



# **YOUTH BASEBALL HANDBOOK**

**Starkville Sportsplex  
Travis Outlaw Center  
(662) 323-3394  
405 Lynn Lane  
Starkville, MS 39759  
[www.starkvilleparks.com](http://www.starkvilleparks.com)**

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## Important Contact Information

SPRD Office Telephone	662-323-2294
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William Pochop – SPRD Athletic Supervisor	wpochop@starkvilleparks.com
Department Website	www.starkvilleparks.com
League Website	www.starkvilleregistration.com
Department Facebook	Starkville Parks and Recreation Department
Department Twitter	@StarkvilleParks
Department Instagram	@starkvilleparks
Field Status Alerts	Text “@sprdfields” to 81010

# Starkville Parks and Recreation

## League Code of Conduct

### PARTICIPANT EXPECTATIONS

1. Participants should have proper equipment.
2. Participants should arrive on time to scheduled events.
3. Participants should notify their coach if they are to be late or absent from a scheduled event.
4. Participants should strive to exhibit good sportsmanship at all times, as described below.

### PARENTAL EXPECTATIONS

1. Parents should positively encourage their child regardless of the outcome of an event.
2. Parents should allow their child to participate without negative pressure of any kind.
3. Parents should work to ensure that their child does not intentionally injure other players.
4. Parents should help their child adhere to the written and unwritten rules of honesty, fair play, and good sportsmanship.
5. Parents should, when possible, provide their child with extra instructional opportunities.
6. Parents should, when possible, provide their child with opportunities to learn other sports so they have a more balanced development.
7. Parents should allow the assigned coaches to instruct their child without interference or influence.

### SPORTSMANSHIP EXPECTATIONS

1. Participants, coaches, and spectators are expected to conduct themselves in an appropriate manner at all times.
2. Participants, coaches, and spectators are expected to abide by the rules and regulations of the sport in which they are involved.
3. Participants, coaches, and spectators are expected to show respect for facilities, equipment, sport officials, and all supervisors and SPRD personnel.
4. Participants, coaches, and spectators are expected to address game officials in a respectful manner. All individuals should not use profanity, insulting or vulgar language or gestures when addressing a game official, nor at any time attempt to influence or object to an official's decision.
5. Participants, coaches, and spectators are expected to exhibit socially acceptable behavior at all events or refrain from attending the events.
6. The City of Starkville Parks and Recreation Department has a zero tolerance policy for unsportsmanlike conduct as outlined herein.

### SPORTSMANSHIP PENALTIES

1. Any individual who does not abide by the sportsmanship expectations set by the Starkville Parks and Recreation Department may be subject to penalty.
2. Any individual ejected from a contest must leave the playing area immediately upon notification of the supervisor.
3. Any individual shoving, striking, or physically abusing an official or supervisor will receive an automatic suspension for the remainder of the season.
4. Any incident that is determined to be unsportsmanlike by a game official or supervisor will be written up and reported to the Sport Coordinator.
  - a. First Report – Meet with Sport Coordinator at the SPRD office (405 Lynn Lane)
  - b. Second Report – One game suspension (may be issued at first report depending on the extent of the issue reported)
  - c. Third Report – Suspension for the remainder of the season and under review to continue participation in the following season.
5. Unruly coaches, players, or spectators may cost their team a forfeit if determined by the official or supervisor in charge.

# Starkville Parks and Recreation League Rules and Regulations

## I. HEADQUARTERS

- A. The governing authority shall be vested in the City of Starkville Parks and Recreation Department

