



**SOUTH FLORIDA BASEBALL ALLIANCE (SFBA)
14U INTER-LEAGUE RECREATION BASEBALL
BY-LAWS & GAME RULES
02.22.2025 Version**

Participating Parks

West Pines Optimist

Miami Lakes Optimist

Youth Sports of Hollywood (Hollywood Hills)

02.22.2025 Version

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FORWARD

The South Florida Baseball Alliance (SFBA) has set forth its rules of play herein. The Official Rules of Baseball as published by Major League Baseball on MLB.com shall govern any item not specifically covered herein. Any reference to a particular gender contained within these SFBA Official Baseball National By-laws & Rules such as he, his, himself, man, men, or boy shall be meant to also include she, hers, herself, woman, women, and girl and are to be interpreted as gender neutral.

1.0 TEAM & INDIVIDUAL PLAYER ELIGIBILITY

Team and individual player eligibility shall be mandated by Hollywood Hills, Miami Lakes Optimist & WPPO individual rules for 14U. Players must be born between May 1st, 2010 and April 30th, 2012, players born outside the allowable dates must get approval from all clubs.

2.0 OBJECTIVE OF THE GAME

Baseball is a game between two teams, under direction of a manager, played on an enclosed field in accordance with these rules, under the jurisdiction of one (1) or more umpires.

The objective of each team is to win by scoring more runs than the opponent scores.

The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the end of a regulation game.

3.0 PLAYING FIELD

The playing field shall be laid out according to the recommended dimensions contained within these rules.

AGE DIVISION	BASES	PITCHING	FOUL LINES	CENTERFIELD
14U	80'	54'	275'	300'

Pitcher Rubber: The pitcher's rubber (plate) shall be a rectangular slab of whitened rubber set in the ground.

Player's Bench: Player's benches shall be provided, one each for the home team and visiting team. They should be roofed and should be enclosed.

4.0 THE OFFICIAL BALL

Shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together;

It shall weigh not less than five (5) nor more than five and one fourth (5 ¼) ounces;

It shall measure not less than nine (9) nor more than nine and one fourth (9 ¼") inches in circumference.

14U Baseball

- Diamond: DOL-1, DOL-A
- Rawlings: RNF or ROLB1
- Wilson: A-1010 or A-1030
- Pro Nine: OL1
- Baden: AD200
- AD Starr: AD200

5.0 THE OFFICIAL BAT

The Official Bat shall be round in cross section of the barrel and taper, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2 ¼ inches in diameter for small barrel bats and not more than 2¾ inches for big barrel bats at its largest part. Its weight shall not exceed 31-ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. All key graphics, including USSSA, 1.15 BPF markings, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat.

Material: THE BAT may be made of hard wood of one piece or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. THE BAT may also be made of aluminum or other metals, fiberglass, graphite or composite materials.

Construction: The bat may be made in pieces from different materials but must have a closed barrel end, a taper, a handle and a taper. The bat may be modular with interchangeable parts, subject to additional safety and tampering requirements as set forth in the standard USSSA Bat Licensing Agreement. The knob portion must be welded or mechanically attached to the bat. Only USSSA approved bats, USSSA approved weighted bats or USSSA approved weights, may be used in the on-deck circle.

Big Barrel Bats (Diameter greater than 2 ¼" but not more than 2 ¾")

EFFECTIVE January 1, 2018 14U AND YOUNGER BIG BARREL BAT RULES, A BIG BARREL BAT (no more than 2 ¾ inches diameter and no more than 36 inches in length) MUST BE MANUFACTURED BY AN APPROVED USSSA OR USA BASEBALL LICENSEE, AND ARE EITHER:

- i) HAVE THE NEW USSSA MARK ON ITS TAPER, and has no more than a minus 8 ounces difference

from the length of the bat which bat must be at least 29 inches long (“USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed, and no one may add graphics to a bat once manufactured. Use of a bat with graphics not applied by the manufacturer will be use of an altered bat and subject to suspension under the USSSA Altered Bat rules. In addition to being violation of the USSSA Altered Bat rules, any use, creation or application of a USSSA mark without written permission of USSSA is a violation of Federal Trademark law and may result in prosecution by USSSA. If you have any concern about the person selling or providing you a bat, do not accept the bat, because you will be held responsible for any bat you bring into or use in a USSSA facility.”), **OR**

- ii) BE A QUALIFIED BBCOR BAT (see below), and has no more than a minus 8 ounces difference from the length of the bat which bat must be at least 29 inches long, **OR**
- iii) HAVE THE **USA BASEBALL** LOGO, and has no more than a minus 8 ounces difference from the length of the bat which bat must be at least 29 inches long, **OR**
- iv) BE A WOOD BAT.

