

2010 SEASON RULES



This rulebook supersedes the NFHS baseball and softball rule books

Rule Changes for 2010

New:1-D-2 Pitchers: (all divisions)

- 1) May not wear a shirt the color of the ball under any condition whether or not it is part of their uniform. The pitcher's undershirt exposed sleeves may not be the color of the ball, if extended past the elbow. Softball players' trousers may not be the same color as the ball.

2) By-Law Change: Section 8: Protest Committee

This committee shall consist of the ASL Head Umpire and Head Umpire from each organization. The protest committee members will judge each protest with the ASL Head Umpire to vote only as a tiebreaker, if needed. The decision of this committee is final. The game will only be re-played or continued if the protest committee determines that there was a Rule violation. Anyone can attend the protest meeting however, during the voting only the protest committee can be present. The decision will be forwarded to the ASL Board and each association.

- 3) **New: 9-D** Players that have previous reasons to depart the game for any reason must be announced during ground rules. Penalty: The departed player will be out each time his position on the batting order is reached.

- 4) **New: 9-A** Any player that arrives after the first pitch is thrown will be placed at the end or bottom of the Batting Order.

- 5) **New: 6-C** In the Atom, 8U and 10U divisions only: Major Balks and Illegal pitches will be called but not be enforced. Coaches may utilize their time (time outs) to correct the pitching problems. It is extremely important to keep the game going.

6) New: 1-G SOFTBALL PITCHING**Pitching distance**

14 & Under (14u)	60 feet	43 feet
H.S. Softball	60 feet	43 feet

- 7) **Deleted:** Starting time for Night games;
8:30 p.m. - All Divisions
8:45 p.m.-Forfeit time

THE INTENT AND PURPOSE OF THE RULES

The restrictions which the rules place upon the players are intended to create a balance of play; to provide equal opportunity between the offense and the defense, to minimize risk, to create an atmosphere of sporting behavior and fair play, and emphasize cleverness and skill without unduly limiting freedom of action of an individual or team play on either offense or defense.

Therefore, it is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or a team should not be permitted an advantage which may lead to placing a player at a disadvantage. It is the policy of the All Star League that there is no deviation from the rules.

2010 SEASON RULES

(Written November 6, 2009)

Any rules not covered in this document will follow the **National Federation of State High School Associations (NFHS) – Softball or Baseball Rule Books.**

RULE 1---PLAYERS, FIELD AND EQUIPMENT

This section contains general information concerning the dimensions of the field and/or equipment, player uniform, and equipment regulations.

1-A Bats: Baseball bats MUST be utilized and may not exceed the following minus (-) ratings;

Atom 1& 2 Divisions shall not exceed minus thirteen (-13).

Bantam 1 & 2, Midget 1 Divisions shall not exceed minus nine (-9).

Midget 2 and Juvenile 1 Divisions shall not exceed minus five (-5).

High School Baseball Divisions shall not exceed minus three (-3).

Softball bats MUST use bats that are marked: “Official Softball” or marked ASA Certified.

It is not the umpire’s responsibility to verify that the bat weight and length ratio falls within the guidelines established by ASL. If a violation is brought to the umpire’s attention and a bat is determined not to be in compliance with the guidelines, then the player will be given the opportunity to exchange the bat for a legal bat. However, if the batter has already received a pitch from the pitcher while using the illegal bat, the batter will be called **out**. If the batter has put the ball into play with the illegal bat, then the batter will be out and all base runners must return to the base they occupied prior to the ball being put into play. In case that the batter would represent the third out, the inning would be over. The challenge must be made before the first warm up pitch of the next half inning. If it is the last out of the game, the challenge must be made prior to the singing of the game sheet. The opposing manager or coach must make all challenges.

1-B Balls: Baseball: Two (2) new balls will be supplied by the home team.

Official baseball size is;

9” for all Divisions

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Softball: the home team will supply One (1) new and one (1) used ball.

Official softball sizes are;
 10” for 8 & Under Division
 11” for 10 & Under Division
 12” for all other Divisions

As additional balls are needed, the teams will alternate furnishing balls starting with the Home team. The ball does not have to be new but it must be acceptable by the Umpire-in-Charge.

NOTE: The teams who are playing are responsible for retrieving the foul balls and NOT the umpires or home team. Each team should retrieve the balls that are hit to their side of the field.

1-C Catcher: (all divisions)

- 1) Legal throat protectors are required for catchers in ALL divisions of baseball and softball. Catcher’s masks with built in throat protector are acceptable, but it must extend past the bottom of the mask.
- 2) All players, who are warming up pitchers, are required to wear a catcher’s mask, helmet, and throat protector. It is advisable for adults to wear a mask but not required.

1-D Pitchers: (all divisions)

- 2) May not wear a shirt the **color of the ball** under any condition whether or not it is part of their uniform. The pitcher’s undershirt exposed sleeves **may not be the color of the ball**, if extended past the elbow. **Softball players’ trousers may not be the same color as the ball.**
- 3) May not wear batting gloves or wristbands.
- 4) May not have any tape or bandages from the wrist to the fingers on the throwing hand.
- 5) May use any color glove that can be bought in a store.
- 6) Must have the shirt tucked into the pants at all times.
- 7) Must not wear anything that distracts the batter. This will be left up to the discretion of the Umpire-in-Charge.

1-E All players: (all divisions)

- 1) Shoes with metal spikes or cleats are ***strictly prohibited***. Players found wearing these shoes will be asked to remove them. It is the manager’s responsibility to make sure that none of the players are wearing metal spikes or cleats. If a player is injured because of metal spikes or cleats by an opposing player, then that player and his manager will be ejected from the game. The umpires will report the incident to the Association for further investigation to determine whether any additional penalties should be accessed.
Exception: Boys Juvenile and H.S. Baseball divisions will be allowed to use metal spikes because of usage in High School. However, intentional injuries or abuse will **NOT** be tolerated. The above ruling can and will be invoked by the umpires.
- 2) Players intentionally knocking off a helmet while on the playing field may result in the player being call out, at the umpires’ discretion.
- 3) Players are expected to wear protective cups.