## II. PURPOSE

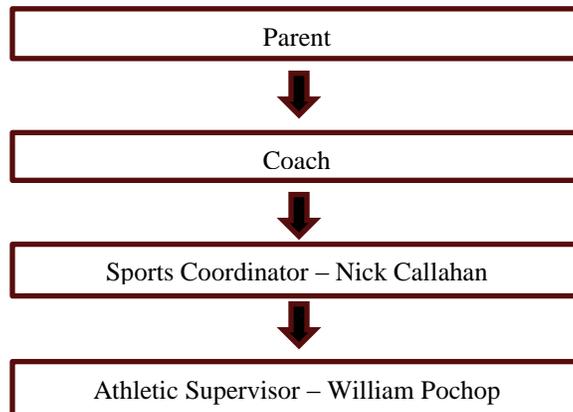
- A. The Starkville Parks & Recreation Youth Baseball Program is organized to provide a recreational activity for boys ages 5-18. The program is designed for the following purposes:
  1. To aid in the physical development through fun and exercise.
  2. To teach the basic fundamental skills of the game of baseball.
  3. To aid in the social development through good sportsmanship and moral character with adult guidance.
  4. To teach good attitudes and discipline to our youth participants.

## III. GOVERNING RULES

- A. Dizzy Dean Baseball Rules will govern play with the exceptions covered herein  
\*SPRD reserves the right to update or adjust local league rules at any point during the season as necessary for the betterment of the players and program.\*
- B. Major League Baseball Rules will apply to anything not covered by Dizzy Dean or Local League Rules.

## IV. COMMUNICATION

- A. To help keep communication smooth and productive, there is a certain “chain of command” that we ask everyone to use.
  1. Parents should contact the coach with any questions.
  2. Coaches should contact the Sports Coordinator for further assistance.
  3. If additional assistance is needed, the Sports Coordinator will contact the Supervisor.



## V. START SMART BASEBALL (3-4 YEAR OLDS)

### A. What is Start Smart?

Start Smart Programs, created by the National Alliance for Youth Sports, help kids get ready for sport and succeed in life. It is an innovative step-by-step approach that builds confidence and self-esteem in a fun and safe sports environment.

### B. Start Smart Baseball

Start Smart Baseball is a developmentally appropriate introductory baseball program for children 3-4 years old. The program prepares children for organized tee ball and baseball in a fun, non-threatening environment.

### C. What to Expect?

Start Smart Baseball prepares children and their parents for organized baseball without the threat of competition or the fear of getting hurt. Age appropriate equipment from Franklin Sports® is used in teaching **throwing, catching, batting, running and agility.**

## VI. T-BALL RULES (5 YEAR OLDS)

### A. Game Management:

1. A game is limited to a one (1) hour time limit.
2. There will be no umpires present during T-Ball activities.
3. SPRD/SBA Staff will inform the coaches when their time limit has expired.
4. Games will end when the hour is up regardless of whether the home or visiting team is at bat.
5. Score will not be kept. This is not a win at all cost type of league.
6. Each team may have two (2) coaches on the field to assist with game management.
7. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

### B. Defense Rules:

1. All the players in the batting order will play in the field on defense. One player must be at each infield position but not inside the base running path before the ball is hit. Each team will have a pitcher and a catcher at their position
2. Time Out – Time out is called when **a player having possession of the ball**, reaches the infield area. When time out is called a runner will be awarded the nearest base. A base runner must be at least half way down the base line to be given the next base. This is a judgment call.

### C. Batting:

1. Each team will bat all batters per inning.
2. Each batter gets a maximum of five (5) swings to hit the ball into fair territory.

3. A ten foot line will be drawn in front of home plate and the ball must be batted past (not to or on) to be a fair ball. These are judgment calls.
4. The batting order will consist of all the players on the team roster that are present at the game.
5. A batter throwing the bat:  
First offense - the batter receives a team warning.  
Second offense - any batter on that team throwing the bat is called out.  
\*A warning should never be issued or an out should never be called unless some player (normally the catcher) is placed in danger.
6. Coaches may position a batter in the batter's box.

D. Pitching

1. An eight foot circle will be drawn around the pitching rubber and the pitcher must stay inside this circle until the ball is hit.