"Qualified BBCOR Bat" means a Big Barrel bat that is made by a USSSA approved bat licensee, has a BBCOR mark permanently attached to the bat that is recognized by NHSF as a legal bat for NHSF sanctioned play and has no more than a minus (SEE BELOW*) ounces difference from the length of the bat which bat must be at least 29 inches long. Please note that only WOOD BATS DO NOT HAVE any weight v. length (drop) limitation.

*14U DROP RULES – DROP-8 AND HEAVIER (i.e. -5, -3) BATS ARE LEGAL

Small Barrel Bats (Diameter no more than 2 ¼")

EFFECTIVE for the calendar years 2012 and 2013. Only those Small Barrel bats made by approved USSSA licensed manufacturers that are either:

- i) Wood, OR
- ii) Made with the old USSSA mark, OR
- iii) Have the New USSSA Mark will be allowed in USSSA play.

The Old mark is simply the words “USSSA 1.15 BPF”, all together in one spot on the

bat. The new USSSA mark can be found in the Baseball Tab of the USSSA Website.

EFFECTIVE for the calendar years 2014, only those Small Barrel bats made by approved USSSA licensed manufacturers that are either:

- i) Wood, OR

- ii) Made with the New USSSA Mark will be allowed in USSSA play.

Altered Bat Director Inspection and Suspension: A League Official may at any time be asked to inspect a bat that has been questioned. The owner and/or user may either:

1. Withhold the bat from inspection and accept an immediate 2 game suspension.
2. Allow the Official to inspect the bat and reach a conclusion as to whether the bat might be altered.

Penalty for using illegal bats:

First Offense - If the umpire discovers that the bat does not conform to SFBA league rules until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch.

Second Offense – If a team is found in violation of this rule a second time, then the manager will be ejected in addition to the First Offense penalty.

Protective Gear: As a general rule, SFBA continues its long-standing policy of permitting players to determine the use of the protective equipment when they deem it appropriate. Game conditions (temperature, equipment, rain, wind, visibility, field conditions, humidity, etc.) vary greatly from game to game and from field to field. In addition, the relative and absolute experience and skill levels of teams and players will vary from player to player and from team to team. Thus, SFBA encourages players to utilize any protective equipment that they deem appropriate. Such protective gear will be allowed in SFBA sanctioned play, unless by rule or by director/umpire ruling that such protective gear is disallowed as unsafe or as providing an unfair competitive advantage.

6.0 UNIFORMS

Jersey - All players must have a league issued team jersey. Protests on uniforms shall not be allowed. All Rostered Recreational Baseball Participants shall be allowed to participate, whether missing a uniform or wearing a uniform. Players must have a numbered uniform even if it doesn't match the team uniform.

Traditional metal baseball spikes may be worn.

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.

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. Bat/ball boys must wear a helmet at all times.

Rule Comment: If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not immediately corrected, in the umpire's judgment, the umpire shall eject the offender from the game.

Playing equipment including but not limited to the baseballs, bases, bats, catcher's gloves and mitts, first baseman's gloves and mitts, infielders and outfielders gloves and mitts, protective helmets, and uniforms as detailed in the provisions of this rule, shall not contain any undue commercialization of the product. Designations by the manufacturer on any such equipment shall be in good taste as to the size and content of the manufacturer's logo or the brand name.

Manufacturers who plan innovative changes in baseball equipment for future play should submit same to the SFBA prior to production.

7.0 GAME PRELIMINARIES

Each **HOME** team **MUST** provide one (1) baseball and the **VISITING** team will provide 1 baseball per game. It is possible for the Home team to be playing in opposing park.

14U: In Season play no new inning will start after 2-hour time limit has passed. Game length is 7 innings.

In the single or double elimination playoff tournament games will be played until there is a declared winner.

Extra Inning Rule: (International Tie Breaker Rule) Upon the completion of 7 Innings or regulation game time in an elimination bracket game where the score is tied the following will proceed:

1. To start each extra inning of a tied game, last recorded out is placed on second base, play each extra inning to 3 outs are recorded. Play until a winner is declared.