- 4) Any player wearing any type of cast or splint (includes any removable ones) will **NOT** be allowed to play.
- 5) No jewelry of any type can be worn by the players. Umpires are to have players remove all jewelry. **Exception:** Medical Alert Jewelry. Medical Alert Jewelry must be taped to the player's body.

1-F Uniforms: (all divisions)

- 1) All players must have at least a 6" high number on the back of their shirt.
- 2) All players must have an unique number and cannot change the number on the middle of a game or between multiple games without notifying the other manager and the umpires.
Penalty: The player and manager will be ejected from the game.

1-G Bases / Playing Field:

The game bases must be furnished and placed by the home field prior to the start of the game. If problems arise the bases or mounds must be corrected immediately, and the time it takes to fix the problem must be added to the game time. All home plates must be at least 13 feet from the backstop to the bottom point of the plate.

Penalty: The hosting organization will be fined.

1) Distances:	<u>Division</u>	<u>Bases</u>	<u>Pitching</u>
Baseball	Atom 1	55 feet	37 feet
	Atom 2	60 feet	40 feet
	Bantam 1	65 feet	42 feet
	Bantam 2	70 feet	45 feet
	Midget 1	75 feet	49 feet
	Midget 2	80 feet	53 feet
	Juvenile 1	90 feet	60 ft 6 in
	H.S. Baseball	90 feet	60 ft 6 in
Softball	8 & Under (8u)	50 feet	30 feet
	10 & Under (10u)	55 feet	35 feet
	12 & Under (12u)	60 feet	40 feet
	14 & Under (14u)	60 feet	43 feet
	H.S. Softball	60 feet	43 feet

1-H Ground Rules:

The Umpire-in-Charge must discuss the ground rules with both teams prior to the start of each game. Ground rules must consist of the following:

- 1) Determine the "out of bounds" lines.
- 2) Awards when the ball goes past the "out of bounds" line or gets stuck in the fence.
Two (2) bases if thrown by a fielder or one (1) base if thrown by a pitcher while standing on the rubber.
- 3) Any special rules for any divisions (Atoms, 8U, and 10U divisions...etc.)
- 4) Maximum runs per inning (if appropriate)
- 5) No outside food or drinks.
- 6) Any modifications to rules not in rulebook must be annotated on game sheet prior to the start of the game.

1-I Softball Players:

Divisions 8U through 12U may play 10 defensive players, 14U will only be authorized 9 defensive players.

RULE 2---PLAYING TERMS AND DEFINITIONS

2-A Conduct appeal: is an appeal of an ejection and must be submitted prior to the end of the game.

RULE 3---SUBSTITUTING / COACHING / BENCH AND FIELD CONDUCT / CHARGED CONFERENCES**3-A** Protests:

- 1) To establish a protest, the protesting manager must stop the game immediately (prior to the next pitch) and notify the opposing manager and the umpire that he/she disagrees with a decision and will continue the game under protest. He/she will then, together with the umpire, make a record of all the conditions of the play on which the protest is based. This must be based on a rule infraction NOT a decision call made by the umpire.
- 2) The protest must then be written on the Official Game Sheet. The protest must then be accompanied with the protest fee of Fifty (50) dollars (Cash only, no checks.) at the time of the protest. The protest fee is subject to forfeiture if the protest is disallowed.
- 3) All protest will be reviewed by the ASL Chief Umpire and the associations of the ASL's Chief umpires.

3-B Conduct:

Managers and Coaches are responsible for their conduct and all of the conduct all players, and spectators. All managers, coaches, and spectators are forbidden to commit any unsportsmanlike acts to include, but not limited to profanity, use intimidation tactics, arguing judgment calls with officials, and making physical contact with or threaten physical violence to any Umpire or League Representative.

Penalty: Person(s), committing these acts at the discretion of the Umpire, Head Umpire, or any Field Representative shall be immediately ejected from the game, and removed from the vicinity of the game, and is prohibited from any further contact (direct or indirect) with the team until the next scheduled game is played.

Any refusal to leave the premises as directed will result in an immediate forfeit of the game and summons of the Police. These incidents are then to be reviewed by the ASL Board for possibility of further disciplinary actions.

3-C Ejections:

Anyone who is ejected from a league game will be suspended as follows;

- 1st Ejection—Remainder of that game and the next scheduled game played.
- 2nd Ejection---Suspended for the remainder of the season and on probation for the following season.

- 3-C Note:** A suspension means that the person is NOT allowed on the premises of the next played game. If a suspended person show ups, they will be immediately ejected and removed from the premises. This ejection from the premises shall constitute as a second ejection for the purpose of this rule.

EJECTIONS MAY WARRANT ADDITIONAL DISCIPLINARY ACTION WHEN REVIEWED BY THE ASL BOARD.

Each organization may also take additional disciplinary action with their own teams, players, or members.

It will take the coordination of members in all leagues to ensure that this is enforced properly.
Ejections:

A Conduct Appeal can be filed to the ASL Head Umpire in the same manor and process as that of a protest and must include a Fifty (50) dollar fee. This appeal must be made prior to the end of the game. The ASL Chief Umpire along with the affected association Chief Umpire will immediately be notified and follow up with an investigation. The results of the investigation will then be presented to the ASL Executive Board in a special meeting as prescribed by the ASL President. The decision of the ASL Executive Board in the meeting will be final.

RULE 4--- STARTING AND ENDING GAME

This section defines what constitutes a regulation, suspended, rained out, or protested game.

