

CITY OF MARGATE
YOUTH BASEBALL & SOFTBALL
LEAGUE



OFFICAL SUPPLEMENTAL
RULE BOOK

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Full Release and Indemnification

Any participation in the City of Margate Youth Baseball & Softball League is expressly conditioned upon the complete release of said League from any and all liability directly or indirectly connected in any manner whatsoever with said participation.

Each player, manager, coach or other authorized participant in consideration of his, hers or their participation in said League does acknowledge the adequacy of said consideration as a matter of law and does fully release City of Margate, City of Margate Youth Baseball & Softball League, its Sponsors, Officers, Commissioners, Employees or Agents from any claim, demand, cause of action or loss in any way connected with direct or indirect participation in any of its activities, and agrees to hold harmless and indemnify each of the above for any cost expense or attorney's fees in any manner connected therewith.

Each participant, individual and on behalf of his or her parents, legal guardians, sponsors or other parties, herein agrees to be fully bound as a matter of law by the provisions hereof and agrees to acknowledge as a matter of fact being fully aware of the provision of this section and the official City of Margate Youth Baseball & Softball League Rule Book in its entirety as of the date of the execution of the City of Margate Youth Baseball & Softball League Registration.

Sportsmanship

Sportsmanship is that quality of honorable behavior, which, because of its courtesy, dignity, respect, cooperation and trustworthiness, habitually wins the esteem of one's fellow person whether he or she be an opponent or an ally.

Flashes of sportsmanship come to all of us, but real possession comes only to those who so exemplify the GOLDEN RULE that they consistently hold the respect and loyalty of the community. For them there are no alibis, no unnecessary abusive remarks, no scheming to win at all cost; but a genuine love of fair play, which make them modest winners and gracious losers.

Acts of good sportsmanship on the fields of play have them the seeds of high character and of life-long friendships.

Preface

The City of Margate Parks and Recreation has decided that every possible attempt should be made to follow USSSA rules. This will simplify the City of Margate Youth Baseball & Softball Supplemental Rule Book.

Supplemental rules are intended to further enhance player safety, enforce local rules imposed by the City of Margate, better define member conduct rules, and provide further clarity to certain USSSA rules as required.

It is recommended that all Managers and Coaches read and understand Rules as written. Managers should have a copy of the Rule Books. {They are posted on the website}. The Rules in will be interpreted in the following order:

1. City of Margate Youth Baseball & Softball Supplemental Rule Book
2. Rules and Regulations for USSSA Baseball & Softball
3. Official Major League Baseball Rule Book

There are numerous differences between the Supplemental Rule Book and the USSSA rules, please take the time to read and familiarize yourself, your Coaches, your Players and parents with these rules.

BASEBALL

BASEBALL

Section I - Membership- Classification and Division Ages (Policy)

Section 1.1 – The City of Margate Youth Baseball & Softball League will follow USSSA Baseball & Softball guidelines in the organization of all Player Divisions.

Section 1.2 – The City of Margate Youth Baseball & Softball League will also add a Tee Ball and Pre-Tee Ball Division, which shall offer youth not yet eligible to participate in the USSSA "AA" Division the opportunity to play organized baseball.

Section 1.3 – The authorized City of Margate Youth Baseball & Softball League dates of play will extend from January 1 of each year, until the completion of any USSSA sanctioned events, including All-Star tournaments. Teams competing within City of Margate Youth Baseball & Softball are not allowed to practice before January 1.

Section II - Registration of Players, Managers & Coaches (Policy)

Section 2.1 - The City of Margate Parks and Recreation will determine the number of players assigned to each team at the beginning of each season, based on player registration.

Section 2.2 - All Managers, Coaches, Team Parents, Concession stand workers and Umpires are required to submit to a background check with Florida Department of Law Enforcement, and the local authorities. This is a MANDATORY rule and may not be circumvented in any case. Any person who either knowingly or unknowingly does not adhere to this rule will not be allowed to participate in any City of Margate Youth Sports activity occurring at any City of Margate fields.

Section 2.3 - All Managers and Coaches must attend a Coaches Clinic. This Clinic should be held prior to the start of the regular season and will be under the sole jurisdiction of the City of Margate Parks and Recreation Department.

Section 2.4 - Each player, before participating in the City of Margate Youth Baseball & Softball League, shall be required to have the consent of his or her parent or legal guardian.

Section 2.5 - The City of Margate Parks and Recreation Department reserves the right to reject the registration of any prospective player, coach or manager.

Section 2.6 - When a player is lost for any reason (injury, quit team, moved from area, etc.) the Manager must notify the City of Margate Parks and Recreation Department immediately. Failure to do so may result in forfeiture of any games played from the time the player was lost until notice was

given. At no time will the City of Margate Parks and Recreation Department advise a Manager regarding the status of the waiting list.

