

***2016***  
***St. Louis West***  
***Athletic Association***  
***Rulebook***

If a Park does not adhere to St. Louis West Athletic Association rules pertaining to the park (such as wrong base or pitching distance, no mound, lights) and does not fix in a timely manner to play the game, the visiting team will have the option to be awarded a forfeit. The visiting manager should notify the President of the STLWAA via email and situations will be logged and addressed. If an Association does not adhere to the umpire requirements (attire or number of umpires) the game shall be played. The visiting manager should notify the President of the STLWAA via email and situations will be logged and addressed.

Paul Klaus

President

St. Louis West Athletic Association

# Baseball & Softball League Rules

## League

Section 1.01 Membership of a team may be terminated by action of the Home Association or the STLWAA Board of Directors.

Section 1.02 In the event a manager or coach is suspended from one of the Member Associations they shall also be suspended from STLWAA. The manager or coach may request a hearing before the STLWAA Board of Directors.

Section 1.03 If a dispute arises between two Member Associations regarding disciplinary action taken by one Association, the matter and final disciplinary action will be ruled on by the STLWAA Board of Directors. Both representatives of the Member Associations involved will be excluded from voting in the ruling issued.

Section 1.04 The rules may be amended, altered or repealed only by action of the Board of Directors of the STLWAA. Rules pertaining to safety may be voted on at any time. Rules pertaining to playing rules and administration may be voted on annually upon completion of the current season after first being submitted to the Rules Committee and notice to Member Associations of not less than thirty (30) days.

Section 1.05 All Member Associations shall abide by these rules without change or alteration. Any Association in violation of park facility rules (i.e. no mound for 60x90, wrong base distance) and refusal to comply may result in forfeit of the game for the home team. Member Associations that do not adhere to umpire rules (i.e. clothing and number of umpires on a game) should report all violations to the STLWAA President.

Section 1.06 Two (2) new baseballs/softballs are required for every Association regularly scheduled league game, rescheduled league game, and elimination game, and shall be furnished by the home team or association. Additional balls, if required shall be furnished by the home team or association.

Section 1.07 If two (2) or more teams are tied for the league championship at the close of the regular STLWAA league schedule, ALL these teams will be declared league champions.

Section 1.08 The home team/association shall have the right to designate the home team dugout.

## Recruiting Players, Player Eligibility and Rosters

Section 2.01 During the period from January 1st to July 15th, no player or their parent/guardian shall be approached by anyone for the purpose of recruiting the player for another team. Any person affiliated with the Association who directly or indirectly approaches a player for the purpose of inducing them to leave their team during the current season (January 1 - July 15) shall be suspended from participation in the St. Louis West Athletic Association for a period of one (1) year.

Section 2.02 A list of ineligible players, families and coaches shall be distributed to Member Associations every season.

Section 2.03 No player shall be eligible to play with another STLWAA team unless they have been properly released by the manager of the team with which they previously played AND gained approval of the STLWAA Boys or Girls Commissioner. PENALTY: Any player found in violation of this rule will be suspended for the remainder of the season. Exception: The STLWAA will allow a player to play on two STLWAA rosters at two different ages as long as both coaches are aware and both have approved the dual roster situation in writing to the STLWAA Boys or Girls Commissioner and that one team is designated as the primary team in the event of a scheduling conflict.

Section 2.04 No team shall EVER be allowed to field players who are too old to qualify to play in any particular age group UNLESS they gain WRITTEN approval of the STLWAA President AND Boys Baseball Commissioner or Girls Commissioner.

- Section 2.05 No player movement shall be allowed after a team has played four (4) games.
- Section 2.06 No team can add any more players to their roster after they have played six (6) STLWAA League games.
- Section 2.07 A player is entitled to free transfer upon approval of the STLWAA Protest Committee if the player does not play in a game as required by these rules.
- Section 2.08 All teams MUST submit three (3) copies of their completed STLWAA Roster to the Age Group Coordinators at their home Member Association in order to be eligible to participate in STLWAA league games.
- Section 2.09 The STLWAA Board of Directors reserves the right to reject the roster registration of any prospective player, manager or coach.
- Section 2.10 All team managers will be required to carry a copy of their STLWAA approved roster to every league game as well as the photo ID or birth certificate of each player and present them to the umpire if requested. Roster is to be signed by the manager or coach as well as the association's commissioner. Penalty for failure to present roster: Forfeit. Umpires, Park UIC or Board of Director on duty may verify players listed on roster orally or by first having each player sign their signature on a sheet of paper and comparing it to the player's signature on the approved roster. If the signatures do not match, the umpire will request that the players parent verify their contact information (address, phone number, birthday, etc. (to the information provided on the approved roster. Penalty for player not being on the teams approved roster: Forfeit.
- Section 2.11 The registration of a player on an official roster does not exempt them from a protest at a later date provided sufficient proof of ineligibility is presented at the time of protest. The STLWAA Protest Committee, upon proper evidence by any bona fide team member of the Association, must declare the player(s) in question ineligible and their team automatically forfeits any and all games in which such player(s) played as a member of that team.

