as regular season for all division. **Slaughter Rule Applies**

**C.** All teams must start and finish with a minimum of eight (8) players. **Penalty:** Forfeit.

**D.** Regulated baseball approved by tournament committee will be used.

**E.** If game is suspended for official reasons, e.g. weather, field conditions, etc., it will be resumed from the point of stoppage.

**F.** All pitching is restored at the beginning of the playoffs.