

2016 FOXON RECREATION LEAGUE

ADMINISTRATIVE RULES

The Foxon Recreation League rules supersede all other rules. Rules not covered by the FRL are in compliance with Little League (Baseball), Federation (Softball) and High School Federation (Pony). **Any** of the above rules may be altered by the Executive Board if deemed in the best interest of the League, on a one time basis and/or for the duration of the season.

SECTION I

(QUALIFICATIONS)

1. ALL coaches and umpires must be members of the FRL.
2. Player eligibility for each division will be determined by age:
Boys as of **April 30th 2016**, Girls as of **December 31st 2015**.
3. The Executive Board will determine the following on a yearly basis;
 - a. Age limit in each division.
 - b. Number of players on each team in each division.
 - c. Number of teams in each division.
 - d. Number of games and rounds in each division.

(REGISTRATION)

1. In the early part of the year, the league will hold registration. The dates to be determined by the Executive Board.
2. All players signing up after the final registration day may be subject to a late fee. All players signing up after the draft may be put on a waiting list and may be charged a late fee if assigned to a team.
 - a. Registration Fees will be collected at registration.
 - b. Registrations will not be accepted after the first round of play is completed in the division the player is to be placed.
3. Use of the waiting list
 - a. A cutoff date for using the waiting list will be the end of the first round in that division.
 - b. After the cutoff date a player may be brought up off the waiting list with the approval of the Executive Board.

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- c. If a player quits the league the Commissioner must be notified immediately **by the coach**
- d. The Director of each division will request all players from the waiting list as needed. The Registrar will notify the Team manager, player, Equipment manager and the Director as players are placed from the waiting list.

SECTION II (DUTIES AND RESPONSIBILITIES)

1. League Commissioners subject to the approval of the Executive Board.

The League Commissioner;

- a. Shall be the direct line of communication between his/her divisions and their Director.
- b. Shall be responsible for notification to the Rules and Protest Committee of any requests for rule changes or protests within their Divisions.
- c. Shall be responsible for notification to their respective Director of any problems or meetings within their division.
- d. Shall maintain the standing in their division and report such to their Director.
- e. Shall notify all teams in their division of re-scheduled games.
- f. Shall supervise the annual draft of players in their divisions.
- g. Shall hold one meeting prior to the start of the season with their managers to discuss rules pertaining to their league. This can be done at the draft.
- h. Must keep an active rotation list of all eligible substitutes. They further must make that list available to the Director in the event they are unavailable. The commissioners of each division will make the calls to the players and notify coaches of the name of the player they have been assigned.
- i. Shall notify their Director of requests for players from the waiting list.

2. The Field Coordinator;

- a. They shall assign practice fields before and during the regular season.

3. The Scheduler;

- a. The president and/or the presidents appointed representative shall schedule all makeup games during the season. **(next available date is removed)**
- b. The president and/or the presidents appointed representative would notify all Commissioners, Field Coordinators, Chief Umpire and the 2nd Vice President of all re-scheduled games.

SECTION III

(DRAFT)

1. Manager may trade players only at draft time in the presence of all managers and commissioner with the approval of the Registrar.
2. A manager has the right to have their child on their team. This applies to managers only and not coaches. Exception if a coach has been with a manager for five consecutive years, or more, they have the right to have their child on their team. When a manager does request their child for their team, from another team, in the same division, he/she must exchange a player of equal caliber and must be age for age.
3. The last place team will have the first choice in the draft and in each round of the draft. The next to last will have second choice working up in order until the first place team has the last choice.
4. An expansion team will get first choice. If more than one expansion team, there will be a coin toss to determine the draft order.
5. All players missing two complete consecutive playing seasons will be placed in the draft.
6. All new unscreened players will be put into a pool, Managers can't choose an unscreened player randomly.

SECTION IV

(ROUNDS)

1. If two rounds, the winner of the first round will play the winner of the second round to determine championship.
2. If three rounds, a playoff will be held following the close of the regular season.
 - a. Team with the best winning record for the season will get the bye. If more then one team has identical records, the team with the best record for the round they won will get the bye. If still tied it will be determined by coin toss, to be conducted by the commissioner of that division.