4-A Game times:

- 1) Starting time for Evening games;
6:15 p.m. – All Divisions
6:30 p.m. - Forfeit Time

4-A Game times:

- 2) All games will have a 1 hour and 45 minutes time limit. No inning can start after the 1 hour and 45 minutes has elapsed. Time will be stopped for a serious injury, field maintenance, or rain delay. All time issues will be based solely on the umpire's clock and discretion. All games must start within a 1/2 hour of scheduled game time. Rain delays can last no longer than thirty (30) minutes.
- 5) Double header games. The second game should start thirty (30) minutes after the completion of the 1st game. This can be modified if agreed on by both managers and the umpires.

4-B Completed games:

- 1) A game consists of seven (7) innings. If tied at the completion of seven (7) innings, extra innings may be played as long as the time limit is observed (see 4-A above).
- 2) A game can be officially declared over if:
 - A) The visiting team is leading by ten (10) or more runs after the completion of five (5) or more innings, fifteen (15) runs after four (4) innings, or twenty (20) runs after three (3) innings have been completed.

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- B) The home team is leading by ten (10) or more runs after the completion of 4 ½ or more innings, fifteen (15) runs after 3 ½ innings, or twenty (20) runs after 2 ½ innings have been completed.
- 3) Any game, which goes the full time limit and has completed a full inning, will be considered an official game.

In the event of rain or darkness, a game shall be considered completed and not made up if the home team is leading after the completion of 3 ½ innings or the visiting team is leading after the completion of four (4) innings. After the completion of four (4) innings, if play is stopped in the middle of an inning and the home team has NOT taken the lead, the score reverts back to the last completed inning.

All games that do not meet the above criteria will be considered a suspended game (see Suspended Games).

4-C Suspended games:

Any games that are halted prior to its completion due to foul weather, light failure, or other natural means and does NOT meet the Completed Games criteria will be considered suspended.

- 1) Only the Umpire-in-Charge or a Field Representative has the authority to suspend a game.
- 2) When a game is suspended, specific information must be kept in order to restart the game properly:
 - A) Current inning
 - B) # of outs
 - C) Current batter
 - D) Count on batter (if any)
 - E) Location of any runners
 - F) Score
 - G) Time remaining in the game

This information should be noted on the Official Score Sheet and signed by both managers and umpires.

- 3) Re-start of a suspended game will continue to the remainder of the time limit or 7 innings. All games must re-start within 15 minutes of the announcement to restart games. In the event a team does not start within 15 minutes that team or teams will forfeit the game.
- 4) Suspended games will be re-scheduled only if necessary to the standings. Any child on the roster, whether they were at the original game or not, may play on the re-scheduled game. Anyone not at the re-scheduled game is to be taken off the line up and the new players are to be added to the bottom of the line up.

4-D Forfeit games:

- 1) All teams must have eight (8) players available to start a game and field eight (8) players at all times. **Penalty:** Forfeit
- 2) A forfeited game counts as a completed game as scheduled.

4-E Re-scheduling of Games:

1) Rain Out Games:

In the event of a rain out, games will be re-scheduled as follows:

BOTH managers and a representative capable of scheduling for the teams **MUST** be at the field or an officially designated area where the game was to be played between **6:00 p.m. and 6:30 p.m.** The rain out game will be re-scheduled at that time **ONLY**. If For weekend games only, the managers **MUST** call the rain out number and find out what provisions have been made. The managers may be required to show up at game time to re-schedule (as above) or it may be handled like 2) or 3) below.

Penalty: Failure to show up on time will result in a **FORFEIT** for the team not represented. **THIS IS NOT SUBJECT TO APPEAL.**

4-E Re-scheduling of Games:

2) Cancellation due to Natural Disaster:

The above procedure may be changed during a Natural Disaster in cases where the playing field is inaccessible. It will be the manager's responsibility to call the rain out number and find out what provisions have been made.

3) Cancellation of Scheduled League Games:

Managers can only re-schedule league games under specific circumstances:

A) A manager may re-schedule any league game if they notify the other team and it is Re-scheduled within 72 hours (3 days) or more prior to the start of the game.

Re-scheduling will take place as follows: The team requesting the re-schedule **MUST** contact the other manager and both must agree upon a date and time to meet **AT THE FIELD**. The home team **MUST** contact the Association's person responsible for re-scheduling to insure that all three (3) parties are in agreement with the date and time. This meeting at the **FIELD** to re-schedule the game **MUST** be done within one (1) week of original scheduled date.

Penalty: Failure to meet the above guidelines will result in a Forfeit for the team(s) not in Compliance. This is not subject to appeal.

RULE 5--- DEAD BALL-SUSPENSION OF PLAY

This section defines when the ball is "in play", how to put the ball "in play", and what can/cannot happen when the ball is "dead".

- 5-A** The Umpire-in-Charge will put the ball in play only when the pitcher is on the mound with the ball, and the batter is ready.

- 5-B** Only the Umpire can call “Time Out”. A manager, coach, or player can request time out, but only the Umpire can call Time. The manager or coach should not enter the playing field until the Umpire calls Time.
- 5-C** The offensive team is only allowed two (2) time out requests per half inning. After two, it will be left up to the discretion of the umpires whether to grant any additional time outs.
Penalty: The umpire will direct the pitcher to deliver the ball and every pitch will be counted as a strike.
- 5-D** In the Atom 1 Division only, the ball becomes dead when the pitcher has the ball while standing anywhere in the infield. Runners must return to the last legally touched base. This decision is left solely up to the Umpire-in-Charge’s discretion.
- 5-E** In all Softball Divisions, when the 10th player is used the player must remain behind the base line until the pitcher releases the ball. The ball remains live until all play is completed (delayed dead ball).
Penalty: 1st Offense: warning 2nd Offense: player is ejected and for each violation thereafter both the player and manager/coach shall be ejected for unsportsmanlike conduct.

