

TOPSAIL BALL CLUB
BASEBALL PROGRAM
Local Option Rules
Effective May 3, 2010

GENERAL INFORMATION

1. The Local Option Rules, the Individual League Ground Rules, and the Rules of Babe Ruth Baseball (collectively referred to "the Rules") have been developed by the Topsail Ball Club and approved by the Board of Directors ("the Board"). The Rules are designed to enhance the baseball experience for league participants.
2. When in conflict, the Rules are to be enforced in the following order:
 - A. The Local Option Rules; then
 - B. The Individual League Ground Rules; then
 - C. The Rules of Babe Ruth / Cal Ripken Baseball
3. Any situation that is not covered by the Rules should first be presented to the league commissioner for interpretation and a ruling.

GROUND RULES FOR ALL LEAGUES

1. The only individuals authorized to be inside the fences during play are:
 - A. Players listed on the official roster of each team;
 - B. The manager of each team;
 - C. The coaches (two [2] per team);
 - D. The score keeper of each team;
 - E. The umpire(s); and
 - F. One (1) bat boy or bat girl per team.
2. The visiting team will occupy the first base dugout.
3. The home team will occupy the third base dugout.

4. Each coaching staff has the responsibility to clean their dugout after each game. This is an important responsibility that the TBC Board and the Board take seriously. Repeated violations of this rule by a particular coaching staff will result in a team sanction deemed appropriate by the TBC Board. **The last “Home Team” playing a game on a given day is responsible for the removal of trash from the field.**
5. Each manager and coach is to wear a shirt and hat that identifies them with their team. Coaches may not alter their uniform in any manner.
6. Teams are required to wear the uniform issued by the league. The league issued uniforms may not be altered in any way.
7. Practice times will be allocated to all teams during the team assignment process.
8. In order to maintain and prepare fields for play, each field to be used for league play on a particular day is closed until all games planned for that day have been played.
9. The first “Home Team” playing a game at a given field on a given game day is responsible for field setup including lining the baseline and batters box. Every effort should be made to prepare the field for play no less than 20 minutes prior to the start of the game to allow each team to take infield practice prior to the start of the game. This may involve asking the visiting team for assistance.
 - The home team shall supply 3(2 in most cases) new balls for each game. Balls shall be presented by the home team coach to the head umpire. Following the game, the head coach is responsible for getting the balls back from the Umpire and placing them in his/her practice bag.
10. The umpire is to call a ground rule double on any batted fair ball that:
 - A. Gets caught in a sign, advertisement or wind screen located on the inside of the outfield fence; or
 - B. Otherwise gets caught in or rolls under the outfield fence.
11. The umpire is to call a home run on any batted fair ball that either:
 - A. Lands beyond the outfield fence.

12. Speed up rules will be used in all league games as follows:
 - A. There will be no throwing the baseball around the infield after an out.
 - B. A new pitcher starting an inning, or replacing a pitcher, will be limited to six (6) warm-up pitches. Continuing pitchers get six (6) warm-up pitches to start an inning.
 - C. The "Catcher speed up rule" shall be observed to allow catchers time to put on protective equipment without delaying the game. Any player scheduled to play catcher when the defense next takes the field, which is on base when his team has two outs, shall be replaced with another runner. The replacement runner shall be the last player called out (i.e. the player that made the 2nd out).
13. When batting, each team is granted one conference per inning between a member of the coaching staff and a batter and/or base runner(s). The umpire shall deny any subsequent request for a conference in that inning.
14. Any individual including a player, manager, coach or score keeper who the umpire(s) see(s) throwing equipment in a manner the umpire(s) deem(s) to be in anger or that poses danger to any other individual is to be immediately ejected.
15. Any manager, coach, player or score keeper ejected from a game is ineligible to participate in the next scheduled game including post season tournament games. Any manager, coach, player or score keeper ejected from two (2) games during the season is suspended until such time as the Board may reinstate them. A request for reinstatement must be submitted in writing to the Board and contain the following:
 - A. The individual's name;
 - B. The name of the individual's team and the league in which they play;
 - C. The date of each ejection;
 - D. The name of the manager of the opponent being played at the time of each ejection;
 - E. The name (if known) of each umpire who ejected the individual;

- F. A description of the event(s) that led up to each ejection including the name(s) and phone number(s) of any witness(es) who can substantiate the individual's description of the event(s) leading up to each ejection;
- G. The reason(s) why the individual should be reinstated; and
- H. Be signed and dated by the individual. If the request for reinstatement is made on behalf of a player then it must be signed by the player's parent(s) or legal guardian(s).