- b. The playoff will consist of two games. The team with the best record will receive the bye and will be called team 1. Teams 2 and 3 will play in the first playoff game. The winner of that game will then play team number 1 for the championship. The winner of that game will receive the championship trophy and the loser, the runner up trophy. The loser of the first playoff game will not receive a trophy.
 - c. If there are only two round winners (one team winning two rounds), it may require two-playoff games with team number 2 having to defeat the number 1 team twice in order to become champion. If one team wins all rounds they will be declared the champion. Second place trophies will be issued to the team with the next best record. If a tie exists the playoffs will be conducted in the same manner as for the champions.
3. Home team for all playoff or championship games will be determined by a coin toss.
 4. Teams may not play playoff games on consecutive days. All playoff or championship games will be on the next available date with one-day rest.
 5. If the championship or round playoff game is suspended, the game will be completed from the point of suspension.

SECTION V

(SCOREKEEPING RULES)

1. Scorebooks with complete lineup of names and uniform numbers of team players will be kept and exchanged with the opposing manager and/or scorekeeper.
2. Scorekeepers must notify opposing team and plate umpire of all lineup changes during the game.
3. Home team scorebook is the official scorebook.
4. The plate umpire will initial all pitching changes.

SECTION VI

(MANAGER & COACHING RULES)

Managers and all coaching staff will abide by the following rules:

1. Any member breaking FRL rules can be brought up on charges to the Executive Board. Violations must be written and reported within 72 hours of the incident.
2. They will have full control of their players and spectators at all times, as a disturbance may cause the game to be forfeited.
3. Coaches and managers must make their players aware of the rules in their division.

4. They shall have the responsibilities for proper notification of all practices and games. If you are practicing on a field and the person comes to line it, you must make every effort to avoid the lines. Failure to follow this rule will result in you not being allowed to practice on the field thereafter.
5. Their players shall be dressed in league issue uniform for all games.
6. They will see that all equipment is kept in the dugout during the course of a game. Dugouts must be cleaned after each game.
7. The home team is responsible for field equipment: flag, bases and softball portable pitching plate if used.
8. Anyone who makes 51% of their meetings is allowed to coach one team if available. A second team can only be taken if there is no one else who wants it. This rule does not affect coaches presently coaching more than one team, and only applies to his/her present teams and does not accommodate changes in divisions.
9. They will be responsible for keeping their scorebook up to date for each game
9. All managers **MUST** attend 75% of their games in any season or forfeit their rights to manage.
10. Only one team representative may approach the umpire at any time.
11. Only five league members, (one manager, three coaches and one scorekeeper), per team will be allowed in the dugout or playing field in all leagues. This includes auxiliary pitchers in the Pee Wee divisions.
12. All managers and coaches should be a member by the last day of registration to insure their rights to draft a team.
14. If the umpire removes any member of the coaching staff from the game for a disciplinary reason, he/she must leave the playing field.
 - a. They may not sit on the team bench.
 - b. They may not be recalled.
 - c. They will not coach for the duration of the game or **their** next division game, either regular or post season. If they present at the game, they must sit in the stands on their team's side and they cannot converse with, aid or otherwise coach the team. The Ethics Committee will investigate the infraction and decide if further discipline should be recommended.
 - d. The plate umpire will write ejections from the game in both scorebooks. Failure to write the ejected name in the scorebook does not negate rule D.
15. Managers and coaches are required to volunteer time for work details and serve on necessary committees that will benefit the league. They must further supply a crew of at least 4 people to work in the stand at least twice during the playing season or be in danger of forfeiting their right to manage.

16. The president of the league may take a leave of absence as team manager during his/her year as president.
17. Any manager, finding it impossible to manage and hold a league time-consuming position, may petition the Executive Board for a managerial leave of absence. Upon consideration, the Executive Board may grant a leave of absence on a yearly basis subject to the following conditions:
 - a. The petitioner shall retain all seniority and managerial rights for the following year
 - b. The manager shall appoint an interim manager to perform their team-related duties during their leave of absence.
 - c. They shall not be considered a manager in their particular division for that season; consequently they will have no voice in any matters, which are the sole prerogative of that division.
18. Members of the FRL can't take any players from the Foxon Recreation League to play any team or organized game as representatives of the league without authorization from the Executive Board.
19. All softball teams **MUST** have at least one adult female, other than their team players, on the field for all games and practices. All baseball teams **MUST** have at least one adult male, other than their team players, on the field for all games and practices. Tee Ball teams **MUST** have one male and one female on the field at all games and practices.
20. All games outside the league must have the official sanction of the Executive Board, prior to their occurrence.

(UNIFORMS)

1. Dispensing of uniforms:

- a. Uniforms will be picked up at the Community Center equipment room on scheduled dates.
- b. A forty (\$40.00) dollar deposit will be assessed to all managers at the beginning of the season when their team gets its uniforms and equipment.

