

# TOPSAIL BALL CLUB BASEBALL PROGRAM

Local Rules  
Amended January 1, 2024

## GENERAL INFORMATION

1. The Local Rules, the Individual Division Ground Rules, and the Rules of Diamond Youth 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 Rules; then
  - b) The Individual Division Ground Rules; then
  - c) The Rules of Diamond Youth Baseball
3. Any Situation that is not covered by the Rules should first be presented to the Division Commissioner for interpretation and a ruling.

## GROUND RULES FOR ALL DIVISIONS

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) Two coaches per team.
  - d) **Only Head Coach & 1 Assistant Coach per team PRIOR TO DRAFT (8U-12U)**
  - e) The scorekeeper of each team;
  - f) The umpire(s); and
  - g) 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 takes seriously. Repeated violations of this rule by a particular coaching staff will result in a team sanction deemed appropriate by the TBC Board.
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 Division play on a particular day is closed until all games planned for that day have been played.
9. The “Home Team” 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.

10. The home team shall supply 2 new balls for each game. Balls shall be presented by the home team coach to the head umpire.
11. 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.
12. Speed up rules will be used in all Division 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 eight (8) warm-up pitches. Continuing pitchers get six (6) warm-up pitches to start an inning.
  - c) 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 Division 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 Older Boys, Minor Division, the Major Division, and the Rookie Division 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, scorekeepers, and bat boys or bat girls are prohibited from using and/or consuming alcoholic beverages, any tobacco products (including e-cigarettes), or illegal drugs immediately before or while at Division 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 Division participants and fans conduct themselves in a sportsmanlike manner. Any fan(s) deemed to be acting in an unsportsmanlike manner by an umpire or Division 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 Division commissioner) results in a forfeit for the team refusing to play. The determination of said hazardous condition is to be made by the Umpire; if an Umpire has not arrived by game time, the Division Commissioner must make the call. The decision of the Umpire and/or Division Commissioner is final, and refusal to comply will result in a forfeit for one or both teams.

The manager of a team that is unable to play a scheduled game has the responsibility to notify both the opposing manager and their Division 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 sudden inclement weather or darkness, the head umpire, the division commissioner, or Board 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 score sheet in the scorebook. If an inning was not completed, outs and base runners 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. 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.
25. No pets of any kind are allowed at any of the fields during TBC practices or games.

26. Use of profanity, smoking and all tobacco products, including e-cigarettes, and alcohol are strictly prohibited at all TBC practices and games.
27. Please park only in designated parking lots at Kiwanis Park or any of the school fields.
28. In Divisions with a continuous batting order, if a player that has batted leaves early, an out will be recorded for each at bat not completed. However, if a player leaves a game due to sickness or injury, the manager must immediately inform the umpire. The umpire will have the authority to cancel the remaining at bats, if they believe that the player cannot continue. This rule is in place so that kids do not feel that they have to continue to play if hurt or sick. Abuse of this rule will result in a team sanction deemed appropriate by the TBC Board.
29. There is no dropped 3rd strike, but Infield Fly Rule is in effect.
30. All teams will be assigned hours to work in the concession stand. If a team does not work their assigned time slot, they will forfeit their next game.
31. Hit Stick training aids will NOT be allowed to be used inside the field fences during game time.
32. Players will only be allowed to play in their current age division or play up. Players, although new to the game, will not be allowed to play in a lower age division. This will apply to Spring and Fall seasons. (i.e.: Spring Season: A player registering for 10u cannot turn 11 prior to May 1 of that year, if they are, then they must register for 12u.....Fall Season: a player registering for 10u cannot turn 11 prior to May 1 of the following year. If they will turn 11 before May 1 of the following year, then they must register for the 12u division for the Fall Season.

### **FORFEITS & CALL UP RULES**

Each team must have at least eight players in order to have an official game.