## VII. COACH PITCH 6, 7, & 8 RULES

A. Game Management:

1. Each game will have a one (1) hour time limit that will be kept by the home plate umpire.
2. Each team must have at least eight (8) players present at the scheduled game time.
3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
4. The five minutes will be counted in the hour time limit.
5. Seven players or less a game time or after the grace period will result in a forfeit.
6. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
7. The home plate umpire will announce the game's start time.
8. The umpire's watch will be the official time.
9. The time limit can be altered if there is a delay for some reason.
10. Only the umpire or SPRD staff can alter the original starting time.
11. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
12. **Home & Visitor will be indicated on Game Schedule.**
13. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
14. SPRD will have League Staff on-site each game night.
15. A maximum of seven (7) runs per inning will be allowed, or one completion of the batting order, or three (3) recorded outs, whichever comes first.
16. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
17. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).

18. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
19. Scores WILL be kept. A maximum of seven (7) runs per inning will be enforced.
20. This is not a win at all cost type of league, but scoring is an important aspect of the game that is vital to learning fundamentals and execution in the game of baseball.
21. The department's goal is to provide educational and fun experiences to the children.
22. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
23. If a player is injured on offense or defense, she will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
24. Each team may have two (2) coaches on the field on defense, but must remain on the outfield grass at all times, and may not come in contact with the ball.
25. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. Ten (10) players will be permitted on the defense.

C. Batting:

1. Each batter gets a maximum of five (5) Pitches to hit the ball into fair territory.
2. If the batter does not put the ball in play after 5 pitches, the batter will be recorded as an out. It is the coach's responsibility to teach this to their team.
3. A twenty foot line will be drawn in front of home plate and the ball must be batted past (not to or on) to be a fair ball. These are judgment calls.
4. The batting order will consist of all the players on the team roster that are present at the game, and all batters shall have at least two (2) at-bats, if time allows.
5. The side will be retired after three (3) recorded outs, seven (7) runs scored, or upon batting one complete time thru the batting order, whichever comes first.
6. Coaches for the batting team must be at or around home plate, not in a position to obstruct the play, to tell players when to slide if a play at the plate may occur.

## VIII. MINOR 9-10 RULES

A. Game Management:

1. Each game will have a 90 minute time limit that will be kept by the home plate umpire.
2. Each team must have at least eight (8) players present at the scheduled game time.
3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
4. The five minutes will be counted in the 90 minute time limit.
5. Seven players or less at game time or after the grace period will result in a forfeit.

6. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
7. The home plate umpire will announce the game's start time.
8. The umpire's watch will be the official time.
9. The time limit can be altered if there is a delay for some reason.
10. Only the umpire or SPRD staff can alter the original starting time.
11. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
12. **Home & Visitor will be indicated on Game Schedule.**
13. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
14. SPRD will have League Staff on-site each game night.
15. The umpire may end a game due to: an inning limit, a time limit, the 10 Run-Rule, or unsuitable playing conditions.
16. Inning Limit- a game will be declared over at the end of the 6<sup>th</sup> inning in the regular season (See rule 21).
17. 10-Run Rule - A game will be declared over if a team has a 10-run or greater lead at the end of the 4<sup>th</sup> inning.
18. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
19. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).
20. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
21. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
22. If a player is injured on offense or defense, she will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
23. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. All players shall play at least two (2) complete innings on defense if time allows.
3. Players on the bench in the 1<sup>st</sup> inning shall play in the 2<sup>nd</sup> inning.
4. Ten (10) players will be permitted on the defense.

C. Batting:

1. All players will be listed in the batting order and will take their scheduled turn at bat.
2. All players shall have at least two (2) at-bats, if time allows.
3. The side will be retired after three (3) recorded outs.
4. Advancing on a dropped third strike is permitted

D. Running:

**\*\*During the first two (2) weeks of the regular season there will be no base advancement due to past balls to the catcher\*\***

1. Once the ball crosses home plate, a base runner may steal more than one base at a time, and may steal home at his own risk.
2. All base-runners must be in contact with the base and must not leave the base until the ball crosses home plate. **Penalty** – Runner is out.
3. A runner on third base when the play begins is not permitted to steal home on a pitched ball that is cleanly caught by the catcher unless: 1) the catcher attempts to throw out any runner (including the runner on third base), or 2) the pitcher does not cleanly catch the return throw from the catcher.
4. If a fielder has the ball and is waiting to make the tag, the runner must either slide or avoid contact with the fielder. **Penalty** – Runner is out
5. Runner is not permitted to slide head first.
6. Bunting is permitted.
7. Courtesy runners will be allowed for the pitcher and catcher, but if the courtesy runner is on base when his turn in the order occurs – it will be an out.
8. Coaches for the batting team must be at or around home plate, not in a position to obstruct the play, to tell players when to slide if a play at the plate may occur.