2. Returning of equipment:

- a. Upon completion of the regular baseball/ softball season, the Equipment Manager will set up dates for managers to return their equipment.
- b. Upon return of the equipment to the satisfaction of the Equipment Manager, the deposit will then be returned to the manager in a reasonable amount of time.
- c. All equipment is to be returned **NO** later than the first meeting in September. Managers who fail to return equipment by the first meeting in September will forfeit their deposit and may forfeit their right to coach the following season, at the discretion of the Executive Board.

SECTION VII
(PLAYERS RULES & REGULATIONS)

1. **All players present for the start of the game are entered into the batting order and shall bat every time their turn comes up. If a player arrives late, after the start of the game, he shall be placed at the bottom of the batting order as long as they can fulfill the playing requirements of 2 innings in the field and 1 at bat**
 - a. **Exception:** In all leagues, if a player shows up for a game after two complete innings, the manager has the option to play or bench them. Opposing manager and Umpires must be told of their decision immediately. The manager must notify the commissioner within 24 hours. The player otherwise must play two innings in the field and one time at bat. Exception: see mercy rule.

2. **Player Substitution;** The manager of any team requiring a sub **MUST** contact the commissioner of their division in advance. The substitute player will not be allowed to pitch or catch. The player will be put in the batting order and play two full innings in the field, unless even with the subs there are only nine players (baseball) or ten players (softball). The players shall wear their own team uniform.
 - a. Should a team with a substitution find they have nine players or more of their own, the sub cannot be used as a regular player, but **MUST** play as a sub and cannot have more playing time than a regular team player.
 - b. Any manager who does not go to his /her commissioner to request a sub may forfeit the game in which he/she brought up a player without authorization.
 - c. **NO WALK ON PLAYERS ALLOWED AT GAME TIME IN ANY LEAGUE UNLESS** it is approved by two Executive Board members who are not coaching in that league.
 - d. The team must consist of seven roster players and not more than four (4) subs. Two Executive Board members **ONLY** can suspend this rule.

3. Players sick or injured prior to the game may not be on the playing field or in the dugout during games or practices
 - a. A physician's or parental note must be presented to the Commissioner and the Executive Board to rejoin the team if he/she has been under a doctors care.
 - b. A player with an injury during the game may remain in the dugout.

4. Any player failing to attend three consecutive practices and /or two consecutive games without sufficient excuse may be subject to manager's discipline. The manager must notify their Commissioner of any action being taken prior to its occurrence.
5. If a manager wishes to suspend a player, they must notify and consult with their league commissioner first and the commissioner will notify the parents. The manager must put in writing the reason for the discipline and submit it to the Commissioner with a copy to the Director of the League.
6. All players must be in COMPLETE LEAGUE issued uniforms for all games, if uniforms are available. League issued hat/visor, shirt and pants will be worn. The Equipment Manager must approve any exceptions in writing. Players cannot wear Coaches or Umpires hats.
 - a. Uniform shirts MUST be tucked in.
 - b. Players are not to wear uniforms except during scheduled league games and other official league activities.
 - c. Footwear can be sneakers or multipurpose cleats. **NO METAL** cleats allowed.
 - d. Permanent alterations to uniforms are not allowed. (Example: removing the sleeves.) Player will be required to purchase a replacement uniform.
8. The following are prohibited in the dugout or on the playing field during games and practices.
 - a. Tobacco/Alcohol products
 - b. Profanity
 - c. Jewelry other than Medical Alert Bracelets.
 - d. Cell phones use
 - e. Glass of any kind
9. Plastic or prescription sunglasses are permitted for fielders.
10. All ball players are required to wear a batting helmet when batting, waiting on deck, base running or coaching in their division or older divisions.
11. The on deck batter will be allowed in the Pony League ONLY. In all other divisions it is the responsibility of the coach in the dugout to have the next batter ready, with helmet on, behind the screen, near the opening of the dugout.
12. All male catchers must wear a support cup and athletic supporter (Not provided by the league). All female catchers will wear a female chest protector.
13. Players will wear a mask and helmet whenever warming up the pitcher

- a. When a catcher has batted the coach should remind the catcher to start putting on his/her equipment so as to save time.
14. Throwing of bats and/or helmets is not allowed and is subject to possible ejection from the game by the umpire.
 15. When, in the opinion of the umpire, a team member shows unsportsmanlike conduct;
 - a. The umpire may give warning for this action to stop.
 - b. If the action does not stop, the umpires shall eject the said guilty player from the game and off the playing field.
 - c. Player cannot be recalled.
 - d. If a player is ejected from a game he/she will miss the next game (whether it is in season, post season, or All Stars). The Executive Board along with the Commissioners/Directors input will decide if the infraction warrants further action.
 16. Players and substitutes shall remain in the dugout behind the screen unless participating in the field. When a batter is retired, he/she must return to the dugout.
 17. The batting order must be followed throughout the game.
 18. A substitute runner can be used when the batter or base runner is awarded a base and cannot make it. This is allowed only once per player. The substitute runner must be the player who made the last batted out.
 19. In all divisions except T-Ball the mercy rule will be 15 runs after 4 completed innings. Mercy rule is only in effect if all subs have played their required amount of time.

