

## 2017 FALL BASEBALL

### CLOVER PARKS & RECREATION DEPARTMENT

#### MAJOR & MINOR DIVISIONS

#### Article I Regulations and Policies

##### SECTION 1. ZERO TOLERANCE POLICY

The Clover Parks and Recreation Department and have adopted a “Zero Tolerance Policy” for all coaches, players, spectators, and other persons. No profanity, fighting, heckling, disrespect, threats, alcohol or tobacco products will be tolerated. **Result: you will be banned indefinitely from all Clover Parks and Recreation Department sponsored activities and facilities.**

Participants, coaches, managers, team representatives, and spectators are expected to conduct themselves in a sportsmanlike manner, before, during, and after an event, or within 500 feet of Town of Clover property and playing areas. Coaches and parents/participants must sign a Code of Ethics.

##### SECTION 2. OFFENSES AND PENALTIES

- A. Designated team representatives and coaches are responsible for the conduct of themselves, team members, and other appropriate representatives at all times.**
- B. Conduct.** Conduct which may be interpreted by a staff person or game official as threatening to the administration or control, of the contest, including constant complaining, heckling, and bickering will result in immediate ejection from the contest and playing facilities for an amount of time deemed necessary by the league officials.
- C. Abusive Language.** No person involved in any league activity or facility will be allowed to use profane, vulgar, excessively loud, or abusive language. Failure to comply will result in immediate ejection from the contest and playing facility for an amount of time deemed necessary by the Clover Parks and Recreation Department.
- D. Alcoholic Beverages.** Alcoholic beverages are not allowed on Town of Clover property nor at Clover Parks and Recreation Department sponsored activities and events, including dugouts, parking lots, restrooms, etc. No person having the discernible odor of alcohol about his or her person will be allowed on Town of Clover property or at League sponsored activities and events. Failure to comply will result in immediate ejection from the contest and removal from the premises for an amount of time deemed necessary by the league. Anyone associated with a youth or adult team that is found with alcoholic beverages in the parking lot, dugouts, restrooms, etc. is in violation of the law and will result in the entire team being removed from the premises for an amount of time deemed necessary by the League.
- E. Tobacco Products.** An ordinance prohibiting the use of tobacco products and alternative nicotine products at Town of Clover Parks and Recreation facilities was adopted on November 10<sup>th</sup>, 2014. Use of any tobacco products or alternative nicotine products on or within any town park property or recreation facility may result in the removal of the person from the park or facility and imposition of a fine of not less than \$10.00 or more than \$25.00.
- F. Fighting.** Fighting in any form by any person involved in any league activity or facility will not be tolerated. Fighting shall be defined as “an act or attempted act of violence by one person towards any other person, including physical abuse and thrown objects.”

### **SECTION 3. SUSPENSION WILL OCCUR AS FOLLOWS CONCERNING FIGHTING AND THREATENING**

- A.** Threatening a game official, participant, spectator, or representative of the League will result in immediate ejection from the contest and a one-year suspension from all league sponsored activities and facilities.
- B.** Physically striking or attempting to strike a coach, player, or spectator will result in immediate ejection from the contest and a one-year suspension from all league sponsored activities and facilities.
- C.** Physically striking or attempting to strike a game official or representative of the league will result in immediate ejection from the contest and a permanent suspension from all league sponsored activities and facilities.

### **SECTION 4. OTHER GUIDELINES AND PENALTIES CONCERNING YOUTH LEAGUES**

- A.** If a player quits or leaves a team for any reason during the first two (2) weeks following the registration deadline, the coach must contact the Clover Parks and Recreation Department.
- B.** If an incident occurs with a participant in whom the coach feels the participant should be removed from the team, the coach must submit a written statement to the Clover Parks and Recreation Department outlining the incident and reason(s) for removal. Staff will review the information with the coach and all parties involved before any action will be taken.
- C.** If a coach, player, team representative, parent or spectator is ejected from the contest by an official, the board of directors will review the circumstances surrounding the ejection and determine the suspension. The suspension will be final. An ejection will result in a minimum one game suspension.
- D.** The Clover Parks and Recreation Department reserves the right to determine violations of the above rules, to set penalties for violations, and to set in place other rules of conduct deemed necessary for the proper administration of the program.