Upon receipt of the request for reinstatement the Board may either schedule a hearing before the Board or summarily reject or accept the request without a hearing.

- 16. Players, coaches, and managers shall shake hands with the opposing team immediately following each game.
- 17. The managers in the Babe Ruth, Minor League, the Major League, and the Machine Pitch (Rookie) League shall confirm the final score with the head umpire following each game. **The home team must have the score book signed by the head Umpire.**
- 18. Each team will immediately clean and leave the dugout and playing field after their games are completed in situations where another game is scheduled to immediately follow on the field.
- 19. Players, managers, coaches, score keepers, and bat boys or bat girls are prohibited from using and/or consuming alcoholic beverages or illegal drugs immediately before or while at league practice or game times. Violation(s) of this rule will result in the immediate indefinite suspension of the individual. A request for reinstatement must be submitted in writing to the Board President.
- 20. The Topsail Ball Club expects and demands that all league participants and fans conduct themselves in a sportsmanlike manner. Any fan(s) deemed to be acting in an unsportsmanlike manner by an umpire or league official will receive one warning to discontinue the objectionable conduct. If the unsportsmanlike conduct continues, the fan(s) will be asked to leave the TBC baseball facility.
- 21. Refusing to play a game for any reason (except for a hazardous situation approved by the Umpire or League commissioners) results in a forfeit for the team refusing to play. The manager of a team that is unable to play a scheduled game has the responsibility to notify both the opposing manager and their League Commissioner that their team is unable to play at least twenty-four (24) hours prior to the scheduled start of the game.

Failure to do so will result in a one (1) game suspension of the offending manager.

22. In the event of inclement weather or darkness, the head umpire, the baseball commissioner, or league president will announce the suspension of play. Games which have reached the required number of innings will be final at that point if both teams have had equal number of at bats (if the home team is behind). Games that are required to be resumed will be done so at the point where it was suspended. Line-ups will remain the same and the game will be continued on the same scoresheet in the scorebook. If an inning was not completed, outs and baserunners will be recorded and replicated in the resumed game. If a player is absent from the resumed game, he/she can be replaced by any available player. The only exception is that a replaced pitcher cannot re-enter a resumed game as a pitcher. Weekly pitching limits will NOT count in a resumed game. Resumed games will only go until the minimum inning requirement is reached to make the game official (for instance, if the game was suspended in the top of the 5th inning, the game will be considered official after the home team bats in the 5th inning and one team is ahead in score)
23. In the case of lightning or other dangerous weather conditions, players, coaches, and spectators will be asked to leave the park until play can be safely resumed.
24. **No person may sit or stand behind the backstop.**
25. At the discretion of the TBC board of directors, a situation may arise requiring disciplinary action of a coach, player, parent, etc. In such situations, the board will first issue a warning. In the event of a second occurrence, the offender will be suspended for one (1) game. In the event of a third occurrence, the offender will be suspended for the remainder of the season. A request for reinstatement must be submitted in writing to the TBC Board.
26. The game week for all leagues begins on Monday and ends on the following Sunday. This applies specifically to the tracking of the number of innings pitched by a pitcher.
 - A. Players/Pitchers participating in other leagues shall not have innings pitched in those leagues counted against their eligible number of innings with TBC.
 - B. Teams that play scrimmages or out of conference games shall not have innings pitched in those games counted against their eligible number of innings with TBC.

NOTE: If each case above, coaches are strongly encouraged to exercise

discretion regarding the total number of innings pitched per week by an individual player and to always error on the side of safety.

27. **No pets of any kind are allowed at any of the fields during TBC practices or games.**
28. **Use of profanity, smoking and all tobacco products are strictly prohibited at all TBC practices and games.**
29. Please only park on the paved areas at Kiwanis Park.
30. In leagues with a continuous batting order, if a player that has batted leaves early or otherwise does not complete his turns at bat for any reason, an out will be recorded for each at bat not completed.
31. There is no dropped 3rd strike or infield fly rule in rookie or minor leagues.