### **Ranking, Scheduling, and Rescheduling**

- Section 3.01 Teams in all divisions will be ranked according to ability and placed into leagues composed of such number of teams as shall be determined by a STLWAA ranking board consisting of voting representation from all Member Associations. This board will determine titles of these leagues. It is a goal of this board to have regularly organized leagues composed of such number of teams of not less than four (4) and not more than seven (7) teams.
- Section 3.02 All divisions may schedule regular league games on dates to be determined annually by the STLWAA Board of Directors.
- Section 3.03 8U Divisions teams shall not be scheduled for, nor begin play of any game starting after 8:59 P.M. prior to the end of the current school year for players on either team.
- Section 3.04 Originally scheduled or rescheduled STLWAA league game shall not be scheduled to start after 9:30 P.M.
- Section 3.05 Official schedules shall be made available prior to the beginning of the league season showing: the dates, starting times, game locations and the opposing teams for all league games.
- Section 3.06 A manager may request a game be rescheduled under the following conditions:
- (1) If requested prior to 10 days before the originally scheduled game then can be changed at no fee,
  - (2) If requested within 10 days before the originally scheduled game then can be changed at a fee as determined by the home association,
  - (3) NO game shall be rescheduled within 72 hours of originally scheduled game time

## **Preseason Tournament**

Section 4.01 The tournament will be played using STLWAA rules. There are no deviations from the current STLWAA rulebook.

Section 4.02 Only players on a team's official STLWAA approved rosters shall be allowed to play in the STLWAA Tournament. No non-STLWAA teams, players or guest players will be allowed to play.

Section 4.03 Protests will be handled immediately by the tournament director(s) and the Umpire in Chief, and their decision is final.

Section 4.04 The tournament is subject to change in the event of rain. Refund policy is 100% if no games are played, 50% refund if 1 game is played, no refund after 2 games played.

Section 4.05 The park hosting your group will provide 2 balls for each game.

Section 4.06 A team forfeiting a game during the tournament is ineligible for any championship round games, but they will be allowed to complete their remaining games and consolation games.

Section 4.07 Your tournament coordinator will let you know how they want scores reported, phone or e-mail. The winning manager is responsible for reporting the score. If the score is not reported it will be recorded as a forfeit for both teams. All managers should check the posted scores to ensure there are no discrepancies.

Section 4.08 Pool games may end in a tie and they will follow the STLWAA rule for ties. Bracket play games may not end in a tie, as a winner must be determined. If a team is playing a consolation game and the game is tied at the end of the time limit, no additional innings will be played. We need to stay on schedule on Sunday and since consolation games have no bearing on seeding or advancement in the tournament the game will end according to time limit and no additional innings will be played in games that are tied.

Section 4.09 Trophies will be awarded for the first and second place teams immediately following the Championship game for your group.

Section 4.10 Teams should check email, park website and park rainout numbers throughout the tournament for updates.

## **Rules of the Game**

Section 5.01 8U-18U will use a STLWAA approved baseball or softball.

Section 5.02 A home team will be determined by the schedule.

Section 5.03 The home team scorekeeper shall be the official scorekeeper. The opposing team's scorekeeper shall be immediately notified of withdrawals and additions to the batting order and all changes at the position of pitcher. A forfeit shall be recorded with a score of 7-0.

Section 5.04 A manager who decides to forfeit prior to game time shall notify the appropriate STLWAA Commissioner, who shall in turn notify the opposing manager. All managers are cautioned to not accept a forfeit unless duly notified by the appropriate STLWAA Commissioner.

**Section 5.05** If a team is unable to field eight (8) players by fifteen (15) minutes after the scheduled start time of the game they shall forfeit the game. A team may finish the game with any number of players. Please refer to Section 5.10 on how to treat vacant spots in the line-up as players leave from the game. **Note: all teams MUST have a catcher behind the plate and a pitcher, regardless of the number of players. No other positions will be specified, unless otherwise noted.**

Section 5.06 The official start time of every STLWAA league game will be established by the Umpire upon the completion of ground rules. Associations are encouraged to use on field timers. If no official field timer is available, coaches and umpire should synchronize their time pieces and agree upon the official start time. This will be the governing time by which the game's time limit, hereinafter outlined, will be applied. **Note: game will not be allowed to begin prior to the scheduled start time unless agreed upon by both teams' manager.**

Section 5.07 Those Member Associations that have a field curfew must make that curfew known to both managers prior to the start of the game. Tie games stopped by a field curfew shall be considered the same as the game being called due to rain or other act of God. Games called because of darkness shall also be considered the same as the game being called due to rain or other act of God. (Please see Section 5.21 and 5.22 to determine if the game is complete.)

Section 5.08 All offensive players eighteen (18) years old and under on the field of play MUST wear helmets with earflaps while the ball is LIVE and in play. If a player purposefully discards or removes their helmet during play there will be a DELAYED DEADBALL, the player will be called out as soon as all play stops. If a player accidentally loses their helmet while running the bases, they need not retrieve it until the play is complete. Facemasks MUST be worn by ALL players who warm up the active pitcher.

Section 5.09 Each player MUST be permitted to play a minimum of TWO (2) defensive innings in a five (5) inning game, or THREE (3) defensive innings in a seven (7) inning game in every scheduled regular season and tournament game. Penalty for violation is FORFEIT.

Section 5.10 Teams in all divisions shall be required to bat their entire roster of eligible players. The batting order shall not be changed during the game, except that an injured player shall be removed without penalty and no out shall be recorded when their turn at bat would have come up. All players listed on the batting order must be present at the start of the game. Any player arriving after the start of the game shall automatically be placed at the bottom of the batting order, regardless of where the team is in the batting rotation. The player will be allowed to bat and field.

\*Player leaving early must be announced at ground rules. Any player leaving the game early and not announced before the game will result in that players spot being an out.

- (a) If a player is ejected from the game his spot in the line-up will be an out.
- (b) If a player is injured or becomes ill during the play of the game and cannot continue his spot in the line-up will not be counted as an out.

Section 5.11 There are to be only two (2) offensive coaches on the field (first and third base Coaches). There are to be ZERO (0) defensive coaches on the field (No standing or sitting on buckets) outside of the dugout.

Section 5.12 If no attempt is made to avoid being hit by a pitch, the batter will not be awarded first base unless it is ball four.

Section 5.13 Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties.

