

2008 Tee-Ball Rules Committee Meeting

10/22/2008
8:00 PM
Mark Jenkin's House

Chair Persons: Curt Rosenbaum
Games Operation VP

Type of meeting: Annual Rules
Committee Meeting

Attendees:
Carl Crooks, Mark Jenkins, Dan Kudulis,
Hieu Tran, Dean Kash, Joe Mitchell,
Curt Rosenbaum, Patsy Zebell

Rule Changes

Changes voted into the By-Laws and Rules during the October 22nd, 2008 meeting of the board of directors:

Rule and By-Law Changes Proposed for 2009 Season

Rule 1.02: Change to read "The objective of each team is to focus on player development of all the players and promote an environment of fun and sportsmanship.

Coach-Pitch: The additional objective of each team is to win by scoring more runs than the opponent.

Rule 4.07: Change to read "There are two defensive coaches allowed on the field, each coach must stay behind the outfield restraining line at all times. **Coach-Pitch:** Only one defensive coach is allowed in the outfield area."

Rule 4.08: Insert this sentence after "37 feet from the back tip of home plate." "If the coach-pitcher touches or crosses over the pitching line, the umpire shall declare a "Dead Ball"; this will count as one of the six pitches allotted, with batter and runner(s) returning to their occupied base at the time of the pitch."

Rule 4.11: "EXCEPTION: Any runs scored by player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association will not be recorded. (In conjunction with Rule 7.06 EXCEPTION)."

Rule 6.01c: Add at the end "**Coach-Pitch:** The maximum number of runs the offensive team can score is nine runs in an inning. In no instance will more than nine runs be recorded by the offensive team. Ninth batter 2 outs rule does not apply."

Rule 6.06: Change to read "hitting the ball with both feet on the ground entirely outside the batter's box;

Rule 7.06: Add at the end "EXCEPTION: No player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association shall EVER have an out recorded against them. The batter can be retired, but no out will be recorded. (See Coach's Code of Conduct XIV.B.16)

7.04 h.: Add after the EXCEPTION "**Tee-Ball Only:** If the first throw of the play after the ball is hit is made to First Base or Third Base, and in the Umpire's Judgment, is an overthrow (regardless of if the ball is in fair or foul territory) the maximum number of bases all runners can advance on the play is the base they were heading towards at the start of the play plus one base."

By-Laws Section VII: Redo completely as follows:

VII. Team Roster Assignment

- A. Roster Night will be held on a date determined by the Board of Directors.
- B. Prior to being assigned to a team, the Administrative Vice President must certify and be responsible for the eligibility of each child.
- C. The roster assignment is designed so that all players must be certified and equally distributed to all teams.
- D. The child(ren) of the Head Coach, along with the child(ren) of two designated Assistant Coaches, will be the only children guaranteed to be assigned to a particular team. The names of the coaches and children must be submitted in writing (letter or e-mail) to the Administrative Vice President at least 14 days prior to Roster Assignment Night.

By-Laws Section XIII-C:

Change to read "All Coach-Pitch Teams will participate in the playoffs."

Add after #5: "EXCEPTION: Any Coach Pitch Team failing to supply the required number of umpires and concession stand volunteers for their assignments will be ruled ineligible for Post-Season competition, and their game will be deemed an automatic forfeit in favor of the team they would have been paired against."

REGULATIONS AND BY- LAWS

BOLINGBROOK TEE-BALL ASSOCIATION, INC. REGULATIONS AND BY- LAWS (Revised December 2008)

The following regulations and by-laws govern the conduct and operation of the Bolingbrook Tee-Ball Association.

I. THE ASSOCIATION

A. NAME OF ORGANIZATION

1. The organization will be known as the Bolingbrook Tee-Ball Association, Inc.
2. The Association will be incorporated within the state as a non-profit organization.

B. OBJECTIVE OF THE BOLINGBROOK TEE-BALL ASSOCIATION

1. The Association will provide instructional baseball programs for children 4, 5, 6, 7 and 8 years of age.
2. The program will be operated by a volunteer organization.

C. GOVERNMENT OF THE ASSOCIATION

1. The Association will be governed by a Board of Directors consisting of a President, two Vice Presidents, a Secretary, a Treasurer, a Head Umpire, a Publicity Coordinator, an Equipment Manager and an Assistant Equipment Manager, a Little Tees Coordinator, a Coach Pitch Coordinator, Media Coordinator, Concessions Coordinator, and a Director of Social Events.
 - a. All Directors are elected for two-year terms.
 - b. Elected in even years: Administrative Vice President, Game Operations Vice President, Treasurer, Head Umpire, Equipment Manager, Director of Social Events, and Little Tees Coordinator.
 - c. Elected in odd years: President, Concessions Coordinator, Secretary, Publicity Coordinator, Assistant Equipment Manager, Media Coordinator, and Coach Pitch Coordinator.
 - d. Common duties of Directors, excluding the President:
 1. Will have one vote on all Association matters except when the Administrative Vice President is presiding in the absence of the President.
 2. Will assist other Directors, committee chairmen and members as needed.
 - e. Persons wishing to run for a board position must submit a letter in writing to the Board Secretary by June 1st, stating the position they wish to run for.
 - f. The B.A.C. representative will be a presidential appointed position and attend all Bolingbrook Athletic Council (B.A.C.) meetings.
 - g. The B.A.C. representative will be a non-voting board member representative of the association to the B.A.C. in all matters, unless the B.A.C. representative is already a board member with the power of voting on board matters.
2. The **President** will-
 - a. Assume total responsibility for the direction of the Association;
 - b. Preside at all Association meetings. If unable to attend, will appoint the Administrative Vice President to preside;
 - c. Appoint chairmen to all committees pertaining to administration and fund raising activities as approved by the Board of Directors;
 - d. Review the activities of the appointed committees;
 - e. Run all meetings by Robert's Rules of Order;
 - f. Only vote on any Association matters to break a tie;
 - g. Select and assign coaches with approval of the Board of Directors;
 - h. With the Treasurer, have the power to CO-sign checks for payment of Association bills, after approval by the Board of Directors;

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- i. Be the spokesperson on all Association matters;
 - j. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office;
 - k. Responsible for designating an official representative of the Association for any meeting that the Association is required to send a delegate;
 - l. Be responsible for preparing a yearly budget for approval by the Board of Directors by the November Board meeting;
 - m. Be responsible for the organization of all Coach's Clinics.
3. The **Administrative Vice President** will-
- a. Preside in the absence of the President;
 - b. Succeed the President in the event of resignation or other vacancy reason;
 - c. Have the authority to co-sign checks in the absence of the President, Secretary and/or Treasurer;
 - d. Be in charge of all player registration;
 - e. Verify the yearly report presented at the September meeting of the Board of Directors by the Treasurer.
 - f. Enforce all financial policies.
4. The **Game Operations Vice President** will-
- a. Be in charge of organizing and chairing the Rules Committee. The Rules Committee must file a report with the Board of Directors by December 1st;
 - b. Be in charge of requesting fields and scheduling all games, including make up games, during the season;
 - c. Be responsible for field and facility maintenance work.
5. The **Concessions Coordinator** will-
- a. Be in charge of operating concession stand facilities;
 - b. Is responsible for scheduling all concession stand helpers.
6. The **Secretary** will-
- a. Record the minutes of all official meetings;
 - b. Read the minutes of the previous meeting at each successive meeting for correction and approval;
 - c. Submit a copy of said minutes to the President and Board of Directors;
 - d. Be responsible for all correspondence of the Association, incoming and outgoing, at the direction of the President and file same for records;
 - e. Maintain an official record of all the Association's activities;
 - f. Keep an attendance roster of all membership present at scheduled meetings and call the roll when required;
 - g. Keep a record of all committee assignments;
 - h. Have the authority to co-sign checks in the absence of the President, Administrative Vice President and/or Treasurer;
 - i. Be in charge of communications to all Division Leaders;
 - j. Be responsible for filling out all legal reports and forms required by various government organizations;
 - k. Be in charge of all Association meeting arrangements.
7. The **Treasurer** will-
- a. Co-sign checks with the President, Administrative Vice President and/or Secretary and dispense Association funds as approved by the Board of Directors;
 - b. Be in charge of the Association insurance;
 - c. Keep all association financial records;
 - d. Report on the status of the Association funds and make a full written report of all current receipts and expenditures at each meeting with copies to the President and Secretary;
 - e. Prepare a yearly report to be presented at the September meeting of the Board of Directors, listing all moneys received during the year, the expenses incurred and the remaining account balances;
 - f. Enforce all financial policies.
8. The **Head Umpire** will-
- a. Be on the Rules Committee;
 - b. Select all Association Umpires, with approval of the Board of Directors;
 - c. Coordinate scheduling of all Umpires for all games;
 - d. Be responsible for the Association Umpire's Clinic;

