

Florida Premier Baseball League

'14 Spring Season

** Baseball Travel League **

League Playing Rules

I Eligibility:

A.) Team Eligibility;

1. Each team must be registered with USSSA Baseball and approved to be part of the league. FPS reserves the right to refuse anyone or any Team from participating in the league.
2. Once schedules are done/manager's meeting, teams forfeit their rights to a league refund.
3. Each team is to have an insurance policy with a minimum coverage of \$1,000,000.00
4. FAILURE to show proof of Insurance will result in a dismissal from the league
5. Teams must have 8 players to start all games.

B.) Player Eligibility;

1. A player's age is set as of May 1st, 2014.
2. Each player must be a member of a team in the league.
3. ALL Players MUST have their picture alongside their name on the team roster.

C.) Rosters;

1. Each team will be permitted to roster up to 20 players.
Each team will submit roster (on line) prior to their first league game of the season. Failure to have the roster with player's picture on line can result in a game forfeit. A player may be listed on two separate, qualifying rosters as long as they are not within the same age division. (Ex. A league age 10U player may be on ONE 10 yr old team & ONE 11 yr old team. Player listed on two rosters can only play in playoff team.
2. Players are **NOT** allowed to transfer or switch teams after they've played in 3 regular season games during the current season.
3. A player in the FPBL South Division may choose to play in the Palm Beach Division as well.
4. You may add players to your league roster throughout the season. Players added on their team roster after February 26, 2014 CANNOT take part in league playoffs.

5. A player must play in half of his Division/Pool Games in order to qualify for the playoffs. Teams/Players not complying with this rule will forfeit their playoff game, if a game protest is filed.
6. Players playing in two Age Divisions can only play for one team, if both teams make the playoffs.

II Manager/Head Coach Responsibility:

A.) Head Coach;

1. Head coach is responsible for knowing all the rules and having a copy at all games.
2. Head coach is responsible for insuring accuracy of scores submitted.
3. Head coach is responsible for conduct of all coaches, parents, fans and players. He should make sure that all rules of the league are explained to each member of the above

Head coach is responsible to have team book to each game. Book to include the roster, insurance certificate, and copies of players Birth Certificates.

B.) Coaches Uniform;

1. Coaches do not need to be in full uniform, But should be in appropriate “matching athletic attire, consistent with team uniform”
2. Penalty – Coach not allowed on field or in dugout.

III Coach/Volunteer Code of Honor:

A) Code;

1. I promise upon my word of honor to help create an environment in which primary emphasis is placed upon the emotional and physical well-being of FPS athletes, rather than winning. I will lead, by example, and will demonstrate the value of fair play and sportsmanship to all participants. Lastly, by becoming an FPS League member, I agree to be bound by the FPS Code and all procedures and policies.

B) Conduct;

1. Teams, coaches, players, and organizations are subject to sanctions imposed by the Baseball Director for misconduct. Sanctions may be appealed to the FPS Baseball Review committee and may include fines, suspension, forfeiture, probation or other appropriate action. Misconduct includes, but not limited to, destruction of property, intoxication, possession of alcohol, drugs, weapons, or commission of a crime during any FPS league competition.
2. If a Parent or fan is unruly, an Umpire may stop the game until that person leaves the area. If this person continues this behavior or is not removed from the site by the Manager/Coach the Manager will be ejected from the Game. If the behavior continues further, the game is forfeited and the head umpire will call the local police to insure safety of all participants. Umpire reports will be submitted to the league office for fines, suspension, forfeiture, probation or other appropriate action.

IV Ejections:

A.) Manager, Coach, Player;

1. In all age divisions, the first occurrence will result in suspension for the remainder of the game, removal from the park for the remainder of the game and suspension of the next scheduled game.
2. The second occurrence during the league will result in a 3 game suspension as well as possible imposition of further sanctions subject to the FPS Baseball Review Committee.
3. All ejections must be reported by the Head Coach to the league office for possible fines, suspension, forfeiture, probation or other appropriate action. Failure to report it could result in greater suspension or fine.