Clarification:

- |              |   |
|--------------|---|
| Runner must: | a. Slide or                                     |
|              | b. Seek to avoid contact with fielder           |
| Penalty:     | a. No slide to avoid – runner is out            |
|              | b. Malicious intent – runner is out and ejected |

MALICIOUS INTENT OF ANY TYPE ON ANY PLAYER WILL RESULT IN AN EJECTION

Section 5.14 At any time, the team at bat may use a courtesy runner for the pitcher and catcher of record from the previous time on defense. The courtesy runner must be the player who made the last out. If the player who made the last out was a pitcher or catcher you can revert to the next non-pitcher or catcher who made an out to act as courtesy runner.

Section 5.15 A courtesy runner (last out) may be used for an injured player if necessary. The injured player may return to the game if able to play in the field or bat in their spot in the line-up.

Section 5.16 All games shall have a time limit of one hour and forty minutes (1:40)

Section 5.17 In league and in tournament play, if time is up and the home team is ahead the game is over at the conclusion of the visitors at bat.

Section 5.18 At the end of the time limit specified, if a run limit per inning exists for the division and either team is ahead by more runs than can be scored in the half inning, the game will be called complete and the inning will not be concluded. All other divisions shall complete the inning in progress. The game shall count as a legal game regardless of the number of innings played.

Section 5.19 A new inning starts immediately after the third out of the home team's at bat. If there is 5 seconds left in the time, you will play another inning. Umpires will not tolerate intentional stalling.

Section 5.20 All age divisions will play seven (7) innings. No new inning may begin after one hour and forty minutes has expired (1:40). The following tie breaker rules are in effect:

- If seven (7) innings have expired, BUT not the 1:40 time limit, extra innings may be played until the 1:40 time limit. The game shall be allowed to continue until such time limit expires. If this situation occurs, no new inning shall begin after 1:40 as long as at least one extra inning (the 8<sup>th</sup> inning) has been played.

NOTE: In enforcing these rules, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning.

SOFTBALL ONLY – When after the completion of seven (7) innings of play, the score is tied, the tie-breaker rule will be followed.

- Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective inning being placed on second base.

Section 5.21 If a game is called due to rain, lightning or other acts of God and cannot be resumed, **it is a regulation game if: 1)** In a seven (7) inning game, four (4) innings have been completed; **2)** if the home team has scored more runs in three and one-half (3 ½) innings than the visiting team has scored in four (4) complete innings; **3)** if the home team scores one or more runs in its half of the fourth inning to tie the score, then the game shall be considered a tie if not resumed; **4)** if one hour and 15 minutes of the time limit has been played. If a game has progressed beyond the 4<sup>th</sup> inning OR more than one hour and fifteen minutes have been played, and is called to due to rain or other acts of God and cannot be resumed, the final score will revert back to the previous completed inning.

Section 5.22 If the games is called due to rain or other acts of God and cannot be resumed and it is not determined to be a completed game as stated in Section 5.21, the game will start over from the beginning.

Section 5.23 The Home Association may postpone a game due to inclement weather prior to the game. In this event, the home team manager shall notify the visiting manager as early as possible. All other game stoppages due to weather conditions shall result in the game being delayed by the Umpire-in-Chief on the field of play, and ONLY the Home Association's Board Member on duty has the authority to officially postpone the game. Players, managers and coaches must report to the field of play to receive official confirmation of a game postponed by the Umpire-in-Chief. Failure to so report will result in a forfeit being declared.

Section 5.24 In the case of lightning, there will be a mandatory fifteen minute delay following a lightning strike in the area. The game time limit will be paused during any such delay. There will be a MAXIMUM of a 45 minute delay. If the game is not resumed within 45 minutes, the game will be postponed and follow the rules of a completed game as stated in section 5.21.

Section 5.25 The home team must contact by email the visitor within 7 days of the rainout and offer two dates. The visiting team must respond within nine (9) days of the rainout to the two (2) dates offered. Even with conflicts the game must be rescheduled within fourteen (14) days of the rainout. That does not mean played within fourteen (14) days just rescheduled for a later date. If neither team initiates a reschedule within the fourteen (14) day time frame, the game will go down as FORFEIT for both teams. A forfeit shall be recorded with a score of 7-0.

Section 5.26 If one (1) team is at fault for the game not being re-scheduled in the two (2) week period, that team will receive the forfeit. This will be determined by email dates and times. A forfeit shall be recorded with a score of 7-0.

Section 5.27 Whenever a game is played on a diamond with distance between bases is less than ninety (90) feet, the coaches boxes at first and third base shall be moved in towards home plate so to be in the same relative position with first and third base as on a regulation ninety (90) foot diamond.

## **Protesting**

Section 6.01 Umpires will work to settle all situations on the field. A protest can be made ONLY on pitching violations, rule interpretations/violations or player eligibility. No protest can be accepted when it involves a question of an umpire's judgment.

Section 6.02 The Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.

Section 6.03 All protests will be reported to the STLWAA board in a timely manner. The protest committee's rulings are final and there is no appeal.

Section 6.04 The protest committee for baseball shall be chaired by the current STLWAA Umpire-In-Chief of Baseball and consist of the current STLWAA baseball Commissioner(s); the protest committee for softball shall be chaired by the current STLWAA Umpire-In-Chief of Softball and consist of the current STLWAA softball Commissioner(s).

Section 6.05 Each protest must be submitted in writing and received by the STLWAA Commissioner, signed by the manager making the protest, within seventy-two (72) hours after the completion of the game, and accompanied by a protest fee of \$100.00. In the event the protest is disallowed, the fee shall not be refunded. In the event the protest is upheld, the fee shall be refunded.