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- e. Be responsible for rules interpretations.
9. The **Publicity Coordinator** will-
 - a. Get announcements to the newspapers of all meetings, clinics, registration and draft;
 - b. Gather all game reports from each team every week;
 - c. Verify standings each week and verify that all children's names on each team get into the newspapers at least twice during the season;
 - d. Keep up with newspapers for omission of children's names;
 - e. Keep the Head Umpire informed of problems written down on the game reports;
 - f. Keep the President informed of children that are written down on game reports for not being present to participate;
10. The **Equipment Manager** will-
 - a. Be responsible for the procurement of all equipment, uniforms, and awards with the approval of the Board of Directors;
 - b. Be responsible for providing equipment to playing fields on regularly scheduled game days;
 - c. Be responsible for the collection and inventory of all Association property by the end of each fiscal year.
11. The **Assistant Equipment Manager** will-
 - a. Assist the Equipment Manager with all of his assigned duties;
 - b. Be scheduled to attend all Saturday games opposite the Equipment Manager.
12. The **Little Tees Coordinator** will-
 - a. With approval by the board, develop and enforce the rules and guidelines of the Little Tees program.
 - b. Attend all evenings when Little Tees games are played.
 - c. Coordinate the registration for the Little Tees program.
 - d. Secure head coaches for the program.
13. The **Coach Pitch Coordinator** will-
 - a. With approval by the board, develop and enforce the rules and guidelines of the Coach Pitch program.
 - b. With the assistance of the President, secure head coaches for the program.
 - c. Coordinate the registration for the Coach Pitch program.
14. The **Director of Social Events** will-
 - a. Coordinate all special and social events of the association.
 - b. Obtain team sponsors and the payments for those sponsorships.
 - c. Be in charge of coordinating the opening season parade.
15. The **Media Coordinator** will-
 - a. Coordinate game video taping schedule
 - b. Coordinate a camera crew and commentators for each scheduled taping event
 - c. Keep league informed of schedules of taping and airing of taped events
 - d. Gather team line-up and other information as needed for each event to be used during the taping
 - e. Work with BCT program directors for scheduling events to be aired
 - f. Coordinate final editing of all events to be aired

D. FINANCIAL POLICY

1. The Board of Directors will govern all matters pertaining to the finances of the Association.
2. All bills must be approved by the Board of Directors before a check can be issued.
3. All purchases of \$100.00 or greater must have prior Board approval.
4. Any out of pocket reimbursement can only be done after a cash reimbursement form with receipts is filed with the Treasurer and then approved by the Board of Directors.
5. Association funds will be disbursed by means of co-signed checks only.
6. The fiscal year shall run from October 1 through September 30.

E. ASSOCIATION PROPERTY

1. The Association will be empowered to obtain and hold personal property for the benefit of the program.
2. The Board of Directors will keep inventory, insure and maintain such property as necessary to operate the Association's programs.

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F. VOTING MEMBERSHIP OF THE ASSOCIATION

1. The voting membership shall consist of-
 - a. The Board of Directors;
 - b. All Head Coaches and certified Assistant Coaches;
 - c. The Umpires and Concession Stand Workers that work at least three games during the regular season;
 - d. All Division Writers and Division Leaders.
2. A member is considered a voting member from the time they qualify until March 1st of the following year.

G. INSURANCE COVERAGE

1. The Association will carry all insurance coverage as required by the Bolingbrook Park District. Any Bolingbrook Tee-Ball Association insurance will not cover participation in anything other than Bolingbrook Tee-Ball Association functions.

H. DISSOLUTION OF THE ASSOCIATION

1. If the Association is dissolved, all moneys and equipment shall be turned over to the Bolingbrook Athletic Council for disposition at their discretion.

I. IMPEACHMENT OF A DIRECTOR OF THE BOARD

1. A Director of the Association may be impeached by written petition signed by two thirds of all voting members present at a general meeting.
2. The impeachment charges will be reviewed at a specially convened general meeting not sooner than seven days or later than fourteen days after the charges are presented. If impeachment charges are confirmed by two-thirds majority of all voting members present at the special meeting, the charges will be presented to the Board of Directors.
3. If the impeachment charges are accepted by two-thirds majority of the remaining Board of Directors, the impeached Director will be removed from office.

J. ASSOCIATION POLICY

1. All Association policies will be developed and implemented by the Board of Directors.

K. VACANCIES ON THE BOARD OF DIRECTORS

1. Vacancies on the Board of Directors will be filled by appointment by the President with approval of a majority of the Board of Directors.

L. AMENDMENTS OF POLICIES, PROCEDURES AND/OR BY-LAWS

1. Proposed changes to the Association policies, procedures and/or by-laws may be made by any Association voting member, by the following steps:
 - a. The proposed change must first be submitted to the Board of Directors two weeks prior to any General Membership meeting held between the dates of October 1 through January 31.
 - b. The changes will be brought forth under new business at the meeting.
 - c. The changes must then be read out loud for presentation. If no one seconds the change, the change is dead. If the change is seconded, then it goes into discussion. Once discussion is done, it will go for a vote from all voting members present at the meeting. If it is voted by two-thirds majority of the voting members present, then the change will go into effect within thirty days

II. ASSOCIATION BOUNDARIES

- A. The boundaries of the Bolingbrook Tee-Ball Association will be the same as the boundaries of the Bolingbrook Park District.

III. DIVISIONS

- A. The Association will consist of a number of divisions and teams as determined by the Board of Directors based on registration results.

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- B. The divisions are realigned every year by means of a blind draw by colors for each division at a Board meeting.
- C. Each division will be assigned a Division Leader. The Division Leader's job is to be the communicator from the Board of Directors to all teams within the division. The Secretary will be in charge of communicating to the Division Leaders on all pertinent information.
- D. Each division will be assigned a Division Writer. The Division Writer's job will consist of gathering all of the game reports from the division and having articles ready for the newspapers within 24 hours. The Publicity Coordinator will be responsible for assisting the Division Writers in completing their tasks.
- E. Each division will be assigned a Division Concession Stand Supervisor. The Division Concession Stand Supervisor's job will be to assist in scheduling and training Concession Stand Workers for days assigned to the division. The Concessions Coordinator will be responsible for assisting the Division Concession Stand Supervisors in completing their tasks.

IV. PLAYER REGISTRATION

- A. The players living within the Association boundaries will have priority in placement and must have written parental consent.
EXCEPTION: A player may participate while no longer living within the boundaries, if he or a sibling had participated in the Association previously.
- B. Any child who turns 4 by April 1 and does not turn 9 by Aug 1 is eligible to participate in Bolingbrook Tee-Ball.
- C. The Association will hold registration within the first 3 weeks of February. At the Associations discretion an early registration (before February 1st) or late registration (after February 21st) will be held to obtain a sufficient amount of players.
- D. Each child must show acceptable proof of age to a league official at the time of registration.
- E. The registration fee will be set by the Board of Directors based on the financial needs of the Association to continue a quality program. The fee will be set by the January Board meeting. An additional fee of \$5 per child or \$10 per family will be assessed to anyone registering late.

V. THE TEAMS

- A. No team shall have less than field positions plus 1 or more than 17 players on its roster at the start of the regular season.
- B. Each team shall be comprised of an even number of children from each of the age groups, if possible.
- C. No more than the number of players established by the Association under Regulation IV, Section A, may be in uniform during a game.
- D. Head Coaches shall notify the Administrative Vice President of any player losses during the season.
- E. If a team Head Coach loses one of the players on the roster during the first half of the regular season through illness, injury, change of address or other justifiable reason, another player, if available, shall be obtained through the Administrative Vice President.

VI. SELECTION AND ASSIGNMENTS OF COACHES

- A. Head Coaches will be assigned by the President and approved by the Board of Directors. Two rostered Assistant Coaches may be selected by each Head Coach or assigned by a League Official.
- B. Coaching qualifications:
 - 1. Coaches must agree to become certified by the Association.
 - 2. Coaches must abide by and follow all of the Association by-laws, rules, regulations, policies and Coach's Code of Conduct, and demonstrate sportsmanlike conduct at all times.
 - 3. Coaches will be subject to a background check by the Bolingbrook Park District.
- C. Coaches will be certified under the current certification process of the Association, including attending and participating in a full day seminar covering the psychology of youth sports coaching and teaching fundamental baseball skills.

VII. TEAM ROSTERS

- A. Roster night will be held on a date determined by the Board of Directors.

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- B. Prior to being assigned to a team, the Administrative Vice President must certify and be responsible for the eligibility of each child.
- C. The roster assignment is designed so that all players must be certified and equally distributed to all teams.
- D. The child(ren) of the Head Coach, along with the child(ren) of two designated Assistant Coaches, will be the only children guaranteed to be assigned to a particular team. The names of the coaches and children must be submitted in writing (letter or e-mail) to the Administrative Vice President at least 14 days prior to Roster Assignment Night.

VIII. UNIFORMS

- A. The Association will provide each player with a team shirt, baseball pants, socks and cap.
- B. The Association will provide each team with 3 shirts and 3 hats for coaches.

IX. SCHEDULES

- A. The schedule for the season shall be prepared by the Board of Directors and must provide for no less than 8 games and no more than 10 games per team per regular season, exclusive of any Playoff Games.
- B. The schedule will provide for no less than one game per week, but no more than two games per week during the regular season.
- C. The regular season will start no later than the second Saturday in May and last no longer than 12 weeks.
- D. Head Coaches will receive one copy of the team schedule and will be responsible to communicate the team schedule to all team parents.
- E. No regular season game will be played on Sunday, unless it is a make up game.

