



FRAA Baseball Rules of Play

The FRAA promotes youth understanding of baseball as a game and considers all aspects of the game to be instructional. This is a challenge at times given the competitive nature of sports, but we ask the parents to join us in promoting competition of fair play, particularly with "respect" for umpiring, and with the goal of good sportsmanship in all aspects. Our umpires are often our older kids learning a different level of the game of baseball. They are not adults, nor are they seasoned professionals with leathery skin.

Whether they are players or umpires, people will make mistakes (even professionals do). Encourage the game to continue, teach the participants ways to succeed, and show them good sportsmanship through your example. When the players succeed, pay no attention to the color of the uniform when you cheer. Enjoy the game!

SAFETY AND SPORTSMANSHIP

1. **Priorities:**
 - a) Safety
 - b) Sportsmanship
 - c) Playing by the Rules
 - d) Playing Well
 - e) Playing to Win

2. **Protection:** All batters, baserunners and base coaches (excluding adults) must wear protective helmets prescribed by the league. All catchers must wear a protective cup in addition to standard equipment. No metal spikes allowed. Any player warming up a pitcher must wear a catcher's mask, whether on the field or in the vicinity of the playing area.

3. **Throwing the Bat:** Managers shall remind players prior to each game about throwing the bat at the completion of a swing. Players may receive an additional warning about throwing the bat by the umpire. While throwing the bat can be measured in subtle degrees in terms of potential harm and /or intent, the umpire may choose to warn only; however, the umpire must be fully supported by all managers in the event, in the umpire's sole judgment, that the proximity of the thrown bat was potentially dangerous. The umpire may call a dead ball, no advancement, and the batter out. In the unlikely event that a player intentionally throws a bat, for any reason, the umpire may eject the player from the game. No player, coach, or manager should throw any equipment, ever.

In addition, the umpire cannot see everything. Managers and coaches are responsible for all players' general safety, and should be instructive, patient, but firm in enforcing this rule.

4. **Sliding:** All players should slide into second, third or home if a play is being made at that base or must avoid contact in the baseline. Intentional collision or no effort to avoid an obvious collision (barreling) can result in the runner being out or ejection from the game. Umpire discretion controls. No warning is required. No headfirst sliding is allowed. Baserunner may be called out. Baserunners may dive headfirst when returning to a base, but this is not encouraged in the Pinto and Mustang Leagues.

5. **Spirit of Rules 3 & 4:** The intent and spirit of Rules 3 & 4 is safety. All managers, coaches and parents

realize that enthusiasm or ego may cause a player to crash into a defensive player or propel a bat, but that there is never a good reason to do so.

6. **Responsibility:** Managers and coaches are responsible for players' conduct on the field, in the dugout, and in the general vicinity pursuant to the game. Managers are given wide latitude in managing un-sportsmanlike conduct.

Managers are also responsible for the conduct, during the game, of the team's fans. The purpose and intent of this rule is to set a good example. The "reasonableness" of the situation, and the offending fan's conduct, will be considered in favor of the manager's judgment and opportunity to control unreasonable behavior. The manager whose intent is sportsmanlike will be supported by the FRAA. Managers, coaches, players, and fans will refrain from "riding", name-calling, or making derogatory remarks to members of the opposing team.

7. **Umpire Authority:** Judgment calls cannot be argued. Manager, coach, and player composure should be maintained. Only the manager may question rule interpretation only, in quiet, rational conference with the umpire and the other manager. Common sense and good judgment must prevail if the rules are not conclusive. Players should not engage the umpire in conversation regarding a judgment call, unless asked a direct question by the umpire. Players play: umpires ump.

Umpire discretion and judgment regarding safety or un-sportsmanlike infractions is final. The umpire's sanction may include any or all of the following: requiring an offending coach or fan to leave the premises and playing observation area; calling the next batter on the offending team out, regardless of whether the team is currently at bat; declaring a forfeiture of the game in favor of the non-offending team if cool heads cannot prevail. Anyone ejected from a game by an umpire or manager must sit out the next game.