RULE 6--- THE PITCHER

This section contains rules relating to the pitcher (such as legal pitching positions, balks, illegal pitches, trips to the mound... etc.).

- 6-A** In the Atom divisions only: a pitcher may pitch no more than twelve (12) defensive outs per calendar day.
- 6-B** In the Bantam & Midget divisions only: a pitcher may pitch no more than fifteen (15) defensive outs per calendar day.
In the High School divisions only: a pitcher may pitch no more than twenty-one (21) defensive outs per calendar day.
 Note: Any pitches made after the allotted maximum defensive outs will constitute an infraction of this rule. Additional outs due to a double/triple play and pushes the pitcher past the maximum allowable outs will be ignored for purposes of this rule.
Penalty: If appealed by the opposing manager before the completion of the game, the game will be forfeited.
- 6-C** Balks and Illegal Pitches:
- 1) In the Atom, 8U and 10U divisions only: Major Balks and Illegal pitches will be called but not be enforced. Coaches may utilize their time (time outs) to correct the pitching problems. It is extremely important to keep the game going. If the pitcher is not in contact with the pitching rubber when releasing the ball the umpire will called NO PITCH. If a pitcher is guilty of violating this provision (3) three times during a game, that pitcher shall be removed from the pitching position.
 - 2) In the Bantam divisions only: The first balk by a pitcher will result in a warning with all runners returning to the last base legally occupied. The second and subsequent balks by a pitcher will be considered a balk

- 3) When an intentional walk is being granted by a pitcher, the catcher must remain in the catcher's box until the ball is released from the pitcher.

Penalty: It is a balk and all runners advance one base.

- 6-D** In all divisions, if a pitcher unintentionally hits four (4) batters in a game, the pitcher must be immediately removed as a pitcher for the duration of the game. He/she can play a different position
- 6-E** Pitchers that are removed from the game by the coach and not because another rule may return to pitching after playing one defense. For the purpose of this rule the pitcher is considered staying in the game even on the bench because ASL plays all players. The pitcher must play one inning on defense before returning to pitching.

RULE 7--- THE BATTER

This section contains rules relating to circumstances involving the batter (such as batting out of order, when the batter is ruled out, and when a batter becomes a runner).

- 7-A** In the Atom, 8U, and 10U divisions only: Batters cannot run on a missed third strike. The batter is automatically out. Runners can advance at their own risk (except Atom 1 and 8U Divisions).
- 7-B** The batter **MUST** have his/her shirt tucked in. The umpire shall enforce this rule.
- 7-C** Batting helmets with side flaps on both sides and facemask are required by ALL divisions while batting and running bases.
- 7-D** Any helmet intentionally taken or knocked off will result in the player being called out. This decision is left up to the discretion of the umpire.
- 7-E** Bunting is allowed in **ALL** divisions. Also, a bunted ball **cannot** be an Infield Fly.
- 7-F** If a batter is hit by a pitched ball (that is not in the strike zone) and the batter does not swing at the pitch, the batter is awarded 1st base and the ball is dead; all runners return to their original bases. It does NOT matter if the ball hits the ground 1st before it hits the batter.
- Similarly, a batter can swing and hit a ball that strikes the ground first.
If a batter intentionally gets hit by the ball or makes no attempt to avoid the pitch, the Umpire may NOT award the batter 1st base. Instead, a ball or strike may be called and the ball is "dead".
- 7-G** Note: This is solely left up to the discretion of the umpire. This will very seldom (if ever) be enforced. Batters are given the benefit of the doubt.

RULE 8--- THE RUNNER / BASE RUNNING

This section contains rules relating to circumstances involving the runner (such as awards for overthrows or balks, obstructions vs. interferences... etc.).

8-A In the Atom and 8U divisions only: The Infield Fly rule will NOT be in effect.

8-B Stealing

- 1) In the Atom 1 and 8U Divisions: No stealing or leadoffs will be allowed. The only way a runner can advance or leave the base is through a hit ball or if forced by rule.
- 2) In the Atom 2 and 10U Divisions, players will only be allowed to steal or advance to 2nd and/or 3rd base. Under NO SITUATIONS can a player steal home. The only way a player on 3rd can advance is through a hit ball or forced by rule. If the ball is alive and the player does advance to home, he/she will be considered as being off base at their own risk. They must properly retrace their steps and return to 3rd before being tagged out. If the ball becomes dead before the runner legally touches home plate then the umpire will put the runner back to 3rd.

8-C Base Awards for ball leaving play:

- 1) If the ball is thrown out-of-play by a fielder, each runner is awarded two (2) bases.
- 2) If the ball is thrown out-of-play by the pitcher, while in contact with the pitcher's plate as a pitcher, each runner is awarded one (1) base. If the pitch is ball four, the batter is only awarded 1st base.
Note: If a pitcher removes his foot from the rubber before he throws to a base to pick off a runner, he is now considered to be a fielder NOT a pitcher, and awards are made as in 8-C-1 above.

In making the awards, the umpires will be governed by the position of the runners AT THE TIME THE THROW WAS MADE.

8-D Substitute Runner is allowed for any of the following conditions

- 1) If a runner is injured and unable to run the bases (only one (1) occurrence per game).
- 2) For the pitcher and catcher at any time. This is highly suggested to allow the pitcher and catcher to get ready, which should speed up the game.
In all cases, the substitute runner is the player who made the last out (except not the next inning's pitcher or catcher).

RULE 9--- SCORING-RECORD KEEPING / ROSTERS

This section contains rules relating to player eligibility, rosters and run limits.

Maximum Run Rule

- 1) In the Atom, 8U, and 10U divisions only: There shall be a six (6) run limit per half inning.
- 2) In the Bantam and 12U divisions only: There shall be an eight (8) run limit per half inning.

Note: For the purpose of this rule, NO runs may score after the maximum number of runs have been attained. There is no continuation of the play.