Section 2.7 - In the event that a Manager knows he or she will be losing a player within a reasonable amount of time (player moving in a few weeks/month), he or she may request a replacement player from the City of Margate Parks and Recreation.

Section 2.8 - In the event a player is lost for an extended period of time (broken bone, injury, etc.), the Manager may request a replacement player from the City of Margate Parks and Recreation Department. The original player will be kept on the roster and will be able to play upon recovery.

Section 2.9 - If more than one team has lost a player, the City of Margate Parks and Recreation Department will determine the order of loss and replacement. Assignment of players on waiting list will be performed via a blind draw.

Section 2.10 - If a player quits a team at any time during the season, the player's parents or guardians should submit a letter to the City of Margate Parks and Recreation Department explaining the reasons. The City of Margate Parks and Recreation Department will review the letter to determine if they were justified in leaving the team. If no letter is submitted or the reasons are determined by the City of Margate Parks and Recreation Department to not be valid, the player may be suspended from League play for the remainder of the season and the following season. The season begins when the player is drafted by a team or is assigned to a team. The letter must be submitted within thirty (30) days of the player leaving the team.

Section 2.11- No refund of registration fees will be made once a player has been assigned to a team.

Section 2.12 - Team Managers will be provided with City of Margate Youth Baseball & Softball League issued equipment including but not limited to; baseballs/softballs, catcher's equipment, tanner type tee, etc. The equipment is the responsibility of the team Manager, who will be held liable for its care and upkeep. The equipment must be returned to the City of Margate Parks and Recreation Department within one week of the teams last game. Managers who do not return equipment by the due date may not be allowed to manage or coach in the following season and will not receive end of the season coach's discount.

Section III- Verification of Ages

Section 3.1 - The City of Margate Youth Baseball & Softball League will follow USSSA Baseball guidelines in the verification of all Player ages.

Section 3.2 – The age cut off date for City of Margate Youth Baseball & Softball League age division is the first day of the month of the scheduled playoff games.

Section IV - Coaching & Officiating

Section 4.1 - Managers, coaches, players, etc. are prohibited from officiating in any officially scheduled or rescheduled leagues games in the division in which his or her team participates without the approval of the City of Margate Parks and Recreation Department.

Section 4.2 - All Umpires must complete an umpire Certification course in order to officiate any League games. The City of Margate Parks and Recreation Department may also waive this requirement in lieu of other certifications or experience an umpire may have.

Section 4.3 - Only the umpire may call a time out. A Manager or Coach shall not walk onto the playing field before the umpire has granted the time out. One warning will be issued for the violation and a second violation may result in ejection of the Manager or Coach

Section 4.4 - Managers and Coaches are not to influence the umpire by pre-calling any play. Upon occurrence of this infraction, the umpire may issue a warning to the offending Manager or Coach. After one warning, any subsequent infraction of this rule may and should result in the Manager or Coach being ejected from the game.

Section 4.5 - Any umpire's decision which involves judgement, such as, but not limited to, whether a batted ball is fair/foul, whether a pitch is a ball/strike, or whether a runner is out or safe, is final. No Player, Manager or Coach will object to any judgement decision, or they may be ejected from the game.

Section 4.6 - If there is reasonable doubt that the umpire's decision may be in conflict with the rules, the Manager may appeal the decision in accordance with the proper appeal procedure. If there is a question whether the second umpire may have had a better view of play or call, the Manager may ask

for an appeal to him or her in accordance with the proper appeal procedure.

Section 4.7 - Umpires must wear approved uniforms during all games.

Section 4.8-When a team is on defense, that team's Manager and Coaches must remain in the area directly in front of their dugout, outside of the playing field. The Umpires may enforce this rule. The first violation will result in a warning being issued to the team Manager, and a second violation may result in the team Manager being ejected from the game. Exception: in Pre-Tee, Tee ball, and AA, defensive coaches may be stationed behind the hash marks down the first and third base lines.

Section 4.9 -Any Manager or Coach in Pre-Tee through AA Divisions must first address the Senior umpire when questioning a call. If in the judgement of the Senior Umpire; the Manager, Coach or Player parents unnecessarily spoke to the Junior umpire in manner that is threatening or demeaning, the Manager will be ejected and suspended until the City of Margate Parks and Recreation reinstates the Manager. NO less than a one game suspension.

Section 4.10 – All Umpires must wear uniforms approved by the City of Margate Parks and Recreation Department

Section 4.11- In 'AA' the defensive team may have one coach stationed along the backstop fence to assist in the timeliness of game play. This coach shall not interfere with game play in any manner, but may coach the defensive team.

Section 4.12- Coaches shall not request a review of any video footage. Umpires, administrators and staff will not review any video footage of any type of call.