SECTION VIII

(BASEBALL PITCHING RULES)

1. Once a pitcher has pitched six innings in Pony, American or National (or Majors) leagues he shall be required to take four consecutive days rest. He may pitch on the fifth day.
2. A pitcher cannot pitch two days in a row.
3. If a pitcher pitches a single pitch he shall be considered to have pitched one full inning.
4. The pitcher shall be removed from the mound when the manager or his assistant uses more than one trip in an inning or more than two trips in a game per pitcher.
5. Once a pitcher is removed from the mound he may not return as a pitcher in that game.

6. When a pitcher takes his position at the beginning of the game or when he relieves another pitcher, he shall be permitted up to one minute to perform eight warm-up pitches to his catcher if he so desires.
7. He shall be permitted up to one minute perform five warm-up pitches between innings.
8. The pitcher shall not be permitted the "Quick Return Ball". If he tries it, he shall be warned once by the umpire without penalty. If repeated, each occurrences will be called a BALL unless the batter reaches first on a fair hit or error or otherwise.
9. If a pitcher hits 3 (three) batters in an inning or 4 (four) in a game, he will be removed as the pitcher from the game.
10. **17 year olds cannot pitch.**

SECTION IX

(BASEBALL LEAGUES)

PONY LEAGUE:

1. If a player cannot complete the game, and the team still can field 9 players, there is no penalty. That person is simply skipped in the batting order. If a player is ejected from the game by the umpire or taken out by the coach for disciplinary reasons then every time the player would come up in the batting order, an out is automatically recorded.
2. Any team that is short one or two players at game time can accept one or two volunteer players of the opposing team with agreement of both managers.
 - a. **Exception:** The team manager that loans his players to the opposing team may reclaim his player only under the following circumstances:
 - a. If and when the opposing team is no longer short of players, the manager who loaned the player may recall his own player.
 - b. If one or more of his/her players are injured and unable to continue to play. If there is an injury during the course of the game and a team does not have nine players the game is forfeited.
3. Batting sleeves are permitted, but batting donuts are not.
 - a. **Coaches are responsible for checking bats. Any player that comes to bat with an illegal bat is out and the head coach is ejected from the game. All subsequent occurrence's result in player ejections from the game. (per team).**
4. All players will be in the batting order.

5. Pony subs should be called within the pony league beginning with 13 years old first, then 14 years old, and then from the National League, 12 year olds.
6. Bats in the Pony League will follow Federation Restrictions.
7. All players age 13 to 16 can pitch.

NATIONAL LEAGUE:

1. A base runner may leave a base when the ball is released from the pitcher's hand.
2. If a player leaves early his team will receive one team warning. After that all players will be called out.
3. If there are not enough players to form a National and American League, a Major division will be formed by all available players. This division will use National League rules. Subs will come from within the Major division and start with the youngest players first.
4. No balk
5. Players can be subbed in the field every inning provided they all get a minimum of 2 legal innings in the field. A legal inning consists of (a) 3 outs or (b) less than three outs if the home team goes up by the mercy rule or the game is called for inclement weather, darkness or curfew.
6. If a player cannot complete the game, and the team still can field 9 players, there is no penalty. That person is simply skipped in the batting order. If a player is ejected from the game by the umpire or taken out by the coach for disciplinary reasons then every time the player would come up in the batting order, an out is automatically recorded.
7. Subs for the National League should be called up first from the 10 year olds in the American division, then 9 year olds.
8. The dropped 3rd strike rule will be in effect

AMERICAN LEAGUE:

1. A base runner may leave a base when the ball crosses home plate.
2. If a player leaves early his team will receive one team warning. After that all players from that team will be called out.
3. No balk.
4. All players will be in the same batting order the entire game.