8. **Suspensions:** The umpire and managers must report any suspensions or infractions of the league rules to the League Commissioner within 24 hours. The League commissioner and the VP of Baseball will decide if additional action is warranted.
9. **Protest:** Protests will be allowed only in league playoffs. Protests will be made verbally to the Umpire Coordinator at the time of the alleged infraction, and in writing to the League Commissioner within 24 hours of the game. No protest shall ever be permitted based on an umpire's judgment call. The League commissioner and the VP of Baseball will decide protests.
10. **Baseball Bat Restrictions:** For Shetland, Pinto, Mustang, and Bronco Leagues the FRAA will allow only bats with the USA Baseball stamp up to a 2 5/8" barrel. Barrel sizes above 2 5/8" are not permitted, neither are any bats stamped with other standards (i.e. USSSA). For Pony League, the bat standard shall remain the same which is either Drop -3 BBCOR or Drop -5 with 2 5/8" barrel containing the USA Baseball stamp.

PRE- AND POST-GAME ACTIVITY

1. The second team listed on the schedule is the home team. The home team will supply two (2) game balls.
2. The home team manager is responsible for deciding if the playing field is in a safe and satisfactory condition for play (refers specifically to wet ground, etc.). This decision must be made before the first pitch. After the first pitch, the umpire controls the game. As a general rule, 5% of standing water on the infield is the maximum amount for stoppage of play or not starting the game.
3. The home team is responsible for dragging and lining the field, including batters' boxes, prior to game time.
4. Home team shall have the field from 5:30pm to 5:45pm. Visiting team shall have the field from 5:45pm to 6:00pm. Prior to 5:30pm the field is available to be shared by both teams for

practice.

5. If the league umpire fails to appear by game time, the game may be played as an official game if both teams mutually agree to a substitute umpire or umpires. This umpire or umpires cannot be changed during the game without the consent of both managers.
6. Starting line-ups must be exchanged before the game. Any line-up change should be given to the opponent's scorekeeper before the change is made. Late players are inserted at the end of the batting order.
7. Umpires must call both managers to home plate prior to the start of the game for discussion of ground rules, etc.
8. All shirts must be tucked in. Team uniforms, including cap, must be worn. No jewelry permitted. Pitchers in Mustang and Bronco are not permitted to wear wristbands, batting gloves, white fielding gloves or a white long-sleeve shirt below the elbow.
9. Only players and coaches are permitted in the dugout. No parents, guardians or any other spectators should be in the dugout or immediate surrounding area.
10. Spectators will be kept off the playing field and from behind the backstop. Managers will inform the umpire of any infractions of above and will assist in compliance. Umpire shall call time and request spectator(s) to leave area. Playing field will be defined by the home field ground rules. All spectators shall be permitted in the area from first base to the foul pole, throughout the outside of the fence in the outfield and from 3rd base to the foul pole.
11. Four complete innings (or 3 1/2 if home team has the lead) constitutes an official complete game, if called by the umpire for darkness or inclement weather.
12. Starting a new inning after 8:15pm will be at the umpire's discretion, with the advisement of the managers. Common sense applies. The umpire's watch will be the official watch.
13. The umpire will suspend play when he sees lightning. Play cannot resume until both umpire and managers determine that lightning has not been seen for 15 minutes. Please move children to shelter if lightning is in close proximity.
14. If a game is called for any reason before it is an official game, it must be continued from the point of stoppage. The team batting order will remain the same. Additional players will be added to the bottom of the line-up. The home team manager will be responsible for rescheduling the game and securing an umpire for the rescheduled game.
15. If a game is called for any reason after having reached official length, the game shall revert back to the last completed inning to determine the final score.
16. Tie games at the end of regulation will continue for one (1) extra inning. Games still tied after the end of the extra inning will be declared a tie. The intent of this rule is to protect the next game following the one being played. If there is a scheduled game after the game being played, ANY new inning cannot begin at 10 minutes prior to start of subsequent game. Example: Noon game is in 5th inning at 1:50pm. No new inning can start, if there is a 2:00pm game scheduled. If the managers agree that play can continue after the single extra inning, absent a scheduled game, go ahead and play. As long as the weather holds and both teams have the arms to pitch, have fun.