Section V - Requisite Qualifications of Players

Section 5.1 - No player shall be eligible without proper registration and approval from the City of Margate Parks and Recreation Department:

1. To play any game under the jurisdiction of City of Margate Youth Baseball & Softball League, if said player has received monetary consideration for his or her services rendered as a player of any baseball team after the opening of the season.
2. To play on any other team at the time the League team to which he has been assigned is scheduled to play a League game.
3. To receive compensation for his or her services rendered to a team for the League.

Section VI - Playing Rules & Player Substitutions

Section 6.1 - The City of Margate Youth Baseball & Softball League is to be primarily governed by the rules as compiled and adopted by the USSSA rulebook as well as the Official Major League Rule Book.

Section 6.2 - Two (2) new baseballs are required for every League game, including but not limited to; regular season, makeup games, and playoff games. The competing teams will each furnish one ball, then in the following order shall furnish them:

If necessary, a third ball shall be furnished by the home team, a fourth ball by the visiting team, etc. Any additional baseballs after the start of the game do not have to be new but **must be in good condition and approved by the umpire prior to play.**

Section 6.3 - In all Divisions, substitutions must be made each inning. No player will be in the dugout for two (2) successive innings. The same players do not have to substitute for the entire game (i.e. two different players should substitute each inning throughout the game).

In all Divisions, you must bat all available players.

Penalty: When an infraction of these rules occurs, the umpire will request that the Manager insert the affected player immediately. Failure to do so will result in a forfeit of the current game and a 1 game suspension for the Manager.

Section 6.4 - In all Divisions, a player arriving late can enter the game at the next half inning after his or her arrival. The player shall be placed last in the batting order (if the team has already gone through their order the player is still to bat in the last position in the batting order).

Late is defined as after the first pitch or the ball is placed on the tee. All eligible players must be listed on the official line-up card prior to the start of the game. First and Last names are required on all line-up cards.

Section 6.5 - If a player leaves the game due to an injury or illness he or she can be replaced by a substitute player. There will be no out assessed when that player is due to bat in the official lineup, if in the judgement of the Home Plate umpire the player is injured or sick.

If a minor injury prevents a player from running the bases, the player that made the last batted out may pinch run for him or her. The injured player must be able to take the field at the end of the offensive half inning or they have to be removed from the game at that time and replaced by a substitute player if one is available.

Section 6.6 - If a player leaves the game for any reason other than injury or illness, he or she may be

replaced on defense by a substitute player. However, the Home Plate umpire will declare an out the first time that player is due up in the official line-up. Subsequently, the player will be removed from the batting order. (The team will only be penalized for one of the absent player's at bats)

Section 6.7 - Use of substitute players is not allowed for 'A' or 'AA' divisions.

Use of substitute players in 'AAA' and "Majors"

- Teams must notify opponent before game starts
- Player must be from division below
- Player must be at least a second year player
- Player may play in the outfield only
- Player must bat or the team using the player will have to take an out for them in the batting order.
- If the teams choose to use a player from their opponent to "fill in"; that player will only bat for their own team.
- Substitute players cannot be used once a game starts

Section 6.8 - Whenever a game is played on a diamond with distances less than 90' between bases, the coaches box at first and third shall be moved to be in the same relative position as a regular 90' diamond.

Coaches are required to remain within the boundaries of the coaches' box. Any coach, under the Home Plate Umpire's judgement, who is not in the coaches' box during play, may receive a warning. A second offense could result in the ejection of the offending coach.

Section 6.9 - In a game which is running out of time and in danger of not being a complete game, the leading Manager may "give up" his or her team's at bat. No outs will be assessed against the team "giving up" their at bat; the batting order will resume after their last official at bat. This is not an option for the trailing team.

For the safety of the pitchers, the team "giving up" their at bat must either take a 5 minute break or change pitchers.

Section 6.10 - If, due to the absence of players for permitted reasons, a team is unable to field the minimum number of players required, the Manager must notify the City of Margate Parks and Recreation Department, a minimum of **48** hours prior to the scheduled game time. The City of Margate Parks and Recreation Department will reschedule the game if needed. The only exception to this is if

there is an unexpected illness, which occurred within the 24 hour period.

Only school functions, religious functions, illness or other such activities as the City of Margate Parks and Recreation Department shall accept are valid reasons to reschedule a game.

Penalty: In the event such notice is not given, and the team is unable to field the minimum number of player to start or continue a game, a forfeit will be awarded to the opposing team.