X. ADMISSION TO GAMES

- A. No admission will be charged to any Bolingbrook Tee-Ball Association game.

XI. AWARDS

- A. All players in the Bolingbrook Tee-Ball Association will receive trophies.
 - 1. Each player that does not reach the playoffs will receive a participation trophy.
 - 2. Each player that reaches the Playoffs, but doesn't reach the Championship Game, will receive a Playoff trophy.
 - 3. Each player that reaches the Championship Game will receive a first or second place trophy, depending on where they finish.
- B. Each Head Coach will receive a special plaque for coaching.
- C. Each Umpire that umpires over ten games in the regular season will receive a special award for outstanding duty as a volunteer.
- D. The Umpire that umpires the most games in the regular season will receive a special award for being the Outstanding Umpire.
- E. Each Concession Stand Worker that works over ten games in the regular season will receive a special award for outstanding duty as a volunteer.
- F. The Concession Stand Worker that works the most games in the regular season will receive a special award for being the Outstanding Volunteer.
- G. Any volunteer that the Board of Directors feels should be recognized by the program will be so recognized at the year-end Tee-Ball Association party.
- H. Plaques will be given to all Association sponsors.

XII. COMMERCIALIZATION

- A. Exploitation of Bolingbrook Tee-Ball in any form is prohibited.
- B. Solicitation or fund raising by players in or out of uniform is prohibited.

XIII. PLAYOFF GAMES

- A. The Playoffs will follow the regular season games and will be scheduled by the Board of Directors prior to player registration.
- B. The Playoffs will be played as a single elimination tournament.

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- C. All Coach-Pitch Teams will participate in the playoffs.
- D. Ties for division positions will be broken in the following manner:
 - 1. The team's record in head-to-head competition with the other team(s) involved.
 - 2. The team's record in divisional games.
 - 3. The team's record versus the division winner (if the tie is not for 1st place).
 - 4. The total number of credited games umpired by volunteers from the teams involved.
 - 5. A coin toss.

EXCEPTION: Any Coach Pitch Team failing to supply the required number of umpires and concession stand volunteers for their assignments will be ruled ineligible for Post-Season competition, and their game will be deemed an automatic forfeit in favor of the team they would have been paired against.

XIV. COACH'S CODE OF CONDUCT

- A. "Coach" will be defined as: any adult volunteer actively involved in a teams practice or game.
- B. Team coaches will abide by a code of conduct, which includes the following:
 - 1. Uphold all rules and by-laws of the Tee-Ball Association.
 - 2. Will not participate in any practice or game while under the influence of illegal drugs or alcohol.
 - 3. Refrain from smoking on the field and in the bench area.
 - 4. Do not criticize players in front of spectators, but reserve constructive criticism for private, or in the presence of the team players, if others might benefit.
 - 5. Accept decisions of the game officials on the field as being fair and called to the best ability of said officials.
 - 6. Do not criticize an opposing team, its players, coaches or fans by word of mouth or gestures.
 - 7. Emphasize that good athletes strive to be good students and that both are physically and mentally alert.
 - 8. Strive to make every supervised activity serve as a training ground for life and a basis for good mental and physical health.
 - 9. Emphasize that winning a game is the result of good "TEAMWORK."
 - 10. Do not leave the bench to shout instructions to players during play. There are field coaches for that purpose.
 - 11. Praise players whenever possible and let them know when they "do good."
 - 12. Cooperate with game officials and be jointly responsible for the conduct and control of the team, fans and spectators. Any fan who becomes a nuisance and out of control shall be asked to leave
 - 13. Remove from a game or practice any player when even slightly in doubt about their health, whether or not as a result of injury, until competent medical advice is available.
 - 14. Do not deliberately incite unsportsman like conduct. Do not use abusive and profane language.
 - 15. Control your fans. Remember, as team coach, you are responsible for your team and fan reaction will usually be in step with your reaction.
 - 16. Coaches are required to keep the dignity of the players of the opposing team in mind during every game. As soon as a victory is assured (opponent unable to score enough runs to win, even if all nine batters per inning score), coaches must make defensive and, where necessary, offensive changes to assure no "blow-out" scores. If deemed necessary by the home plate umpire a League Official may be called upon to assume responsibility of the team to enforce the making of these offensive and defensive changes.
- C. Any violations of the Code of Conduct could result in suspension from game participation.

XV. BILL OF RIGHTS FOR YOUNG ATHLETES

- A. Right to participate in this league regardless of ability level.
- B. Right to participate at a level that is commensurate with each child's developmental level.
- C. Right to have qualified adult leadership.
- D. Right to participate in safe and healthy environments.
- E. Right of each child to share in the leadership and decision making of their sport participation.
- F. Right to play as a child and not as an adult.

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- G. Right to proper preparation for participation in the sport.
- H. Right to an equal opportunity to strive for success.
- I. Right to be treated with dignity by all involved.
- J. Right to have fun through sport.
- K. Right to bat in rotation, there will be no more than nine batters per inning.
- L. Right to play at least 1 defensive inning per every 2 innings of the game.

XVI. REMOVAL AND SUSPENSION

- A. Any coach, parent, participant or spectator may be removed by the Association at any time for actions deemed detrimental to the Association or it's members.
- B. Any violation of the Tee-Ball Association's by-laws, rules, regulations, policies, Coach's Code of Conduct and/or unsportsmanlike conduct by any coach, parent, participant or spectator will immediately result in suspension from game participation. Decision to be reinstated rests with the Tee-Ball Association Board of Directors or with the B.A.C. in the case of the appeal process.
 - 1. Removal and suspension:
 - a. Due process for grievance:
 - 1. Violations of the Tee-Ball Association's by-laws, rules regulations, policies, Coach's Code of Conduct and/or unsportsmanlike conduct will be documented.
 - 2. After documentation, the reasons for the removal or suspension will be presented to the Board of Directors of the Association.
 - 3. A hearing will be held by a panel of the accused coach, parent, participant or spectator's peers (not to include any members of the accused's own division), chaired by the President of the Association or his designee.
 - 4. Upon the recommendation of the panel of peers, the accused will then be suspended or removed after a vote by the Board of Directors.
 - b. **PENALTY:** The Head Coach may receive a written warning for the first offense; may be suspended for the next scheduled game for the second offense; and may be suspended for the remainder of the season for the third offense.
 - c. Appeal process for removal or suspension:
 - 1. The removed or suspended person can appeal the removal or suspension to the Bolingbrook Athletic Council (B.A.C.) in writing.
 - 2. The decision to remove or suspend cannot be appealed, only the method of arriving at the decision can be appealed.
 - 3. The B.A.C. Executive Committee will set up a hearing panel.
 - 4. The decision of the B.A.C. panel is final.

DEFINITION OF TERMS

ADJUDGED is a judgment decision by an Umpire.

An **APPEAL** is an act of a fielder or coach in claiming violation of the rules by the offensive team. An appeal must be made verbally. See Rule 4.17.

The **BACKSTOP** is the fence directly behind home base.

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the rubber bags and the rubber plate which mark the base points.

A **BASE COACH** is a coach in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A **BATTED BALL** is the ball from the time it has had any contact with the batter's bat while on the tee, to the time it is fielded by a fielder or becomes dead.

A **BATTER** is an offensive player who takes a position in the batter's box.

BATTER-RUNNER is a term that identifies the offensive player who has just finished a time at bat, until that player is put out or until the play on which that player becomes a runner ends.

The **BATTER'S BOX** is the area within which the batter must stand during a time at bat. The white line is considered part of the box.

The **BATTING COACH** is the offensive coach responsible for adjusting the tee and instructing the batter.

The **BENCH** is the seating facilities reserved for players and coaches when they are not actively engaged on the playing field.

A **BUNT** is a batted ball which, in the Plate Umpire's judgment, is not fully swung at.

A **CALLED GAME** is one in which, for any reason, the Plate Umpire and the League Official terminate play.

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground, providing such fielder does not use cap, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a fence, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team, or an Umpire, and then is caught by another defensive player. If a fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that the release of the ball is voluntary and intentional.

The **CATCHER** is the fielder who takes position in the catcher's circle.

The **CATCHER'S CIRCLE** is one of two areas within which the catcher shall stand until the ball is hit.

A **COACH** is appointed to perform such duties as the Head Coach may designate.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE** (or **DEFENSIVE**) is the team, or any player of the team, in the field.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of a continuous action, providing there is no error between put outs.

DEFINITION OF TERMS

A **FAIR BALL** is a batted ball that, without touching the foul zone, settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory, touches the person of an Umpire, coach or player, or that, while over fair territory, passes out of the playing field in flight.

NOTE: A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

FAIR TERRITORY is that part of the playing field within, and including, the first and third base lines, from the foul zone line to the bottom of the playing field fence and perpendicularly upwards. First base, third base and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

A **FIELD UMPIRE** may take any position on the playing field best suited to make impending decisions on the bases. A Field Umpire's duties shall be to make all decisions on the bases except those specifically reserved to the Plate Umpire; to take concurrent jurisdiction with the Plate Umpire in calling "Time;" and to aid the Plate Umpire in every manner in enforcing the rules, excepting the power to forfeit the game, having equal authority with the Plate Umpire in administering and enforcing the rules and maintaining discipline.