V Schedules:

3. All schedules must be completed and posted on the league's web site 30 days after the official start date of the league season. The schedules will lock on February 26, 2014 at which date all scheduled league games must be played or forfeit. Prior to the lock date any team has the right to re-schedule any game for whatever reason.
4. "New" If a game does NOT get played on the scheduled date & time, because of rain, then you MUST re-schedule the game within 7 days from the rained out game and email the league, so that the web site can be updated. Rained out games not scheduled & reported within the 7 days of the occurrence will not be made up.
5. **EFFECTIVE THE 2012 SPRING SEASON, all scores and team rosters are to be validated by each team. When a team submits a score, he must check off all players that played in the game on both teams, an email will go to the opposing Coach and he is to do the same, if scores and players match , then the score will be validated and it will be displayed in league standings. If scores & players do not match an email for correction will follow. You will have 7-days to get this matter resolved.**
6. All communication concerning games and rescheduling should be done through the site's emailing system.

7. Rule 7-7-7

This rule is as follow. You have 7 days to post scores, 7 days to email the league a rained out make-up game date.

If after the schedule is locked a game cannot be played on the scheduled date, if both coaches agree, this game can be played within a 7 day period without emailing the league....you will need to enter the score within the 7 days.

8. All League Games MUST be VALIDATED by both teams. Players will be rated by opposing teams; this will assist the league in determining teams classification for next season. Failure to validate games will result in your team NOT getting your game scored on the League Standings.

EFFECTIVE MARCH 1, 2011 League teams should start making the transition to use USSSA Baseballs. USSSA stamped baseballs can be purchase from the League's On-Line Store.

VI. Game Procedures:

A.) Pre-Game:

1. Dugouts are on a first come bases.
2. Line up cards must be turned in 30 minutes prior to start of game.
3. All subs must be listed on line up card.
4. Only names listed on line up card may play.
5. When playing a double header Home team will home team one game and visiting team one game. If playing two different teams, flip coin prior to each game.
6. Teams should be present 1 hour prior to start of game.
7. Scores are to be entered by either team. Scores are to be entered within 7 days from the date of the game played. Scores not entered within that period will not be accounted for.

B.) Rain Policy:

1. Home team should notify the visiting team two hours prior to the start of the game to determine the conditions of the playing field.
2. The responsibility is of the Head Coach to find out if games are rained

out or moved.

3. If rain occurs during a game, where the game has not reached the official status, the game will be rescheduled. It will be played from scratch "NEW GAME"
4. No shows are forfeits. Teams that forfeit are subject to a \$50.00 fine.
5. The game will be a complete game if reached official status.
6. A game is considered Official when 4 complete innings (8U thru 12U) or 5 complete innings (13U and above) have been played, or if the home team have scored an equal or greater number of runs in 4 or 4 and a fraction turns at bat than the visiting team has scored in 5 turns at bat. If play has gone beyond 5 full innings, and the teams have not had an equal turns at bat, the score will revert to the last completed full inning.
7. In a 9 Inning game 5 Innings must be completed before the game is an official game.

C.) Forfeits:

1. The USSSA rules shall apply and FPS league officials shall administer the rule so that any team that causes a forfeit will NOT benefit.
2. Teams and coaches who fail to compete in ALL scheduled games may be subject to sanctions.
3. Any team that fails to Play in all of their DIVISIONAL games, will not be allowed to compete in the playoffs.
4. Any team that forfeits **ONE** game during the regular season will not be allowed to take part in the league playoffs.
5. All league game schedules must be entered within 30 days from the start of the season. Coaches can reschedule their games, if they have a conflict or for any other reason until the lock-down date for that season. There will be no rescheduling of games after the lock-down date. Teams that cannot play their scheduled game will have to forfeit.
6. If a game has to be re-schedule due to rain after the lock date, you must email the league the make-up game date within 7 days of the rained out game, if it's not scheduled & emailed you will lose that game from your schedule.
- 7. Any team canceling the game within 48 hrs of the scheduled game will be issued a forfeit.**
- 8. If Umpires do NOT show up to a scheduled game the host team will suffer a loss. The waiting period for an Umpire is 20 minutes.**
- 9. Any team who has a bogus picture on a player's roster will forfeit the game If a protest is file. This rule applies to all.**
- 10. Players whose pic is not on a roster is NOT eligible to play.**

E.) Protests:

1. Protests must be made verbally with the umpire by the offended team at the

time of the play and before the next pitch. Protest Must be recorded by both scorekeepers. The protest MUST be filed with the league within 7 days of the game. A decision on the protest will come in 7-days.