E. Pitching:

1. Pitchers must start with both feet on the rubber.
2. A pitch count of four (4) balls will result in a Walk
3. A pitch count of three (3) strikes will result in the batter being out.
4. Pitchers shall receive five (5) warm-up pitches between innings and five (5) warm-up pitches in relief.
5. A player may not pitch and catch in successive innings. If a player pitches in the 1<sup>st</sup> inning he cannot catch until the 3<sup>rd</sup> inning, and likewise for a player who catches in the 1<sup>st</sup> inning cannot pitch until the 3<sup>rd</sup> inning. The rest is determined by numerical innings, not the number of outs within an inning. (i.e. pitcher x comes out of the game with one out in the 2<sup>nd</sup> inning, he is not eligible to catch until the 4<sup>th</sup> inning.)
6. **Pitch Counts**  
Pitch counts will be based on a per week basis. A week is Monday-Sunday. The pitch count rules include those pitches thrown by players who play in leagues outside of this league (i.e. USSSA). SPRD will not police the number of pitches thrown outside of our league. Rest periods for pitches thrown start at the beginning of the game. The scorekeeper for the game will keep the official pitch count. It is the coaches' responsibility to verify the pitch count at the end of each game. Any disputes over the number of pitches will be determined by the official scorebook. There will be no re-entry substitution.

**MINOR LEAGUE – 75 Pitches per week**

7. **Rest Time**

Rest Time will be strictly adhered to. Rest Time starts at the beginning of the game, not when the pitcher leaves the mound.

- 61-75 pitches require 72 hours rest
- 41-60 pitches require 48 hours rest
- 21-40 pitches require 24 hours rest
- 1-20 pitches require No Rest

**IX. FRESHMAN 11-12 RULES**

A. Game Management:

1. Each game will have a 90 minute time limit that will be kept by the home plate umpire.
2. Each team must have at least eight (8) players present at the scheduled game time.
3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
4. The five minutes will be counted in the 90 minute time limit.
5. Seven players or less at game time or after the grace period will result in a forfeit.
6. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
7. The home plate umpire will announce the game's start time.
8. The umpire's watch will be the official time.
9. The time limit can be altered if there is a delay for some reason.
10. Only the umpire or SPRD staff can alter the original starting time.
11. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
12. **Home & Visitor will be indicated on Game Schedule.**
13. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
14. SPRD will have League Staff on-site each game night.
15. The umpire may end a game due to: an inning limit, a time limit, the 10 Run-Rule, or unsuitable playing conditions.
16. Inning Limit- a game will be declared over at the end of the 6<sup>th</sup> inning in the regular season (See rule 21).
17. 10-Run Rule - A game will be declared over if a team has a 10-run or greater lead at the end of the 5<sup>th</sup> inning.
18. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
19. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).
20. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).

21. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
  22. If a player is injured on offense or defense, she will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
  23. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.
- B. Defense Rules:
1. Unlimited free substitution will be permitted on the defense.
  2. All players shall play at least two (2) complete innings on defense if time allows.
  3. Players on the bench in the 1<sup>st</sup> inning shall play in the 2<sup>nd</sup> inning.
  4. Nine (9) players will be permitted on the defense.
- C. Batting:
1. All players will be listed in the batting order and will take their scheduled turn at bat.
  2. Bunting is permitted.
  3. Advancing on a dropped third strike is allowed.
  4. The side will be retired after three (3) recorded outs.
- D. Running:
1. On the release of the pitch, a base runner may steal more than one base at a time, and may steal home at his own risk.
  2. Courtesy runners will be allowed for the pitcher and catcher, but if the courtesy runner is on base when his turn in the order occurs – it will be an out.
  3. A runner on third base when the play begins is not permitted to steal home on a pitched ball that is cleanly caught by the catcher unless: 1) the catcher attempts to throw out any runner (including the runner on third base), or 2) the pitcher does not cleanly catch the return throw from the catcher.
  4. If a fielder has the ball and is waiting to make the tag, the runner must either slide or avoid contact with the fielder. **Penalty** – Runner is out
  5. Bunting is permitted.
- E. Pitching
1. Pitchers must start with both feet on the rubber.
  2. A pitch count of four (4) balls will result in a Walk
  3. A pitch count of three (3) strikes will result in the batter being out.
  4. Pitchers shall receive five (5) warm-up pitches between innings and five (5) warm-up pitches in relief.
  5. A player may not pitch and catch in successive innings. If a player pitches in the 1<sup>st</sup> inning he cannot catch until the 3<sup>rd</sup> inning, and likewise for a player who catches in the 1<sup>st</sup> inning cannot pitch until the 3<sup>rd</sup> inning. The rest is determined by numerical innings not the number of outs within an inning. (i.e. pitcher x comes out of the game with one out in the 2<sup>nd</sup> inning, he is not eligible to catch until the 4<sup>th</sup> inning.

6. **Pitch Counts**

Pitch counts will be based on a per week basis. A week is Monday-Sunday. The pitch count rules include those pitches thrown by players who play in leagues outside of this league (i.e. USSSA). SPRD will not police the number of pitches thrown outside of our league. Rest periods for pitches thrown start at the beginning of the game. The scorekeeper for the game will keep the official pitch count. It is the coaches' responsibility to verify the pitch count at the end of each game. Any disputes over the number of pitches will be determined by the official scorebook. There will be no re-entry substitution.

**FRESHMAN LEAGUE – 85 Pitches per week**

7. **Rest Time**

Rest Time will be strictly adhered to. Rest Time starts at the beginning of the game, not when the pitcher leaves the mound.

- 61-85 pitches require 72 hours rest
- 41-60 pitches require 48 hours rest
- 21-40 pitches require 24 hours rest
- 1-20 pitches require No Rest

**X. SOPHOMORE 13-14 RULES**

A. Game Management:

1. Each game will have a 90 minute time limit that will be kept by the home plate umpire.
2. Each team must have at least eight (8) players present at the scheduled game time.
3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
4. The five minutes will be counted in the 90 minute time limit.
5. Seven players or less at game time or after the grace period will result in a forfeit.
6. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
7. The home plate umpire will announce the game's start time.
8. The umpire's watch will be the official time.
9. The time limit can be altered if there is a delay for some reason.
10. Only the umpire or SPRD staff can alter the original starting time.
11. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
12. **Home & Visitor will be indicated on Game Schedule.**
13. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
14. SPRD will have League Staff on-site each game night.
15. The umpire may end a game due to: an inning limit, a time limit, the 10 Run-Rule, or unsuitable playing conditions.
16. Inning Limit- a game will be declared over at the end of the 6<sup>th</sup> inning in the regular season (See rule 21).

17. 10-Run Rule - A game will be declared over if a team has a 10-run or greater lead at the end of the 5<sup>th</sup> inning.
18. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
19. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).
20. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
21. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
22. If a player is injured on offense or defense, she will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
23. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. All players shall play at least two (2) complete innings on defense if time allows.
3. Players on the bench in the 1<sup>st</sup> inning shall play in the 2<sup>nd</sup> inning.
4. Nine (9) players will be permitted on the defense.

C. Batting:

1. All players will be listed in the batting order and will take their scheduled turn at bat.
2. Bunting is permitted.
3. Advancing on a dropped third strike is allowed.
4. The side will be retired after three (3) recorded outs.

D. Running:

1. On the release of the pitch, a base runner may steal more than one base at a time, and may steal home at his own risk.
2. Courtesy runners will be allowed for the pitcher and catcher, but if the courtesy runner is on base when his turn in the order occurs – it will be an out.
3. A runner on third base when the play begins is not permitted to steal home on a pitched ball that is cleanly caught by the catcher unless: 1) the catcher attempts to throw out any runner (including the runner on third base), or 2) the pitcher does not cleanly catch the return throw from the catcher.
4. If a fielder has the ball and is waiting to make the tag, the runner must either slide or avoid contact with the fielder. **Penalty** – Runner is out
5. Bunting is permitted.