### **SECTION 5. COACHES**

All coaches, including assistant coaches, must complete a volunteer application and sign a coach's code of ethics. All coaches, including assistant coaches, must be approved by the Clover Parks and Recreation Department. A maximum of four (4) coaches are allowed during regular season.

### **SECTION 6. TEAM ROSTERS**

- A.** Clover Parks and Recreation Department will determine the process in which teams will be formed.
- B.** Registration is held on a first come first serve basis. The Clover Recreation Department will open the first two weeks of registration (Early Bird) to individuals who played and are returning to the recreation department from the previous season. After those two weeks, registration will be opened to the public. As leagues and teams begin to fill up, Clover Parks and Recreation will place individuals on a waiting list on a first-come, first-serve basis for up to two (2) weeks following the registration deadline. Any player registered or added from the waiting list after the last day of registration will have to go through the draft, they will not be allowed automatically assigned to their Fall (2015) team. If a child who is already registered and placed on a team should quit or leave the team during the two-week waiting list period, the first person on the list will be contacted and given the opportunity to register. The parent will be contacted and given forty-eight (48) hours to register, or the opportunity continues to the next name on the list. Once the two-week waiting list period has ended, no names will be accepted and no changes will be made to the teams. Player will be added to teams after the two (2) week period under certain circumstances.

## **SECTION 7. MANDATORY PLAY RULES**

Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purposes of this rule, “six (6) defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six (6) outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being retired or by reaching base safely.

Penalty: The player(s) involved shall start the next scheduled game, play any previous requirement not completed and meet the requirement for this game before being removed.

The manager shall for the:

- First offense---receive a written warning.
- Second offense---a suspension for next scheduled game.
- Third offense---a suspension for remainder of the season.

\*Note 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the board of directors. However, forfeiture of the game may not be invoked.

\*Note 2: There is no exception to the mandatory play rule unless a game is shortened for any reason. (Ex: Mercy rule, weather situation)

## **SECTION 8. PLAYER POOL (PULL UP RULE)**

- In the event that a team will be not have enough players to field a minimum roster for any reason, to avoid forfeits teams will be allowed to fill their roster to the minimum roster size (nine (9) with players from within the league.
- Intermediate and Minors will be allowed to fill their rosters to the minimum size with participates from a pre-selected pool of players from the Minors division
- Permission to use this policy must me given to a team by the Clover Recreation Department.

## **SECTION 9. DRAFT GUIDELINES**

- All players not assigned to a team in their assigned age group will go through a draft.
- Team preferences will not be granted for drafting leagues. Request for a specific team and players placed on the same team will not be accepted. The only guarantee of placement on the same team is brothers/sisters and coach’s child or relative, provided that staff is made aware of this at registration.
- When determining draft orders, Clover Parks and Recreation will take into consideration the number of participants returning to a team and returning team talent level.
- Assistant coaches are not automatically added to teams. Only head coaches’ children will be automatically added to rosters without going through a draft. Assistant coaches will be determined after the drafting process and teams are created.

## **SECTION 10. SCHEDULING**

- A. All regular season and post-season games will be scheduled by the Clover Parks and Recreation Department. Games will be scheduled Monday through Saturday. Clover Parks and Recreation will host games at the Clover Community Park and Roosevelt Park. All other participating organization will host games at their specified facilities listed on the game schedule.
- B. Every effort will be made to schedule games around conflicting dates, provided that coaches notify staff prior to scheduling preparations. Once the schedule is made, no changes will be made without the approval for the Clover Parks and Recreation Department Director.