2. A fee of \$100.00 cash/check (refunded if protest is upheld) must accompany the protest.
3. Protest MUST be submitted to the league for review by the FPS Board.
4. All decisions of the league director or FPS Board is FINAL.
5. Only decisions involving the misapplication of a rule may be protested. No protest will be allowed in matters involving solely the official's judgment.
6. Any team that files a protest for players whose age is in question MUST also send in a \$ 100.00 protest fee. If such player is found to be illegally playing in the league the player will be suspended for a period of one year. The team will forfeit all league games that such player has played.
7. Upon request from the league, all coaches are to provide ORIGINAL DOCUMENTS (birth certificate, alien card, green card, SS #) when requested. The player in question is immediately suspended from play until documents are submitted to the league for review. No copies of originals will be accepted for review.

VII Facilities and Equipment: (Strictly Enforced)

A.) Venues:

1. No pets allowed in venues.
2. No coolers allowed in ball parks. This will be strictly enforced.

B.) Concession:

1. If concession stand is available please support the host's venue.

VIII Points for seeding: (Determined as follows) Tie Breakers

A. Florida Premier Baseball League will allocate points for Wins, Ties & Losses.

1. Wins = 5 Points
2. Tie = 2 Points

3. Loss = 1 Point
4. Forfeit= **-3 (When scoring a forfeit score it as 6-F)**
5. A 9 inning game will count **Double Points**
6. Year end tie-breaker format will be as follows, refer to Insider News Page.

IX. General Competition Rules:

USSSA Baseball & Florida Premier Baseball League will follow recent Major Leagues Rule change on the pick from 3b-1b, this is constitute NOW as a Balk by Major League Baseball, USSSA and Florida Premier Baseball

“NEW” Butcher-Boy is NOT allowed in any division. A batter will be called out, NO warnings. If it happens again, the Manager is removed from the game. Please report violation to the league.

A. Pitching: 9u-14 Under Division:

The League has Imposed Pitch counts for teams in the 9u-14u divisions.

All teams must follow these guidelines & rules.

1. All Managers **MUST** carry pitch counter to the games.
2. **Example:** A 10u pitcher may pitch up to 55 pitches. The pitcher's Team Manager will be warned by the opposing Manager when he reaches 55 pitches, at which time he will be allowed to finish the batter. A pitcher may **NOT** start a new batter If he has reached 55 pitches, he may finish the batter despite going over the 55 pitch count. A 10u player may pitch a **MAXIMUM OF 110 PITCHES FOR A 7 DAY PERIOD**. Any team manager violating the pitching limit rule should be reported to the league, this will help the league monitor that coach and team.
3. In an effort to avoid issues and discrepancies on the number of pitches, score keepers are to monitor pitch counts and check pitch totals every two Innings. If a discrepancy should occur, then the higher number of pitches should be used, if this becomes an issue the Umpire will come to a conclusion on the correct number of pitches.
4. If either coach does not have a pitch counter, then the maximum amount of innings a pitcher may pitch in one day is 3-Innings 9u-12u

and 4-Innings 13u-14u. If a team is warned of a pitcher going over the limit, he is to be removed immediately. No penalties, the first occurrence 2nd occurrence, the league will take action. Pitching violations are to be reported to the league.

Pitch Count Table: **Pitches PER DAY/Per Player.**

Division	Pitch count which Manager is warned	Max in a week
8u KP	45	90
9u-10u	55	110
11u-12u	65	130
B. Balks: 13u-14u	75	140
14/15u	80	150

1. In the age **9U** division, the pitcher will be called for balks. Each pitcher is given 1 warning per GAME & shown his error. The ball is immediately dead.
2. The 9u Division will play with 3-Outfielders.
3. In the age **10U** and above age divisions, the pitcher will be called for balks. No warnings.