Section 6.06 Whenever an alleged violation of a PLAYING RULE occurs during the progress of an official game during the regular season, or an official rescheduled game, the manager or a duly registered coach of the protesting team must call TIME and IMMEDIATELY notify the Umpire-In-Chief and the manager of the opposing team that the game is being continued "under protest". At this time, both managers and the Umpire-In-Chief must initial both scorebooks, noting where in the game the protest occurred. The protesting manager must send a photocopy of their



scorebook page of the game under protest along with their letter of protest to the STLWAA Commissioner. Failure of the protesting manager to comply EXACTLY with this section will nullify and render void any future protest regarding the alleged violation of playing rules referred to herein.

Section 6.07 In the event the protest referred to herein is withdrawn, and the Umpire-in-Chief is so informed by the protesting manager or coach making the original complaint on the field, there shall be no protest and such action will nullify and render void any future protest regarding the alleged violation of the rules referred to herein. The Umpire-in-Chief initials the score book at the point in the game where the protest is withdrawn.

Section 6.08 If, however, the protest is not withdrawn as described herein, it shall then become the obligation of ALL umpires working the game to submit, in writing, a detailed letter describing the situation(s) leading up to the point in the game where the protest occurred within twenty-four (24) hours after the game and immediately send it to the appropriate STLWAA Commissioner. It shall also become the obligation of the opposing manager to file a written report of the incident causing the protest with the STLWAA Commissioner within seventy-two (72) hours following the end of the game in which the alleged violation of the rules occurred.

Section 6.09 The protest committee, upon receiving the protest and written reports referred to in Sec. 7 herein, shall render its decision at the next regularly scheduled protest meeting.

### **Sportsmanship & Acts of Disbarment**

Section 7.01 All players and coaches will be expected to behave in a sportsmanlike manner at all times.

Section 7.02 Any player, coach, or parent / fan whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the park administrators, tournament officials and/or umpires. At team may be forced to forfeit, if necessary.

Section 7.03 Foul or abusive language will not be tolerated under any circumstances.

Section 7.04 Cursing, throwing equipment and coaches making a call prior to an umpires call will be an automatic ejection.

Section 7.05 If a coach is ejected from a game, they must sit out the remainder of that game and leave the field area. In addition, ejected coaches will be suspended for one additional game, to be served during the following game.

Section 7.06 A player ejected must sit out the remainder of that game.

Section 7.07 Should unsportsmanlike conduct occur during the last play of the game and/or after the completion of the game by any coach, player or spectator the coach, player or spectator will be ejected from the current game and must sit out the next league game they play.

Section 7.08 Anyone ejected may be asked to leave the park at the discretion of the Umpire or Park Administrator.

Section 7.09 The Manager of a team is responsible for the conduct of their players, coaches, and followers of the team. Failure of the manager to control or maintain proper conduct of their team players, coaches, and/or followers will result in the ejection of the manager from the game. Should a second ejection of any player or coach occur, the Umpire-in-Chief will declare a forfeit.

Section 7.10 All that is dishonorable, unsportsmanlike and unbecoming of a gentleman/lady is condemned. The use of intoxicants in any form or profane or vulgar language by players, managers, coaches, or league officials is strictly prohibited. This restriction applies to the field of play, the player's bench, or anywhere in close proximity to the field of play.

Section 7.11 Any player, manager, coach, or team guilty of conduct such as described in Sec. 7.10 here of SHALL BE REMOVED FROM THE GAME, AND FROM THE AREA SURROUNDING THE FIELD, AT THE DISCRETION OF THE UMPIRE-IN-CHIEF, AND SUCH PERSON MAY BE SUBJECT TO PROBATION OR SUSPENSION BY THEIR MEMBER ASSOCIATION. The Umpire-in-chief will submit a written report of the incident to the appropriate Commissioner of the STLWAA and the STLWAA Umpire-in-Chief within seventy-two (72) hours.

Section 7.12 Any manager, coach or player making contact with an umpire, whether unintentional or not, shall be suspended immediately for the remainder of the current game and the next two (2) games. The Umpire-in-Chief will submit a written report of the incident to the appropriate Commissioner of the STLWAA and the STLWAA Umpire-in-Chief within seventy-two (72) hours for review. If the contact is determined to be intentional, the manager, coach or play will result in a one (1) year suspension.

Section 7.13 Any manager or coach ejected from any two (2) STLWAA sanctioned league or tournament games during the season shall receive a two (2) game suspension immediately following the second such ejection. A third ejection in the same season will result in a one (1) year suspension. Suspensions may continue into the next season.

Section 7.14 A Manager, Coach, Player, Substitute, Attendant, or other bench personnel shall not:

- (a) Deliberately throw a bat, ball or helmet (Penalty, the umpire shall banish the offender from the field. Failure to comply shall result in the game being forfeited);
- (b) Call "Time" or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk (Penalty, the umpire shall banish the offender(s) from the field. Failure to comply shall result in the game being forfeited);
- (c) Use word or act to entice or try to entice spectators to demonstrations, or use profanity or remarks which reflect upon opposing players, umpires, or spectators (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense);
- (d) Enter the area behind the catcher while the opposing pitcher and catcher are in their positions (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeats the offense);
- (e) Use amplifiers, bullhorns, cowbell or any other artificial noisemaker on the bench, the playing field or anywhere around the playing field (i.e.; stands, etc.) during the course of the game is prohibited. (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeats the offense);
- (f) Maliciously run into a fielder who has the ball.
- (g) As a baseman, fake a tag upon a base runner without having possession of the ball (Penalty, Obstruction will be called, repeated violations of faking a tag without the ball will result in disqualification of the player);
- (h) Have any object in their possession in the coach's box other than a score book which shall be used for scorekeeping purposes only (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense);
- (i) Be outside the vicinity of the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box, or one of the players on defense (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense).