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

A **FORFEITED GAME** is a game declared ended by the Plate Umpire and the League Official in favor of the offended team, by the score of 6 to 0, for violation of the rules.

A **FOUL BALL** is a batted ball that touches the foul zone or settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an Umpire, coach or player, or any object foreign to the natural ground.

NOTE: A foul fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

FOUL TERRITORY is that part of the playing field within the foul zone or outside the first and third base lines, extending to the fence and perpendicularly upwards.

The **FOUL ZONE** is that part of the playing field extending from the rear point of home base in a five foot radius between the first and third base lines as shown in Diagram 2.

NOTE: Any batted ball that touches the foul zone shall be ruled foul.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HEAD COACH** is a person appointed by the Board of Directors to be responsible for the team's actions on the field, and to represent the team in communications with the Plate Umpire and the opposing team. The Head Coach shall always be responsible for the team's conduct, observance of the official rules and deference to the Umpires. If a Head Coach leaves the field, that Head Coach shall designate a coach as a substitute and such substitute Head Coach shall have the duties, rights and responsibilities of the Head Coach.

The **HOME TEAM** is the team which takes the field first at the start of the game. The game schedule will determine which team this will be.

DEFINITION OF TERMS

ILLEGAL (or **ILLEGALLY**) is contrary to these rules.

An **ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

An **INFIELDER** is a fielder who occupies a position in the infield.

IN FLIGHT describes a batted or thrown ball which has not yet touched the ground or some object other than a fielder.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

Offensive **INTERFERENCE** is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the Umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the Umpire's judgment, legally touched at the time of the interference, unless otherwise provided by these rules. Umpire interference occurs when a fair ball touches an Umpire on fair territory before passing a fielder. Spectator interference occurs when a spectator reaches over the fence, or goes on the playing field, and touches a live ball. On any interference, the ball is dead.

JUDGMENT is that quality which Umpires are made of.

The **LEAD RUNNER** is that runner who has not yet scored or been put out and has legally advanced closer to scoring than any other runner. If said runner scores or is put out, the next following runner, if any, immediately becomes the lead runner.

The **LEAGUE** is a group of teams who play each other in a pre-arranged schedule under these rules for the league championship.

The **LEAGUE OFFICIAL** is the member of the Board of Directors on duty at the playing facility during the game.

LEGAL (or **LEGALLY**) is in accordance with these rules.

A **LIVE BALL** is a ball which is in play.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding a batted or thrown ball, impedes the progress of any runner.

OFFENSE (or **OFFENSIVE**) is the team, or any player of the team, at bat.

The **OFFICIAL RULES** are the rules contained in this book.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

An **OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or **OVERSLIDING**) is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player, coach or Umpire is any part of the body, clothing or equipment.

DEFINITION OF TERMS

The **PITCHER** is the fielder who takes position on the pitcher's rubber.

The **PLATE UMPIRE** is that Umpire which takes position behind home base and whose duties shall be to take full charge of, and be responsible for, the proper conduct of the game; call and count strikes; call and declare fair balls and fouls except those commonly called by Field Umpires; make all decisions on the batter; make all decisions except those commonly reserved for the Field Umpires; decide when a game should be forfeited; and announce any special ground rules.

"**PLAY BALL**" is the Plate Umpire's order to start the game or to resume action following any dead ball.

A **REGULATION GAME** is a game which meets the qualifications defined in Rule 4.12.

A **RETOUCH** is the act of a runner returning to a base as legally required.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases, in that order.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

"**SAFE**" is a declaration by the Umpire that a runner is entitled to the base for which that runner was trying.

A **STRIKE** is an unsuccessful attempt by the batter to hit the ball. See Rule 6.05.

The **STRIKE ZONE** is that part of the playing field including home base and the area directly in front of home base formed by extending the two sides of home base forward to the front edge of the batter's box and perpendicularly upwards as shown in Diagram 2.

A **SUSPENDED GAME** is a called game which is to be completed at a later date.

A **TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective.

A **TIE GAME** is a regulation game which is called when each team has the same number of runs.

"**TIME**" is called by the Umpire, when in his judgment, the play in progress has concluded. The ball is dead and the defensive team may then safely return the ball to the Plate Umpire for the next play without fear of runners advancing. See Rule 5.10 a.

To **TOUCH** a player, coach or Umpire is to touch any part of the player, coach or Umpire's body, clothing or equipment.