Section 6.11 – All bats used in game play must display a “USSSA” or “USA Baseball” approval stamp

Section 6.12 –

- A. Stealing and leading off is not permitted in Pre- T and/or Tee ball . AA, Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. All other age divisions leading off and stealing is permitted
- B. Stealing home is not allowed in any Division
 - a. The above rule dose not apply to the following instances
 - i. Pitch that goes past the catcher (wild pitch/ passed ball)
 - ii. Overthrow from catcher to pitcher

Section 6.13: Basepaths and Pitching Distances

DIVISION	BASE DISTANCE	PITCHING DISTANCE
Pre-Tee	55'	NA
Tee Ball	55'	NA
AA	60'	40'
AAA	65'	46'
MAJORS	70'	50'

[**Section VII - Pitching, Game Conditions & Weather**](#)

Section 7.1-The number of innings a pitcher is allowed to pitch in a seven day period

All divisions will follow the City of Margate Parks and Recreation Baseball and Softball pitching rules for all players; in addition to the following:

Section 7.1A- Pitch count per Division-Per Game: 'AAA' 60, Majors 70, Seniors 80; if the pitch count is reached during an at bat, the pitcher may finish that batter.

Section 7.1B - Pitch count per Division-Per Week: 'AAA' 90, Majors 105, Seniors 120; if the pitch count is reached during an at bat, the pitcher may finish that batter.

Section 7.1C-Any player who pitches more than two innings during play is not allowed to play catcher in the same game

- This would mean that a player could only play two innings in the position of pitcher, whether any outs are made in the inning or not. If a pitcher throws 1 pitch after the second inning, that pitcher shall not play the position of catcher for the remainder of the game.
- An inning is defined as 3 outs or run restrictions.

Section 7.1D - Any player who plays the position of catcher for more than two innings during play is not allowed to pitch in the same game.

- This would mean that a player could only play two innings in the position of catcher, whether any outs are made in the inning or not. If a pitcher throws 1 pitch after the second inning, that catcher shall not play the position of pitcher for the remainder of the game.
- An inning is defined as 3 outs or run restrictions.

NOTE: The pitch counts will run for a 7 day period.

Section 7.2 - Breaking balls are outlawed up to and including the Majors Division. If there is an infraction, the umpire shall call the pitch a ball. However, if the batter hits the ball and reaches safely the play shall proceed without reference to the breaking ball. If the pitcher continues to throw breaking balls after being warned by the umpire, he or she must be removed from the mound for the remainder of the game.

Note: Knuckle ball or split finger fastballs are not considered breaking pitches.

Section 7.3 - With the exception of 'AAA', balks will be called from the beginning of the season.

Balks in the 'AAA' Division will be called, but not enforced until after the third game of the season.

Section 7.4 - Managers are allowed one trip to the mound per inning without having to replace their pitcher. Pitchers must be replaced when the Manager makes a second trip to the mound in the same

inning.

Section 7.5 - Each field has its own set of ground rules and the umpire should advise the Managers of these rules prior to the start of each game.

Section 7.6 - No Manager, Coach, team official, spectator or player will be permitted to use foul language towards other each, their teammates or umpires.

Penalty: Ejection from the game or from the park.

Section 7.7 - In the case of darkness, unsuitable playing conditions, inclement weather, or for any other reason deemed unsafe for the players or contestants, the umpire in charge will make the decision as to postponement of the game or if sufficient innings have been played, calling the game final. This will be done at the field with assistance from the City of Margate Parks and Recreation Department.

Section 7.8 - The final standings of any teams tied at the close of the regular season within their Divisions shall be determined by head-to- head competition, followed by runs allowed by each team. The City of Margate Parks and Recreation Department will decide any additional tiebreakers, which may be needed.

Section VIII - Special Playing Rules

Section 8.1 - In all Divisions except for Seniors; the batter may not fake a bunt and then take a full swing (butcher-boy) at a pitched ball. If this infraction occurs, the batter will be declared out. Ball is dead. This is a judgement call by the umpire.

Section 8.2 - Base runners in all Divisions must slide or avoid contact with the defender. Hurdling, jumping over, or diving over any defensive player while trying to avoid a tag is prohibited, and the runner will be declared out.

If a runner does not slide or avoid contact, he or she will be declared out, and may also be ejected from the game. This is a judgement call by the umpire.

Head first slides are not allowed in "Pre-Tee", "Tee Ball", 'AA', 'AAA', or Majors Divisions (note: diving back to the base is not considered a head first slide). Upon the first violation of the rule, the player will be declared out. Head first slides into home plate are not allowed in any division.

Defensive players must clear basepath/running lane if there is no defensive play to be made.

Section 8.3 - If a player is injured on the field, the umpire will call the play dead, if in his judgement the injury is serious. Managers and Coaches will have immediate access to the field as soon as the play is dead. An automatic time out is in effect at this point.

Base runners will be positioned by the umpire according to his judgement of where the batters and runners would have reached had the play not been called dead.

