

Memphis Shelby PAL
BASEBALL LEAGUE BYLAWS



RULE 1: AGE DIVISIONS

Tee-Ball Division – Ages 5-6 years old (co-ed play)

Coach/Machine Pitch Division – Ages 7 & 8 years old (co-ed play)

(4/6/2017)

Minor Division – Ages 9 & 10 years old (co-ed play)

Major Division: Baseball (boys) & Softball (girls) – Ages 11 & 12 years old
Cutoff date is May 1st.

(4/6/2017)

RULE 2: COACHES

1) Each team can have a maximum of one head coach, and up to three assistant coaches. No one else can act in a coaching manner with the team, and all coaches must be certified through the National Alliance of Youth Sports.

2) All coaches must attend 75% of all team functions, to include games and practices. If a coach does not meet this requirement during the season, they will be placed on probation for at least one year.

3) All coaches must meet all requirements set forth by the Shelby-Metro PAL Board of Directors.

4) Coaches do not have the right to forfeit a game.

RULE 3: PROTEST AND COMPLAINTS

Protests during a game must be made immediately, and put in writing within 48 hours. Complaints concerning coaches, umpires, and/or any individuals associate with the league must be put in writing and given to the Governance Committee Chair for discussion.

(4/6/2017)

RULE 4: RESTRICTIONS

All players, coaches, and board members of the league have an obligation to conduct as descent and concerned individuals. No alcohol, drugs, or profanity will be used at any time.

RULE 5: UMPIRES

At no time will a coach approach an umpire after a game with a complaint or problem. If there is an issue, the coach must speak with their respective League Director. If a coach does not adhere to the policy, they will receive a one week suspension from all team functions. They will then have to meet with the Executive Board before being reinstated.

RULE 6: PLAYING TIME

Each player must play at least two innings on defense, and bat at least one time in all games. Coaches wishing to hold players out for disciplinary reasons must first discuss the issue with their League Director at least three hours before the scheduled game time.

RULE 7: TEAMS

A maximum of 15 players and a minimum of 12 players assigned per team.

RULE 8: SPECIAL RULES

A. MINORS- 9 &10 year old & MAJORS -11 & 12 years old

1. Boys’ and girls’ softball will be governed by Official Little League Baseball and Softball Rules and Regulations.

(4/6/2017)

B. TEE BALL -4, 5, & 6 year old

1. Will use an Official R.I.F regulation ball.

(4/6/2017)

C. OLD COACH PITCH/ MACHINE PITCH LEAGUE – 7 & 8 years old

D. RULES AND REGULATIONS

(4/6/2017)

1. Each team will play and bat a maximum of 10 players per inning. Bases will be cleared of all runners when three outs are made, with the exception of the last batter. Batting will continue until all batters have batted.

2. Only the catcher and pitcher can tag home plate on the last batter, everyone else must play their position.

3. The last batter may be put out only before they reach first base, by striking out, by fly ball out, or by tagging home plate. No other outs are eligible to be made. No runner can score after the last batter is declared out.

4. A ten-foot circle will be drawn for the coach and pitcher to stand in. The player in the pitching area must be in contact with the chalked circle when the ball is pitched. To stop play, both feet must be within the circle.

5. Bases will be 50 feet. A chalk line will be marked between first and second, and second and third, to show halfway points.

6. Base runners may advance at their own risk. Only one base if the ball is thrown out of the playing area. No infield fly rule will be used. No stealing and base runners must be in contact with the base when the ball is pitched. If a player leaves the base too soon, the defensive coach has the option of taking any portion of the play.

7. Runners will be called out if aided or interfered with by their coach while the ball is live.

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8. A runner missing a base can only be appealed by the opposing head coach.

9. No walks, bunts, hit batter, or catcher's interference will be allowed. Catcher's interference will be considered a no pitch.

10. Four complete innings will be considered a game unless the home team is ahead by more than 10 runs after three innings. Each play must play at least 2 innings in a 4-inning game, or at least 1 inning in a 3 inning game.

11. Only players and coaches from each team will be allowed inside the dugout or playing area. Only the head coach will be allowed to confer with the umpire about rule situations. Coaches will keep all equipment inside the dugout.

12. Coaches will be allowed at each baseline. They must stay within the coaches' box. No more than two coaches will be permitted on the field at one time to confer with the defense during a time out. Only two time outs per inning will be allowed except if there is an injury.

13. Coaches will only be allowed to position their batters once per inning. Coaches cannot switch players on defense once the inning has begun, unless a substitution is made.

14. Coaches will give the scorekeeper their lineup for all four innings before the game begins. No changes can be made unless injuries occur, or there are players late for the game.

15. No loud chanting or unsportsmanlike sayings will be made while the opposing team is batting.

E. TEAMS COMPOSITION:

1) A total of 10 players play defense in the field. 6 infielders (including a catcher) and 4 outfielders.

2) The catcher must be properly equipped.

3) Protective cups are strongly recommended for every player.

4) Arriving Late: Any player who arrives before the leadoff batter bats for a second time may enter the game immediately but must be added to the bottom of the batting order.