17. Both teams must clean up the area of the field, including dugouts and stands, after each game. Raking the field and tamping down the batters boxes to replace the dirt removed during batting is required. Stow equipment neatly. Place trash in available receptacle. Many hands make light work! **This is a requirement, not a suggestion. We are all public landowners. Take pride in your land.**

In-House Playoffs

1. All teams will make the playoffs for Pinto and Mustang. Shetland will not have playoffs.
2. If more than 4 teams in a league, a “bye” system will be in place when needed.
3. Teams will be re-seeded accordingly for playoffs. The initial playoff seeding tiebreakers are as follows:
 - Win Percentage
 - Head-to-Head
 - Run Differential (RF – RS)

Shetland League Rules

General

1. All fields MUST be raked or dragged prior to the start of the game. All fields should be lined. This is the responsibility of the home team although the visiting team is encouraged to help. A field that is properly groomed helps with safety and success of fielding. A lined field gives the kids a sense of importance and excitement.
2. On game day the first hour of game time should be used for additional skills training stations. Following the first hour of skills a lighthearted slightly competitive game will be played. During this game, stoppage of play is encouraged to correct any issues or provide insightful training per each kid.
3. During the beginning of the season every hitter should be hitting off a tee ONLY. During this time extra attention should be focused on helping each batter make contact with the ball and with a proper swing and focus. This is arguably the hardest thing to do in baseball hence the additional focus.
4. At no point during the beginning of the season should kids be pitched to by the coach or other players. Again, the focus here is to emphasize foundational skills. During the last 3 games it is ok to pitch to the kids but please use your best judgement. As a guide, please use 5 pitches and if success has not been had by the batter, please proceed with tee. This helps instill success with the team members and keeps the game moving so the kids in the field don't lose focus. Coaches must agree on these terms before the game.
5. All games are up to 3 innings.
6. Score is NOT recorded
7. No player should play the same position twice or more in each game. Each team will not field a player in the catcher's position. An assistant coach will be used at that position. Please keep safety and ability in mind.
8. Batting order is determined by the head coach. The order should flip the second inning. And again in the third inning. The kids love when they get to hit the "home run" at the end of the inning and run all of the bases, so changing the order ensures that each kid can experience this during the year.
9. Each hit ball awards the hitter advancement to first. First base Coaches are encouraged to teach each runner to run through first base at full speed. Early in each season the advancement to second on a "double" is not permitted. This is something that can be implemented in the last three games following the instruction on how to advance to second and practicing with the first base coach. The opposing team must also teach, educate and practice with each team member playing the first base position to avoid interference and collisions. These requirements must be met and agreed upon by opposing head coaches prior to the start of game play.
10. All overthrows are ruled a dead ball. No runners may advance.
11. During the first half of the season each runner will be allowed to advance to each base per hit ball and ultimately "score" at home. During the second half of the season outs will be counted on all advancing runners but not recorded to end the inning (i.e. the full batting order will always bat). However, the baserunner who makes the out must leave the field.

Pinto League Rules

General

1. Any rule not covered in this document will be governed by the standard rules of Little League Baseball.
2. All managers and coaches must be members of the FRAA.
3. No Practice sessions will be held prior to the official dates the fields are rented by the VP of Baseball.
4. Eight (8) players are required to start an official game, unless both managers otherwise agree.
 - a) If only 9 players are available, teams may play with a catcher and 3 outfielders or an agreed upon defensive alignment with the opposing coach.
 - b) If only 8 players are available, manager's discretion determines which positions are fielded.
5. Games are six innings in length.
6. An inning will expire when three outs or six runs are recorded. The six- run rule will not apply in the sixth inning or extra innings, when unlimited scoring is permitted. The managers may, by mutual agreement, agree to play all innings with a six- run rule in order to keep the score down.
7. It is the responsibility of the winning manager to report the game's final results to the Commissioner (cc: the FRAA webmaster) within 2 days.
8. Playing Field Dimensions.
 - a) Pitching distance: 38 feet
 - b) Bases: 60 feet
 - c) Home to center of 2nd: 84 feet, 10 inches