LEAGUE RULES

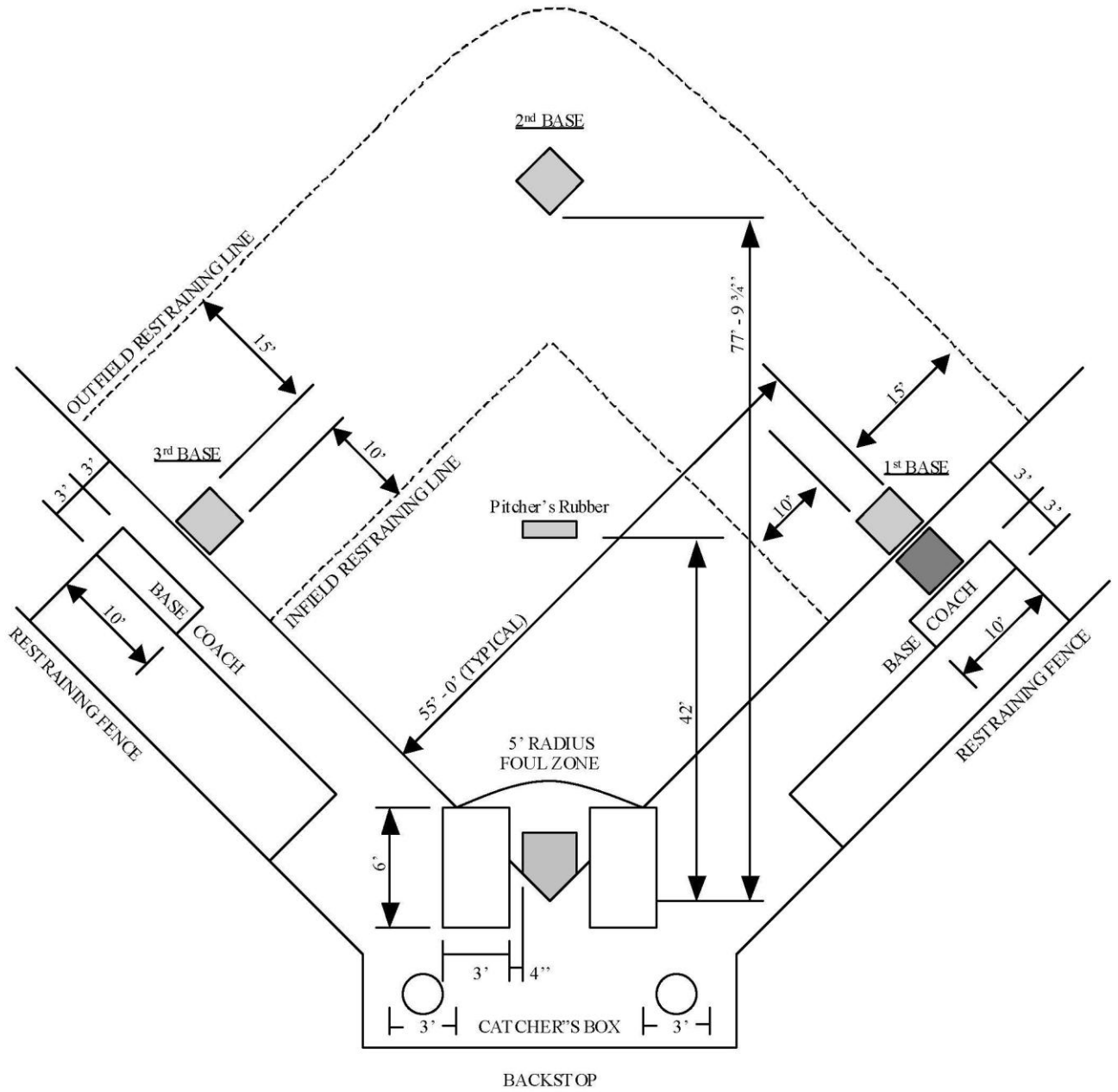


DIAGRAM 1

LEAGUE RULES

DETAIL OF HOME BASE

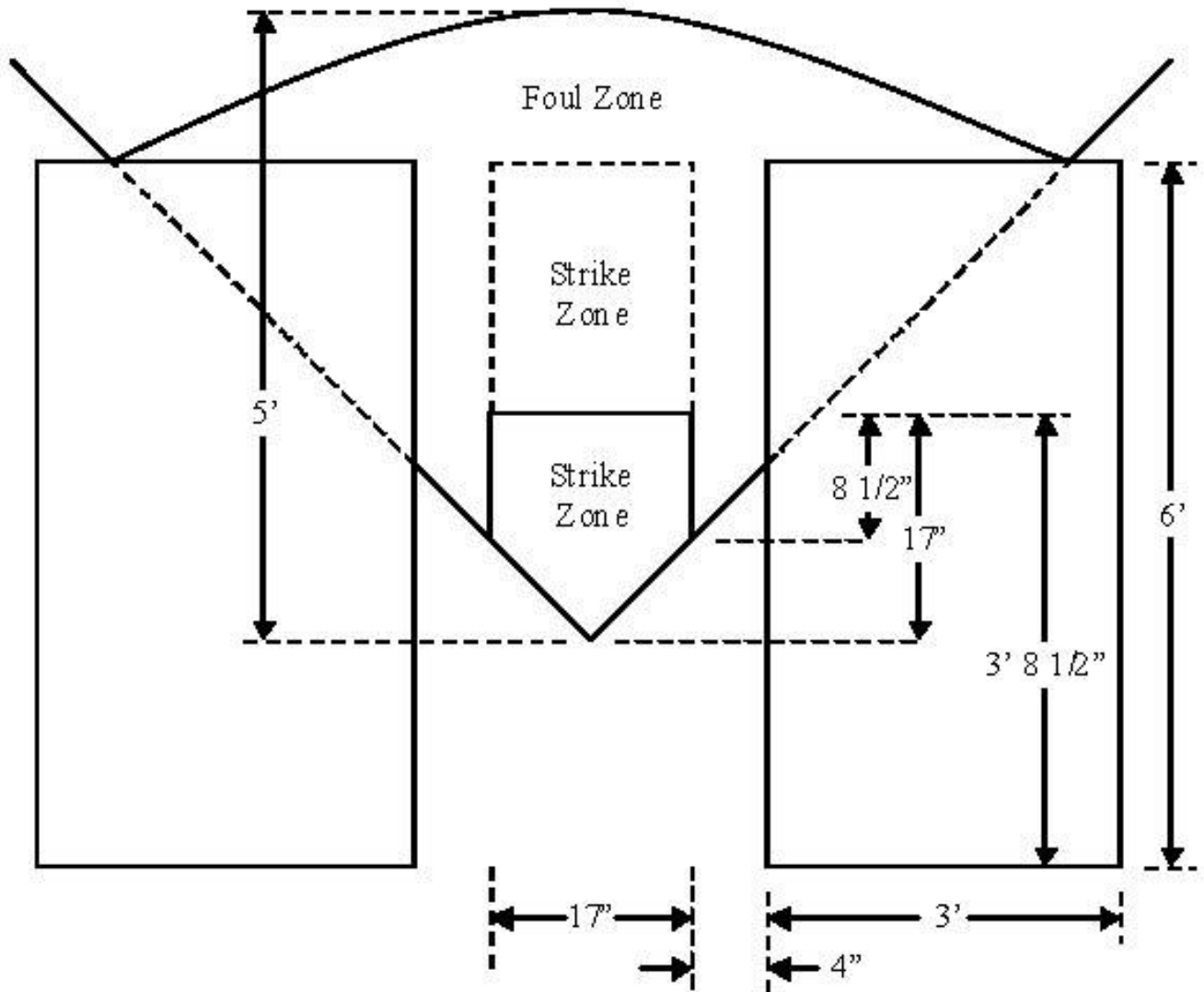


Diagram 2

LEAGUE RULES

OFFICIAL PLAYING RULES (Revised December 2008)

1.00 OBJECTIVES OF THE GAME

- 1.01 Tee-Ball is a game between two teams of twelve players each one under the direction of a Head Coach played on a regulation Tee-Ball field in accordance with these rules, under jurisdiction of one or more Umpires.
- 1.02 The objective of each team is to focus on player development of all the players and promote an environment of fun and sportsmanship.
Coach-Pitch: The additional objective of each team is to win by scoring more runs than the opponent.
- 1.03 The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

2.00 THE PLAYING FIELD

- 2.01 The field shall be laid out according to the instructions, supplemented by Diagram 1.
- The infield shall be a 55 foot square.
 - The outfield shall be the area between two foul lines formed by extending two sides of the square as in Diagram 1. The distance from home base to the nearest fence in fair territory should be 125 feet or more. A distance of 125 feet or more along the foul lines, and to center field is used. The infield shall be graded so that the base lines and home base are level.
 - The infield past the foul zone and the outfield, including the boundary lines, are fair territory and all other area is foul territory
 - All bases, batter's boxes, catcher's circles, pitcher's rubber and coach's boxes shall be laid out as per Diagram 1.
 - There shall be an infield restraining line 10 feet in front of the base paths and an outfield restraining line 15 feet behind the base paths as per Diagram 1.
 - There shall be a foul zone with a 5 foot radius from the rear point of home base between the first and third base lines as per Diagram 2.
 - Coach-Pitch:** There shall be no foul zone arc in front of home plate. A batted ball landing in front of home plate and remaining in fair territory will be a live and playable ball.
- 2.02 Home base shall be marked by a five-sided slab of white rubber. It shall be a 17 inch square with two of the corners filled in so that one edge is 17 inches long, two are 8 ½ inches long and two are 12 inches long. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17 inch edge facing the pitcher's rubber and the two 12 inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the plate shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home base.
- 2.03 White rubber bases, securely attached to the ground, shall mark second and third bases. First base will be a double safety, with the white base within the infield; the orange part of the base will be in foul territory. Third base shall be entirely within the infield. Both sections of first base shall be considered in play for the runner only. The white part of first base shall be considered in play for the defensive player for the purpose of determining safe or out on plays to first base. Second and third base will be 14 inches square and not more than 2 ½ inches thick. The purpose of the double safety base is to decrease the chance of injuries on plays to first base.
- 2.04 The ball used must meet Tee-Ball specifications. It shall weigh not less than 5 nor more than 5 1/4 ounces, and measure not less than 9 nor more than 9 1/4 inches in circumference.
- 2.05 The bat used must meet Tee-Ball specifications.
- It shall be a smooth, rounded stick and made of wood. It shall not be more than 27 inches in length, nor more than 2 1/4 inches in diameter. Colored bats are acceptable. All bats must be manufacturer's labeled Tee-Ball, T-Ball, Tee-Shot or T-Shot.
 - Coach-Pitch:** Aluminum bats will be allowed, as long as they are clearly marked "Tee-Ball", "T-Ball", or "Little League". All bats will have a maximum length of 28 inches.
- An illegal bat must be removed from the game. **PENALTY:** Batter is out and runners return. Illegal bat must be challenged before the next batter has taken their first swing (Tee-Ball) or received their first

LEAGUE RULES

- pitch (Coach-Pitch). If, in the Umpire's judgment, a bat is unsafe due to wear or any similar reason, it must be removed from the game.
- 2.06**
- a. All players on a team shall wear numbered uniforms identical in color, trim and style. No shorts are allowed.
 - b. The league will provide each team with a distinctive uniform. Uniforms are the property of the player after the season is over.
 - c. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
 - d. No player shall attach to a uniform tape or other material of a different color than the uniform.
 - e. Glass buttons and polished metal shall not be used on a uniform.
 - f. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats or tennis shoes are permissible.
 - g. **Coach-Pitch:** It is strongly recommended that all players wear protective cups or the female equivalent. These will not be provided by Bolingbrook Tee-Ball Association.
 - h. Coaches cannot wear shoes with metal spikes and must wear a team shirt and cap.
 - i. **Coach-Pitch:** The coach-pitcher must wear a glove. Appropriate footwear should be worn to afford the coach-pitcher the maximum opportunity to avoid injury or interfering with a play.
 - j. No jewelry shall be worn or attached to the uniform.
 - k. Casts shall not be worn during a game.
 - l. Players shall not consume food or chew gum while on the playing field or in the bench area during a game.
- 2.07** The league will provide to each team:
- a. four batting helmets and one catcher's helmet. Use of the helmets by the batter, on-deck batter, all base runners and catcher is mandatory in all games and practices.
 - b. **Coach-Pitch:** a catcher's mask, chest protector, and shin guards for use by the catcher.
- 2.08** Other than official games, the Tee-Ball playing fields shall not be used for any purpose (e.g. practices), except for Player Orientation scheduled by the Board of Directors.
- 3.00 GAME PRELIMINARIES**
- 3.01** Prior to the start of the season, Head Coaches must submit their team rules to the President of the Board of Directors covering practice requirements and individual's conduct expectations. Disciplinary action affecting game participation is not allowed without prior approval by the Board of Directors.
- 3.02** Before the game begins, the Plate Umpire shall-
- a. require strict observance of all rules governing team personnel, implements of play and equipment of players;
 - b. be sure that all playing lines are marked and suitable for play as per Diagram 1;
 - c. receive a game ball from the League Official, which will be awarded to the home team upon completion of the game;
 - d. be the sole judge of the fitness of the ball to be used in the game.
- 3.03** No player or coach shall intentionally discolor or damage the ball in any way.
PENALTY: The Umpire shall remove the ball and offender from the game.
- 3.04** There may be only one change or combination of changes of fielders' positions per inning. A time out must be called. A maximum of two time outs per inning per team is allowed. Crossing over of fielders is considered a change.
- 3.05** All players of a game will be in the lineup and bat in rotation. Any player arriving after the start of the game will be inserted at the end of the lineup.
- 3.06** Each player must play at least 2 defensive innings per game (four- or five-inning game) and at least 3 defensive innings per six-inning game.
- 3.07** The defensive alignment will consist of a catcher, pitcher, 4 infielders and 6 outfielders. A team must field at least nine players or forfeit the game. In the event of less than 12 players on a team, field positions will be eliminated from the outfield.
Coach-Pitch: The defensive alignment will consist of a catcher, player-pitcher, four infielders and four outfielders. A team must field at least 8 players or forfeit the game. In the event of less than 10 players on a team, field positions will be eliminated from the outfield.
- 3.08** The League Official will determine the fitness of the playing field before the start of the game.