## **SECTION 11. CANCELLATIONS AND MAKE-UPS**

- A. Clover Parks and Recreation Department will make every effort to play all games if reasonably possible. Coaches may call the department's weather hotline at (803)-222-6700 between 4:00 p.m. – 5:00 p.m. to find out if a game will be played. If a decision has not been made, teams should report to the field and the official will make the decision.
- B. A game may be delayed, postponed, or cancelled due to lightning, heavy rain or poor field conditions. (Decisions made at the discretion of the Referee/Recreation Staff).
- Should a game be delayed during play due to cloud to ground lightning, there will be a 15-minute delay from the last cloud to ground strike. The game shall resume play at the point in which the delay occurred.
  - All games must finish by 10:00pm. Should a weather delay push the "finish time" past the 10:00pm curfew the following rules will apply: Games interrupted due to weather or any other reason will be rescheduled and finished from the point of interruption, unless for Minor four (4) innings or for Major five (5) innings have been completed (home team **must** complete their half of the fourth (Minor) or fifth (Major) inning., if less than one (1) inning has been completed the game will be rescheduled and replayed.
- C. Clover Parks and Recreation Department will contact the head coach only in the event a game is cancelled. Coaches should contact their players concerning postponed/cancelled games.
- D. All cancelled games will be rescheduled by the host organization at the earliest possible date and reschedule dates are final. Both coaches will be notified of the new date, time, and location, which may include Wednesdays, Fridays, Saturdays, and any other days that games are not normally played. Officials will be arranged by the Clover Parks and Recreation Department. If a team is unable to roster a full team on a reschedule date, the team may use the section 8 player pool rule or forfeit.
- E. In the event of a large number of cancellations, the Clover Parks and Recreation Department may have to reschedule games at the end of the regular season schedule. The Clover Parks and Recreation Department and participating organizations reserve the right to shorten the season by canceling games, adjusting the tournament lay-out or scheduling double-headers

## **SECTION 12. TIES**

In the event two or more teams are tied at the conclusion of regular season play, the following steps will be taken to break the tie:

- A. Head-to-head competition; the record between the two or more teams will be considered.
- B. Point spread between the two or more teams; an examination of the final scores between the two teams will be considered.
- C. Fewest runs allowed; an examination of the final scores for ALL regular season games will be considered.
- D. Coin toss.

## **SECTION 13. PRACTICE POLICY**

- A. The Clover Parks and Recreation Department will make our facilities as readily available for practice as possible. Practices will be limited due to the number of fields available and the number of teams in our leagues. The Clover Parks and Recreation Department will set up practices for the preseason at the coaches meeting. After games begin coaches may call, email or come by the Clover Community Center (222-9493) at 120 Bethel Street to reserve practice times. The Clover Parks and Recreation Department may cancel practices to reschedule make-up games. Should, teams schedule additional practice sessions elsewhere, these sessions must be reported to the Clover Parks and Recreation Department. It is the responsibility of the coach to obtain permission at a practice site not belonging to the Town of Clover. The intent is to make practice time equal, to ensure that no single team enjoys an advantage.

## SECTION 14. PROTESTS

- A. Protest Procedure
  - 1. Call time-out to halt play.
  - 2. Notification of intent to protest can be made only by the team's head coach.
  - 3. The protesting team must immediately notify the head umpire and all scorekeepers of the intent to file a protest.
  - 4. The head umpire and coach should make sure that the scorekeepers keep accurate records of the protest time and game situation (batter, count, runners on base, etc.).
  - 5. File an official, typewritten, protest with the protest committee (email to be provided), along with a \$50.00 protest fee, no later than twenty-four (24) hours after the time of the protest. In the event the game is scheduled on a Friday or Saturday; the protest and fee must be filed no later than 5:00 p.m. the following Monday in which the protest occurred.
- B. The protest will be reviewed and an appropriate ruling will be made as quickly as possible by the protest committee.
- C. All parties involved will be notified by the protest committee of any decision reached.
- D. Protest Fee. A fifty-dollar (\$50.00) fee shall accompany each and every protest filed. Should the protest be upheld, the fee will be refunded to the person who provided the fee. Should the protest be rejected, the filing fee will be retained and placed in the General Operating Fund of the Town of Clover.
- E. Filing Procedure. Protests filed must be typewritten and contain all of the following information:
  - 1. Date, time, and location of game
  - 2. Names of umpires and scorekeepers
  - 3. Rule in question
  - 4. Location of rule in Dixie Youth Rule Book/Local League By-Laws
  - 5. The protested decision and circumstances surrounding the protest