DEFENSIVE RULES - FIELDING AND POSITIONS

1. To align with Little League rules the use of defensive outfield coaches is eliminated.
2. Free substitution of players in the field is allowed at change of inning only unless there is an injury.
3. No infielder is to be positioned closer to home plate than the 38' pitching distance. For example, the player at the pitcher position must be to the left or right of the coach pitching. At no time prior to the ball being put in play, should this player be in front of the rubber (or marked line).
4. Outfielders (up to 4 outfielders allowed) must be positioned a minimum of 30' behind the bases (15' into the grass line at the Bear Hollow fields), evenly spaced. No player is permitted to play a "rover" position.
5. On a ball hit to the outfield, play is stopped when the ball is in control of an infielder within the infield dirt area. The umpire should clearly state "POSSESSION" and raise his or her hand once he/she deems the infielder is in control of the ball.
6. Play is also stopped when the ball is in control of the coach pitcher or if, in the sole discretion and observation of the umpire, the coach pitcher gestures toward a defensive player for the ball. The umpire should clearly state "POSSESSION" and raise his or her hand once he/she deems the Coach is in control of the ball or has gestured for control of the ball.
7. No player should sit out more than one inning before each player sits out one inning. Likewise, no player should sit out more than 2 innings before each player sits out 2 innings, and so on.
8. An "infield position" as used herein shall be one of the following: first base, second base, shortstop, third base, pitcher or catcher.

9. Rotation of Player Positions.
 - a) All players are to be positioned in the infield for a minimum of two (2) innings per six-inning game.
 - b) All players are also to be positioned in the outfield for a minimum of two (2) innings per game, or in the alternative, 1 inning in the outfield and 1 inning sitting out.
 - c) Players must be rotated between positions. Players are not to remain in the same position for more than 2 consecutive innings.
10. An exception can be made to the infield requirement if the player's skill level presents a safety risk. All exceptions claimed under this rule MUST be reported to League Commissioner, no later than one (1) day after such exception is claimed. League Commissioner will require notice of the exception to all managers as well as parents of player for which safety risk is being claimed.
11. Coaches must teach kids that if they do not have a play that they cannot impede a base runner. For example, if there isn't a play first base, the first baseman should not be standing on the base.

OFFENSIVE RULES - HITTING AND BASERUNNING

1. A coach will pitch from inside a 9-foot circle that will be placed in the middle of the infield. The center of the circle should be marked with a line that measures 38 feet from the back of home plate. The coach must keep one foot inside the circle at all times during delivery. The player pitcher must have one foot inside the circle during the coach pitcher's delivery. (It is at the coach's discretion as to where from inside the circle that they will pitch from but it is encouraged that the coach pitcher begin his delivery from the 38 foot line when pitching to more experienced players)
2. Only the batter and the on-deck player are permitted to hold a bat. All other players must remain on the bench or in the dugout. Meeting this requirement is the Manager's responsibility.
3. The full player line-up must bat.
4. 7-Pitch At-Bat.
 - a) Each batter will receive seven (7) pitches.
 - b) If the player does not hit the ball into the field of play in seven pitches, a strikeout will be recorded. A foul ball on the seventh pitch allows the batter to continue.
5. If a batted ball hits the coach pitcher, the play is called dead, and no pitch will be recorded. Coaches should make every effort not to interfere with any ball in play and any players attempt to field such ball. This includes the first and third base coaches on short fly balls in foul territory.
6. Runner Advancement
 - a) Once a ball hit to the outfield is in *control in the infield* (or play is otherwise considered stopped under Defensive Rules 6), a runner who has *passed a base* will be allowed to advance to the next base, at risk. **Both feet of the runner must be off the passed base in order to advance. (Coach proper rounding of the base).**
 - b) A runner who has not passed the base before infield control must return to the previous base.
 - c) In either case, if a play is made, and the runner is tagged out, the out will be recorded if the umpire has not also called 'TIME' in which case the runner will be returned without risk.
 - d) It is the umpire's discretion on whether the base runner was attempting to advance or not. The umpire will signal the base the lead runner is allowed, relying on his judgment of when the infield has control by pointing immediately to the base deserved in relation to the runner's proximity to the base.
7. An overthrow from the outfield (Whether by an infielder or outfielder) through the infield and out of play will allow the runners the base they are advancing to, plus one additional. (Pinto-coaching point: from the outfield hit the cutoff and coach backups).
8. An overthrow from the infield that goes out of play or into the outfield does not allow that runner to advance.

9. Base runners must remain on the base until the ball is hit. No base stealing. One team warning, umpire discretion. The only time the base runner can move off the base is when the ball is hit fair or foul.
10. Sliding
 - a) All players should slide feet first into second, third or home if a play is being made at that base or must avoid contact in the baseline. Intentional collision or no effort to avoid an obvious collision (barreling) can result in the runner being out and ejection from the game. Umpire discretion controls. No warning is required.
 - b) No headfirst sliding is allowed. Base runner should be called out. Base runners may dive headfirst when returning to a base, but this is not encouraged in the Pinto and Mustang Leagues.