- a) 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.
- b) 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.
- c) If both teams are unable to field a team with at least eight players, then both teams are given a loss in the Division standings.
- d) 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 Division directly below (i.e. a major Division team may call up players from a minor Division team etc.). In these cases, the following rules apply:

- a) 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).
- b) 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.
- c) Called up players may not miss a game from their primary team in order to play on another team.
- d) Called up players must have parental permission to play up.
- e) Called up players may not participate as pitchers except in the case of Rookie players called up to Minor Division.
- f) Called up players must be part of the continuous batting order. (Rookie through Babe

Ruth Division).

- g) 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 opposing team. 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:

- a) 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 Divisions, 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.
- b) 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.

## **GROUND RULES FOR TEE BALL & 6U Coach Pitch**

### **THE TEE**

The home team is responsible for supplying a Division issued Tee for all Division games. In 6U Coach Pitch, the Coach will pitch from approximately 15-20 feet from the batter.

### **REGULATION GAME**

Regulation games are one (1) hour from the scheduled start time. No new inning will begin if the final out of the preceding inning is recorded after fifty-five (55) minutes. If you are in the middle of an inning once the (1) hour expires, the inning will be finished.

### **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 Division & 6U Coach Pitch is designed to introduce children to baseball. It is the position of the TBC Board that keeping score in these divisions is detrimental to the primary focus of teaching baseball fundamentals. There are no regular season standings in the Tee Ball Division & 6U Coach Pitch.

### **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).

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 a tag the batter as they are running down the first base line.

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 Division & 6U Coach Pitch 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. It is the intent of this rule to

equalize the number of at-bats each member of a team has throughout the Tee Ball Division season.

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 these divisions 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.

### **6U COACH PITCH – 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.

### **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 these divisions. It is strongly encouraged to give each child the opportunity to play every position.

### **PLAYER SUBSTITUTION RULE**

This rule is inapplicable in these divisions 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 Division & 6U Coach Pitch.

### **TIE GAMES**

As no official score is kept, there are no tie games in the Tee Ball Division & 6U Coach Pitch.

### **PROTESTS**

As no official score is kept, there are no protests in the Tee Ball Division & 6U Coach Pitch.

### **FORFEITS**

As no official score is kept, there are no forfeits in the Tee Ball Division & 6U Coach Pitch. 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 Division & 6U Coach Pitch.

## **GROUND RULES FOR ROOKIE DIVISION 8U (COACH PITCH)**

### **THE PITCHING COACH**

TBC will follow the rules outlined in the Diamond Youth Baseball Rule Book.

- a) Each pitching coach will be set within a circle 12' in diameter, with the center being approximately 45' from the back of home plate.
- b) The defensive player in the Pitcher position will be required to stay within the above mentioned circle.

### **UMPIRES**

One umpire per game, except in tournament games, where there will be two. 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 thirty (30) 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 twenty (20) minutes. If game is in the middle of an inning when time expires, then the inning will be finished. 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 the score 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.

### **PLAYERS 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 be within the pitching circle
- 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;
- d) Up to four (4) outfielders must be positioned in the outfield grass.
- e) 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**

1. All teams in the 8U Coach Pitch Division 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.

2. The batting team will supply their own pitching coach. The pitching coach must be a registered coach in order to offer instruction. The offensive team may only have a 1st and 3rd base coach that can be positioned properly in the coaching boxes.
3. 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.
4. On fenced fields, unless the ball leaves the fenced area, the runners may advance at their own risk until the umpire calls time, or the pitcher has the ball. If a runner has not passed halfway to the next base, they will return to the previous base once the pitcher has the ball. If the ball leaves the fenced area, the runners may advance 1 additional base.

### **BATTING**

1. 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.
2. 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.

### **SEVEN RUNS OR THREE OUTS RULE**

Each half inning shall consist of three outs. However, the seven run rule is in effect. No team may score more than 7 runs (**5 for Fall Season**) per regardless of score. Exception is in the sixth inning, a team is allowed to score an unlimited amount of runs. 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.

### **10 RUN RULE**

A game should be called be considered a regulation game if a team is up by 10 or more runs after each team has batted 4 times, or in case of the home team, when they are leading, have batted 3 times, and all players have batted at least once.

### **BUNTING**

In the interest of beginning to instruct Rookie Division 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 8U Coach Pitch Division post season tournament game ties will be broken through extra innings.