LEAGUE RULES

- 3.09** The Plate Umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Plate Umpire shall not call the game before conferring with the League Official and not until at least 30 minutes after play has been suspended. The Plate Umpire may continue suspension as long as there is any chance to resume play
- 3.10** When the Plate Umpire suspends play, "Time" shall be called. At the Plate Umpire's call of "Play Ball" the suspension is lifted and play resumes.
- 3.11** Members of the offensive team shall carry all gloves and other equipment off the field and into the bench area while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.
- 3.12** No person shall be allowed on the playing field during a game except uniformed players, coaches and Umpires. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. Should a thrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.
- 3.13** When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the Umpire shall impose such penalties as in the Umpire's opinion will nullify the act of interference. If spectator interference clearly prevents a fielder from catching a fly ball, the Umpire shall declare the batter out.
- 3.14** Players shall sit on their team's bench unless participating in the game or preparing to enter the game. When batters or base runners are retired, they must return to the bench at once. No one except eligible players in uniform and coaches shall occupy the bench area. Batboys and/or Batgirls are not permitted.
- 4.00** **STARTING AND ENDING THE GAME**
- 4.01** Both scorekeepers will exchange lineups prior to the start of the game. Lineups include name and shirt number.
- 4.02** The Plate Umpire will call all coaches to home base to go over any rules of question.
- 4.03** The Plate Umpire will notify both scorekeepers of official starting time.
- 4.04** At the time set for beginning the game, the players of the home team shall take their defensive positions and the first batter of the visiting team shall take position in the batter's box.
- 4.05** No pitching; the ball is hit from tee.
- 4.06** The batting order shall be followed throughout the game.
- 4.07** There are two defensive coaches allowed on the field, each coach must stay behind the outfield restraining line at all times.
Coach-Pitch: Only one defensive coach is allowed in the outfield area.
- 4.08** There are three offensive coaches allowed; two Base Coaches, who are positioned in the first and third base coach's boxes, and a Batting Coach, who is positioned to one side of the backstop after instructing the batter.
Coach-Pitch: There are three offensive coaches allowed: two base coaches positioned as in Tee-Ball and a coach-pitcher. The coach-pitcher will be a certified coach. He will be positioned so that, upon completing a pitch, his lead foot shall not touch or cross a line drawn 37 feet from the back tip of home plate. If the coach-pitcher touches or crosses over the pitching line, the umpire shall declare a "Dead Ball"; this will count as one of the six pitches allotted, with batter and runner(s) returning to their occupied base at the time of the pitch." The coach-pitcher must pitch overhand to the batter. After a ball has been put into play by the batter, the coach-pitcher should crouch down or, if possible, leave the field completely. The coach-pitcher may not coach base runners in any way. The first offense will result in a warning from the umpire. Subsequent offenses will result in the lead runner being called out.
- 4.09** No coach, player or spectator, whether from the bench, playing field or spectator area, shall at any time-
- incite, or try to incite by word or sign, a demonstration by the spectators;
 - use language or gestures which will in any manner refer to or reflect upon opposing players, coaches, Umpires or spectators;
 - show violent disapproval of an Umpire's decision;
 - display poor sportsmanship.
- PENALTY:** The offender will be removed from the playing facilities.

LEAGUE RULES

- 4.10** When a coach, player or spectator is removed from the playing facilities, they must leave the area immediately and take no further part in that game. The playing facilities include everything but the parking lot.
- 4.11** How a team scores:
- a. One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.
EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made-
 1. by the batter-runner before touching first base;
 2. by any runner being forced out;
 3. by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).
 4. Any runs scored by a player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association will not be recorded. (In conjunction with Rule 7.06 EXCEPTION)."
- 4.12**
- a. A regulation game consists of four innings (Tee-Ball) or six innings (Coach-Pitch) or 90 minutes, whichever comes first, unless extended because of a tie score, or shortened because-
 1. the home team needs none of its half of the last inning or only a fraction of it;
 2. the Plate Umpire calls the game;
 3. one team is losing by more than nine runs after three complete innings (Tee-Ball) or five complete innings (Coach-Pitch)
 - b. If a game is called or 90 minutes lapses, it is a regulation game, if-
 1. three innings (Tee-Ball) or four innings (Coach-Pitch) have been completed;
 2. the home team has scored more runs in three or three and a fraction half-innings than the visiting team has scored in four completed half-innings.
 - c. If the score is tied after six complete innings and 90 minutes has not lapsed, play shall continue until-
 1. the visiting team has scored more total runs than the home team at the end of a completed inning;
 2. the home team scores the winning run in an incomplete inning.
 - d. If the score is tied after 90 minutes lapses, the game may be suspended at the discretion of the Plate Umpire and the League Official or continued until completion of play. If the game is continued, a five minute break may be allotted to each team.
 - e. A regulation game may be called while the score is tied due to weather or safety concerns at the discretion of the league official.
 - f. Regulation games which have been called while the score is tied will be officially recorded as tie games and will not be completed at a later date.
 - g. Any inning started will be completed, unless the home team needs none of its half of the last inning or only a fraction of it.
 - h. The 90 minute time clock shall not stop for any reason except for an injury time out. In this instance only, the Plate Umpire shall extend the time limit to allow for the time in which play was stopped.
 - i. If a game is called before it becomes a regulation game, when it is started over the line up can be changed.
EXCEPTION: All Playoff games will be played with no time limit.
NOTE: If, in the Plate Umpire's opinion, the game is not proceeding at a pace that will allow for a regulation game within the 90 minute time period, the Plate Umpire may, at the beginning of any inning, impose limits on both teams with regards to the amount of time taken to instruct batters.
- 4.13** The score of a regulation game is the total number of runs scored by each team at the moment the game ends.
- a. The game ends when the visiting team completes its half of the last inning, if the home team is ahead.
 - b. The game ends when the last inning is completed, if the visiting team is ahead.
 - c. If the home team scores the winning run in its half of the last inning, the game ends immediately when the winning run is scored.
EXCEPTION: If the last batter in a game hits a home run out of the playing field, the runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the

LEAGUE RULES

batter-runner touches home base. If the batter is called out for passing a preceding runner, the game ends immediately when the winning run is scored.

NOTE: Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team being the winner.

- d. A called game ends at the moment the Plate Umpire terminates play.
EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning if the visiting team scores one or more runs to tie the score or take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

- 4.14** A game may be forfeited by the Plate Umpire to the opposing team, when a team-
- is not able to place nine players (Tee-Ball) or eight players (Coach-Pitch) on the field within 10 minutes after the appointed time for beginning the game;
 - is unable or refuses to place nine players (Tee-Ball) or eight players (Coach-Pitch) on the field while a game is in progress;
 - being upon the field, refuses to start play within 10 minutes after the appointed time for beginning the game, unless such delay, in the Plate Umpire's judgment, is unavoidable;
 - refuses to continue play unless the game was terminated by the Plate Umpire;
 - fails to resume play, after the game was halted by the Plate Umpire, within one minute after the Plate Umpire has called "Play ball;"
 - fails to obey, within a reasonable time, the Umpire's order to remove a coach, player or spectator from the playing facility.
 - after warning by the Umpire, willfully and persistently violates any rules of the game;
 - employs tactics designed to delay or shorten the game.

4.15 NO PROTESTS SHALL BE HONORED

4.16 The infield fly rule does not apply.

4.17 An APPEAL is made by a coach approaching the Plate Umpire and requesting an appeal, before the Plate Umpire has called "Play ball" to put the ball in play after the play being appealed. The Plate Umpire will clear the batter's box. The Plate Umpire will then place the ball on the tee and call "Appeal play ball." The coach will then instruct his players to get the ball and follow the coach's instructions. The Umpire will then rule on the appeal. **A JUDGMENT CALL CANNOT BE APPEALED.**

5.00 PUTTING THE BALL IN PLAY - LIVE BALL

5.01 Prior to putting the ball in play, the offensive team's Batting Coach will be allowed to adjust the tee and instruct the batter. The tee shall be positioned such that the ball will be within the strike zone. When the batter is ready, the Plate Umpire shall ask the defensive team if they are ready. As soon as all players are ready, the Plate Umpire shall place the ball on the tee, move into position behind the plate and call "Play ball".

Coach-Pitch: Prior to putting the ball in play, the ball will be delivered to the coach-pitcher, who will hold the ball over his head to alert the defensive team that the ball is about to be pitched. The home plate umpire **will not** ask the defensive team if they are ready, nor will he call "Play ball".