## Article II Rules

### Major(O-Zone)

#### Section 1. The Game-In General

- A. All players must be registered with the Clover Parks and Recreation Department or participating recreation organization.
- B. No player can turn thirteen (13) years of age before April 30, 2017.
- C. The home team shall furnish one (1) new baseball and the visiting team shall furnish one (1) approved playable baseball.
- D. The home team will occupy the first base dugout
- E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
- F. The visiting team is responsible for keeping the official pitch count. (Both teams are required to keep pitch count)
- G. The Clover Parks and Recreation Department will be responsible for recording wins/losses for each team.
- H. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.
- I. Batting line-ups must be exchanged by teams no later than ten (10) minutes prior to the scheduled game time. Line-up cards will be provided to Clover Parks and Recreation teams by Clover Parks and Recreation.  
**Teams must notify the opposing team's official scorer of any line-up changes.**
- J. Umpires have the authority to clear each field five (5) minutes prior to the scheduled game start time.
- K. Teams must have a minimum of nine (9) players present to start a game.
- L. Coaches are to instruct their players to hustle on and off the field at all times.

## Section 2. The Playing Field and Equipment

- A. Baselines shall be seventy (70) feet
- B. Pitching distance shall be fifty (50) feet
- C. Five (5) ounce-nine (9) inch baseballs will be used for all game play. One (1) dozen practice balls and one (1) dozen game balls are provided by Clover Parks and Recreation to all Clover Parks and Recreation teams
- D. Major League Bat Rules:
  - Bats may not be more than thirty-four (34) inches in length; no more than two and five eighths (2 5/8) inches in diameter.
  - Composite Barrel: All composite barrel bats must meet the Batted Ball Coefficient of Restitution (BBCOR) and such bats shall be so labeled with a silkscreen or other permanent certification mark.
  - Metal/Alloy Barrel: Metal/Alloy barrel must be labeled with a BPF (bat performance factor) of 1.15 or less.
  - Composite handles are legal in Dixie Youth Baseball as long as the bat is in compliance with the above criteria.
- E. Helmets must be worn by any offensive player on the playing field. Chin straps must be worn if snaps are provided on the helmet. Face guards are optional
- F. All catchers must wear full protective equipment during game play. (Including throat protectors, no matter what style mask is being used) Two (2) piece style helmets are not allowed.
- G. Metal cleats are not allowed during local league play.

## Section 3. Regulation.

- A. The completion of six (6) innings or ninety (90) minutes constitutes a complete game (no new inning can begin with five (5) minutes or less remaining).
- B. Mercy Rule: A team is winning by ten (10) runs or more after both teams have completed four (4) innings (three and one-half (3 ½) innings if the home team is winning) constitutes a regulation game.
- C. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season. During postseason play the game will continue and the “International Tie-Breaker Rule” will apply. **\*International Tie-Breaker Rule: each team starts the inning with the player who completed the last official at bat as a base runner on second base and with one (1) out.**
- D. Games interrupted due to weather or any other reason will be rescheduled and finished from the point of interruption unless four (4) innings have been completed (home team **must** complete their half of the fourth inning).
- E. All decisions made by the umpires are final.

## Section 6. Batter/Line-up

- A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense and any offense thereafter. \*Note – Slinging of the bat will be the sole judgment of the umpire\*
- B. Dropped 3<sup>rd</sup> Strike  
Uncaught/Dropped Third Strike Rule (**MAJOR ONLY**) - If the catcher drops or misses strike three, the batter can run to first, unless occupied with less than two (2) out, and must be thrown or tagged out.
- C. Teams will bat their entire roster one time through the line-up, after this teams must decide to continue to bat the entire roster or drop to a nine (9) player batting line-up.