FORFEITS

Each team must have at least eight players in order to have an official game. If one team is unable to field a team with at least eight players **by game time**, then the other team wins the game by forfeit. In the interest of giving the players that show up the opportunity to play, the game may proceed, however, game time is forfeit time even if players show up late. If both teams are unable to field a team with at least eight players, then both teams are given a loss in the league standings. If both teams are unable to field a team with at least eight players in the post season tournament then both teams are eliminated from the post season tournament.

The TBC board recognizes that many teams have a limited permanent roster. In the interest of avoiding forfeits, forced outs and giving the kids an opportunity to play, the “call up” rule will be in effect. Teams which have at least six (6) players from the team’s permanent roster available may “call up” players from the league directly below (i.e. a major league team may call up players from a minor league team etc.). In these cases, the following rules apply:

1. Called up players are not to be played, unless the number of players available from the team’s permanent roster drops below 9 players (i.e. due to absence or injury). Called up players may not take the place of roster players that are present. Specifically, called up players may not take the spot of an available roster player unless there is an illness or injury. For Rookie → Babe Ruth, the called up player must be listed in the continuous batting order.
2. Called up players may not miss a game from their primary team in order to play on another team.
3. Called up players must have parental permission to play up.

4. Called up players may not participate as pitchers except in the case of Rookie players called up to Minor League.
5. Called up players must be part of the continuous batting order. (Rookie –through Babe Ruth League).
6. The minimum play rules do not apply to called up players. That is to say there is no requirement to ensure that called up players receive playing time.

PRE-GAME

Managers (or designated team score keeper) are to exchange line-ups at the pre-game meeting with the umpire. Each team's line-up should include all players who are present and provide each player's first and last names as well as each player's number.

The following rules apply to players arriving to a game after the official start time:

- For T-Ball, Machine Pitch, Minor, Major and Babe Ruth any player that a coach believes will show up late may be placed on the line-up prior to the start of the game. Since a continuous batting order is required for these leagues, the player must show up by the time of the player's first turn at bat. If the player has not arrived by his/her first bat, the player is no longer eligible for that game and is removed from the line-up. The team is not required to take an out.

See the TEAM OFFENSE rules for each specific league for other details.

Infield may only be taken when there is sufficient time for both teams to take infield. Both teams are to be allotted the same amount of time (not to exceed ten [10] minutes each) for infield with the visiting team taking infield first. When possible, managers should get permission and instructions from the umpire prior to taking infield.

The "visiting" team will take the field for the first warm-up session. The home team will take the field for the second warm-up session and remain on the field for the beginning of the first inning. The visiting team has the first bat.

TOURNAMENT TEAMS (All leagues above T-Ball)

At the end of the TBC season, each league will create a tournament team consisting of up to 15 players drawing upon all of the available players in that league. All applicable Cal Ripken/Babe Ruth rules relative to tournament teams will apply.

The head coach from each team should survey the players on their team to determine whether those players (and their parents) are available and supportive

of play which may extend into the late summer, require intensive practice schedules and involve travel throughout the state.

Based upon player availability and performance, each coach is to provide the league commissioner up to five (5) team member names for tournament team consideration. These names must be provided to the league commissioner by May 15th.

The league commissioner is responsible for convening a meeting involving all league head coaches in order to reach agreement on no less than 12 and no more than 15 players. At the end of the season, the manager (head coach) from the regular season champion will be asked to be coach the tournament team. In the event this coach is unavailable/unwilling, then the coach of the season ending tournament championship is the second choice. Tournament runner up is the third choice.

In addition to the players selected through agreement of the league coaches, the tournament team manager may add an additional three (3) players to the tournament team at their discretion. These members must come from the list of players submitted by the league coaches. In any event, the number of All-Stars may not exceed 15. Any exceptions must be approved by the league commissioner.

In the event that a selected player becomes unavailable, the player will be replaced using the same rules in the preceding paragraph.

TOPSAIL BALL CLUB

BASEBALL PROGRAM

Ground Rules for Tee Ball

THE TEE

The home team is responsible for supplying a league issued Tee for all league games.

REGULATION GAME

Regulation games are one 1-hour or six (6) innings, whichever occurs first. No new inning will begin if the final out of the preceding inning is recorded after fifty-five (50) minutes. A complete final inning will be played regardless of the time frame. The umpire will keep the official game time.