- E. Pitching:
2. A pitch count of four (4) balls will result in a Walk
  3. A pitch count of three (3) strikes will result in the batter being out.
  4. Pitchers shall receive five (5) warm-up pitches between innings and five (5) warm-up pitches in relief.
  5. A player may not pitch and catch in successive innings. If a player pitches in the 1<sup>st</sup> inning he cannot catch until the 3<sup>rd</sup> inning, and likewise for a player who catches in the 1<sup>st</sup> inning cannot pitch until the 3<sup>rd</sup> inning. The rest is determined by numerical innings not the number of outs within an inning. (i.e. pitcher x comes out of the game with one out in the 2<sup>nd</sup> inning, he is not eligible to catch until the 5<sup>th</sup> inning.)
  6. **Pitch Counts**  
Pitch counts will be based on a per week basis. A week is Monday-Sunday. The pitch count rules include those pitches thrown by players who play in leagues outside of this league (i.e. USSSA). SPRD will not police the number of pitches thrown outside of our league. Rest periods for pitches thrown start at the beginning of the game. The scorekeeper for the game will keep the official pitch count. It is the coaches' responsibility to verify the pitch count at the end of each game. Any disputes over the number of pitches will be determined by the official scorebook. There will be no re-entry substitution.

#### **SOPHOMORE LEAGUE – 95 Pitches per week**

7. **Rest Time**  
Rest Time will be strictly adhered to. Rest Time starts at the beginning of the game, not when the pitcher leaves the mound.
  - 61-95 pitches require 72 hours rest
  - 41-60 pitches require 48 hours rest
  - 21-40 pitches require 24 hours rest
  - 1-20 pitches require No Rest

### **XI. JUNIOR 15-16 RULES**

- A. Game Management:
1. Each game will have a 90 minute time limit that will be kept by the home plate umpire.
  2. Each team must have at least eight (8) players present at the scheduled game time.
  3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
  4. The five minutes will be counted in the 90 minute time limit.
  5. Seven players or less at game time or after the grace period will result in a forfeit.
  6. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
  7. The home plate umpire will announce the game's start time.
  8. The umpire's watch will be the official time.
  9. The time limit can be altered if there is a delay for some reason.

10. Only the umpire or SPRD staff can alter the original starting time.
11. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
12. **Home & Visitor will be indicated on Game Schedule.**
13. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
14. SPRD will have League Staff on-site each game night.
15. The umpire may end a game due to: an inning limit, a time limit, the 10 Run-Rule, or unsuitable playing conditions.
16. Inning Limit- a game will be declared over at the end of the 6<sup>th</sup> inning in the regular season (See rule 21).
16. 10-Run Rule - A game will be declared over if a team has a 10-run or greater lead at the end of the 5<sup>th</sup> inning.
17. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
18. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).
19. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
21. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
22. If a player is injured on offense or defense, she will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
23. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. All players shall play at least two (2) complete innings on defense if time allows.
3. Players on the bench in the 1<sup>st</sup> inning shall play in the 2<sup>nd</sup> inning.
4. Nine (9) players will be permitted on the defense.

C. Batting:

1. All players will be listed in the batting order and will take their scheduled turn at bat.
2. Bunting is permitted.
3. Advancing on a dropped third strike is allowed.
4. The side will be retired after three (3) recorded outs.

D. Running:

1. On the release of the pitch, a base runner may steal more than one base at a time, and may steal home at his own risk.

2. Courtesy runners will be allowed for the pitcher and catcher, but if the courtesy runner is on base when his turn in the order occurs – it will be an out.
3. A runner on third base when the play begins is not permitted to steal home on a pitched ball that is cleanly caught by the catcher unless: 1) the catcher attempts to throw out any runner (including the runner on third base), or 2) the pitcher does not cleanly catch the return throw from the catcher.
4. If a fielder has the ball and is waiting to make the tag, the runner must either slide or avoid contact with the fielder. **Penalty** – Runner is out
5. Bunting is permitted.