If the injury was to the pitcher, no trip will be charged to the defensive team. Any discussion with the pitcher irrelevant to the injury may result in a trip to the mound being charged. If the injury was not to the pitcher, the defensive Manager/Coach may not engage or approach the pitcher for discussion. If there is a discussion involving the defensive Manager/Coach and the pitcher, a mound trip may be charged.

Section 8.4 - The Home team on all fields will be responsible for putting out the bases for the early games and returning the bases to the equipment room after the completion of the late games, if necessary.

Section 8.5 - The Home team will use the first base dugout during all scheduled games, thus the Visiting team will use the third base dugout for all scheduled games.

Section 8.6 - The only team personnel permitted in the dugout are registered players, approved Managers and Coaches, and the approved Team Parent.

Section 8.7 - All team equipment should be kept inside the dugout.

Section 8.8 - All teams should make sure that the dugouts are left neat and clean after every use.

Section 8.9 - All regular season games may be played using the "Catcher Speed-Up Rule", should the offensive catcher be on base with two outs, he or she may be replaced with the last batted out.

Section 8.10 - A player in any Division that throws the bat will receive a warning from the umpire. A team warning will also be issued to that player's team. Any subsequent violation of this rule by any team member will result in the batter being declared out. This is a judgement call by the umpire.

In the "Pree-Tee" and "Tee ball" Division, each player will be allowed a warning for throwing the bat. No team warning will be issued.

Section 8.11 - In all Divisions, any new player added to a team must participate in at least one practice before playing in any game.

Section 8.12 - Run limits per inning

- Tee Ball- 5 runs per inning (innings 1-5), 6 inning 10 runs
- AA- 5 runs per inning (innings 1-5), inning 6 open
- AAA & Majors-: 5 runs per inning (innings 1-5), inning 6 is open

Section 8.13 - All Male players must wear a protective cup in Division AA and up .

Section 8.14 – In all Divisions except ‘Majors’ and ‘Seniors’ the runner may advance a maximum of two bases on a passed ball thrown.

Section 8.15 – In the “AA” Division the coach pitching may pitch from anywhere between 35’ and 40’ away from Homeplate (the front foot/knee will be the measurement point) . They may stand to pitch or pitch from a kneeling position

Section 8.16 – In the “AA” division the batter shall received a maximum of 5 pitches, there is no 3 swings rule in place. The player may swing at all 5 pitches.

Section IX- Uniforms

Section 9.1 - All players issued uniforms must wear them in order to play in any League scheduled game. If a player's uniform has been requested, but not yet received, the player will be permitted to play in whatever is available (the player should attempt to match their uniform as closely as possible).

Section 9.2 - No insignias will be worn on the uniforms unless League approved.

Section 9.3 - Any uniform not issued by the League must be approved by the City of Margate Parks and Recreation Department .

Section 9.4 - All players must have six (6) inch numbers on the back of their uniforms shirts and all team shirts and socks must be uniform in color.

Section 9.5 - Each player is required to have their shirts tucked in. The umpire may request that all players comply with this rule prior to allowing play to begin. Failure to do so may result in player not being eligible to play in the game.

Section 9.6 - Pitcher's shall not wear any type of batting glove or sweat bands while pitching.

Section 9.7 - A pitcher's compression shirt and fielding glove must be uniform in color and should not be white or gray.

Section 9.8 - Managers and Coaches shall wear Team shirts, team hat, and coach's card whenever possible during regular season play

Section X- Starting Time, Time Limits, Suspended, Tie and

Rescheduling of Games

Section 10.1 - All week night games in the "Pre-Tee" and Tee Ball division will start between 5:30 PM and 6:30 PM, games in 'AA', 'AAA', and 'Majors' will start at 6:15 PM, games in 'Senior' will start at 7:00 PM.

Section 10.2 - Teams not ready to start fifteen (15) minutes after the official scheduled start time shall forfeit the game. Should both teams violate this rule, both teams shall have forfeited and both teams shall be charged with a loss. The umpire will be in charge of the official time of the game.

NOTE: In all Divisions, the game will start immediately during the fifteen (15) minute grace period when both teams have 8 players.

Section 10.3 - A game may start and continue with eight {8} players and be an official game. If either team starts with less than a full lineup, there will be no outs charged to that team.

Section 10.4 - Teams arriving less than fifteen minutes before the scheduled start time will not be permitted to warm up on the field of play.

Section 10.5 – Pre-tee and Tee ball games will be 45 minutes in length and 'AA' games will be one hour and thirty minutes in length. 'AAA' and 'Majors' games will be one hour and forty-five minutes. No new innings should be started after the time has expired in the game. The umpire is responsible for keeping the official time.