C. Head First Slide:

1. In the age **8U** thru **14/15U** age divisions, a player sliding headfirst into home plate will be called out.

D. Bat Rule:

NEW Rule for 14/15u Division

Players, in this division MUST comply with USSSA Rules. League will require that a BBCOR bat is to be used or wood bat. Players found to be using Illegal bats will be called an out, first offense and dismissal from the game if used again.

**Effective January 2012 Bat Rules will change for additional Information visit
USSSA.com**

7.01.E The official bat shall be round in cross section, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2-1/4 inches in diameter for small barrel bats and not more than 2 and 3/4 inches for big barrel bats at its largest part. Its weight shall not exceed 31-ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to touch the taper or barrel of the bat. All key graphics, including USSSA and BPF markings, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat.

Penalty: First Offense -If the umpire discovers that the bat does not conform to USSSA Rule 7.01.E until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch.

Second Offense – If a team is found in violation of this rule a second time, then the manager will be ejected in addition to the First Offense penalty.

A. In the 8u Division a bat labeled **Coach-Pitch** is NOT allowed in league play or USSSA Tournament play. A team/player using this bat in any league game will be warned the first time and called out, if used again during the game.

1) Mercy Rule: "NEW" Same as USSSA Baseball ALL Divisions

1. 6 Inning games-15 runs 3 Innings, 8 runs after 4 innings.
2. 7 inning games-15 runs after 3 innings, 12 after 4 Innings, 8 after 5 Innings
3. 9 Inning game- 10 runs after 5 Innings.
4. All mercy rules apply in Championship Games.

F. DH and EP (Extra Player): (Available for all age divisions and is optional)

1. At the beginning of the game, either the EP and and/or the DH may be elected.
2. The DH provision is covered in the NFHS rook book. The EP is listed in the batting order and may assume any of the nine defensive positions without being considered a substitute.
3. Under all of the following options, there are never more than the standard nine

defensive positions;

- a. Use neither the DH nor EP, giving nine players in the batting order and the same nine players on defense.
- b. Use only the DH, not the EP, giving nine players in the batting order, one of which is replaced by another lineup player on defense.
- c. c) Use only the EP, not the DH, giving ten players in the batting order of which nine play on defense.
- d. Use both the DH and EP, giving ten players in the batting order, but one of the nine defensive players is replaced by the DH in the batting order. However, the DH can be removed during the game according to the NFHS rules.
- e. The same number of players listed in the batting order to begin a game continues throughout the game. If the game is started using the EP, the game must be finished using an EP.
- f. All Players MUST be listed in the batting order in order to play. In case of an injury or ejection, the NFHS rulebook applies that if an EP is being used and injury or prevents that slot in the batting order from being filled, an automatic “out” applies in that slot.
- g. A continuous batting order may be used in the game In all age divisions.
- h. An Intentional walk can be issue without having to pitch to the batter.

E. Time Limits:

1. In the age **8U** coach pitch/Kid Pitch age division, no new inning will start after 1 hour 30 minute time limit has passed. Game length is 6 innings.
2. In the age **9U** thru **12U** age division, no new inning will start after 1 hour 45 minute time limit has passed. Game length is 6 innings.
3. In the age **13U, 14U & 16U** division, no new inning will start after 2 hour time limit has passed. Game length is 7 innings.
4. When playing a doubleheader in age divisions **9U- 12U** time limit is 1 hour and 45 minutes
5. 9 Inning Games will carry a 2:30 Minutes Game time.
6. 9-Inning game, host team will be home team.

H .Extra Inning Rule: REVISED FOR 2013 SPRING SEASON

The game can end in a tie, if the following occurs:

- A) Time limit has expired
 - B) Coach (s) refuse to play extra Innings
 - C) Umpires refuse to continue play
- 2) Tied game can be continued, if the following occurs:
- A) Both Coaches are In agreement
 - B) Umpires agree to continue play

I. Courtesy Runner Rule:

1. Courtesy runner allowed for the catcher & pitcher any time. (Optional)
 - a. Must use a substitute player if one is listed.
 - b. If no sub is available, must use last batted out.