E. Pitching:

2. A pitch count of four (4) balls will result in a Walk
3. A pitch count of three (3) strikes will result in the batter being out.
4. Pitchers shall receive five (5) warm-up pitches between innings and five (5) warm-up pitches in relief.
5. A player may not pitch and catch in successive innings. If a player pitches in the 1<sup>st</sup> inning he cannot catch until the 3<sup>rd</sup> inning, and likewise for a player who catches in the 1<sup>st</sup> inning cannot pitch until the 3<sup>rd</sup> inning. The rest is determined by numerical innings not the number of outs within an inning. (i.e. pitcher x comes out of the game with one out in the 2<sup>nd</sup> inning, he is not eligible to catch until the 4<sup>th</sup> inning.)

6. **Pitch Counts**

Pitch counts will be based on a per week basis. A week is Monday-Sunday. The pitch count rules include those pitches thrown by players who play in leagues outside of this league (i.e. USSSA). SPRD will not police the number of pitches thrown outside of our league. Rest periods for pitches thrown start at the beginning of the game. The scorekeeper for the game will keep the official pitch count. It is the coaches' responsibility to verify the pitch count at the end of each game. Any disputes over the number of pitches will be determined by the official scorebook. There will be no re-entry substitution.

**JUNIOR LEAGUE – 95 Pitches per week**

7. **Rest Time**

Rest Time will be strictly adhered to. Rest Time starts at the beginning of the game, not when the pitcher leaves the mound.

- 61-85 pitches require 72 hours rest
- 41-60 pitches require 48 hours rest
- 21-40 pitches require 24 hours rest
- 1-20 pitches require No Rest

**XII. SENIOR 17-18 RULES**

A. Game Management:

1. Each game will have a 90 minute time limit that will be kept by the home plate umpire.
2. Each team must have at least eight (8) players present at the scheduled game time.

3. The umpire will wait 5 minutes after the games scheduled starting time before calling a forfeit on the team that does not have at least eight (8) players. If both teams do not have at least eight (8) players, then both teams will have to forfeit.
4. The five minutes will be counted in the 90 minute time limit.
5. Seven players or less at game time or after the grace period will result in a forfeit.
6. The unoccupied ninth spot in the order will be recorded as an out, each time it occurs in the game.
7. The home plate umpire will announce the game's start time.
8. The umpire's watch will be the official time.
9. The time limit can be altered if there is a delay for some reason.
10. Only the umpire or SPRD staff can alter the original starting time.
11. **The home team shall occupy the 3<sup>rd</sup> base dugout.**
12. **Home & Visitor will be indicated on Game Schedule.**
13. SPRD will attempt to provide one (1) scorekeeper and two (2) Umpires per field, per game.
14. SPRD will have League Staff on-site each game night.
15. The umpire may end a game due to: an inning limit, a time limit, the 10 Run-Rule, or unsuitable playing conditions.
16. Inning Limit- a game will be declared over at the end of the 6<sup>th</sup> inning in the regular season (See rule 21).
17. 10-Run Rule - A game will be declared over if a team has a 10-run or greater lead at the end of the 5<sup>th</sup> inning.
18. There must be at least 5 minutes left of the official game time in order to start a new inning. Otherwise the umpire will declare that the time limit is over, and the team that is ahead runs scored shall be declared the winner, regardless of the inning.
19. Both teams must have completed the same number of innings at bat for the time limit to be enforced (unless home team is ahead).
20. If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run).
21. **Only in Tournament Play** – In case of a tie at the end of regulation play, the game shall go into extra innings until a winner is established or the game is called by the umpire.
22. If a player is injured on offense or defense, she will be removed from the game for the remainder of that inning (without penalty), but may return in the next inning if physically able.
23. Coaches are to keep all players in the dugout at all times, except the batter and on deck batter.