Section 10.6 - Regardless of starting times, for all weeknight 'Pre-Tee' and 'Tee Ball' Division games, no new innings will be started after 7:45 PM. For 'AA' and 'AAA' no new innings should be started after 8:30 PM. For 'Majors" no new inning should be started after 8:45 PM. For 'Seniors' no new inning should start after 9:00 PM

Any inning started before these times must be played to completion that night.

Section 10.7 - All games postponed or suspended for any legitimate reason(s) will be rescheduled by the City of Margate Parks and Recreation Department during the time designated for make-up games, this includes Saturdays or Sundays. Managers should note that this may result in the cancellation of scheduled practices so that the League games may be completed.

Notice of forty-eight (48) hours before the start of the rescheduled games will be given to each Manager to enable player notification. If a team cannot field a sufficient number of players at the rescheduled game time, the Manager must notify the City of Margate Parks and Recreation Department within 24 hours of game time.

Suspended games will resume at the exact point of postponement. The game shall be played to conclusion, subject to the time remaining from when play was stopped.

Section 10.8 – All request to reschedule games for any reason must be submitted via email

Section 10.9 – Games will not be officially rescheduled till confirmation from all parties involved is received, this includes but is not limited to both head coaches, umpires, league officials.

Section 10.10 – Playoff games will not be re-scheduled for any reason excluding acts of god or other unforeseen circumstances league officials deem reasonable

Section XI- Safety Rules

Section 11.1 - If any Player, Manager, or Coach fails to conform to any of these safety rules, after a warning by an Umpire and the offending equipment is not changed or the unsafe act is committed again; the offending Player, Manager or Coach may be ejected from the game. These rules have been inserted as safety precautions and are not to be used to penalize players.

Section 11.2 - Shoes with metal spikes are only allowed in the 'Seniors' Division.

Section 11.3 - It is mandatory that all 'Pre-Tee', 'Tee ball', and 'AA', players wear a manufactured helmet and facemask while batting and in the on deck area.

Section 11.4 - In the 'Pre-Tee', 'Tee Ball' and 'AA' Divisions the pitcher players are required to wear an authorized batting helmet and facemask.

Section XII - Protests

Section 12.1 - Managers can file protests ONLY on a violation or violations of any rule of the League or of any rule as compiled and adopted by the MLB Official Rule Book on games in which they coach or manage. The rule and section under protest must be clearly denoted and specified in the protest.

Section 12.2 - Protests on a violation or violations of any rule of the City of Margate Youth Baseball &

Softball League regarding eligibility of a player may be filed by any team member in the League. All protests on a violation or violations of eligibility rules during the regular season must be filed no later than forty-eight (48) hours after the last scheduled game of the current season.

Section 12.3 - Protest Fee of Fifty Dollars (\$50.00) must accompany each protest. In the event the protest is upheld by the City of Margate Parks and Recreation, said fee will be refunded. In the event that the protest is overruled or declared Not Valid by the City of Margate Parks and Recreation, said fee will be deposited in the general fund of the League.

Section 12.4 - The City of Margate Parks and Recreation Department shall notify the team against whom the protest was filed within seventy-two (72) hours after receipt of said protest.

Section 12.5 - If the City of Margate Parks and Recreation Department finds that a ruling in favor of the protest would not have made a difference in the outcome of the game, they may deny the protest.

Section 12.6 - All decisions of the City of Margate Parks and Recreation Department are final.

[Section XIII - Conduct](#)

Section 13.1 - All conduct that is dishonorable, unsportsmanlike, and unbecoming is expressly condemned. Any Player, Manager, Coach or Spectator guilty of such violation or use of profane language on the field shall be removed from the game at the discretion of the umpire or City of Margate Parks and Recreation Staff and may be further penalized by the City of Margate Parks and Recreation Department. All ejections are immediate and are for the balance of the current game.

Section 13.2 - In the event that an umpire ejects a Player, Manager or Coach and the umpire feels that the infraction justifies the individual be suspended for the next game, the umpire will notify the City of Margate Parks and Recreation Department.

A Manager or Coach that is ejected; will not be allowed to coach or assist their team from the stands.

A Manager or Coach that is suspended must serve that suspension in the Division where the infraction occurred.

Section 13.3 - Managers are responsible for the conduct of their players, coaches and their fans. When necessary, the Umpire may request that the Manager control the conduct of their spectators. If

any Manager fails to comply with the Umpire's request, the game may result in a forfeit by that team.

Section 13.4 - Umpires will notify the City of Margate Parks and Recreation Department if anyone is ejected from the game or field and the reason for the ejection.

Section 13.5 - All types of noise makers (whistles, horns, drums, shakers and any instruments that may disrupt fair play), are discouraged for all League games. Umpires may ask that any and all noisemakers be discontinued if they feel it is disruptive.