## Section 7. Runner.

- A. The runner cannot slide into first base. The runner will be called out for sliding into first base.
- B. The runner cannot slide head first into any base. The runner will be called out for sliding head first into any base. Runners may only slide head first when returning to a base.
- C. The runner can lead off or steal any base.
- D. The runner will be called out for running past a base without touching the base.
- E. It is mandatory that a courtesy runner is used for the catcher when there are two outs. The courtesy runner is the last batted out or any player not currently in the line-up

**Section 8. Defense.**

A. Each team will play nine defensive positions, including a pitcher, catcher, four infielders, and three outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield. Free defensive substitution will be allowed

**Section 9. Pitcher.**

**Dixie Youth Pitch Count Limits and Mandatory Rest Rules**

League Age	Pitches Allowed Per Day
11 – 12	85

Warm up pitches do not count towards the pitch count.

If a pitcher reaches his max pitch count during an at-bat, the pitcher is allowed to continue until any of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning

A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of **that calendar day**.

Any player who has played the position of catcher in any part of four (4) or more innings in a game is not eligible to pitch on **that calendar day**. (Catching a single pitch in an inning constitutes catching in that inning. Warm up pitches do not count.)

- If a player pitches sixty-six (66) pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches forty-six to sixty-five (46-65) pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches thirty-one to forty-five (31-45) pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches one to thirty (1-30) pitches in a day, no (0) calendar day of rest must be observed.

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur: That batter reaches base; that batter is put out; the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

Players may not pitch in more than one (1) game in a day

Pitches in suspended/regulation tie games charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

Coaches are allowed three (3) total visits to the mound before removing that pitcher with a maximum of two (2) in an inning. On the third visit in an inning, that pitcher must be removed. On the fourth visit over multiple innings, the pitcher must be removed.

\*Note: A day's rest for a pitcher does not begin until the following day after a player pitches. (Ex. Player X throws sixty (60) pitches on Monday night. Player X is not eligible to pitch again until Thursday) \*

## Sections 10. Coaches.

- A. Only the head coach may represent or speak for the team.
- B. There will be a maximum of four (4) coaches in the dugout at any time during game play. There must be at least one coach in the dugout at all times.
- C. Two (2) offensive coaches will be allowed on the field during game play, first base coaching position and third base coaching position (base coaches may be either coaches or players).
- D. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

## Minor

### Section 1. The Game-In General

- A. All players must be registered with the Clover Parks and Recreation Department or participating recreation organization.
- B. No player can turn eleven (11) years of age before April 30, 2017.
- C. The home team shall furnish one (1) new baseball and the visiting team shall furnish one (1) approved playable baseball.
- D. The home team will occupy the first base dugout.
- E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
- F. The visiting team is responsible for keeping the official pitch count. (Both teams are required keep pitch count)
- G. The Clover Parks and Recreation Department will be responsible for recording wins/losses for each team.
- H. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.
- I. Batting line-ups must be exchanged by teams no later than ten (10) minutes prior to the scheduled game time. Line-up cards will be provided to Clover Parks and Recreation teams by Clover Parks and Recreation.  
**Teams must notify the opposing team's official scorer of any line-up changes.**
- J. Umpires have the authority to clear each field five (5) minutes prior to the scheduled game start time.
- K. Teams must have a minimum of nine (9) players present to start a game.
- L. Coaches are to instruct their players to hustle on and off the field at all times.

### Section 2. The Playing Field and Equipment

- A. Baselines shall be sixty (60) feet.
- B. Pitching distance shall be forty-six (46) feet.
- C. Five (5) ounce-nine (9) inch baseballs will be used for all game play. One (1) dozen practice balls and one (1) dozen game balls are provided by Clover Parks and Recreation to all Clover Parks and Recreation teams.
- D. Minor League Bat Rules:
  - Bats may not be more than thirty-three (33) inches in length; nor more than two and one quarter (2 ¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.
  - **Composite Barrel: Two and one quarter (2 ¼) inch composite barreled bats must be approved by Dixie Youth Baseball.**
- E. Helmets must be worn by any offensive player on the playing field. Chin straps must be worn if snaps are provided on the helmet. Face guards are optional.
- F. All catchers must wear full protective equipment during game play. (Including throat protectors no matter what style mask is being used). Two (2) piece style helmets are not allowed.
- G. Metal cleats are not allowed during local league play.