### **PROTESTS**

1. In the Rookie Division, 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.
2. If the disputed call ends a game, the manager has until 12:00 pm the next day to notify the Division Commissioner of a protest.
3. 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.
4. Protests will be ruled on by a Protest Committee comprised of the Division commissioner and two (2) members of the TBC Board who have no affiliation within the Division in question.
5. 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.
6. The ruling of the Protest Committee is final. Judgment calls may not be protested.

### **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.

# GROUND RULES FOR MINOR, MAJOR “OZONE” & OLDER BOYS DIVISIONS

## UMPIRES

Two (2) umpires per game.

## REGULATION GAMES

1. Minor and Major “Ozone” 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 40 minutes. If the game is in the middle of an inning when time expires, then the inning will be finished. The umpire will keep the official game time.
2. Older Boys 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. If a game is in the middle of an inning when time expires, then the inning will be finished. The umpire will keep the official game time.

## THE HOME TEAM KEEPS THE OFFICIAL BOOK

1. The home team is responsible for keeping the official book and pitching ledger reflecting the number of innings each pitcher pitched in the game.
2. A pitcher who throws one pitch in an inning is considered to have pitched one inning.
3. 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

1. All Minor, Major “Ozone” and Older Boys Division players must play at least 2 full innings in the field for games that are 4 innings long.
2. A continuous batting order will be used.
3. 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.
4. The PLAYER MINIMUM PLAY RULE is not enforced when games are called due to weather.

## PLAYER SUBSTITUTION RULE (Minor, Major “Ozone” and Older Boys Division)

Free and unlimited substitution (except where rules apply differently to pitchers as per the Diamond Youth Baseball official rule book).

## PITCHING RULE / LIMITATIONS / REST PERIOD

For Minors the maximum number of pitches per game is 75

For Majors the maximum number of pitches per game is 85

Older Boys Baseball will follow those rules per the Diamond Boys Baseball official rule book.

### Pitch Count: Rest time is a Calendar Day (not 24 hours)

<i>League Age</i>	<i>No Rest</i>	<i>1 Day Rest</i>	<i>2 Days Rest</i>	<i>3 Days Rest</i>
09-12	1-30	31-45	46-65	66

If a Pitcher reaches his/her max number of pitches during an at bat, the pitcher is allowed to

complete that batter.

If a player plays catcher for 4 innings, then that player is not allowed to Pitch that game after he/she has played catcher.

No Pitcher may throw more than 6 innings in a calendar week. One pitch thrown counts as 1 inning.

### **STEALING OR LEADING OFF BASE**

1. Official Diamond Boys Baseball rules apply to the Older Boys Baseball age group.
2. For Minors Division, 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.
3. For “Ozone” (Majors) Division, stealing is allowed. Base runners can lead off and steal at any point, as long as the umpire has not called “Time” on the field.

### **SEVEN RUNS OR THREE OUTS RULE**

Each half inning shall consist of three outs. However, the seven run rule is in effect. No team may score more than 7 runs (**5 in the Fall**) per regardless of score. Exception is in the sixth inning, a team is allowed to score an unlimited amount of runs. 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.

### **10 RUN RULE**

A game should be called be considered a regulation game if a team is up by 10 or more runs after each team has batted 4 times, or in case of the home team, when they are leading, have batted 3 times, and all players have batted at least once.

### **TIE GAMES**

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

### **PROTESTS**

1. Division 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. If the disputed call ends a game, the manager has until 12:00 pm the next day to notify the Division Commissioner of the protest.
2. 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.
3. Protests will be ruled on by a Protest Committee comprised of the Division commissioner and two (2) members of the TBC Board who have no affiliation within the Division in question.
4. 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.
5. The ruling of the Protest Committee is final. Judgment calls may not be protested.

### **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**

1. The post-season tournament will be played pursuant to bracket format based upon each team's regular season record.
2. The tournament shall be a single elimination tournament.
3. The time limit for tournament games shall be 3 hours, as long as each team has had equal innings at bat.
4. Tournament games may not end in a tie. If a game is still tied and the 3-hour time limit is met, the game will be suspended and finished on the next available day.