B. Defense Rules:

1. Unlimited free substitution will be permitted on the defense.
2. All players shall play at least two (2) complete innings on defense if time allows.
3. Players on the bench in the 1<sup>st</sup> inning shall play in the 2<sup>nd</sup> inning.
4. Nine (9) players will be permitted on the defense.

C. Batting:

1. All players will be listed in the batting order and will take their scheduled turn at bat.
2. Bunting is permitted.
3. Advancing on a dropped third strike is allowed.
4. The side will be retired after three (3) recorded outs.

D. Running:

1. On the release of the pitch, a base runner may steal more than one base at a time, and may steal home at his own risk.
2. Courtesy runners will be allowed for the pitcher and catcher, but if the courtesy runner is on base when his turn in the order occurs – it will be an out.
3. A runner on third base when the play begins is not permitted to steal home on a pitched ball that is cleanly caught by the catcher unless: 1) the catcher attempts to throw out any runner (including the runner on third base), or 2) the pitcher does not cleanly catch the return throw from the catcher.
4. If a fielder has the ball and is waiting to make the tag, the runner must either slide or avoid contact with the fielder. **Penalty** – Runner is out
5. Bunting is permitted.

E. Pitching:

1. Pitchers must start with both feet on the rubber.
2. A pitch count of four (4) balls will result in a Walk
3. A pitch count of three (3) strikes will result in the batter being out.
4. Pitchers shall receive five (5) warm-up pitches between innings and five (5) warm-up pitches in relief.
5. A player may not pitch and catch in successive innings. If a player pitches in the 1<sup>st</sup> inning he cannot catch until the 3<sup>rd</sup> inning, and likewise for a player who catches in the 1<sup>st</sup> inning cannot pitch until the 3<sup>rd</sup> inning. The rest is determined by numerical innings not the number of outs within an inning. (i.e. pitcher x comes out of the game with one out in the 2<sup>nd</sup> inning, he is not eligible to catch until the 5<sup>th</sup> inning.)
6. **Pitch Counts**  
Pitch counts will be based on a per week basis. A week is Monday-Sunday. The pitch count rules include those pitches thrown by players who play in leagues outside of this league (i.e. USSSA). SPRD will not police the number of pitches thrown outside of our league. Rest periods for pitches thrown start at the beginning of the game. The scorekeeper for the game will keep the official pitch count. It is the coaches' responsibility to verify the pitch count at the end of each game. Any disputes over the number of pitches will be determined by the official scorebook. There will be no re-entry substitution.

**SENIOR LEAGUE – 105 Pitches per week**

7. **Rest Time**

Rest Time will be strictly adhered to. Rest Time starts at the beginning of the game, not when the pitcher leaves the mound.

- 61-85 pitches require 72 hours rest
- 41-60 pitches require 48 hours rest
- 21-40 pitches require 24 hours rest
- 1-20 pitches require No Rest

**XIII. SPRD ADMINISTRATIVE DUTIES**

A. SPRD Staff shall have broad supervisory powers, including:

1. Game schedules
2. Rule interpretations
3. Official assignments
4. Awards
5. Maintenance
6. General management of the league
7. Adjustments and clarifications to the published rules when necessary
8. Maintain full charge and be responsible for keeping the game under strict control at all times
9. Keep the benches clear and in order
10. See that participants keep their temper, self-control, and composure at all times

**XIV. LEAGUE TOURNAMENT AND ALL-STARS**

A. League Tournament:

1. Coach Pitch and older teams will have a postseason recreational tournament
2. Tournament seeding will be based on regular season standings.
3. In the event of a tie at the end of regulation in a tournament game, the game shall go into extra innings until a winner is established or the game is called by the umpire.
4. Tiebreakers for seeding are head to head results, then overall point differential
5. Tournament will be played in single-elimination format.

B. All-Star Play:

1. Any player who chooses to “play-up” an age division will not be eligible for All-Star play (i.e. An 8 year old chooses to play in the Minor 9-10 year old division, he will not be eligible to play in All-Stars)
2. All-Star teams are separated by age
3. All-Star team selections will be administered by the Starkville Baseball Association