Mustang League Rules

General

1. Any rule not covered in this document will be governed by the standard rules of Little League Baseball.
2. All managers and coaches must be members of the FRAA.
3. No Practice sessions will be held prior to the official dates the fields are rented by the VP of Baseball.
4. Eight (8) players are required to start a game.
5. Games are six innings in length. An inning will expire when three outs or six runs are recorded. The six-run rule will not apply in the final inning, when unlimited scoring is permitted.
6. Batters and base runners must wear helmets at all times.
7. No Bunting allowed
8. Pinto Call-ups will be allowed if a team is slated to have 9 or less players for a game. Please contact the Mustang Commissioner and they will attempt to call up players from the Pinot league.

Pitching

1. Pitchers cannot pitch more than three (3) innings in one calendar day (including multiple games on the same day). Pitchers cannot pitch more than six (6) innings in one calendar week. Calendar week is 12:01 am Monday until 12:00pm midnight the following Sunday.
2. Pitchers, who pitch 3 innings in a calendar day, shall have 40 hours of rest before pitching again. This is only required if 3 innings have been pitched. *(Coaches: take note that the total number of pitches should also be considered in returning a pitcher within the 40-hour period.)*
3. When a pitcher delivers one pitch in a game, he shall be considered to have pitched one inning. A pitcher removed from the pitching position during a game cannot pitch again during that game.
4. A pitcher that hits two (2) batters in an inning or three (3) batters in one game must be relieved.
5. No curve balls. One warning, an automatic ball on the pitch.
6. A pitcher is not allowed to receive the ball while standing on the rubber. One warning is allowed; umpire discretion to call a ball on the count.
7. The pitcher must always continue his windup on the rubber.
8. For resumed games, a pitcher taken out previously cannot pitch in the resumed game (i.e. pitching another three innings if available in current calendar week). Resumption of a partial inning will allow a pitcher to continue his inning, provided the general pitching rules are followed. For both resumed and make-up games, the letter and spirit of the entire pitcher rules must be met. Pitchers cannot carry-over innings from previous weeks.
9. Playing Field:
 - a) Pitching distance: 46 feet
 - b) Bases: 60 feet

c) Home to center of 2nd:

84 feet, 10 inches

Fielding

1. If players are available, ten fielders will be used including four outfielders. Outfielders are to be evenly spaced. No Rover.
2. Players shall be rotated in defensive positions. Each player must play at least two innings in the infield for a full six inning game. Skill and safety must control decisions. Infield exempt players must be approved by the commissioner.
3. All players must sit at least one inning before any player sits twice.

Base Running

1. Runners cannot leave the base until the ball passes the batter or contact is made. One team warning is allowed; Umpire can waive at ground rules. Umpire discretion must include either forcing the runner to return to base, or the runner declared out. In either case, (warning or declared out), the umpire must call a "no pitch" whether the ball was batted or not.
2. Walked batters cannot advance to second base until the next pitched ball.
3. Stealing. Base runners may steal second or third throughout the season with no advancement on an overthrow (one base at a time). No stealing of home plate for any reason is allowed. Delayed steals are permitted and stealing on an overthrow from the catcher to the pitcher is permitted. Again, one stolen base per play.
4. Scoring from third. A base runner may score from third when forced or on a batted ball. There will be no stealing of home under any circumstance.

Bronco League Rules

General

1. Any rule not covered in this document will be governed by standard rules of Little League baseball.
2. All managers and coaches must be members of FRAA.
3. No Practice sessions will be held prior to the official dates the fields are rented by the VP of Baseball.
4. Eight (8) players are required to start a game.
5. Games are seven (7) innings in length. A ten-run rule will apply after six (6) complete innings, unless the managers agree to continue. Refer to Rule 15 in **PRE- & POST-GAME ACTIVITY**.
6. It is the responsibility of the winning manager to report the game's final results to the Commissioner within 36 hours.
7. Playing Field:
 - a) Pitching distance: 50 feet
 - b) Bases: 70 feet
 - c) Home to center of 2nd Base: 99 feet
8. Intentional walks allowed. Infield Fly rule in effect. *Abbreviated: Less than two out, at least first and second are occupied, or loaded, easily handled by an infielder, fair ball.*
9. The batter becomes a baserunner when the third strike called by the umpire is not caught, providing: 1.) first base is unoccupied, or 2.) first base is occupied with two out.