5. Players can be subbed in the field every inning provided they all get a minimum of 2 legal innings in the field. A legal inning consists of a) 3 outs or b) less than three outs if the home team goes up by the mercy rule or the game is called for inclement weather, darkness or curfew.
6. If a player cannot complete the game, and the team still can field 9 players, there is no penalty. That person is simply skipped in the batting order. If a player is ejected from the game by the umpire or taken out by the coach for disciplinary reasons then every time the player would come up in the batting order, an out is automatically recorded.
8. American League subs should be called up first from the 8 year olds in the Pee Wee division then 7 year olds.

PEE WEE BOYS:

1. No leading or stealing permitted.
2. Overthrows: All overthrows that are made to the first, second or third base will be two bases from the start of play. Runner must make the additional base. The defensive team can make a play. Only one overthrow can occur per play. Definition of overthrow: Any thrown ball that passes intended player.
4. Players can be subbed in the field every inning provided they all get a minimum of 2 legal innings in the field. A legal inning consists of a) 3 outs or b) less than three outs if the home team goes up by the mercy rule or the game is called for inclement weather, darkness or curfew.
5. If a player cannot complete the game, and the team still can field 9 players, there is no penalty. That person is simply skipped in the batting order. If a player is ejected from the game by the umpire or taken out by the coach for disciplinary reasons then every time the player would come up in the batting order, an out is automatically recorded.
6. The ball is dead when the auxiliary pitcher receives the ball in the area of the mound. If the ball is returned to the area of the mound and the auxiliary pitcher does not catch it, it is still dead. The umpire's decision is final on the play. He/she must decide if the ball was intended for the auxiliary pitcher. When any member of the team in the field catches the ball on its way to the auxiliary pitcher it is still in play. Base runners that are advancing from one base to another must be more than half way there when the ball is thrown to the auxiliary pitcher, as determined by the umpire, to be awarded the base.
7. The auxiliary pitcher has to make an effort to get out of the way of a player making a play. The umpire may call the runner out if there was interference (if he/she feels the player was able to make the play).
8. The auxiliary pitcher **MUST** pitch from the pitching plate all season.
9. The auxiliary pitcher may not coach base runners from the mound.
10. Player playing the pitcher position must play behind pitcher rubber with at least one foot on the sand.

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He must wear an FRL approved helmet with facemask.

11. No player in the field may be in closer than the auxiliary pitcher.
12. No bunting will be permitted.
13. Protests are not allowed.
14. Appeals may be made on rule infractions only, NOT on judgment calls.
15. If in the umpire's judgment the batter is not **swinging after 5 good pitches**, he/she will first warn the coach to have the batter swing. If this does not correct the problem, the umpire **will** start calling strikes on good pitches.
16. To accelerate the game, have catcher dressed to enter field when third out has occurred.
17. No infield fly rule.
18. Teams must sub from within the division, 7 year olds first then 8 year olds then 6 year olds.
- 19. Subs cannot play in the 1st Base or Pitcher position.**

SECTION X

(SOFTBALL LEAGUES)

SENIOR AND JUNIOR SOFTBALL LEAGUES:

1. Junior and Seniors teams must field ten players *if available*. If at game time a team is short one player, they must field nine. However, the opposing team must still field ten *if available*. No team may play with less than nine. Any player that arrives late may be entered at the top or bottom of an inning to field ten players. If a team starts with ten, they can finish with nine players with no penalty.
2. Players can be subbed in the field every inning provided they all get a minimum of two legal innings in the field and one at bat. A legal inning consists of a) three outs or b) less than three outs if the home team goes up by the mercy rule or the game is called for inclement weather, darkness, or curfew.
3. If a player cannot complete the game, and the team still can field 9 players, there is no penalty. That person is simply skipped in the batting order. If a player is ejected from the game by the umpire or taken out by the coach for disciplinary reasons then every time the player would come up in the batting order, an out is automatically recorded.
4. The pitcher shall be removed from the mound when the manager or his assistant uses more than one trip in an inning or more than two trips in a game per pitcher. The starting pitcher may return to pitch later in the

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game provided she is still in the game at another position. This rule is only in effect once during the course of the game (per team). If the player leaves the game she may not return to pitch.

5. The distance from the pitching plate to home plate will be 43 feet.
6. Before starting the delivery, the pitcher shall comply with the following:
 - a.) **See Federation rule #6 Article #1**
7. Aluminum bats are allowed. All bats MUST say OFFICIAL SOFTBALL and meet requirements for size listed on the Federation website.
8. The infield fly rule is in effect in both leagues.
10. Senior Girls sub from junior division, 13 year olds first then 12 year olds then 11 year olds.
- 11. Junior Girls sub from the Pee Wee Girls division, 9 year olds first then 8 year olds then 10 year olds from the Junior Girls Division.**
12. Stealing will be in effect in both leagues. In the Senior League, the base runner may leave the base when the ball is released. In the Junior League, the ball must cross the plate before the runner can leave the base.
 - a. Junior League: One team warning - others will be called out.
 - b. Senior League: No warning – the runner will be called out.
13. There is no BALK in softball; it is considered a no pitch (dead ball).
14. Senior League has the dropped 3rd strike rule.
15. If a pitcher hits three batters in one inning, or 4 in a game the pitcher must be removed from the pitching position with no re-entry at that position.
16. Draft rules will be the same as the baseball divisions.