THREE OUT RULE

Each half inning shall consist of three outs. However, if all players of the team at-bat have batted prior to the third out (in a given inning), that team's at-bat is terminated.

NO OFFICIAL SCORE TO BE KEPT

The Tee Ball League is designed to introduce children to baseball. It is the position of the TBC Board that keeping score in the Tee Ball League is detrimental to the primary focus of teaching baseball fundamentals. There are no regular season standings in the Tee Ball League.

TEAM DEFENSE

There is no restriction on the number of players each team can use in the field while on defense. Therefore, managers are encouraged to play all of their players in the field. A team must use a pitcher, a catcher and four (4) infielders with the remaining players placed in the outfield. Prior to the ball being hit:

- A. The pitcher must have at least one foot on the pitcher's mound (or circle).
- B. The catcher must wear a protective helmet and mask and be positioned behind home plate;
- C. The four (4) infielders must be positioned behind the baseline that runs between the bases; and
- D. The outfielders must be positioned in the outfield grass.

Players must attempt to throw the baseball when making a play. Rolling the baseball underhand or throwing the baseball overhand so that it bounces several times and/or rolls is prohibited (the desire is to teach the correct method). The umpire will warn managers and players once whenever the umpire believes this rule is being violated. Continued violation of this rule after the warning will result in the umpire calling the player(s) safe who would have otherwise been out.

Managers are encouraged to teach their players to attempt to make a play. Teaching or allowing players to run long distances to tag a runner is discouraged. For example, it is inappropriate for a pitcher to field a ground ball on the third base side of the pitching mound and then run over to tag the batter as they are running down the first base line. The umpire will warn managers and players once whenever the umpire believes this rule is being violated. Continued violation of this rule after the warning will result in the umpire requiring the offending manager to move the offending player to a different position on defense and calling the player(s) safe who would have otherwise been out.

The manager and both coaches may position themselves in the outfield grass to help instruct and teach their players while on defense.

TEAM OFFENSE

All teams in the Tee Ball League will use a continuous batting order. If a player is not present when the game begins then their name (spot in the line-up) will not be listed in the line-up. Any player(s) arriving after a game has begun will be inserted at the end of the line-up. It is the intent of this rule to equalize the number of at-bats each member of a team has throughout the Tee Ball League season.

Players are given three strikes. Hitting the Tee but missing the baseball is a strike. A player cannot foul out unless a foul ball is caught in the air by a defensive player. The height of the Tee may be adjusted for each player. Batters must be positioned within the batter's box. Adjusting a batter's stance so that their feet and shoulders are more parallel to one of the base lines is discouraged as it is the position of the TBC Board that players in the Tee Ball League will develop better hitting skills if they are taught to use a more normal relatively square stance. Directional hitting can be accomplished by placing the batter either up or back within the batter's box.

The hitter and base runner(s) may advance at their own risk one base after an infield error occurs when the ball is hit in the infield. The defensive team may attempt a play on the advancing base runner after the first infield error. However, the advancing base runner must stop at the next base even if a second infield error occurs. For example, if a hitter hits the ball to the pitcher who throws the ball over the first baseman's head, then the hitter may advance at their own risk no further than second base. The ball is dead when it is returned to the pitcher and they are in the immediate area of the pitcher's mound (circle).

If a ball is hit to the outfield grass, the runner(s) may advance as many bases as they can at their own risk until the ball is controlled by an infielder while on the infield.

PLAYER MINIMUM PLAY RULE

As all players present are allowed to play in the field while on defense and each player present is to be included in each team's continuous batting order, the Player Minimum Play Rule is inapplicable in the Tee Ball League.

PLAYER SUBSTITUTION RULE

This rule is inapplicable in the Tee Ball League as all players are allowed to play defense and each team has a continuous batting order.

STEALING OR LEADING OFF BASE

Stealing or leading off base is prohibited. Runners cannot leave base until the batter hits the ball.

MERCY RULE

As no official score is kept, the ten run mercy rule does not apply in the Tee Ball League.

TIE GAMES

As no official score is kept, there are no tie games in the Tee Ball League.

PROTESTS

As no official score is kept, there are no protests in the Tee Ball League.