9-A Rosters/Battings Order/Substitutes:

In all divisions, every player listed on the team roster and present at game time shall be listed on the official batting order and shall take his/her turn at bat as their name appears on the batting order (“Bat the Roster”). Any player that arrives after the first pitch is thrown will be placed at the end or bottom of the Batting Order.

Exception: A player may be withheld from a game for disciplinary purposes or any player wearing any type of case or split will NOT be allowed to play. This must be stated during the ground rules.

Penalty: The team (or teams) in violation will forfeit the game at the time the infraction is brought to the attention of the Umpire-in-Charge.

9-B Any players playing down Must be marked with an asterisk (*) in the left margin along side the name on the roster and on the batting line up for every game.

Penalty: Manager and player are ejected from that game. Manager is also suspended for the next game.

9-C In all divisions, there will be “free” substitution. However, each player will be required to play in the field at least six (6) defensive outs prior to the start of the 6th inning. The start of the 6th inning begins when the 3rd out in the bottom of the 5th inning is made and the defensive team leaves the field.

Penalty: The team (or teams) in violation will forfeit the game at the time the infraction is brought to the attention of the Umpire-in-Charge. It is the responsibility of the opposing team to keep track and appeal to the Umpires.

9-D Players that have previous reasons to depart the game for any reason must be announced during ground rules. Penalty: The departed player will be out each time his position on the batting order is reached. Players that need to leave during play (except for Umpire ejection) will not be penalized.

In the event that there is a player who can NOT play defense, bat, or run, then that player may NOT participate. The practice of allowing a player to bat and then have a pinch runner every time he/she gets on base will not be tolerated. Except the catcher, see Rule 6.G.2.

If a runner is injured and unable to run the bases, he/she may be replaced by the player who made the last out (except not the inning's pitcher or catcher). No Penalty will be assessed. However, once a player is removed from the game due to injury and has missed their turn at bat, that player may not re-enter either defensively or offensively.

If a player is ejected, then the position occupied by the ejected player WILL be considered an OUT. If this causes a team to field less than eight (8) players, then the team must forfeit the game (see Rule 4.D).

- 9-E** The All Star League requires the completion of Official Game Sheets. Each sheet must be:
- 1) Signed by representatives of both teams.
Penalty: The unsigned team will forfeit the game and the manager will be suspended for a minimum of one (1) game and the All Star League Board may take further disciplinary action.
 - 2) Signed by all Umpires if legible otherwise names must be printed.
 - 3) Shall be considered as the Official record of all games played in the league.
Penalty: Incomplete or inaccurate information may cause one or both of the teams to forfeit.
 - 4) Each team is responsible for recording game totals. The home team scorebook will be considered the "Official Book" if irreconcilable differences occur between the teams' scorebooks.
 - 4) Each manager should retain their copy as proof of the score in case the original gets lost or misplaced.
 - 5) The game umpires are responsible for turning in the original copy of the Official Game Sheet to the League Representative.
 - 6) Nothing can be added to the Official Game Sheet once the copies have been separated.

- 9-F** All teams will be required to have a League approved team roster for all players. The Team Roster or player may not be challenged after the first pitch of the game. Any late arriving player can be challenged at the time he/she enters the game. A challenge may be made during the game under outstanding circumstances by notifying the umpire in charge and an Association Representative. Coaches and players making a travesty of the challenge will be ejected for unsportsmanlike conduct. The game clock is stopped during the challenge.
Penalty: If the challenged player is found ineligible, that player cannot play.

Challenged players will not be able to play if the roster is not available. Teams must produce an the approved Team Roster at the time of the challenge..

Penalty: Game will be forfeited

PROCEDURE for CHECKING ROSTERS: Will be performed by a Field Representative, League Official, or Chief Umpire. Both teams line up on the foul lines in the order that they appear on the roster. The Field Representative, The League Official, or Chief Umpire and the opposing manager (or coach) will check for accuracy. The first thing to check is to insure that the roster was completely filled out correctly and signed/dated by the team's league official. Then, it is suggested that each member of the team will be asked a question (date of birth, address, phone... etc.) along with checking the color of the eyes and hair. If something does not check out, ask the child a 2nd question. The last check should be to have the child sign his/her name. Remember, each team should also carry a "valid proof of age" for each child. To speed up the process, checking the "valid proof of age" is redundant if a league official has validated the roster.

Any infractions shall be noted on the Official Game Sheet and subject to review by the ALL-STAR Board for further disciplinary action.

9-G Player divisions will be determined as follows: Any exceptions must be authorized by all Associations.

<u>Division</u>	<u>Age Requirements</u>
Atom 1	For players who have not reached the age of nine (9) years before May 1 st of the current year
Atom 2	For players who have not reached the age of ten (10) years before May 1 st of the current year
Bantam 1	For players who have not reached the age of eleven (11) years before May 1 st of the current year
Bantam 2	For players who have not reached the age of twelve (12) years before May 1 st of the current year
Midget 1	For players who have not reached the age of thirteen (13) years before May 1 st of the current year
Midget 2	For players who have not reached the age of fourteen (14) years before May 1 st of the current year
Juvenile 1	For players who have not reached the age of fifteen (15) years before May 1 st of the current year
H.S. Baseball	For players who have not reached the age of nineteen (19) years before May 1 st of the current year
8 & Under	For girls who have not reached the age of nine (9) years before January 1 st of the current year
10 & Under	For girls who have not reached the age of eleven (11) years before January 1 st of the current year
12 & Under	For girls who have not reached the age of thirteen (13) years before January 1 st of the current year
14 & Under	For girls who have not reached the age of fifteen (15) years before January 1 st of the current year
H.S. Softball	For girls who have not reached the age of nineteen (19) years before January 1 st of the current year

This rulebook supersedes the NFHS baseball and softball rule books

Any player playing down MUST be approved by the ASL Board and these players cannot be more than one (1) year older nor can these players pitch or catch.