Section 7.15 Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets (including cloth and string types), necklaces or other cosmetic or decorative items that are hard. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible (Penalty, at the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected).

Section 7.16 Acts of disbarment include:

- (a) A physical attack on an umpire or other tournament official or Association Officer during a game or immediately following a game, played under the administration of the Association.
- (b) Player, coaches, manager, or sponsor threatening an umpire, tournament official, Association Director, or Association Officer.
- (c) Any officer, director, umpire, player, coach, manager, or sponsor fighting, using unsportsmanlike conduct or abusive tactics or derogatory or unbecoming acts that could be detrimental to the Association and not in the best interests of STLWAA Baseball or Softball.
- (d) By knowingly competing with or against illegal or suspended players.
- (e) By participating in or permitting a fraud to be perpetuated.
- (f) Any official of the Association who refuses to submit funds to the Association that is due to the Association.
- (g) Competing under an assumed name.
- (h) Submitting a check, for any reason, that cannot be negotiated for payment.
- (i) Purposely using false information to hurt the Association.
- (j) An illegal player may be suspended for one year.
- (k) Any STLWAA Baseball Officer, Director, umpire, or participant that is suspended for any reason, shall not be allowed to participate in any capacity within the Association, until such suspension has been lifted.

### **Umpires**

Section 8.01 A player, manager, coach and/or family thereof is prohibited from umpiring in any officially scheduled or rescheduled STLWAA league game in the league in which their team participates, or in any scheduled elimination or STLWAA Tournament game in which any team of their regular league participates. In the event that this necessity must occur, the Home Association shall notify the visiting team's manager before the start of the game. The visiting manager shall have the choice of where the umpire shall be stationed.

Section 8.02 Both STLWAA umpires should be dressed consistently on the field. Uniforms should include: shirts that are the same color (home association logo is optional), light gray, navy or black slacks or shorts. NO SHORT SHORTS OR GYM SHORTS ALLOWED. Black or navy ball caps with NO ADVERTISING other than Home Association logo.

EXCEPTION: A board member or other park representative that must umpire in the absence of a scheduled umpire may wear alternative attire.

Section 8.03 Plate umpires are to wear protective gear, including but not limited to face mask, shin guards, chest protector or similar functioning equipment that is to be furnished by home association.

# Baseball Rules

## General

Section 9.01 Playing rules not specifically covered herein shall follow the Official Rules of Baseball (National League) as published by the Sporting News.

Section 9.02 In ages 5U-18U, any player who before May 1<sup>st</sup> of the current season reaches the below listed birthday (B) is not eligible to participate in that division (A).

<u>A</u>	<u>B</u>
Age Division	Birthday
5U	Sixth
6U	Seventh
7U	Eighth
8U	Ninth
9U	Tenth
10U	Eleventh
11U	Twelfth
12U	Thirteenth
13U	Fourteenth
14U	Fifteenth
15U/16U	Seventeenth
17U/18U	Nineteenth

## Section 9.03 Field Dimensions

Division	Bases	Pitching
8U	55'	40' (Machine) 8' circle around the pitching machine
9U	65'	44' (Must have regulation dirt or catalog mound)
10U	65'	46' (Must have regulation dirt or catalog mound)
11U	70'	50' (Must have regulation dirt or catalog mound)
12U	70'	50' (Must have regulation dirt or catalog mound)
13U	80'	54' (Must have regulation dirt or catalog mound)
14U (Green)	80'	54' (Must have regulation dirt or catalog mound)
14U (White/Red/Blue)	90'	60'6" (Must have regulation dirt or catalog mound)
15U/16U	90'	60'6" (Must have regulation dirt or catalog mound)
17U/18U	90'	60'6" (Must have regulation dirt or catalog mound)

## Section 9.04 Length of Game Run Differential (Mercy Rule)

7 Inning Game 15 runs after 4 innings

7 Inning Game 10 runs after 5 innings

## Equipment

Section 10.01 All players must be fully uniformed, which includes the following: baseball pants, socks, baseball cap, and team jersey with numbers that are non-duplicating at least three inches (3") in height.

Section 10.02 While in the field, as a defensive player, baseball caps must be worn.

Section 10.03 Metal spikes are prohibited in age divisions 12U and below.

Section 10.04 Metal spikes are prohibited on portable mounds at any age.

Section 10.05 All bat boys / girls must wear a double-ear batting helmet when outside the dugout.

Section 10.06 The catcher must wear all appropriate protective gear: protective catcher's helmet with face mask and throat guard, chest protector, shin guards and protective cup.

Section 10.07 In age divisions 14U and below the catcher's protective helmet must fully cover both ears.

Section 10.08 Only baseball bats may be used in baseball games. Softball bats, T-ball bats and "coach pitch" bats are not allowed. The first infraction for a non-baseball bat being used in a game will result in the bat being removed from the game and the batter being called out. The second and subsequent infractions by the same team will result in the manager being ejected. Bat restriction violations are not the responsibility of the umpire to notice. Bat restriction violations are the responsibility of the opposing team to bring to the attention of the umpire as an appeal.

**Section 10.09** The official baseball bat shall be round in cross section for the entire length of the bat, straight in length from end to end, and smooth surfaced in the hitting area. The maximum diameter is two and three quarters inches (2 3/4") and the maximum length is thirty-six inches (36"). Any material to improve the grip may be used for a distance not to exceed eighteen inches (18") from the handle end. The bat shall be constructed of wood, aluminum, or any other material or combination of materials. **All non-wooden bats are required to be stamped with a manufacturers "BPF 1.15" rating stamp. There will NOT be drop/ weight restrictions for all ages except 15U and above.** BBCOR bats are also acceptable. In addition all bats for ages 15U and above must conform to the Missouri State High School Activities Association (MSHSAA) bat limitations. The MSHSAA regulations are the sole discretion of that body and are subject to change at any time without notice from STLWAA. **Violators of this section will be subject to the same penalties as described in section 10.08.**

### Pitching

Section 11.01 In all divisions free substitution shall prevail except as restricted at the pitcher's position. A player may be removed from a defensive position at any time and may re-enter the game at that position or any other position, except pitcher at any time and as often as desired. Once a pitcher is removed from the pitching position he may not pitch again in that game.