PEE WEE GIRLS LEAGUE:

(Playing Rules)

1. Infield fly rule does not apply.
2. No leading or stealing bases is permitted. Players may slide.
3. The ball is dead when the auxiliary pitcher receives the ball in the area of the mound. If the ball is returned to the area of the mound and the auxiliary pitcher does not catch it, it is still dead. The umpire's decision is final on the play. He/she must decide if the ball was intended for the auxiliary pitcher. When any member of the team in the field catches the ball on its way to the auxiliary pitcher it is still in play.

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Base runners that are advancing from one base to another must be more than half way there when the ball is thrown to the auxiliary pitcher, as determined by the umpire, to be awarded the base.

4. The auxiliary pitcher has to make an effort to get out of the way of a player making a play. The umpire may call the runner out if there was interference (if he / she feels the player was able to make the play).
5. The auxiliary pitcher **MUST** pitch from the softball pitching plate. (35')
6. The auxiliary pitcher may not coach base runners from the mound.
7. All Players who report on time for a game must play a minimum of two innings in that scheduled game.
8. Injured or sick players may return to the game when feeling better in the original batting order. There will be no penalty to the team for at bats missed. (If a player needs to leave the game early for any reason, this rule also applies.)
9. Player playing the pitcher position must play behind pitcher rubber with at one foot on the sand of the mound. She must wear an FRL approved helmet with facemask.
10. No player in the field may be in closer than the auxiliary pitcher.
11. No bunting will be permitted.
12. The pitcher may not use white gloves.
13. Aluminum bats are allowed. All bats **MUST** say **OFFICIAL SOFTBALL**.
14. Protests are not allowed.
15. Appeals may be made on rule infractions only, **NOT** on judgment calls.
16. Players can be subbed in the field every inning provided they all get a minimum of two legal innings in the field. A legal inning consists of a) three outs or b) less then three outs if the home team goes up by the mercy rule or the game is called for inclement weather, darkness or curfew.
17. If a player cannot complete the game, and the team still can field nine players, there is no penalty. That person is simply skipped in the batting order. If a player is ejected from the game by the umpire or taken out by the coach for disciplinary reasons, then every time the player would come up in the batting order, an out is automatically recorded.
18. If in the umpires judgment, when the auxiliary pitcher is pitching, If the batter is not swinging at good pitches he/she will first warn the coach to have the batter swing at good pitches. If this does not correct the problem, the umpire can start calling strikes on good pitches.
19. Overthrows: All overthrows that are made to the first, second or third base will be two bases from the start of play. Runner must make the additional base. The defensive team can make a play. Only one overthrow can occur per play. Definition of overthrow: Any thrown ball that passes intended player.

20. Subs cannot play in the 1st Base or Pitcher position.

(Pitching Rules)

1. Only coaches will pitch for the first half of the season.
2. Any Pee Wee girls, 7 to 9 years of age, will be allowed to pitch in the second half of the season.
3. The player pitcher will pitch all games. Strikes will be called on the batter whether she swings or not. The umpires will have sole discretion of the strike zone. No walks will be allowed, however ***after four balls*** the auxiliary pitcher will come in and pitch the remaining pitches to the current batter. The player pitcher will return to pitching to the next batter.
4. The player pitcher **MUST** wear a league supplied mouth guard or purchase her own. Only one mouth Guard will be given out per pitcher. If lost, there will be a charge to purchase from the Foxon Recreation League.
5. The player pitcher will not be required to wear a helmet with a face mask, it is optional, However if she chooses to do so; it must meet "NOCSAE" standards and be fitted with padding and a strap to hold securely into place.
6. The pitching distance for the player pitcher only, will be 35 feet.
7. If the player pitcher hits more than 4 batters per inning or a total of 6 in a game, she will be taken out of the pitching position and not allowed to return to pitch during that game. A new pitcher will be inserted into the pitching position. **Any hit batter will not be awarded first base.**
8. Managers will be allowed to use up to six pitchers per game, after that the game will be forfeited.
9. When the player pitcher is pitching, the same rule will be used as when the auxiliary pitcher is pitching. If an attempt is made to the return the ball to the mound or in the vicinity of the player pitcher, the umpire will declare it a dead ball.