Penalty: The manager and the offending player will be ejected from the game and will be reviewed by the ALL-Star League Board.

9-H The following are rules/guidelines for Team Rosters:

- 1) All teams must complete an Official ASL Team Roster to be eligible to play during the current season. All team rosters are subject to each Association's Board Approval. The team rosters must state:
 - A) The official name of the team
 - B) The player's name, date of birth, address, telephone number, eye color and hair color. The managers' and up to two coaches' names are required
 - C) The stated age division the team will participate in
 - D) Signature line and player's signature
 - E) Any player playing down MUST be marked with an asterisk ("*") in the left margin along side the name of the roster and on batting line up for every game.

Penalty: Manager and player are ejected from the game. Manager is also suspended for the next game.

- F) Player playing down is not allowed to pitch or catch
- 2) Rosters will be restricted to fifteen (15) players at any one time. Exception: H.S. Baseball and H.S. Softball can have up to twenty-one (21) players.
- 3) All Official ASL Team Rosters must be typed and all signatures must be in the players' handwriting. Only originals or photocopies of the original will be accepted (there will be no white-outs or carbon copies). Managers are responsible for the authenticity of all signatures.

Penalty: Violating organizations will be fined.
Abuse will NOT be tolerated and severe penalties may be imposed by the Board of the Association or by the ASL Board.
- 4) All Official Team Rosters must be signed and dated by an assigned Officer of the Association.
- 5) All rosters for the regular season must be completed and turned in by May 1st. High School Division rosters must be turned in by June 15th of the playing year. Any rosters will be penalized.

9-I Registration of players, managers, and coaches:

- 1) "Select" teams are not allowed to pick from the draft. If a house team wins its division, then the following season the team must play select if seven (7) players or more return from that same team.

- 2) Any player can play in more than one (1) team as long as the teams don't play each other in league play. For example; a player can play in both an Atom 2 and Bantam 1 team or for a "select" and "house" team, if there exists a separate "house" and "select" league.

9-J Player transfers:

- 1) Changes to a Team Roster must be approved by the Association before a player can participate. New players can be added up to June 1st of the current year for those divisions with game schedules starting as of the regular season. New players can be added up to June 1st for those divisions with game schedules starting June 1st. Any exceptions must have Board approval of the ASL Board.
- 2) No player can switch from one team to another after the league's draft is completed.

The ASL Board must authorize any exceptions to the rule involving Rosters.

9-K Stats:

For House teams that play Select teams, these games will not count in standings at the end of the season.

Select teams will play as followed:

- A-If a division has enough select teams in a division they will play each other
- B - 2 select teams –select will play each house team only one game and the remaining games will be played between select.
- C – If there is only one select team, then they will play the next division up.

House Select: If a house team wins their division and comes back with 7 or more players, then the ASL will determine by stats if that team is

EACH ASSOCIATION IS TO KEEP TRACK OF THEIR HOUSE SELECT TEAMS.

RULE 10--- THE UMPIRE

This section defines the duties of the Umpires.

- 10-A** All umpires must be certified by the ASL prior to umpiring any game in the ASL.
- 10-B** All decisions made by the Umpires are final. If a manager feels that an umpire has made a wrong decision involving a Rulebook rule, they need to protest the game and not give the umpire undo grief.
- 10-C** Insure that the field is set up correctly.
- 10-D** Must be knowledgeable about the Rulebook rules and the All Star Travel League rules.

This rulebook supersedes the NFHS baseball and softball rule books

- 10-E** Must stand behind the catcher to call balls and strikes, even if there is only one umpire.
- 10-F** Are required to be at the fields at least thirty (30) minutes prior to the starting time. Must be fully dressed, at the fields, and going over ground rules at least ten (10) minutes prior to the starting time.
- 10-G** Drinking alcohol by any umpire before or during any game, and smoking by any umpire during a game, is not allowed.
- 10-H** Umpires are responsible for making sure the Official Game Sheets are completely and correctly filled out, signed, and given to the Field Representative.
- 10-I** Each association must complete an umpire roster and turn the roster into the ASL Chief Umpire two (2) weeks prior to the beginning of the season.

RULE 11--- MISCELLANEOUS LEAGUE RULE

This section contains other information not covered by any other rulebooks (such as but not limited to smoking, parking, outside food and drinks...etc.).

- 11-A** NO OUTSIDE REFRESHMENTS of any kind (soda, beer, food...etc.) ARE ALLOWED TO BE BROUGHT TO ANY PARK. This includes parking lots.

Water and Sports drinks for the players only are allowed to be brought to the fields but must be kept at the player's bench. (NO GLASS CONTAINERS are allowed).

Penalty: Failure to IMMEDIATELY COMPLY will result in an IMMEDIATE forfeit.

- 11-B** Smoking on the playing field or in the dugout is STRICTLY PROHIBITED. You will be asked to leave the area.
- 11-C** Mangers, Coaches, and Umpires are FORBIDDEN to consume any alcoholic beverages prior to or during the game. If it is detected or brought to the attention of the Umpire or Field Rep., you will be ejected from the game and removed from the fields.
- 11-D** For safety reasons all mangers, coaches, spectators, and players are to remain in the dugout or behind the out-of-bounds fences when there is NO reason to be on the field. Umpires are to enforce this.
- 11-E** All managers are reminded to clean up their area after each game. This includes all trash in and around their dugout area.
- 11-F** No tossing or hitting of balls into any field fences (backstop, outfield, sideline...etc.) is allowed.
Penalty: Failure to comply (or continual abuse) will result in a FORFEIT.

- 11-G** Managers are encouraged to keep players and spectators out of batters boxes and off the foul lines after the field has been chalked for game play.
- 11-H** Both teams **MUST** complete any infield practice ten (10) minutes prior to the scheduled start time.
- 11-I** The use of portable pitching mounds is up to each organization but must be approved by the ASL Board. The portable mounds are for Midget 1 and up only.