Section 11.02 For all cumulative totals in this rule, one (1) out equals one third (1/3) of an inning, two (2) outs equal two-thirds (2/3) of an inning and three (3) outs equal a full inning. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire. PENALTY: Any violation of pitching limitations shall result in immediate forfeiture of the game. This may be done at any point after an illegal out has been made while the pitcher in violation is in the game and in the pitching position.

Section 11.03 Pitching Chart:

The number in this column represents the most innings a pitcher can pitch in one game/one day. NOTE: This is to be interpreted as the number of innings a pitcher would be able to throw in a single game.

Innings per game:

9U	3
10U	4
11U	4
12U	5
13U	5
14U	7
High School	Unlimited

Section 11.04 In all age divisions an intentional walk may take place by announcement from the catcher or pitcher. BASEBALL ONLY

Section 11.05 5 pitches allowed as warm-up in between innings, not to exceed 1 minute. In the event the catcher is not ready, coach will need to warm up pitcher.

### **Balks**

Section 12.01 In age divisions 10U and below, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play. In all other divisions, balks will be strictly enforced without warning.

### **Trips (Visits) To the Mound**

Section 13.01 When a team is charged with its second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

### **8U Machine Pitch**

Section 14.01 Two (2) umpires will be used, one behind the plate calling strikes and the other in the field.

Section 14.02 A machine power/mechanical failure will be handled the same as a rain out.

Section 14.03 The umpire with the agreement of both managers will set the adjustment of the machine. If an agreement cannot be reached, the umpire will set the pitching machine. The speed setting will be checked after every (1/2) inning by the plate or field umpire. If the machine is not properly adjusted, then the umpire can immediately readjust it.

Section 14.04 The pitching distance will be measured from the discharge, in front of the wheel. They may position the pitcher on either side of the eight foot (8') diameter circle BUT not in front of the forty foot (40') pitching distance; the defensive player playing the pitcher's position must have one foot INSIDE the circle at the time the ball is pitched. Player may leave the circle once the ball has left the machine.

Section 14.05 A team may only play ONE defensive player at the pitcher position.

Section 14.06 The manager/coach will drop the ball into the machine for their own team when it is their turn at bat.

Section 14.07 The coach dropping the balls into the pitching machine cannot leave the immediate area of the pitching machine. (The coach may not run with the base runners coaching them and confusing the defense). Base runners are to be coached by the first and third base coaches only.

Section 14.08 Before dropping the ball into the machine the manager/coach will hold the ball over their head, and make eye contact with the batter.

Section 14.09 The machine and safety screen, if used, will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the eight foot (8') circle it will be considered out of play and runners will be awarded one base. **Note: Machine is considered the pitching rubber for the purpose of applying the rule. Therefore, if the ball hits the machine and rolls foul before being touched by another player and before passing either first or third base, it is a foul ball.**

Section 14.10 If the offensive manager/coach deliberately hinders the defensive team in fielding a batted ball, the batter is declared out.

Section 14.11 No walks or hit batsmen allowed; hits and strikeouts only. Strikes can be called or swinging.

Section 14.12 No bunting allowed.

Section 14.13 The catcher need not hold the ball on the third strike.

Section 14.14 Infield fly rule is not in effect.

Section 14.15 When a batted ball hit out of the infield is returned to and is in the possession of an infielder, the pitcher or the catcher, the runners may not advance past the base they are running to.

Section 14.16 No leadoffs or base stealing is allowed. PENALTY: Runners caught leading off shall be declared out. Runner must keep their foot on the base until the ball is hit.

Section 14.17 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the seventh (7th) run is attained from continuous play, only the seventh (7th) run shall be the last counted.

### **9U Special Rules**

Section 15.01

(a) GREEN, & WHITE DIVISIONS: No base stealing is allowed. Base runners MUST hold the base until the ball is HIT or the runner is forced to advance. Penalty for violation - runner is declared OUT.

(b) BLUE & RED DIVISIONS: Base stealing and lead offs of all bases are allowed EXCEPT HOME BASE, unless there is a deliberate attempt to throw out the base runner at third. Runner may not take home on a passed ball or wild pitch."

Section 15.02

(a) GREEN & WHITE DIVISIONS: Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out".

(b) BLUE & RED DIVISIONS: The batter is NOT automatically declared "out" on a dropped third strike.

Section 15.03 Balks may be announced, but no penalty shall be assessed, no runner may advance and no out shall occur. If called, the umpire may indicate to the offender the purpose of the call.

Section 15.04 Five (5) run limit per half inning or three (3) outs whichever comes first.

Section 15.05 There shall be NO infield fly rule at ANY level of 9u baseball.

### **10U Special Rules**

Section 16.01 One (1) balk warning per pitcher.

Section 16.02 A Five (5) run limit per half inning or three (3) outs whichever comes first.

### **11U Special Rules**

Section 17.01 A Five (5) run limit per half inning or three (3) outs whichever comes first.

Section 17.02

(a) RED, WHITE, and GREEN DIVISIONS: A Seven (7) run limit per half inning or three (3) outs whichever comes first.

(b) BLUE DIVISION ONLY: No run limit per half inning. Play three (3) outs.

### **12U – 14U Special Rules**

Section 18.01 GREEN DIVISIONS ONLY: A Seven (7) run limit per half inning or three (3) outs whichever comes first.