FORFEITS

As no official score is kept, there are no forfeits in the Tee Ball League. If a team has fewer than eight players then the managers may agree to either not play the game or to share players and play a scrimmage game. Forfeited games will not be rescheduled.

MAKE-UP GAMES

The TBC Board will attempt to reschedule all incomplete games and games that are cancelled as a result of unforeseen circumstances on the next available date. There may be occasions when games are either not rescheduled on the next available date or not rescheduled at all.

POST SEASON TOURNAMENT

There is no post season tournament in the Tee Ball League.

TOPSAIL BALL CLUB

BASEBALL PROGRAM

GROUND RULES FOR MACHINE PITCH (Rookie League)

THE PITCHING MACHINE

TBC utilizes a spring arm pitching machine that is similar to the pitching machine used in district and state tournament play in eastern North Carolina. Each pitching machine will be set to pitch approximately forty-three (43) miles per hour from a distance of forty-six (46) feet which is the Babe Ruth League recommended speed. Both managers as well as the umpire are to confirm prior to each game that the machine has been set to an appropriate pitching speed. Managers should note that the calibrated setting may not be the same for each machine, therefore, each manager should look only to the calibrated setting for the specific machine in use.

As a result of the calibrated settings, it should not be necessary for the umpire to adjust the speed of the pitching machine during a game. However, the umpire may adjust the location of the pitches as they see fit including during an at bat.

Due to wear of machine components (primarily the spring and rubber cushions), the machines will be re-calibrated periodically during the season and the new calibrated settings will be placed on each machine. Managers are responsible for notifying the Machine Pitch League Commissioner of any needed repairs to a pitching machine.

The home team will be responsible for getting the pitching machine set up for the game and putting it up when the game is completed. Only league owned machines are allowed in league play.

UMPIRES

At least one umpire per game. The umpire will not operate the pitching machine. The umpire will ensure that the defensive team is ready and alert before the ball is placed in the pitching machine and will be especially watchful regarding the safety of the pitcher.

REGULATION GAMES

Regulation games will be one (1) hour and forty (40) minutes or six (6) innings, whichever occurs first. No new inning will begin if the final out of the preceding inning is recorded after one (1) hour and forty (40) minutes. A complete final inning will be played regardless of the time frame. The umpire will keep the official game time.

THE HOME TEAM KEEPS THE OFFICIAL BOOK

The home team is responsible for keeping the official score book. The score keeper for the visiting team should confirm both the score and the pitching ledger with the score keeper for the home team after each game (between each inning is recommended).

PLAYER MINIMUM PLAY RULE

All players must play at least 2 full innings in the field and use a Continuous batting order in a 4 inning game. Games that go 4.5 innings or more for the home team or 5 or more innings for the visiting team have a minimum of 3 full innings in the field.

A violation of this rule will result in a forfeit regardless of the game score.

PLAYER SUBSTITUTION RULE

Free and unlimited substitution.

TEAM DEFENSE

A team must use a pitcher, a catcher, four (4) infielders and up to four (4) outfielders. Prior to each pitch:

- A. The pitcher must have at least one foot on the pitcher's mound or circle (not the rubber);
- B. The catcher must be positioned behind home plate and wear protective gear including a cup;
- C. The four (4) infielders must be positioned behind the baseline that runs between the bases; and
- D. Up to four (4) outfielders must be positioned in the outfield grass.

Two (2) members of the coaching staff may position themselves in the outfield grass to help instruct and teach their players while on defense.

TEAM OFFENSE

All teams in the Machine Pitch League will use a continuous batting order. Any player(s) arriving after a game has begun will be inserted at the end of the line-up. If the team has already batted through its lineup and reached the beginning, the late arriving player is ineligible for play in that game.

The batting team will supply their own operator of the pitching machine. The machine operator is not considered a coach while in this position and may not give instructions or adjust the machine while pitching. The offensive team may only have a 1st and 3rd base coach that can be positioned properly in the coaching boxes.

On fields that are not fenced in, the hitter and base runner(s) may advance at their own risk one base after an infield error occurs when the ball is hit in the infield and there is an overthrow at 1st or 3rd base. The defensive team may attempt a play on the advancing base runner after the first infield error. However, the advancing base runner must stop at the next base even if a second infield error occurs. For example, if a hitter hits the ball to the pitcher who throws the ball over the first baseman's head, then the hitter may advance at their own risk no further than second base. On fenced fields, unless the ball leaves the fenced area, the runners may advance at their own risk until the pitcher controls the ball in the circle or the advancement of the runner is stopped by the defensive team. If the ball leaves the fenced area, the runners may advance 1 additional base.