However, once a batter leaves the field of play, or advances substantially toward the dugout, he is out (umpire's discretion). Also, if a batter runs to first when the dropped third strike is not applicable, and the catcher makes a play, the batter/runner cannot be safe (he was out on strikes), but all other runners may advance at risk.
10. A batter may never fake a bunt and then attempt a full swing. This is an automatic out for the first offense, a team warning and then ejection for each subsequent offense. Once a batter squares to bunt, he either makes an attempt to bunt, or pulls the bat back on the pitch ('takes' the pitch) without changing his 'bunt' grip.
11. Balks will be called. Pitchers MUST make a good faith effort not to balk, under coaching of respective manager. Each pitcher will receive a warning for the first offense and then runners will advance on subsequent infractions. A pitcher cannot receive ball while on the rubber, full second pause before going to the plate, no false moves with head or shoulder once in the set position, etc. In the event a baserunner is out because of an obvious balk called by the umpire, the runner is declared safe at the original base, and a dead ball declared.
12. Bat full line-up. Free substitution, excluding pitcher. Players arriving late go to bottom of line-up. If a player leaves early, there will not be an automatic out. Three (3) inning minimum per player on defense in a complete game, and must be inserted by the third inning.
13. All players must play the infield at least 2 innings in a seven-inning game.

Pitching / Baserunning

1. Pitcher shall not pitch in more than three (3) innings on the same calendar day (three innings total, even if multiple games are played).

2. No curve balls. One warning, thereafter an automatic ball will be called at the Umpire's discretion.
3. Pitchers shall pitch no more than ten (10) innings in any one calendar week (12:01am Monday to 12:00 midnight Sunday).
4. Forty (40) hours rest is required of any pitcher if 3 innings are pitched on a calendar day. The forty-hour rest is determined from the scheduled start time of the game.
5. One pitch to a batter constitutes an inning pitched. If a pitcher hits 2 players in one inning or 3 players in one game, he must be relieved.
6. The five foot "lead" line has been removed. Baserunners can lead and break for the next base at their own risk (except for home).
7. Baserunners on third base will always be restricted by a five-foot lead rule and cannot break for home during the pitch. You can break for home when a ball is batted or after the ball passes the plate.
8. All pitching rules apply to the entire season up to and including playoffs.

Mustang Call-ups will be allowed if a team is slated to have 8 or less players for a game. Please contact the Bronco Commissioner and they will attempt to call up players from the Mustang league.

Pony League Rules

General

1. All games will be seven (7) innings or a maximum of 2 hours in duration.
2. A new inning may not be started within 15 minutes of the game time limit.
3. No Practice sessions will be held prior to the official dates the fields are rented by the VP of Baseball.
4. In the event an inning has been started prior to the 15 minute cut-off, and has not been concluded upon reaching the game time limit the game shall be concluded, the incomplete inning disregarded and the score shall revert back to the last completed inning.
5. In the event a game is suspended due to weather or other reason and needs to be resumed at a later time/date, the game will be resumed from the point of stoppage. At the time of the stoppage, each manager should verify the count on the batter, score, outs, inning, etc. Each manager shall verify that both scorebooks are in agreement prior to leaving the playing field.
6. In the event a player(s) comes late to a game that is already in progress, that player(s) will be permitted to be added to the end of a team's batting order provided that team has not batted thru its entire line up. Once the team's leadoff hitter has had his second official time at bat, no additional player(s) will be permitted to be added into the batting order or game
7. In the event a player must be taken out of a game due to injury or illness and is unable to bat in his/her spot in the batting order, that team WILL NOT be penalized with an out for each time it is his/her time to bat. That player's position in the lineup will be skipped for the remainder of the game. Once a player is removed for injury/illness and skips a turn at bat, that player is ineligible to return to bat or play for the remainder of the game. Additionally, in the event a player is out due to injury/illness in a game and is ineligible to return, in the event that that particular game is suspended and resumed at a later date, that player is still ineligible for that game once it is resumed.
8. Regulation Games
 - a) A game is considered to be regulation, if stopped due to weather or unsafe playing conditions, when 5 innings or 4 ½ innings when home team is leading.
 - b) A game that is tied after four (4) innings, and stopped due to weather or unsafe playing conditions, may be resumed at a later date and continued until one team has scored more runs than the other in an equal number of innings.
 - c) Games tied after six (6) innings of play that cannot be extended shall be concluded and a tie awarded to each team in the league standings
9. Protests and Interpretations
 - a) Only a team manager may question an umpire call
 - b) Any protest or request for interpretation must be made immediately prior to the next pitch to the umpire and opposing manager
 - c) The Baseball Board will make the final decision on all rule(s) interpretation and protests.
 - d) THERE WILL BE NO PROTESTS CONSIDERED ON JUDGEMENT CALLS BY THE UMPIRE.
10. The home team score book is the official score book for each game. The visitors team scorekeeper is expected to check with the home team to verify the accuracy of the official score book. In the event of a discrepancy, play shall be halted until the discrepancy is resolved by the team managers/scorekeeper.
11. All Pony players must play at least 3 consecutive innings in the field, provided they arrive prior to the start of the fourth inning.
12. Call ups may be used from the Junior Baseball division. Call up players must bat at the end of the batting order and play in the outfield for the duration of the game.