### **HIGH SCHOOL Special Rules**

Section 19.01 Any ejected player must sit out the NEXT scheduled game in its entirety, in addition to the game they were ejected from.



# Softball Rules

## **General**

Section 20.01 All softball games of the St. Louis West Athletic Association (STLWAA) shall be governed by the current edition of the Official Softball Playing Rules as adopted by the Amateur Softball Association of America (mid-year interpretations do not apply), except as modified by the following sections.

Section 20.02 Free substitution shall prevail in all divisions. A player may be removed from a defensive position at any time and may re-enter the game at that position or any other position, at any time and as often as desired except for when a Manager and/or Coach makes two (2) trips to the mound to the same pitcher in the same inning, the pitcher must be removed from pitching “for that inning”.

Section 20.03 Only softball bats may be used in softball games. Baseball bats, T-ball bats and “coach pitch” bats are not allowed. The first infraction for a non-softball bat being used in a game will result in the bat being removed from the game and the batter being called out. The second and subsequent infractions by the same team will result in the manager being ejected. Bat restriction violations are not the responsibility of the umpire to notice. Bat restriction violations are the responsibility of the opposing team to bring to the attention of the umpire as an appeal.

Section 20.04 All batting helmets shall be NOCSAE approved but are NOT required to have chinstraps or face guards.

Section 20.05 5 pitches allowed as warm-up in between innings, not to exceed 1 minute. In the event the catcher is not ready, coach will need to warm up pitcher. (ASA Rulebook)

Section 20.06 If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter. (ASA Rulebook)

Section 20.07 If the ball slips from the pitcher’s hand during delivery, a ball is declared on the batter, the ball will remain live and the runner(s) may advance at their own risk. (ASA Rulebook)

Section 20.08 Length of Game Run Differential (ASA Rulebook)

7 Inning Game 15 runs after 3 innings  
7 Inning Game 12 runs after 4 innings  
7 Inning Game 8 runs after 5 innings

## **8U Division**

Section 21.01 Mercy rule for 8u shall be fifteen (15) runs ahead after four (4) innings and ten (10) runs ahead after five (5) innings.

Section 21.02 Two (2) umpires will be used, one behind the plate calling strikes and the other in the field.

Section 21.03 A team shall field ten (10) defensive players. The players should be placed in the field in the following positions: one (1) pitcher, one (1) catcher, four (4) infielders and four (4) outfielders.

Section 21.04 A proper pitching machine that pitches the ball similar to a softball style pitch shall be used in all official games.

Section 21.05 A machine power/mechanical failure will be handled the same as a rain out.

Section 21.06 The umpire with the agreement of both managers will set the adjustment of the machine. If an agreement cannot be reached, the umpire will set the pitching machine. The speed setting will be checked after every (1/2) inning by the plate or field umpire. If the machine is not properly adjusted, then the umpire can immediately readjust it.

Section 21.07 The pitching distance will be measured from the discharge, in front of the wheel. They may position the pitcher on either side of the eight foot (8') diameter circle BUT not in front of the thirty two foot (32') pitching distance; the defensive player playing the pitcher's position must have one foot INSIDE the circle at the time the ball is pitched. Player may leave the circle once the ball has left the machine.

Section 21.08 A team may only play ONE defensive player at the pitcher position.

Section 21.09 The manager/coach will drop the ball into the machine for their own team when it is their turn at bat.

Section 21.10 The coach dropping the balls into the pitching machine cannot leave the immediate area of the pitching machine. (The coach may not run with the base runners coaching them and confusing the defense). Base runners are to be coached by the first and third base coaches only.

Section 21.11 Before dropping the ball into the machine the manager/coach will hold the ball over their head, and make eye contact with the batter.

Section 21.12 The machine and safety screen, if used, will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the 8' circle it will be considered out of play and runners will be awarded one base. **Note: Machine is considered the pitching rubber for the purpose of applying the rule. Therefore, if the ball hits the machine and rolls foul before being touched by another player and before passing either first or third base, it is a foul ball.**

Section 21.13 If the offensive manager/coach deliberately hinders the defensive team in fielding a batted ball, the batter is declared out.

Section 21.14 No walks or hit batsmen allowed; hits and strikeouts only. Strikes can be called or swinging.

Section 21.15 No bunting allowed.

Section 21.16 The catcher need not hold the ball on the third strike.

Section 21.17 Infield fly rule is not in effect.

Section 21.18 When a batted ball hit out of the infield is returned to and is in the possession of an infielder, the pitcher or the catcher, the runners may not advance past the base they are running to.

Section 21.19 No leadoffs or base stealing is allowed. PENALTY: Runners caught leading off shall be declared out. Runner must keep their foot on the base until the ball is hit.

Section 21.20 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the seventh (7th) run is attained from continuous play, only the seventh (7th) run shall be the last counted.

## **9U Division**

Section 22.01 A team shall field ten (10) defensive players. The players should be placed in the field in the following positions: one (1) pitcher, one (1) catcher, four (4) infielders and four (4) outfielders.

Section 22.02 No Illegal pitches shall be called.

Section 22.03 The catcher need not hold the ball on the third strike. The batter is out and runners may not advance.

Section 22.04 Bunting is allowed. (ASA Rulebook)

Section 22.05 Infield fly rule is not in effect.

Section 22.06 When a batted ball in play is returned to the pitcher in the pitching circle (an eight (8) foot radius around the pitching rubber), the runners may not advance past the base they are running to at the time the pitcher gains possession of the ball in the pitching circle. If the pitcher is outside the circle, the runners may advance at their own risk.

Section 22.07 Stealing is not allowed. Runners are allowed to have a reasonable lead after the pitcher releases the ball. The catcher is allowed to pick runners off base.

Section 22.08 After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, only the fifth (5th) run shall be the last counted.