Rule Comment: The International Tie Breaker Rule does **NOT** apply in Championship games. All Championship games in tournament play, will be completed in an extra inning format in accordance with MLB rules. Play will continue until a winner is declared.

Rule Additional Comment: Extra innings will **NOT** be played during regular season play. A game shall end in a tie if the game is tied upon the completion of 7 Innings or in the event the play time limit has expired.

Approved Team Line-ups: Teams shall submit to opposing teams a line-up for the game being played. This line up shall comprise of **ALL** players present.

All teams will use a continuous line-up, all players may move freely in defensive positions except for the pitching position. No Designated Hitter is allowed to be used for the Pitcher.

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

No player may sit on the bench for two (2) consecutive innings and no more than three (3) innings in a game.

When a player must leave the game for any reason (other than being injured during game), that position in the line-up becomes an **OUT** when that at bat comes around.

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

Teams will be allowed to “farm up” players from their 12U division to get to **9** (nine) players. If a ROSTERED player shows up before the end of the 3rd inning the ROSTERED player will be placed at the end batter order.

Rule Comment: A team will be allowed to start with 8 players and continue to play with 8 players. In this case the 9th position in the batting order will **NOT** be considered an out in the regular season. An empty 9th hitter spot in the batting lineup **WILL** be an automatic out in the PLAYOFFS.

Rule Exception: For playoffs only, you are allowed to substitute players equal to the number of players you have more than your opponent. For example your team has 12 players and the opposing team only has 10 players, then you are allowed to substitute 2 players and they re-enter the game in the same batting position as the player they are subbing for. All players including subs are allowed to move freely in defensive positions, pitching excluded. Therefore, the subs are not obligated to sit out if their matched player is in the field. Any player can sit out.

Rule Exception: During the playoffs and championship games teams may NOT farm up to get to 8 players and the game would be a forfeit. The team may continue with 8 players or add 14U players from their roster as they show up. If the team has 8 players the 9th position in the batting will **NOT** be considered an out in the regular season, but WILL be an out in the post season.

8.0 STARTING & ENDING A GAME

The umpire, or umpires, shall enter the playing field five (5) minutes before the scheduled game time and proceed directly to home base where they shall be met by the managers of the opposing teams.

The following shall take place in sequence:

Both team managers shall exchange a properly completed line-up card. Such line-up card shall be orientated in batting order sequence and shall contain each player’s first name and last name (no middle names, nicknames, shortened names, slang names, initials, prefixes or suffixes are allowed) as they appear on the team’s Official Online Roster with the correct uniform number.

Comment: Obvious errors in the batting order, which are noticed by the umpire-in chief before he calls “Play” for the start of the game, should be called to the attention of the manager of the team in

error, so the correction can be made before the game starts. Teams should not be “trapped” later by some mistake that obviously was inadvertent, and which can be corrected before the game starts.

Require strict observation of all Rules governing implements of play and equipment of players;

Umpires will receive 2 regulation baseballs, one from the HOME team and one from the AWAY team and alternate regulation baseballs as needed. The umpire shall inspect all baseballs to ensure they are regulation baseballs. Such alternate baseballs shall be put in play when:

A ball has been batted out of the playing field;

A ball has become discolored and/or unfit for further use;

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sandpaper, emery-paper or other foreign substance.

Penalty: The umpire shall demand the ball and eject the offender from the game. For rules in regard to a pitcher defacing the ball.

Game Sheets: The winning team has forty-eight (48) hours to turn in game sheet. Turn in your game sheets as determined by the Division Coordinator. If winning team does not turn in game sheet within the 48-hour time period, the winning team may not get credited with a win.

During playoffs game sheets must be turned immediately after game to ensure game brackets and schedule can be updated and maintained.

8.1 PLAYING THE GAME

The players of the home team shall take their defensive positions, the first (1st) batter of the visiting team shall take his position in the batter’s box, the umpire shall call “Play” and the game shall start.

When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher’s box until the ball leaves the pitcher’s hand.

When the umpire suspends play, he shall call “Time”. At the umpire’s call of “Play”, the suspension is lifted and play resumes. Between the call of “Time” and the call of “Play”, the ball is dead.

Members of both teams shall carry all gloves and other equipment off the field and into the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

Players of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game. No one except players, managers and/or coaches shall occupy the bench area during a game.