Section 13.6 - A Manager can suspend or bench a player for one game for a disciplinary problem, however the Manager must notify the City of Margate Parks and Recreation Department and the opposing Coach of the suspension and the reason for said suspension prior to the start of the game.

Section 13.7 - Any Manager who forfeits any game during the season will be scrutinized by the City of Margate Parks and Recreation Department and may be penalized by suspension, termination or disciplinary action deemed fit by the City of Margate Parks and Recreation Department.

Section 13.8 - The City of Margate Parks and Recreation Department may suspend a Manager, Coach or Player for one game for disciplinary action.

Section 13.9 - Any Manager, Coach or Player that is ejected or suspended from two or more games will be brought before the City of Margate Parks and Recreation Department for review.

Section 13.10 – Smoking or vaping will not be permitted within 250' of any league activity by Manager, Coach, Team Parent, Player or any representative of a team.

Section XIV - Knowledge of Rules

Section 14.1 - A copy of the supplemental rulebook will be provided to each manager and any other coaches may access the rulebook via the City of Margate Parks and Recreation Department website.

Section 14.2 - Each Manager should review and have a good knowledge of the rules prior to the start of each season. They should acquaint their coaches and players with the content of the rulebook.

Ignorance will not be accepted as an excuse for any violation of the rules.

Section 14.3 - Each Manager is strongly recommended to have a copy of the Official MLB Rulebook and should acquaint their players with the rules as stated.

Section XV- Rule Changes

Section 15.1 - Any section in the supplemental rules of the City of Margate Youth Baseball & Softball League may be amended, altered or repealed by the City of Margate Parks and Recreation Department to facilitate the efficient and effective exercising of these rules.

NOTE: It is intended that these rules cover any and all situations that may arise. The City of Margate Parks and Recreation Department alone shall have the power to make any necessary ruling in the event of the failure of a specific rule to govern.

Section XVI - Supplemental 'Pre-Tee' and 'Tee ball' Rules

This section contains rules intended to supplement and clarify rules found in the USSSA Rule Book.

Section 16.1 - Equipment

- Batting Tee
- One new baseball from home team
- Catchers must wear protective headgear.
- Pitchers must wear a batting helmet with facemask.

Section 16.2 - Players

- All players must bat in lineup and play the field.
- 9 players assume natural baseball positions and 10 is to be an outfield player.
- No infielder can play any closer than the forward hash marks until the ball is put into play.
Penalty- any out made by player may be overruled to safe.
- No outfielder can play any closer than the rear hash marks until the ball is put into play.
Penalty- any out made by player may be overruled to safe.
- Minimum of 8 players are required to start a game

Section 16.3 – Game Play

- The ball is hit from the batting tee. Batter must be in the batter's box.
- Any player that throws a bat will receive one warning, after that the player may be called out. This will be left to the judgement of the umpire.
- The tee shall be placed on home plate and set so the ball is held over home plate and within the legal strike zone of the batter. This will be left to the judgement of the umpire.

- Runners may slide into any base feet first.
- Runners may advance at their own risk on any over throw within the boundaries of the field. One base on balls that are considered out of play.
- The coach at home plate must remove the tee prior to any plays at the plate. Runners may be called out if the tee obstructs or hinders the defensive team. This will be left to the judgement of the umpire.
- Infield Fly Rule does not apply in this division.
- No player may cross the Home Run/Ground Rule Double Line to catch a ball in the air. Any ball hit over the line in the air will be considered a home run. If a fielder crosses the line after catching a fly ball the play will result in an out for the defensive team.
- Any ball thrown that crosses the Home Run/Ground Rule Double Line will be considered a dead ball and the runners will be awarded one base.
- The pitcher is required to have one foot on the pitching rubber prior to the ball being hit. Penalty- any out made by the pitcher may be overruled to safe.
- Umpires shall limit each team to 2 time outs per inning. (Injuries do not count as time outs)
- The umpire will decide when time is out or when the play is considered dead.

Section 16.4 – Managers and Coaches

- Teams are permitted to have 1 Manager and 2 Coaches
- Offensive Managers or coaches must stay in coaches box during play
- Touching or assisting players during play may result in that player being called out. This will be left to the judgement of the umpire.
- Defensive coaches are to stand behind the rear hash marks while play is in progress.
- All Managers, coaches, ball players and parents must refrain from making derogatory remarks directed at the opposing teams.
- Use of profanity is strictly prohibited. Violators may be removed from field by the umpire.

Section 16.5 - Umpires

- The Home Plate umpire will be the only person allowed to place the ball on the tee.