### Section 3. Regulation.

- A. The completion of six (6) innings or ninety (90) minutes constitutes a complete game. (No new inning can begin with five (5) minutes or less remaining)
- B. There is a seven (7) run max per inning. This applies to all innings. Unless the mercy rule or the time limit is reached. If the final inning is reached by time limit and a team is down by eight (8) runs or more the game will continue until the eighty-five (85) minute mark is reached. This will be a drop dead rule; once the eighty-five (85) minute mark is reached the game will be called.
- C. If the sixth (6<sup>th</sup>) inning is reached, the max run rule will be lifted and the inning will only be completed once three (3) outs are recorded.
- D. Mercy Rule: A team is winning by ten (10) runs or more after both teams have completed four (4) innings (three and one-half (3 ½) innings if the home team is winning) constitutes a regulation game.
- E. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season. During postseason play the game will continue and the "International Tie-Breaker Rule" will apply. **\*International Tie-**



**Breaker Rule: each team starts the inning with the player who completed the last official at bat as a base runner on second base and with one (1) out.**

- F. Games interrupted due to weather or any other reason will be rescheduled unless three innings have been completed (home team **must** complete their half of the third inning).
- G. All decisions made by the umpires are final.

**Section 6. Batter.**

- A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense and any offense thereafter. \*Note – Slinging of the bat will be the sole judgment of the umpire.
- B. **Dropped 3<sup>rd</sup> Strike** – Will not be played in the minor division. If the 3<sup>rd</sup> strike is not caught by the catcher the batter is simply a recorded out

**Section 7. Runner.**

- A. The runner cannot slide into first base. The runner will be called out for sliding into first base.
- B. The runner cannot slide head first into any base. The runner will be called out for sliding head first into any base. Runners may only slide head first when returning to a base.
- C. The runner can steal any base. The runner will be called out for leaving the base before the ball reaches home plate
- D. The runner will be called out for running past a base without touching the base.
- E. It is mandatory that a courtesy runner is used for the catcher when there are two outs. The courtesy runner is the last batted out.

**Section 8. Defense.**

- A. Each team will play ten (10) defensive positions, including a pitcher, catcher, four infielders and four outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield.

**Section 9. Pitcher.**

**Dixie Youth Pitch Count Limits and Mandatory Rest Rules**

League Age	Pitches Allowed Per Day
9 - 10	75

Warm up pitches do not count towards the pitch count.

If a pitcher reaches his max pitch count during an at-bat, the pitcher is allowed to continue until any of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning

A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of **that calendar day**.

Any player who has played the position of catcher in any part of four (4) or more innings in a game is not eligible to pitch on **that calendar day**. (Catching a single pitch in an inning constitutes catching in that inning. Warm up pitches do not count.)

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur: That batter reaches base; that batter is put out; the third out is made to complete the half-inning.

- If a player pitches sixty-six (66) pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches forty-six to sixty-five (46-65) pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches thirty-one to forty-five (31-45) pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches one to thirty (1-30) pitches in a day, no (0) calendar day of rest must be observed.

The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

Players may not pitch in more than one (1) game in a day

Pitches in suspended/regulation tie games charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

Coaches are allowed three (3) total visits to the mound before removing that pitcher with a maximum of two (2) in an inning. On the third visit in an inning, that pitcher must be removed. On the fourth visit over multiple innings, the pitcher must be removed.

\*Note: A day's rest for a pitcher does not begin until the following day after a player pitches. (Ex. Player X throws sixty (60) pitches on Monday night. Player X is not eligible to pitch again until Thursday) \*

#### **Sections 10. Coaches.**

- A.** Only the head coach may represent or speak for the team.
- B.** There will be a maximum of four (4) coaches in the dugout at any time during game play. There must be at least one coach in the dugout at all times.
- C.** Two (2) offensive coaches will be allowed on the field during game play, first base coaching position and third base coaching position (base coaches may be either coaches or players).
- D.** One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.