5.02 When the Plate Umpire calls "Play ball," all fielders must be in their proper positions. Positions are defined as: pitcher- one or both feet on the pitcher's rubber; infielders- between infield and outfield restraining lines; outfielders- behind the outfield restraining line or grass line; and catcher- in the catcher's circle opposite home base from the batter. **Coach-Pitch:** catcher- will be positioned behind the home plate, at a minimum distance of a line marked 6 feet behind home plate, and player-pitcher- will be positioned with both feet within the dirt portion of the pitcher's area, but no closer to home plate than the pitcher's rubber.

- All defensive players other than the catcher shall be in fair territory before the ball is hit.
- Defensive players may leave their positions to make a play once the ball is hit, but not before.
- When an improperly positioned defensive player is involved in a play resulting in an out, the play is ruled dead and the batter returns to the plate; runners return.

5.03 After the Plate Umpire calls "play ball," the batter may proceed to hit the ball. Practice swings are allowed; however, see Rule 6.05. **Coach-Pitch:** For safety reasons, no warm-up swings will be permitted. The coach-pitcher must pitch overhand.

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Once contact with the ball has been made by the bat, the ball is live and in play and remains live and in play until, for legal cause, or at the Umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was live (such as, but not limited to an overthrow, interference, or a home run or other fair hit out of the playing field).

- 5.04** The offensive team's objective is to have its batter become a runner, and its runners advance.
- 5.05** The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 5.06** When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.
- 5.07** When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.
- 5.08** If a thrown ball accidentally touches a Base Coach, Coach-Pitcher, or Umpire, the ball is live and in play. However, if the coach interferes with a thrown ball, the runner is out.
- 5.09** The ball becomes dead and runners return to their bases, without liability to be put out when-
- a ball is illegally batted either fair or foul
 - a foul ball is not caught
 - the batter is declared out for throwing his bat (Reference Rule 6.06e)
 - Coach-Pitch:** a batted ball strikes the coach-pitcher. The batter returns to the plate and base runners to their original bases. This will not count as one of the six pitches allowed.
- 5.10** The ball becomes dead when an Umpire calls "Time."
- The Umpire shall call "Time" when-
 - all runners, including the batter-runner, are no longer forced to advance;
AND -
 - an infielder has control of the ball within the infield; **AND -**
 - in the Umpire's judgment, the lead runner has abandoned the attempt to advance to the next base; **AND -**
 - in the Umpire's judgment, the defensive team has abandoned the attempt to make a defensive play.
EXCEPTION: During the ninth batter's time at bat, the Umpire shall call "Time" when, in the Umpire's judgment, the lead runner can no longer attain home base (i.e. score) safely because an infielder, with control of the ball, is positioned in the lead runner's base path and is ready to make the tag.
NOTE: Any infielder fielding a batted ball in the outfield beyond his position's normal range of play shall be ineligible to "time."
NOTE: After the Umpire calls "Time," each runner shall be positioned at that base which, in the Umpire's judgment, said runner had, or would have, safely attained.
 - The Umpire shall call "Time" when -
 - in said Umpire's judgment, weather, darkness or similar conditions make immediate further play impossible;
 - an accident incapacitates a player or an Umpire; runner's advance, if forced;
NOTE: If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play.
 - a coach requests "Time" for a substitution, a defensive change, or for a conference with one or more of the players;
 - the Umpire wishes to examine the ball, to consult with either coach, or for any similar cause;
 - an Umpire orders a player or any other person removed from the playing facility
NOTE: Except in the case stated in paragraph 'b. 2.' of this rule, no Umpire shall call "Time" while a play is in progress.
- 5.11** The ball becomes dead when all runners, including the batter-runner, have legally scored or been put out and no runners are left on any base.

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5.12 After the ball is dead, the defensive team shall promptly return the ball to the Plate Umpire. The next or current batter of the offensive team shall take position in the batter's box. Play shall be resumed by the Plate Umpire, as in Rule 5.01.

6.00 THE BATTER

6.01 a. Each player of the offensive team shall bat in the order that their name appears in the team's batting order.
b. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who batted in the preceding inning.
c. There will be a maximum of nine batters per inning. The ninth batter will be announced to the Plate Umpire. The ninth batter constitutes an automatic two outs. The Plate Umpire will announce ninth batter to the defensive team, before calling "Play Ball." Failure to announce ninth batter to the defensive team by the Plate Umpire, the play is ruled dead and the batter returns to the plate. If the Plate Umpire announces ninth batter to the defensive team when, in fact, it is not the ninth batter at bat, the play is ruled dead and the batter returns to the plate.

Coach-Pitch: The maximum number of runs the offensive team can score is nine runs in an inning. In no instance will more than nine runs be recorded by the offensive team. Ninth batter 2 outs rule does not apply."

6.02 a. The batter shall take position in the batter's box promptly when it is said batter's time at bat.
b. The batter shall not leave that position in the batter's box after the Plate Umpire calls "Play ball" until said batter has struck at the ball.
c. If the batter refuses to take position in the batter's box during a time at bat, that batter shall be declared out.

6.03 The batter's legal position shall be both feet within the batter's box. The lines defining the box are within the batter's box.

6.04 A batter has legally completed a time at bat when said batter is put out or becomes a runner.

6.05 One strike shall be called on the batter when, in the Plate Umpire's judgment, -

- a. the ball is struck at by the batter and completely missed;
- b. the ball is hit foul by the batter when there are less than two strikes;
- c. in striking at the ball, the bat hits nothing but the tee, then the ball goes in any direction for any distance;
- d. during a practice swing, the bat makes contact with the ball or tee;
- e. during a practice swing, the bat travels past the plane of the ball;
- f. the batter hits the ball before the Plate Umpire calls "Play ball" and no out is made at any base. The play is ruled dead, and replayed if not the third strike.
- g. **Coach-Pitch:** a batter will be allowed a maximum of six pitches to put a ball in play (not six swings of the bat). Prior to the 6th pitch, the Plate Umpire will announce "Last pitch".
- h. **Coach-Pitch:** a pitched ball striking the batter will count as one of the six pitches allowed. The batter will not be awarded first base.

6.06 A batter is out when -

- a. a fair or foul fly ball is legally caught by a fielder. In order for a foul ball caught by the catcher to be considered a foul fly ball, the ball must achieve a height greater than the top of the batter's head.
- b. the third strike is called by the Plate Umpire;
- c. **Coach-Pitch:** the ball is not put into play within six pitches, unless the 6th pitch results in a foul ball. In this case, the batter will continue to bat until he/she misses the ball, does not swing, or puts the ball in play.
- d. in the Plate Umpire's judgment, the batter intentionally bunts. No bunting is allowed. The ball is dead and no runners may advance. Anything less than a full swing is considered a bunt;
- e. the batter throws the bat after putting the ball in play; runners return (Reference Rule 8.09c)
- f. a fair ball touches said batter before touching a fielder;
- g. after hitting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the Umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
- h. after hitting a foul ball, that batter-runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;

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- i. after hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;
- j. in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs inside (to the left of) the foul line, or more than three feet outside (to the right of) the foul line and, in the Umpire's judgment, in so doing interferes with the fielder taking the throw at first base;
EXCEPTION: the batter-runner may run inside (to the left of) the foul line or more than three feet outside (to the right of) the foul line to avoid a fielder attempting to field a batted ball.
- k. a preceding runner shall, in the Umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play;
- l. hitting the ball with both feet on the ground entirely outside the batter's box;
- m. stepping from one batter's box to the other after the Plate Umpire calls "Play ball;"
- n. swinging at the ball more than once during the same play.

6.07 Batting out of turn-

- a. The home plate umpire shall be made aware that a batter is batting, or has batted, out of turn.
- b. If the improper batter has not yet completed a turn at bat by becoming a runner or being put out, the proper batter will take position in the batter's box. Any strikes accumulated by the improper batter will be counted against the proper batter.
- c. If an improper batter becomes a runner or is put out, and the home plate umpire becomes aware of the improper batter prior to calling "Play ball" to the next batter of either team, the plate umpire shall
 1. declare the improper batter out
 2. nullify any advance or score made because of a ball batted by the improper batterWhen the improper batter is called out for failing to bat in turn, the batting order will proceed beginning with the batter who should have batted in place of the improper batter called out, and skipping the scheduled at-bat of the improper batter called out, whenever that at-bat would occur.
- d. If an improper batter becomes a runner or is put out and the plate umpire calls "Play ball" to the next batter, the improper batter thereby becomes the proper batter and the result of such time at bat becomes legal.
When the result of an at-bat by an improper batter have been legalized as described above, the batting order will continue with the name following that of the legalized improper batter.

6.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when-

- a. the catcher or any fielder interferes with the batter, while attempting to get to first base, after making contact with the ball.
- b. a fair ball touches an Umpire or a runner in fair territory before touching a fielder.
See 5.09 c.