The ball is dead when it is returned to the pitcher and they are in the immediate area of the pitcher's mound.

If a ball is hit to the outfield grass, the runner(s) may advance as many bases as they can at their own risk until the ball is controlled by pitcher which must be in the pitcher's circle. The "halfway" mark between the bases will be used by the Umpire to determine whether a runner advances to the next base or returns to the previous base in the event that the runner is still running when the pitcher returns to the circle with the ball. **If the defensive team has stopped the advancement of the lead runner, or the runner has stopped making an attempt to advance, the umpire can call time and the play is dead.**

A chalk line indicating the boundary of the outfield will be used to grant an automatic homerun. This applies to STES only in left and center field where the cars are parked.

BATTING

Each batter receives three (3) swings (misses) or five (5) hittable pitches. The first two foul balls are counted as strikes. A player may not "foul out" unless a defensive player catches the foul ball.

Throwing the bat can cause serious injury to other players, coaches and umpires. If a batter throws the bat while swinging, the player will be given a warning on the first offense. The player will be called out on the second offense. The player will be called out on the 3rd offense and will not be allowed to bat for the remainder of the game. If the player's turn at bat comes up again later in the game, the team will receive an out for the missed at bat each time it happens. The player is still eligible to play in the field and must meet the minimum play rules for fielding.

STEALING OR LEADING OFF BASE

Stealing or leading off base is prohibited. Runners cannot leave the base until the batter hits the ball. One team warning will be given. Future offenders will be called out.

SIX RUN OR THREE OUT RULE

Each half inning shall consist of three outs. However, the six run rule is in effect. If a team advances 6 runs ahead of the opposing team, or adds 6 runs to their lead, in any one inning, their turn at bat is terminated and the other team comes up to bat. Should multiple runners cross home plate with the 6th run, all runs would count. (e.g. bases are loaded and the batter hits a home run. Not only would the runner from third count as the 6th run, but the other three to cross home plate would also count).

It is the responsibility of each team's score keeper to track the number of runs scored in an inning and to bring it to the attention of the head umpire once the run limit is reached.

BUNTING

In the interest of beginning to instruct Rookie League players how to bunt, players may attempt to bunt during one at bat per game. It is the responsibility of the score keepers from each team to track bunt attempts and to bring it to the attention of the Head Umpire if a violation occurs. In the event of a violation, the batter is called out.

TIE GAMES

Game ending in a tie during the regular season will remain as a tie.

For the Machine Pitch League post season tournament game ties will be broken through extra innings.

PROTESTS

In the Machine Pitch League managers may protest a game by notifying the umpire that the game is being protested prior to the next pitch after the call that is being disputed. Protests will be ruled on by a Protest Committee comprised of the league commissioner and two (2) members of the TBC Board who have no affiliation within the league in question. The Protest Committee may consult with both managers as well as the umpire in order to gain an understanding of the event(s) that lead to the disputed call. The ruling of the Protest Committee is final. Judgment calls may not be protested.

All protests must be submitted to the Protest Committee along with a protest fee of fifty dollars (\$50.00). If the protesting team prevails then the protest fee is returned. If the protesting team loses the protest then the protest fee becomes the property of the Topsail Ball Club.

MAKE-UP GAMES

The TBC Board will attempt to reschedule all incomplete games and games that are cancelled as a result of unforeseen circumstances on the next available date. There may be occasions when games are either not rescheduled on the next available date or not rescheduled at all.

TOPSAIL BALL CLUB

BASEBALL PROGRAM

Ground Rules for Minor, Major & Babe Ruth League

UMPIRES

Two (2) umpires per game.

REGULATION GAMES

- Minor and Major Regulation games will be 1 hour and 45 minutes or six (6) innings, whichever occurs first. No new inning will begin if the final out of the preceding inning is recorded after 1 hour and 45 minutes. A complete final inning will be played regardless of the time frame. The umpire will keep the official game time.
- Babe Ruth Regulation games will be 2 hours or seven (7) innings, whichever occurs first. No new inning will begin if the final out of the

preceding inning is recorded after 2 hours. A complete final inning will be played regardless of the time frame. The umpire will keep the official game time.