Playing Rules

1. Game play shall follow a Bronco Rules format with 54 foot pitching distance and 80 foot bases.
2. Two (2) adult umpires will be assigned to each game when available.
3. Prior to the start of the game, the team managers shall clearly define and agree upon the field ground rules with each other and confirm those rules with the umpires.
4. Teams must field a minimum of 8 players or forfeit the game.
 - a) Any game that is forfeited will be scored as 7-0
 - b) A fifteen (15) minute grace period shall be extended to each team for late players; however, the time limit rules as given in the General Rules section are still in effect.
 - c) If both teams do not have the minimum required number of players to start the game, each team shall be assessed a loss in the league standings.
5. A continuous batting order shall be used. All uniformed players must bat except as noted in Rule 6 of the General Rules section.
6. Free substitution of defensive players is permitted, with the exception of the pitcher.
7. A 10 run "mercy rule will be in effect after 4 ½ innings if the home team is leading and after 5 innings if the visiting team is leading.
8. Catchers must wear protective gear at all times, including protective cup, chest protector, face mask and shin guards.
9. Bunting is permitted.
 - a) At no time shall a batter show "bunt" to the defensive team and then pull back and "swing away" at a pitch. Any violation in this rule shall result in the batter being declared out.
 - b) Should the batter put the ball into play under Rule 10a, the batter will be declared out and all base runners shall return to their original base prior to the play.
10. The "dropped third strike" rule IS in effect.
11. The "infield fly rule" IS in effect.
12. All batters and base runners must wear batting helmets at all times while on the field. Players are not permitted to remove batting helmets until back in the dugout area.
13. No metal spikes are permitted.
14. Any batter that throws a bat will receive an individual PLAYER WARNING. This is a judgment call made by the umpires, there will be no protests considered on these calls. Any subsequent infractions of this rule by the same player shall result in the player being called out.

Baserunning

1. Stealing
 - a) Leading is permitted.
 - b) Stealing home is permitted.
 - c) Balls thrown back to the pitcher are live and runners may advance at their own risk.
2. Runners must avoid contact while running the bases. Base runners should slide at any base, (except 1st), to avoid contact. In the event there is a play on a runner that does not slide, and no contact occurs between the runner and the fielder, the runner will not automatically be determined to be out for not sliding. This is a judgment call made by the umpire, there will be no protests considered on these calls

- a) A runner NOT attempting to avoid contact will be called out if there is a play at a base and they make no attempt to slide to avoid contact with the defensive player. This is a judgment call made by the umpires, there will be no protests considered on these calls
3. Headfirst slides are prohibited except for when returning to a base. The umpire may use his discretion when determining whether a headfirst slide was necessary.
4. Teams will be permitted a courtesy runner with two (2) outs for the catcher. The player that recorded the last out shall run for the catcher.