6.09 The batter becomes a runner when -

- a. a fair ball is hit;
- b. a fair ball, after having passed a fielder other than the pitcher, or after having been touched by fielder, including the pitcher, shall touch an Umpire or runner on fair territory;
- c. a fair fly ball passes over a fence. Such hit entitles the batter to a home run when all bases have been legally touched. The batter shall be awarded the ball;
- d. a fair ball, after touching the ground, passes through, over or under a fence, in which case the batter and runners shall be entitled to advance two bases;
- e. a fair ball which, either before or after touching the ground, passes through or under a fence, or which sticks in a fence in which case the batter and runners shall be entitled to advance two bases;
- f. any bounding fair ball is deflected by the fielder over or under a fence on fair or foul territory, in which case the batter and runners shall be entitled to advance two bases;
- g. any fair fly ball is deflected by a fielder over the fence into foul territory, in which case the batter and runners shall be entitled to advance two bases; but if deflected over the fence in fair territory, the batter shall be entitled to a home run.
NOTE: If deflection occurs off a fielder's glove below the top of the fence, the batter and runners shall be entitled to advance two bases.

7.00 THE RUNNER

LEAGUE RULES

- 7.01** A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.
- 7.02** In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such case, the runner may go directly to the original base.
- 7.03** Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the same base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
EXCEPTION: If the following runner has been forced to advance to said base by reason of the batter becoming a runner, then the preceding runner shall be out when tagged. See Rule 7.01.
- 7.04** Each runner including the batter-runner may, without liability to be put out, advance-
- to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the Umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap or any article of apparel;
 - three bases, if a fielder deliberately touches a fair ball with a cap or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home base, at the batter's own risk;
 - three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home base, at the batter's own risk;
 - two bases, if a fielder deliberately touches a thrown ball with a cap or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
 - two bases, if a fielder deliberately throws a glove at, and touches, a thrown ball. The ball is in play;
 - two bases, if a fair ball bounces or is deflected over a fence; or if it goes through or under a fence; or if it sticks in a fence;
 - two bases, if a thrown ball goes into a bench (whether or not the ball rebounds into the field), or over, under or through a fence. The ball is dead. When such wild throw is the first play by an infielder, the Umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was hit; in all other cases the Umpire shall be governed by the position of the runners when the wild throw was made.
- EXCEPTION:** If all runners, including the batter-runner have advanced at least one base when an infielder makes a wild throw on the first play after the ball is hit, the award shall be governed by the position of the runners when the wild throw was made. **Tee-Ball Only:** If the first throw of the play after the ball is hit is made to First Base or Third Base, and in the Umpire Judgment, is an overthrow (regardless of if the ball is in fair or foul territory) the maximum number of bases all runners can advance on the play is the base they were heading towards at the start of the play plus one base.
- NOTE:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that; runner returns to the missed base.
- 7.05** When obstruction occurs, the Umpire shall call "Obstruction."
- If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the Umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.
 - If no play is being made on the obstructed runner, the play shall proceed until the Umpire calls "Time." The Umpire shall then impose such penalties, if any, as in that Umpire's judgment, will nullify the act of obstruction.
- 7.06** Any runner is out when -
- running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; OR after touching first base the runner leaves the base line, obviously abandoning all efforts to touch the next base; OR the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;

LEAGUE RULES

- b. that runner intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball;
 - c. that runner is tagged, when the ball is live, while off a base;
EXCEPTIONS: 1. A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base. 2. If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base, if the runner had reached the base safely. 3. If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the Umpire's judgment, that runner touches or occupies the point marked by the dislodged base.
 - d. failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the Plate Umpire calls "Play ball" to begin the next play. This is an appeal play;
NOTE: Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk and can also advance if a foul ball is caught.
 - e. failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if overrunning or oversliding the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced;
 - f. touched by a ball in fair territory, **while not touching a base**, before the ball has touched an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance (also refer to rule 7.07 i),
 - g. leading off base, or leaving the base before the ball is struck by the batter;
 - h. passing the preceding runner before such runner is out;
 - i. after acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The Umpire shall immediately call "Time" and declare the runner out;
 - j. failing to return at once to first base after overrunning or oversliding that base. If attempting to run to second, the runner is out when tagged. If, after overrunning or oversliding first base, the runner starts toward the bench, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or base is tagged;
 - k. in running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the Umpire for a decision;
NOTE: The base of the batting tee is NOT considered home base unless it is still sitting on home base when the runner runs or slides for home base.
 - l. an offensive coach interferes with the runner in such a way as to assist the runner in returning to or leaving a base, while the ball is in play;
EXCEPTION: a Base Coach may assist a runner (e.g. a hand touching the runner) in leaving first or third base, if said runner has a disability. The Umpires and opposing Head Coach must be notified of this condition before the start of the game and immediately before said player's time at bat.
 - m. in the Umpire's judgment, the runner intentionally causes the helmet to be removed from the runner's head while running the bases.
EXCEPTION: No player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association shall EVER have an out recorded against them. The batter can be retired, but no out will be recorded. (See Coach's Code of Conduct XIV.B.16)
- 7.07** It is interference by a batter, runner, or coach-pitcher when -
- a. after hitting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the Umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
 - b. the batter intentionally deflects the course of a foul ball in any manner;

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- c. any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;
- d. in the Umpire's judgment, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The Umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event can bases be run or runs scored because of such action by a runner;
- e. in the Umpire's judgment, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The Umpire shall call the batter-runner out for interference and shall also call out the runner who has advanced closest to the home base, regardless of where the double play might have been possible,. In no event shall bases be run because of such interference;
- f. with a runner on base, the Base Coach acts in any manner to draw a throw by a fielder;
- g. in running the 'last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs inside (to the left of) the foul line or more than three feet outside (to the right of) the foul line and, in the Umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball;
- h. the runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the Umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the Umpire determines to be entitled to field such a ball;
- i. the runner intentionally fails to avoid contact with a ball in play (also refer to rule 7.06 f).
- j. **Coach-Pitch:** A coach-pitcher may be called for interference if, in the opinion of the umpire, he intentionally obstructs an infielder or makes contact with a batted ball. If this occurs, the batter will be called out and the base runners will return to their original bases.

PENALTY FOR INTERFERENCE: The runner is out and the ball is dead.

7.08 Any runner shall be called out on appeal when -

- a. after a fly ball is caught, the runner fails to retouch the base before said runner or the base is tagged;
- b. with the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or the missed base, is tagged;
NOTE: No runner may return to touch a missed base after a following runner has scored. When the ball is dead, no runner may return to touch a missed base or one abandoned, after said runner has advanced to and touched a base beyond the missed base.
- c. the runner overruns or overslides first base and fails to return to the base immediately, and said runner or the base is tagged;
- d. the runner fails to touch home base and makes no attempt to return to that base, and home base is tagged.

NOTE: Any appeal under this rule must be made before the Plate Umpire calls "Play ball" to begin the next play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field (the defensive team has left the field when no players remain in fair territory). An appeal is not to be interpreted as a play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the Plate Umpire. Appeal plays may require the Plate Umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage.

7.09 The players and coaches of an offensive team shall vacate any space needed by a fielder who is attempting to field a batted or thrown ball.

PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.10 Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

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8.00 THE UMPIRE

- 8.01**
- a. The Head Umpire shall appoint one or more Umpires to officiate at each league game. The Plate Umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
 - b. Each Umpire is the representative of the Bolingbrook Tee-Ball Association, and is authorized and required to enforce all of these rules. Each Umpire has authority to order a player, coach or spectator to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
 - c. Each Umpire has authority to rule on any point not specifically covered in these rules.
 - d. Each Umpire has authority to disqualify any player or coach for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing facilities. If an Umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until the Umpire calls "Time," suspending play.
 - e. All Umpires have authority at their discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.
- 8.02**
- a. Any Umpire's decision which involves judgment is final, such as, but not limited to, whether a batted ball is fair or foul, whether a bat hit the ball or the tee, or whether a runner is safe or out.. No player or coach shall object to any such judgment decisions.
 - b. If there is reasonable doubt that any Umpire's decision may be in conflict with the rules, the Head Coach may appeal the decision and ask that a correct ruling be made. Such appeal may be made only to the Plate Umpire.
 - c. If a decision is appealed, the Umpire making the decision may ask another Umpire for information before making a final decision. No Umpire shall criticize, seek to reverse or interfere with another Umpire's decision unless asked to do so by the Umpire making it.
 - d. If different decisions should be made on one play by different Umpires, the Plate Umpire shall call all the Umpires into consultation, with no coach or player present. After consultation, the Plate Umpire shall determine which decision shall prevail, based on which Umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.
- 8.03**
- a. The Plate Umpire shall report to the League Official, after the end of the game, all violations of rules and other incidents worthy of comment, including the ejection of any coach, player or spectator, and the reasons therefore.
 - b. When any coach or player is ejected for a flagrant offense such as the use of obscene or indecent language, or an assault upon an Umpire, coach or player, the Plate Umpire shall forward full particulars in writing to the league President within twenty-four hours after the end of the game.
 - c. After receiving the Plate Umpire's report that a coach or player has been ejected, the league President shall require such coach or player to appear before the Board of Directors at a regularly scheduled meeting to explain his conduct. In the case of a player, the Head Coach shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified. Coaches or players that have been ejected are not allowed to participate in any league functions, including games, until such meeting with the Board of Directors takes place.
- 8.4** Umpires shall not wear shoes with metal spikes or cleats.