XI Age Specific Provisions:

A.8U-Coach Pitch /Kid

1. In the 8u Divisions 4 outfielders may be used.
2. Must slide at all bases to avoid contact. If contact is made while the catcher is making a play at the plate and the runner does not slide, the runner is called out.
3. Second violation by the same player is an automatic ejection.
4. NO head first slides to advancing base. ONLY to returning base.
5. NO metal cleats
6. Open defensive substitutions, Starters may reenter.
7. All players in the lineup MUST bat.
8. NO lead offs or steals. Runners must remain at the base until batter makes contact.
9. A team's at bat will end when the 3rd out is made or when the 5th run passes the plate.
10. "NEW" A team may score up to the amount of runs that trail in such inning + 5 runs. EXAMPLE: Team A trails by 4 runs in the bottom of the first Inning, Team A can now score a total of 9 runs, a team may catch-up and go up by 5 runs in any inning except in the 6th Inning. The 6th Inning is unlimited runs. Umpire to determine the LAST inning of the game base on time left in the game.
11. An active play will end when the umpire calls time. Players do not call time.
12. Coaches may coach their defensive team from the outfield foul line near the fence (one in right field and one in left field). NO Coaching from behind Catcher – Offense OR Defense.
13. The coach-pitcher shall not coach the offensive players during an active play. He may, however, advise his batters before each pitch is thrown
14. The coach-pitcher shall pitch overhand from a distance of 35-36' from home plate. The defensive player-pitcher shall play in a position not more than 6' from the coach pitchers "rubber" but not in front of the coach pitcher. If not the ball is dead,

Offensive Mgr gets option of awarded base from hit or re-pitch.

15. The coach pitcher shall make every attempt to avoid being hit by a batted ball, the play shall be dead and the batter and all runners may advance to the next base.
16. Runners shall not advance from 3B to Home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from 3B to Home on passed balls, wild pitch or dropped/missed (3rd) strikes by the catcher. Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.
17. Runners may advance on the bases on passed ball or wild pitch from 1B to 2B and to 3B.
18. Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.
19. The infield fly rule shall not apply.
20. Player pitcher must wear helmet.
21. Bunting will be allowed, but not with a runner on third base.
22. The batter shall be allowed up to three strikes or 5 pitches, whichever occurs first. A foul ball, not caught in the air preserves the batters at bat.
23. 10 players max on the field. Cannot have more than 4 infielders. Must have 8 players to start a game.
24. There are NO Balks.
25. No butcher-boy play, batter will be called out.

8u Kid Pitch Specific Rules

1. There is NO stealing bases.
2. No leading off, runner will be called out if he leaves early.
3. No Balks will be called.
4. A player may only advance from 1st to 2nd and to 3rd base on a passed ball.
5. A passed ball is considered when a catcher drops, misses a ball wild pitch and the ball rolls a minimum of a 5ft radius. The Umpires decision on this is FINAL.
6. Pitch count is in affect. See chart above.

Bases & Pitching dimensions:

- A. 8U Coach Pitch / Kid Pitch

1. Base Length 60 feet.
2. Coach Pitch 36-40 ft./ **Kid Pitch 40 ft.**

B. 9U:

1. Base Length 60/65 feet.
2. Pitching distance will be 46 feet.
3. NO metal cleats.

C. 10U:

1. Base Length 65 feet.
2. Pitching distance will be 46 feet.
3. NO metal cleats.

D. 11U:

1. Base Length 70 feet.
2. Pitching distance will be 48-50 feet.
3. NO metal cleats.

E. 12U:

1. Base Length 70 feet.
2. Pitching distance will be 48-50 feet.
3. NO Metal Cleats

F. 13U:

1. Base Length 80 feet.
2. Pitching distance will be 54 feet.
3. Metal Cleats are allowed.

G. 14U:

1. Base Length 90 feet
2. Pitching distance 60'6"
3. Metal Cleats are allowed.

NOTE: In the event that the pitching distances or the bases are NOT to the above specifications and the visiting team was not informed prior to the arrival at the park, we asked that you play the game and reported to the league. Refusal to play the game will

result in a forfeit.