SECTION XI (TEE BALL LEAGUE)

GOALS:

1. Although competition is an element of tee ball its primary purposes are to develop the skills of young children in order to prepare them for Little League Baseball and Softball. These skills include running, throwing, fielding, and batting. Our goal is to teach the fundamentals of baseball and softball, to demonstrate the importance of good teamwork, to encourage sportsmanship and most of all have FUN.

GENERAL:

1. Score keeping is not permitted.

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2. There is no pitcher; the batter hits the ball from the adjustable tee. During the second half of the season an auxiliary pitcher pitches to the players. Each batter will be pitched to and if failing to hit a fair ball on six swings, they will be allowed to hit the ball off the tee.
3. Two coaches are permitted in the outfield area to coach the defensive team. Two coaches advise the runners on the offensive team. Coaches may not touch a runner or fielder while the ball is in play.
4. The length of a game consists of three innings or a game time limit of one and a half hours. An inning consists of every member of both teams, regardless of their numbers, getting up to bat one time.
5. There will be no forfeits. If a team is short players, they will borrow from the other playing team to balance the teams enabling the game to be played.

BATTING:

1. A batted ball must travel beyond a nine-foot arc from home plate in fair territory before it is considered a ball in play.
2. A ball is foul if the bat hits the tee but not the ball, even if the force of the swing propels the ball beyond the nine-foot arc in fair territory.
3. A player cannot be called out on strikes.
4. The "LAST BATTER" on a team must be announced to the coaches by the hitting team as the last batter goes to bat.
5. All batters and mound players must wear a helmet.

FIELDING:

1. Runners are allowed to advance one base and they must make that base. Runners are allowed to advance two bases and they must make those bases. There will be no overthrows.
2. One player shall be placed in each infield position with an extra second baseman and shortstop and the remainder of the players shall be placed on the outfield grass. NO CATCHER. Player on the mound must wear a helmet and start with one foot on the mound. Baselines are to be kept clear.
3. No leading from or stealing from bases is permitted.
4. No plays will be made at home plate.
5. Collisions and physical interference between players are to be avoided at all times. NO SLIDING.
6. No tagging. The runner does not have to be tagged out when going to second. If the fielder is on the base and the runner continues running to the base, he will be out. If the runner returns to first base they will be safe.

SECOND HALF:

1. There will be three outs per inning. If three outs have not been made then the players will bat through the lineup once. (All players on the team will bat).
2. Players will advance as many bases as they can.
3. Ball thrown from the outfield will be dead once it reaches the infield. Runners can advance no further.

TEAMS:

1. The Executive Board or committee or commissioner that is chosen by the Executive Board will pick teams.
2. The commissioner will be responsible for getting ratings of all players eligible for the Pee Wee divisions the following year from the managers and/or coaches. This list will be presented to the Executive Board before the last game of the season.

CONDUCT:

1. The coaches are the game regulators. Reliance must be placed in his/her judgment, especially in those cases not covered explicitly in the rules.
2. Protests or appeals are not allowed.

GRADUATION GAME: Each batter will be pitched to and if failing to hit a fair ball on six swings, they will be allowed to hit the ball off the tee.

SECTION XII
TIME AND LENGTH OF GAME - DAY AND NIGHT
ALL DIVISIONS

1. Schedule: The first named team on the schedule is the home team and will use the dugout on the third base side.
2. Regulation games shall be six innings in duration in all leagues except Tee Ball.
3. When score is tied at the end of regulation, the game shall go into extra innings until a decision is reached or the umpire calls the game.
4. If a game is called for any reason it is an official game, if the team without the lead has batted four times.
5. If a game is called before it has become an official game, it shall be declared "no game" and shall be replayed entirely.
 - a. For score keeping purposes all batting, fielding and pitching rules are in effect.