ALL-STAR LEAGUE



BY-LAWS

This rulebook supersedes the NFHS baseball and softball rule books

ALL-STAR LEAGUE BY-LAWS

ARTICLE 1

Section 1: Name

The name of this organization shall be know as the ALL-STAR LEAGUE, a non-sectarian, non-profit, civil in nature, working for the benefit if the youth in the area.

Section 2: Purpose

The ALL-STAR LEAGUE is formed specifically for the benefit, moral improvement, and physical advancement of the youth of the area. The League shall foster good, clean, sportsmanship conduct and fair play in individual as well as team competition. To this goal, The League pledges its energies.

Section 3: Membership

Charter members (2010) of the ALL-STAR LEAGUE (herein referred to as ASL) are:

ANTONIA BASEBALL and SOFTBALL ASSOCIATION (ABSA)

IMPERIAL YOUTH ASSOCIATION (IYA)

NORTHWEST ATHLETIC ASSOCIATION (NWAA)

Organizations wishing to participate within the All Star League must submit a written application or request to the All Star League for approval. When approved, the organization will appoint two (2) voting members who are authorized to vote.

Each member organization shall be entitled to two (2) voting members and three (3) alternates. The names and addresses are to be submitted in writing to the ASL Board.

Member changes will be allowed two (2) times per year. All changes are to be put in writing and submitted to the ASL Board at the regular monthly meeting. (Any emergency changes would be brought to the attention of the ASL Board on writing considerations).

Any member organization missing three (3) consecutive meeting may suffer loss of membership. This is subject to a vote of the Board.

Section 4: Application to League:

Any new organization applying for membership on the ASL must do so via written resolution of their Board of Directors. Applications must be submitted in writing by the October ASL meeting. A written response as to the Boar's decision shall be sent to the applying organization.

Section 5: Voting

No organization shall have more than two (2) voting representatives. Any matter brought before the meeting will be decided by a majority vote of the quorum. A quorum shall be defined as of at least one-half of the Board members eligible to vote. In case of a tie vote the President shall cast the deciding vote.

Section 6: Officers and Duties

Officers will consist of a President, 1st Vice-President, 2nd Vice-President, Recording Secretary, Corresponding Secretary, Treasurer, Chief Umpire, Assistant Chief Umpire, Sergeant of Arms, and Statistician elected by the Board. All organizations must hold at least one position per organization.

The President shall be Chief Executive Officer of the League and will preside at all the meetings, shall see that all resolutions of the Board and carried into effect, and shall assume general and active management of the League. The President must be a voting member of the Board. The President shall appoint all committee Presidents.

The *1st Vice-President* shall perform all the functions of the President in the absence of the President, and actively assist the President whenever requested to do so. The 1st Vice-President must be a voting member of the Board, and shall also be responsible for conducting and recording background checks for all personnel within the All Star League

The *2nd Vice President* shall assist the President and the 1st Vice President as necessary.

The *Treasurer* shall maintain financial records and pay debits as directed by the ASL board.

The *Correspondence Secretary* shall perform the duties of the Recording Secretary in their absence.

The *Chief Umpire* shall make all rule interpretations, track and make notifications on all ejections, conduct and monitor all umpire training, investigate Conduct Appeals, and make recommendations on protest.

The *Assistant Chief Umpire* shall assist the Chief Umpire as directed by the Chief Umpire. The Assistant Chief Umpire shall assist with umpire training classes and updating rule books.

The *Sergeant of Arms* is responsible for the conduct of personnel at the ASL board meetings and the removal of personnel from a board meeting as directed.

The *Recording Secretary* shall keep records of meetings and business transactions, membership, attendance, and report the business of the previous meeting. It is the responsibility of the Recording Secretary to see that the minutes are complete when passed on to their successor.

The *Statistician* shall keep records of all League rosters and League standings throughout the year.

The President's, Recording Secretary's, Treasurer's, Correspondence Secretary's, Chief Umpire's, Assistant Chief Umpire's, Sergeant of Arm's and Statistician's term shall be for two (2) year.

The 2nd Vice Presidents position will be moved up to 1st Vice President every year and the vacant 2nd Vice President position will be elected every year.

Election of officers shall be held at the September Board meeting with the new officers taking place in October. Elections for President, Recording Secretary and Chief Umpire will be every even year. All other positions will be elected every odd year.

Section 7: Meetings

Meetings shall be held once a month at a pre-determined location at 5:00pm on the second Sunday. The President shall call a special meeting when deemed necessary. The Recording Secretary shall notify members of any special meeting called.

Three officers (elected) and simple majority of voting members of the ASL shall constitute a quorum for the transactions of normal business at monthly meetings of the ASL.

The following order of business shall be followed at all regular meetings of the ASL;

1. Call to order by the President or Vice President.
2. Roll call to determine quorum.
3. Reading of the minutes from the previous meeting.
4. Reports of standing and special committees.
5. Unfinished business.
6. New business.
7. Adjournment.

Special meetings may be called only by $\frac{3}{4}$ consent of all elected officers of the ASL.

Section 8: Protest Committee

This committee shall consist of the ASL Head Umpire and Head Umpire from each organization. The protest committee members will judge each protest with the ASL Head Umpire to vote only as a tiebreaker, if needed. The decision of this committee is final. The game will only be re-played or continued if the protest committee determines that there was a Rule violation. Anyone can attend the protest meeting however, during the voting only the protest committee can be present. The decision will be forwarded to the ASL Board and each association.

Section 9: Amendments

A change to the By-Laws can be made only at a Board meeting, and only after the proposed written change has been read at a previous meeting. A two-thirds majority vote of the quorum shall be required. Any amendments to the By-Laws will take effect upon approval of the Board following the second reading and remain in effect for a minimum of one (1) year.