F. GRACE PERIOD:

- 1) (10 minutes for the first game of the day: 5 minutes for all subsequent games.
- 2) A team will be allowed the grace period when they have less than 9 players.
- 3) If a team has less than 8 players once the grace period has expired, the game shall be declared a forfeit.

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4) If the game time has slipped more than the grace period during the day, the team has essentially has its grace time and a forfeit will be called as soon as the ump is ready to start the game.

5) If a forfeit is declared, the game will be played for “fun and experience. The two teams may split up or pick up other league players in the same age group.

G. GAME LENGTH:

- 1) The length of the game will be 1 hour and 15 minutes.
- 2) The game clock starts when the official announces the start time. The official is the time keeper. Both teams should record and agree on the start time provided by the official.
- 3) Once an inning has started it must be finished, provided the home team is behind when it is their turn at bat. If 3 innings have been completed and the game is not a tied, no new inning shall be started when there is less than 10 minutes remaining in the time limit.

H. REGULATION GAME:

1. It is a regulation game if 3 or more innings have been completed.
2. If the game is called because of bad weather and at least 3 innings have been completed the score of the last completed inning will be used to determine the winner. If the score is tied, the game will end in tie.
3. If less than 3 innings the game will need to resume at a later date. Be sure to record all outs and where all base runners are located.
4. If a game is tied at the end of regulation play, 1 extra inning will be played to try to determine the winner.
5. If after the extra inning the game is still tied, the game will be declared a tie and an official game.
6. The umpire may stop the game if all of the following conditions are met:
 - a) There is less than 10 minutes of game time remaining
 - b) The home team is winning and
 - c) The visiting team is not at bat.

I. BATTING;

1. Only one batter is allowed in the on deck circle. All other players must remain in the dugout.
2. Each batter gets 5 pitches or 3 strikes. If the last pitch/ swing is fouled, additional pitches will be granted. There is no limit on fouled balls.
3. The umpire will advise both teams of the last pitch. The upper will not call any balls or strikes. There will be no walks or free bases.

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4. The batter will be called out if there is no contact with the ball on the 5th or last pitch.
5. All team players will bat in a set batting order. The batter must take a pitch before being considered out of order. Batting out of order will result in that batter being out.
6. Teams must bat their entire roster. In other words, if you have 12 players on your team: then you will only field 10 of them but all 12 must be in your lineup.
7. Bunting is permitted. NO fake bunts allowed. A player (showing bunt) may not fake bunt and swing in an effort to hit the ball. Batter is out and the play is dead. If the batter has two strikes or has already received 4 pitches and attempts a bunt and either misses or fouls the ball, the player will take an out and return to the dugout.

J. PITCHING:

1. A line at 35 feet from home plate will be the mark where the coach/ machine will be set up.
2. The coach must pitch over hand and the speed for the machine will be set and not adjusted during any inning. The player pitcher must stand even or behind the coach or machine.
3. The player pitcher can advance to the batter at the same time the batter shows a bunt.
4. A total of 5 pitches can be thrown (more if the 5th pitch is fouled): less if three strikes occur before the 5th pitch. If the batter swings and misses 3 times, the batter is out. The fifth pitch may be fouled or tipped indefinitely. There are no base on balls or hit by pitcher advancement to first base.
5. The coach pitcher is not allowed to instruct the base runners. Each team will get one warning. After the second offense the team will be charged 1 out.
6. If the coach or machine is hit by the batted ball, the play is dead, play is stopped, and the play did not exist. Meaning no pitch counted the batter. Any intentional interference of a batted ball by a coach-pitcher will result in a dead ball and the batter is out. This shall be at the discretion of the umpire.

K. BASE PATHS:

1. All bases are 60 feet.

L. INFIELD FLY RULE:

1. There is no infield fly rule for this division.

M. BASE ADVANCEMENT:

1. Base stealing is not allowed.

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2. A batted ball, unless called a foul by the umpire, is live and in play until the defense stops the progress of the lead runner and the umpire calls time.
3. All runners must be in contact with their bases and must not leave their bases until the
4. Batter has made contact with the ball. `
5. The base runner is out if he/she leaves the baseline to avoid a tag Umpires judgement.
6. The base runner is allowed to ' tag-up' if a fly ball is caught.
7. Runners must slide feet first at home plate. A dive back at any base is not considered a slide.
8. Runners must avoid hard contact with any defensive player making a tag on that runner.
9. All play is stopped if a player is injured. Time will be called and advancement of the runners is the judgement of the umpire.

N. EQUIPEMNT:

1. All batters, runners and on deck batters must wear helmets at all times.

(4/6/2017)

RULE 9: ALL STARS

1. The head coach of the championship team, in that division, has the first right to be the all-star coach (as long as they're approved by the league board). If he/she is unable to coach the team, the coach will be voted on by the other coaches in the division.

2. Two weeks before the end of the season, head coaches of each division will turn in a list of players from their team that they wish to nominate for the all-star team.

3. Once the season has concluded, a written ballot will be prepared of the list of nominees. Coaches will anonymously vote for the players they fill are all-star caliber. The 11 players receiving the most votes will be on the all-star team. The all-star coach may select the final player from the nominees.

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4. There will be a minimum of one player from each team in the division placed on the all-star team.