- b. All post-season games must be played in their entirety. Games will be played from point of suspension adhering to all playing rules. Divisions with pitching rules will have a one-day rest scheduled.
6. Starting time of games will be stated on schedule given out at the beginning of the season.
7. Forfeit time on all games will be fifteen minutes past the official starting time.
8. No inning will start 15 minutes prior to the start of the next game. When a game follows, the game must be terminated by the starting time of next game.
9. Night games will start as indicated on the schedule. (7:00 p.m. or 7:30 p.m.). No warm ups for night games.
10. No new innings will start after 9:45 p.m.
11. The Home Plate umpire will rule official time.
12. Field must be cleared and lights out by 10:00 p.m. and no night ball with use of lights allowed on Saturday or Sunday nights. (By court order)

SECTION XIII

PROTESTS AND FORFEITURE OF GAMES

1. PROTESTS SHOULD BE AVOIDED AT ALL COSTS.
2. If a team is going to forfeit, (cannot field enough players), and the commissioner of that division is notified one day prior of that decision the opposing team does not have to show up to the scheduled game.
3. Protest shall be considered only when based on a violation or misinterpretation of a rule.
4. No protest shall be considered on a decision involving an umpire's judgment.
5. The manager or acting manager of the contesting team shall only have the right to protest a game.
6. Protest shall be made as follows:
 - a. The protesting manager shall immediately and before any succeeding play begins, notify the home plate umpire that he/she is playing the game under protest.
 - b. Following such notice the umpire shall consult with his associate umpire. He shall announce that the game is being played under protest. Failure of the umpire to make such an announcement shall not affect the validity of the protest.
 - c. Umpire shall note the point of infraction in the scorebook. Failure of the umpire to make such a notation announcement shall not affect the validity of the protest.

- d. If it is found that an ineligible player is being used, said player would be removed from the game. The game shall be resumed under protest or not as the protesting manager so decides.
- e. The protesting manager shall within 24 hours submit a formal protest in writing to a board member.
- f. The home plate umpire will take scorebooks at end of game. Failure to do this does not affect the validity of the protest.

FORFEIT OF GAMES

1. FORFEIT OF ALL GAMES SHALL BE AVOIDED AT ALL COSTS.
2. The home plate umpire shall declare a game forfeited in favor of the opposing team once play has begun when a team:
 - a. Refuses to continue to play.
 - b. Fails to or is unable to continuously field nine eligible players.
 - c. Uses methods to delay or shorten a game.
 - d. After being warned by umpire, willingly continues to violate rules.

FOXON RECREATION LEAGUE UMPIRES

1. **Qualifications:** Must be a member of the Foxon Recreation League. He/She must sit with a league official and/or the Rules Committee and/or the chief umpire to discuss league rules and policies. Rulebooks will be provided. All FRL umpires will abide by the following dress code. If FRL dress code is not followed the umpire will not be allowed on the field.
2. **Uniforms and equipment:** Dress will be light to medium blue shirt, or an official sleeved umpire shirt, navy blue, gray or black long slacks authorized by the FRL. They will be allowed to wear certified umpire shorts only in the field. NO CUTOFFS OR JEAN SHORTS. All umpires must wear an umpire hat. NO JEANS will be worn. You will be expected to supply your own equipment. All protective equipment must be properly worn and be concealed (chest protector and shin guards).
3. He/she must give at least 24-hour notice of all cancellations, when possible.
4. Any scheduled umpire NOT in uniform will not be allowed to umpire that game.
5. **Field Responsibilities:**
 - a) Require strict observation of the rules governing team personal, player uniform player equipment and game control.

- b) The plate umpire shall meet with managers before all games to discuss ground rules and any special rules required for the game.
- c) The umpire of each game must check membership cards of all persons on the field prior to the start of play.
- d) The umpire enters the playing field he/she has sole authority when he/she to determine when and if play is stopped.
- e) Umpires must arrive, at the playing field, a minimum of 15 minutes before scheduled game.
- f) Plate umpire will be the official timekeeper of all games.
- g) If the fans become unruly and the coaches cannot help the situation the game may be forfeited. The umpire will turn in a report of such action to the Executive Board who will determine what action should be taken.
- h) Scorebooks will have last names and uniform numbers. Coaches must announce all changes as they take place. They will initial all changes including innings pitched if a pitching change takes place. One pitch constitutes an inning pitched.
- i) Umpires are only allowed to leave the field of play for emergencies or during suspension of play. Ex. Lightning. The head umpire has discretion to impose any sanctions for violations.
- j) Cell phones may not be in used during the game.
- k) In the event of Lighting or Thunder **ALL** fields must be cleared immediately. No one will be allowed on the field until a 30 minute period without Thunder or lighting has occurred.

COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood born infectious diseases can be transmitted, For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not limited to the following:

1. The bleeding must be stopped; the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other Body fluids. Wash hands immediately after removing gloves.
4. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition

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resumes.

5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, Resuscitation bags or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic Care until the condition resolves.
8. Contaminated towels should be properly disposed of or disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

****Additional information is available from CT State Department of Public Health.***