A regulation game consists of seven (7) innings, unless the game is:

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

Shortened because an imposed Time Limit expires; or

Shortened because any applicable part of the Rule has been met; or

An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.

Length of Game	Runs	After
7 Innings	15	3 innings
7 Innings	12	4 innings
7 Innings	8	5 innings

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

For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and one half (3 ½) innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half (½) of the fourth (4th) inning to tie the score.

If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert to last completed inning, or last completed half (½) inning if the home team leads but back no further than the fourth (4th) inning. Games that cannot be declared a regulation game shall be a suspended game.

All games that for any reason cannot be declared a regulation game shall be a suspended game. A suspended game if/when resumed, will resume from the exact point of suspension.

Comment: Games that are rained out or suspended will be attempted to be made up if the schedule permits. If the schedule will not allow games to be rescheduled the game will not be counted towards the final standings.

8.2 THE BATTER, BATTER RUNNER & RUNNER

An Intentional Walk may be issued upon announcement from either the pitcher or catcher. The four (4) pitches need not be thrown. No pitches shall count against the pitcher's daily limit.

At any time during the inning, the offensive team may use a courtesy runner for the Pitcher of Record and/or Catcher of Record in an effort to speed up the game. The player replaced by the courtesy runner DOES NOT NEED TO RE-ENTER the game in the next inning as the catcher and/or Pitcher. The courtesy runner shall be the player making the last **batted** out.

Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher.

Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

Rule Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.

Rule Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner should be declared out and ejected.

8.3 THE PITCHER

All games shall adopt the following rules pertaining to the visit of the manager or a coach to the pitcher. This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning;

A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position;

The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but: If a pinch-hitter is substituted for this batter, the manager or a coach may make

a second (2nd) visit to the mound but must remove the pitcher.

A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher's rubber.

A manager or a coach that crosses the foul lines and enters the field of play and communicates with the pitcher in between innings will have been considered to have completed a visit to the mound.

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 pitches remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal pitches remaining, it's deemed a pitching limitations violation pursuant to League Rule.

The end of the day for the pitching limitation rules is 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, will count as being played on the scheduled day. A game not completed before the night break pursuant to League Rules 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.

Pitchers will be limited to:

14U: 75 pitches per day and 150 pitches in any 7-day rolling period.

Required days rest for pitchers

Division	Daily Max	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest
14U	75	1-20	21-35	36-50	51-75+

For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any pitch above the legal pitching limits pursuant to these rules.

Rule Exception: Exceeding the maximum pitches per day or during the 7-day period is allowed only to finish pitching to a batter started before the limits were reached, the pitcher then must be removed after the batter has completed his at bat.

Rule Exception: A player who pitches or catches more than 2 innings is not allowed to assume the

opposite position in the same game.

Rule Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief. A protest may be filed at any point after the pitcher in violation records a pitch beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play.

8.4 PLAYER LEAVING DUE TO ILLNESS OR INJURY

In the event a player in the lineup is injured or becomes ill and can no longer play the following shall apply:

The manager shall immediately notify the umpire-in-chief the player is injured and will not be returning to the game.

If the player leaving the game due to injury or illness reasons is currently safely on a base, the player who recorded the last batted out assumes his position on the base.

When the player who has left the game, due to injury, is scheduled to bat **an** out shall be recorded for this at bat and for each subsequent at bat for the rest of the game.

8.5 SPECIAL PROVISIONS

The umpire-in-chief shall order the playing field lights turned on whenever in his opinion darkness makes further play in daylight hazardous.

A game shall be forfeited to the opposing team when a team:

1. Fails to appear upon the field, or being upon the field, refuses to start play within fifteen (15) minutes after the umpire has called "Play" at game time unless such delayed appearance is, in the umpire's judgment, unavoidable;
2. Employs tactics palpably designed to delay or shorten the game;
3. Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;
4. Fails to resume play, after a suspension, within one (1) minute after the umpire has called "Play";

9.0 UMPIRES

All leagues played under the jurisdiction and administration of SFBA Baseball shall utilize umpires who are registered with the Association.

Two (2) umpires will be assigned to officiate each game.

The umpires shall be responsible for the conduct of the game in accordance with these Rules and for maintaining discipline and order on the playing field during the game.

Each umpire is the representative of SFBA and is authorized and required to enforce all of these Rules.

Each umpire has authority to order a player, coach, manager, sponsor or spectator to do or refrain from doing anything, which affects the administering of these Rules, and to enforce the prescribed penalties.