### **10U Division**

Section 23.01 Illegal pitches, as defined in ASA Official Rulebook, will be called by umpire(s).

- A verbal warning will be given to the pitcher on the first offense.
- Second and subsequent offenses will result in a ball on the batter.

Section 23.02 The catcher need not hold the ball on the third strike. The batter is out and runners may not advance.

Section 23.03 Stealing is allowed, one base per pitch except home plate.

(a) Runner may advance to home plate on a pick-off attempt at third (3rd) base by the catcher or any other fielder, but not on a passed ball or wild pitch. The runner remains liable to be put-out if they come off the base. If the runner advances home safely on a pick-off attempt, they will be allowed to return to third (3rd) base, and no run or out will be counted.

(b) A batter who receives a base on balls cannot advance past first (1st) base until the pitcher delivers the next pitch.

Section 23.04 Continuous walks are allowed. (ASA Rulebook)

Section 23.05 Look back rule is in effect. (ASA Rulebook)

Section 23.06 After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, only the fifth (5th) run shall be the last counted.

Section 22.07 Infield fly rule is not in effect.

## **12U – 14U Divisions**

Section 24.01 Illegal pitches, as defined in ASA Official Rulebook, will be called by umpire(s).

- A verbal warning will be given to the pitcher on the first offense.
- Second and subsequent offenses will result in a ball on the batter and the runners advance one (1) base.

Section 24.02 Drop third strike is in effect.

Section 24.03 Infield fly is in effect.

Section 24.04 Stealing is allowed.

Section 24.05 Continuous walks are allowed. (ASA Rulebook)

Section 24.06 Look back rule is in effect. (ASA Rulebook)

Section 24.07 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the seventh (7th) run is attained from continuous play, only the seventh (7th) run shall be the last counted.

Section 24.08 Metal spikes are allowed for 14U Divisions.

## **16U – 18U Divisions**

Section 25.01 Metal spikes are allowed.

Section 25.02 Illegal pitches, as defined in ASA Official Rulebook, will be called by umpire(s).

- A verbal warning will be given to the pitcher on the first offense.
- Second and subsequent offenses will result in a ball on the batter and the runners advance one (1) base.

Section 25.03 Drop third strike is in effect.

Section 25.04 Infield fly is in effect.

Section 25.05 Stealing is allowed.

Section 25.06 Continuous walks are allowed. (ASA Rulebook)

Section 25.07 Look back rule is in effect. (ASA Rulebook)

Section 25.08 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the seventh (7th) run is attained from continuous play, only the seventh (7th) run shall be the last counted.

Softball

Age	Pitching Restrictions	Illegal Pitch	Infield Fly Rule	Bunting	Runs Per Inning	Stealing	Drop 3 <sup>rd</sup> Strike	Spikes	Pitching / Bases
8U Machine *	N/A	N/A	No	No	7	No	Out	No	32'/55'
9U	None	No	No	Yes	5	No	Out	No	35'/60'
10U	None	Yes	No	Yes	5	Yes**	Out	No	35'/60'
12U	None	Yes	Yes	Yes	7	Yes	Yes	No	40'/60'
14U	None	Yes	Yes	Yes	7	Yes	Yes	Yes	43'/60'
16U	None	Yes	Yes	Yes	7	Yes	Yes	Yes	43'/60'
18U	None	Yes	Yes	Yes	7	Yes	Yes	Yes	43'/60'

\* 8U - NO WALKS OR HIT BATSMEN ALLOWED; HITS AND STRIKEOUTS ONLY. STRIKES CAN BE CALLED OR SWINGING.

\*\* 10U – Stealing is allowed EXCEPT for home base.

Baseball

Age	Innings Pitched Per Game	Balk	Infield Fly Rule	Bunting	Runs Per Inning	Stealing	Drop 3 <sup>rd</sup> Strike	Spikes	Pitching / Bases
8U Machine *	N/A	N/A	No	No	7	No	Out	No**	40'/55'
9U A/AA (White/ Green)	3	No***	No	Yes	5	No	Out	No**	44'/65'
9U AAA (Blue/Red)	3	No***	No	Yes	5	Yes	Yes	No**	44'/65'
10U	4	Yes****	Yes	Yes	5	Yes	Yes	No**	46'/65'
11U (Green/White/Red) 11U (Blue)	4	Yes	Yes	Yes	7 None	Yes	Yes	No**	50'/70'
12U (Green) 12U (Blue/Red/White)	5	Yes	Yes	Yes	7 None	Yes	Yes	No**	50'/70'
13U (Green) 13U (Blue/Red/White)	5	Yes	Yes	Yes	7 None	Yes	Yes	Yes**	54'/80'
14U (Green)	7	Yes	Yes	Yes	7	Yes	Yes	Yes**	54'/80'
14U (Blue/Red/White)	7	Yes	Yes	Yes	None	Yes	Yes	Yes**	60'6"/90'
15U	Unlimited	Yes	Yes	Yes	None	Yes	Yes	Yes**	60'6"/90'
16U	Unlimited	Yes	Yes	Yes	None	Yes	Yes	Yes**	60'6"/90'
18U	Unlimited	Yes	Yes	Yes	None	Yes	Yes	Yes**	60'6"/90'

\* 8U - NO WALKS OR HIT BATSMEN ALLOWED; HITS AND STRIKEOUTS ONLY. STRIKES CAN BE CALLED OR SWINGING.

\*\* PITCHERS NOT ALLOWED TO WEAR METAL SPIKES ON PORTABLE MOUNDS AT ALL AGE LEVELS

\*\*\* 9U – Balks are announced but no penalty assessed – no runner may advance or be called “out” due to a balk.

\*\*\*\* 10U – Each pitcher is given one warning on a balk.