Pitching

1. The following pitching rules shall be adhered to:
 - a) Pitchers may pitch a maximum of four (4) consecutive innings per game.
 - b) One pitch thrown to a batter in an inning is considered a full inning pitched.
 - c) Breaking balls are not permitted.
 - d) A pitcher that hits 2 batters in the same inning or 3 batters in a game must be removed from the pitcher's position but may remain in the game in another defensive position.
 - e) Pitchers will receive 1 warning on balks. All subsequent balks will result in the runner advancing to the next base.
 - f) Pitching Rest Guidelines:
 - a. Players pitching 1 inning or less = No rest
 - b. Players pitching 2 innings = 1 days rest
 - c. Players pitching 3 innings = 2 days rest
 - d. Players pitching 4 innings = 3 days rest
 - i. Example: A player pitches 4 innings on Monday. That player cannot pitch again until Friday (Tuesday – Thursday rest).
2. Foul balls caught by the catcher will be an out only if the ball travels above the batter's head and does not come in contact with the back stop or the netting.

FRAA Umpire Policy

Umpire Payment

- FRAA uses Kid Umpires for Pinto and Patch Umpires for our Mustang, Bronco and Pony Leagues.
- Umpire money will be distributed to the head coaches at the beginning of the season.
- The head coaches for each team will pay the full amount to the umpire for each of their home games.
- The umpires are paid at the fields before the games begin.
 - The Kid Umpire will be paid \$20.00 for Pinto games
 - The Patch Umpires will be paid \$45.00 for Mustang and Bronco games
 - The Patch Umpires will be paid \$60.00 for Pony games
- Fees for games where the teams and the umpire show, but the game cannot start and is cancelled due weather are \$10.00 for Kid Umpires and \$20.00 for Patch Umpires.

Cancellations Due to Weather

- The Murrysville Municipality is in charge of closing fields during the week (Monday through Friday). The municipality will notify the VP of Baseball and the VP will let the head coaches of all teams know as soon as possible. The VP of Baseball will cancel all games on the website and contact the Umpire Coordinator(s).
- The Murrysville Municipality will not close fields over the weekend (Saturday and Sunday). It is up to the head coaches to assess the fields and cancel games, as necessary. Head coaches must inform the VP of Baseball and the Umpire Coordinator that games have been cancelled. The VP of Baseball will cancel all games on the website.

Cancellations Due Non-Weather-Related Reasons

- The home team's head coach MUST contact the VP of Baseball so the game can be cancelled on the website.
- The home team's head coach must also contact the Umpire Coordinator directly by phone at least an hour ahead of game time if games are going to be cancelled. This must be followed as the umpires are going to be coming from a lot of different directions to do these games and we need to give them enough notice.

Note: If for example you don't call the Umpire Coordinator we will be charged for these games if the umpire shows up at the field.

Appendix A

Pandemic Procedures

The following pandemic procedures shall be enacted across all baseball leagues when formally stated and communicated by the Franklin Regional Athletic Association (FRAA) Executive Board, the FRAA President or the FRAA Vice President of Baseball.

1. The applicable waiver form must be agreed upon during registration each season.
2. Players, coaches and fans shall do their best to maintain social distancing before, during and after practices and games.
3. Any practice drills, instructions or other group activities shall be limited to smaller groups (rather than the whole team) where possible. If the whole team needs to be addressed at once, the coaches shall do their best to maintain social distancing and all shall be wearing masks.
4. Appropriate masks shall be worn by players and coaches while in the dugout before, during and after games and practices. Masks do not have to be worn while hitting, while in the on-deck circle, while on the basepaths, or when in the field on defense.
5. Water bottles, uniforms and equipment shall have the child's name on it and shall not be shared amongst other players.
6. Hand sanitizer or equivalent shall be available in dugouts and/ or with the Head Coaches in their equipment bags.
7. Each team shall assign a coach to wipe down team issued equipment with sanitizer wipes that is shared by other players (i.e. catcher's mask, catcher's shin guards, catcher's chest protector and pitcher's mask).
8. After games handshake lines are prohibited. Teams shall line up on the 1st and 3rd base foul lines, tip their caps and tell the other team "Good Game", etc.
9. CDC and PA Department of Health guidelines shall be followed if a player, coach, parent/ guardian, family member, etc. is sick due to the pandemic. The parent/ guardian of the player shall inform their coach as soon as possible of a sickness in their family due to the pandemic and the coach shall inform the VP of Baseball.

Appendix B

Document Last Updated: January 2022

Document Last Updated By: Adam Devett (Baseball Development Coordinator)
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