THE HOME TEAM KEEPS THE OFFICIAL BOOK

The home team is responsible for keeping the official book and pitching ledger reflecting the number of innings each pitcher pitched in the game. A pitcher who throws one pitch in an inning is considered to have pitched one inning. The score keeper for the visiting team should confirm both the score and the pitching ledger with the score keeper for the home team after each game (between each inning is recommended).

PLAYER MINIMUM PLAY RULE

All Minor, Major and Babe Ruth league players must play at least 2 full innings in the field for games that are 4 innings long. A continuous batting order will be used. Games that go 4.5 innings or more for the home team or 5 or more innings for the visiting team have a minimum of 3 full innings in the field.

A violation of the rule will result in a forfeit by the violating team.

The PLAYER MINIMUM PLAY RULE is not enforced when games are called due to weather..

PLAYER SUBSTITUTION RULE (Minor, Major and Babe Ruth League)

Free and unlimited substitution (except where rules apply differently to pitchers as per the Babe Ruth office rule book).

STEALING OR LEADING OFF BASE

- Official Babe Ruth rules apply to the Babe Ruth and Major League age group.
- For Minor leagues, Stealing is allowed. However, the base runner may not leave the base until the pitched baseball crosses the front plane of home plate. Leading off is not allowed.

RUN RULE OR THREE OUT RULE

Each half inning shall consist of three outs. However, a run rule is in effect. For Minor League, the run rule is eight (8) runs and for Major and Babe Ruth it is ten (10). For example, if a minor league team advances 8 runs ahead of the opposing team, or adds 8 runs to their lead, in any one inning, their turn at bat is terminated and the other team comes up to bat. Should multiple runners cross home plate with the 8th run, all runs would count. (e.g. bases are loaded and the

batter hits a home run. Not only would the runner from third count as the 8th run, but the other three to cross home plate would also count).

It is the responsibility of each team's score keeper to track the number of runs scored in an inning and to bring it to the attention of the head umpire once the run limit is reached.

TEN RUN MERCY RULE

Any team leading by 10 runs at the end of five (5) innings of play or 4 ½ innings if the home team is ahead, will be declared the winning team and the game will end.

TIE GAMES

Tie games stopped because of the time limit will be counted as a tie on the teams record. (Regular season only).

PROTESTS

League managers may protest a game by notifying the umpire that the game is being protested prior to the next pitch after the call that is being disputed. Protests will be ruled on by a Protest Committee comprised of the league commissioner and two (2) members of the TBC Board who have no affiliation within the league in question. The Protest Committee may consult with both managers as well as the umpire in order to gain an understanding of the event(s) that lead to the disputed call. The ruling of the Protest Committee is final. Judgment calls may not be protested.

All protests must be submitted to the Protest Committee along with a protest fee of fifty dollars (\$50.00). If the protesting team prevails then the protest fee is returned. If the protesting team loses the protest then the protest fee becomes the property of the Topsail Ball Club.

MAKE-UP GAMES

The TBC Board will attempt to reschedule all incomplete games and games that are cancelled as a result of unforeseen circumstances on the next available date. There may be occasions when games are either not rescheduled on the next available date or not rescheduled at all. The rules of Babe Ruth baseball apply to all make-up games.

POST SEASON TOURNAMENT

The post-season tournament will be played pursuant to bracket format based upon each team's regular season record. The tournament shall be a single elimination tournament. The time limit for tournament games shall be 3-hours as

long as each team has had equal innings at bat. Tournament games may not end in a tie.

In leagues with an odd number of teams, the team with the best record will receive a bye in the first round. For example:

Game-1: 5th vs. 4th

Game-2: 3rd vs. 2nd

Game-3: Winner of Game-1 plays 1st place

Championship Game: Winner of Game-2 vs. Winner of

Game-3

In leagues with an even number of teams, the brackets will follow:

Game-1 4th vs 1st

Game-2 3rd vs 2nd

Championship Game: Winner of Game-2 vs. Winner of

Game-1

In leagues with three teams, the bracket will follow:

Game 1: 3 v 2

Championship game: Game 1 winner v 1