Each umpire has authority to disqualify any player, coach or manager for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.

Each umpire has authority at his discretion to eject from the playing field any person whose duties permit his presence on the field and any spectator or other person not authorized to be on the field.

Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or manager shall object to any such judgment decisions.

Rule Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

- A. Any manager, coach, player, parent or spectator ejected from a game will not be allowed to participate in the next scheduled game.
- B. Any manager, coach, player, parent or spectator ejected from a game must leave the field and/or stands immediately.
- C. If a player is ejected from his last regular season game that player will be suspended for the first playoff game.

If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

Rule Comment: The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly

respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Base runners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. If the manager comes out to argue with an umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over balls and strikes.

Immediately following a game, the umpire shall report to the appropriate league officials all violations of rules and other incidents worthy of comment, including the disqualification of any player, coach or manager and the reasons therefore.

General Statement Concerning Umpires: Umpires on the field should not indulge in conversation with participants or spectators. Keep your uniform in good, clean and pressed condition and be active, and alert on the field. Always be courteous. When you enter a ballpark, your sole duty is to umpire a game as the representative of SFBA. Do not allow criticism to keep you from studying out bad situations that may lead to protested calls. Keep the games moving. A ball game is often helped by energetic and earnest work of the umpires. You are the only official representative of the SFBA on the field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first (1st) essential in working out of a bad situation is to keep your own temper and self-control. You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them. Keep your eye on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly or turn away too fast. Do not come running with your arm up or down, denoting "out" or "safe", wait until the play is completed before making any arm motion. Each umpire crew should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If you're sure you got the play correct, do not be stampeded by appeals to "ask the other man". If not sure, ask one of your associates. Finally, be courteous, impartial and firm, and so compel respect from all.

10.0 SPORTSMANSHIP

All players, coaches and managers will be expected to behave in a sportsmanlike manner at all times.

Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive will at a minimum be reprimanded with a warning. If warranted, the offending party may be removed from the playing field and stands area at the discretion of the Umpires and/or the League Officials.

Abusive language or cursing will not be tolerated under any circumstances and will be an automatic ejection.

Throwing of equipment will be an automatic ejection.

A team may be forced to forfeit, if necessary.

Any player, coach, manager, sponsor or spectator leaving their position or base on the playing field or leaving the bench or dugout area or the stands to participate in a fight or brawl will be immediately ejected from the game and may be disbarred pursuant to Rule.

There will be no distracting chatter by the managers, coaches, player, parents or spectators during the game. Clapping, talking/yelling, singing or any other efforts deemed to be a distraction to the batter or pitcher will not be allowed once the pitcher comes set on the pitching rubber. This rule applies to all players, coaches, and fans whether on the base paths, in the dugouts, or in the stands. The head coach will be responsible for the behavior of his team and fans. Violation of this rule will result first in a team warning, with subsequent offenses resulting in a strike being assessed to the batter.

11.0 EJECTIONS

If a coach is ejected from a game, he must sit out the remainder of that game. Additional penalties may be assessed as deemed the teams home park.

A player ejected must sit out the remainder of that game.

Anyone ejected may be asked to leave the park at the discretion of the Umpire.

12.0 PROTESTS

Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to a Home Park League Official 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 will be allowed following the game.

Rule Comment: The Protest fee is \$100.00 cash. The Home Park League Officials will rule on all protests and their decisions shall be final. The fee shall be returned only if the protest is upheld. The decision is final.

13.0 SAFETY

Head first slides at home plate are not allowed.

BUTCHER BOY is **NOT** allowed. "Butcher Boy" is defined as a strategy where the hitter first shows he intends to bunt, pulls back the bat when the pitcher begins the delivery, and takes a quick swing at the pitch.

Penalty: Butcher Boy will result in the batting being called out. In the event the batter makes contact with the ball into fair territory, the play shall be ruled a dead ball, the batter called out and base runners (if any) shall return to the original base prior to the play.

14.0 SEEDING AND TIE BREAKER RULES (Final Standings)

The final standings will be determined as follows:

1. Most points earned during season (Win * 2 + Ties).
2. If teams in the same division do not play an equal number of games the following formula will be used $(Wins * 2 + Ties) / (Games * 2)$.
3. Head-to-Head.
4. One (1) game playoff if time and scheduling permits. (Date and time to be determined by commissioner's calendar, not team availability).
5. Coin toss.