ARTICLE 2

Section 1: Conduct

- A) All that is dishonorable, unsportsmanlike or condemned. The use of intoxicants in any form or profane language by players, managers, umpires, spectators, and coaches is prohibited before, during, and after the game.
- B) The manager of a team is responsible for the conduct of his/her coach's, players, and spectators.
- C) The ASL shall have the authority to enforce all ASL Playing Rules and act on any infractions of the Rules. The ASL Board reserves the right to review and make judgments on any incident brought to the Board concerning dishonest, unsportsmanlike, or inappropriate behavior. Decisions made by the ASL Board, concerning the participant reprimanded by the ASL, shall be recorded in the minutes, with a letter written to the participant reprimanded, and a copy of the letter sent to the organization the participant is from.
- D) CHEATING WILL NOT BE TOLERATED, such as altered birth certificates, rosters, illegal players, or any act of cheating by a manager.
- E) ALL EJECTIONS will be reported to both organizations playing and the All Star League Head Umpire.
- F) All teams from each organization from Atom 1 and up on baseball and 8 & Under and up in Softball must play all home and away games, no matter where the games are scheduled. Any manager refusing to play a game at any field in the ASL will forfeit all games for the season both home and away, and will not be allowed to manage in the ASL ever again.

HARASSMENT OF UMPIRES WILL NOT BE TOLERATED

Section 2: Field Representatives

The duties shall include the enforcement of the following:

- A. **NO OUTSIDE REFRESHMENTS of any kind (soda, beer, food ...etc.) ARE ALLOWED TO BE INTO ANY PARK.** This includes the parking lots.
Water and Sports drinks (Gatorade, All Sport ...etc.) only for players are allowed to be brought to the fields (NO GLASS CONTAINERS are allowed).
PENALTY: FAILURE TO IMMEDIATELY COMPLY WILL RESULT IN AN IMMEDIATE FORFEIT.
- B. Smoking on the playing fields or in the dugouts is STRICTLY PROHIBITED. You will be asked to leave the area.
- C. Managers, Coaches, and Umpires are FORBIDDEN to consume any alcoholic beverages prior to or during the game. If it is detected or brought to the attention of the Umpire or Field Rep., you will not be allowed on the field or in the dugout.

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- D. For safety reasons, all managers, coaches, spectators, and players are to remain in the dugout or behind the out-of-bounds fences when there is **NO** reason to be on the field. Umpires should enforce this.
- E. All managers are reminded to clean up their area after each game. If you use paper cups for water, please pick them up.
- F. No toss ball or hitting of balls into any field fences (backstop, outfield, sideline ...etc.) is allowed. **PENALTY:** Failure to comply (or continual abuse) will result in a **FORFEIT**.
- G. Managers are encouraged to keep players and spectators out of batters boxes and off of the fair/foul lines after the field has been chalked for game play. Both teams **MUST** complete any infield practice by ten (10) minutes prior to the scheduled start time.
- H. The use of portable pitching mounds is up to each organization but must be approved by ASL Board. The portable mounds are for Midget 1 and up in Baseball Divisions only.

Section 3: Penalties

A penalty deposit of \$300 must be submitted by each ASL Association to the ASL Treasurer by the March meeting and will be held and penalties subtracted during that playing year. During the September ASL meeting all remaining association monies will be returned. The following is a list of penalties and fines to be levied by the ASL board and enforced by the Sergeant of Arms:

- 1. Penalty money due by the March ASL Meeting, which is not turned in, is a \$75.00 fine**
- 2. Not having two voting members from each association is a \$25.00 fine.**
- 3. Stats not turned in weekly is a \$25.00 fine for the first offense, second offense \$50.00 and the third offense \$75.00.**
- 4. All associations are required to have at least one Field Representative present at the field. The fine for no representative is \$25.00.**
- 5. Failure to follow the ASL rulebook pertaining to rainouts and re-scheduling is \$25.00.**
- 6. Regular season rosters not turned in by the May ASL meeting and High School Rosters not turned in by the June ASL meeting is a \$50.00 fine.**
- 7. At the March ASL meeting background checks must be turned in or there is a \$50.00 fine.**
- 8. Inappropriate behavior which results in multiple ejections and or harassment is a \$25.00 fine.**
- 9. If an entire team fails to show up for a scheduled game an \$80.00 fine is charged.**
- 10. Fields not prepared properly by game time is a \$25.00 fine.**

This rulebook supersedes the NFHS baseball and softball rule books

11. Missing one or more umpires at game time is a \$25.00 fine.

12. Failure to follow the ASL Rulebook or their By-Laws is a \$50.00 fine.

ARTICLE 3

Section 1: Team Registration

Every member organization team must have an Official Team Roster as adopted by the Board. Rosters must be submitted to the Board prior to the start of the season.

No player may participate in a league game prior to being placed on the Approved roster.

NOTE: An Approved Roster is defined as a roster signed by a designated representative of a member organization, completely filled out and signed by all players.

Section 2: Miscellaneous

Each organization is responsible for the placement of their teams into a division.

The person approving rosters for each organization must initial behind the name(s) of the older players. (Softball) These players may be ineligible for playoffs and tournaments.

All organizations will have a Field Representative on their home field at all times! Any violations will result in penalties being assessed.

The ASL season will begin on the Monday prior to May 1st through July 31st.

Section 3: Governing

Robert's Rules of Order shall govern the ASL

RAINOUT PHONE NUMBERS

Only the manager or team representatives should call the rainout numbers unless otherwise noted.

<u>Association</u>	<u>Phone Number</u>
Antonia Baseball & Softball Association (ABSA)	(636) 948-3301
Imperial Youth Association (IYA)	(636) 464-0502
Northwest Athletic Association (NWAA)	(636) 671-1467