SOFTBALL

SOFTBALL

Organization Rules

1. No unregistered players may play for any City of Margate team under any circumstances
2. No uniforms may be worn that is not distributed or authorized by the City of Margate Parks and Recreation Department

General Rules

1. Report any problems that may occur to your league director as soon as possible. **A copy of these rules should be with you at every game.**

2. **6U** – An inning consist of one time through the batting order. No new inning may start after 60 minutes

8U – 5 innings or no new inning starts after 75 minutes. An inning consist of 3 outs or 6 runs, whichever comes first

10U – 6 innings or no new innings starts after 75 minutes. An inning consists of 3 outs or 6 runs, whichever comes first. After the 1st walk of each inning, batter gets 2 pitches from a coach.

12U – 7 innings or no new inning starts after 75 minutes. 6 runs max per inning. After the 3rd walk of each inning, the batter gets 2 pitches from a coach.

14/16/18U – 7 innings or no new inning starts after 75 minutes. 6 runs max per inning.

Games should be played until the time has expired, even if one team has no chance of winning.

3. If a game starts after the scheduled time due to a shortage of players (less than 7), the elapsed time is subtracted from the total game time. If the required minimum number of players can't be fielded within 10 minutes of the scheduled time, a forfeit shall be declared.

4. A minimum of 7 players and a maximum of 10 players (12 players in 8U) may play the field at one time for each team. Once a game is started, a team cannot forfeit because it is unable to field the required minimum of 7 players.

5. If a game start is delayed due to inclement weather, or any reason other than a shortage of players, the elapsed time of the delay shall be added to the total game time. Any **scheduled regular season Monday through Thursday (school night) game that is delayed by more than 30 minutes** will be rescheduled.

6. There will be no rescheduling of games other than for inclement weather, or consensus of the league directors involved.

7. Rain out/Regulation game policy:

If a game that has started is ended early due to weather, the following policy applies:

- The game is final if three full innings have been played; or 2 ½ innings have been completed and the home team score exceeds the visiting team score. If play has gone beyond three full innings and is called when the teams have not had an equal number of completed turns at bat. The score shall revert to the end of the last completed inning; unless it is the bottom of an inning and the home team score exceeds the opponent's score, in which case, the final score shall be as recorded when the game is called.
- If the game has completed 1 full inning but less than required to be final, the game shall be resumed at a later date, picking up where it left off.
- If the game has not completed 1 full inning, it will be re-started at a later date.

8. The umpire is the official timekeeper.
9. The team listed last on the schedule will be the home team and shall occupy the 3rd base dugout. The home team will supply 1 new and 1 used ball for each game. After the game, both balls will be returned to the home team by the umpire. The home team scorebook is the official scorebook. After each game, **each team** must report the game score in accordance with their league policies within 24 hours.
10. Once an inning has started, it must be completed, with the exception of inclement weather. An inning officially begins at the time of the 3rd out of the preceding inning.
11. Games may end in a tie. Extra innings will be allowed if there is time remaining following USSSA extra inning rules (last completed at bat starts on second base).
12. Late arriving players must be reported to the umpire and the opposing coach. Late arriving players **must be added to the bottom of the batting order and will be allowed to play regardless of when they arrive. A player is late if not there for the 1st pitch of the game.**
13. A coach is allowed two charged conferences per inning. On the third conference, the pitcher must be removed for the inning.
14. When the pitcher is on the rubber in the set position, no more than 6 defensive players including the pitcher and catcher, may be positioned in the infield (Exception for 6U). The infield is defined as the clay area in front of the outfield grass (80' from home plate on fields greater than 200'). On the pitch, outfielders must be in the grass or 20' or more behind the baseline for greater than 200' fields. On greater than 200' fields, the outfield line should be established by the coaches and umpire prior to the start of the game.
15. The catcher speed up rule is in effect and mandatory with 2 outs. The player replacing the catcher shall be the player who had the last completed at bat..
16. Bases and Pitching Rubbers:

Division	Bases	Rubber	Ball
6U	60'	35'	11"
8U	60'	35'	11"
10U	60'	35'	11"
12U	60'	40'	12"
14U and up	60'	43'	12"
17. In the event of an injury during a player's time at bat or while running the bases, a courtesy runner may be used to replace the injured player only at the discretion of the umpire. A courtesy runner can only be used when the injured player is not physically able to continue playing the game. This courtesy runner must be the player who made the previous out or last completed at bat. The injured player may later re-enter the game only at the discretion of the umpire.
18. If for any reason, including injury, a player leaves the game early, her place in the batting order is deleted (not resulting in an out) and the batters to follow move up. This is not up to the discretion of the coaches. It is the offensive team's responsibility to notify the umpire and the opposing team of this situation. However, if a player for any reason, including injury, leaves the game after the completion of the 5th inning or the last 5 minutes of the game, that player's position in the batting order will result in an out should that position come up to bat. The game cannot end on that player's out.
19. Metal cleats are not allowed in any age division.
20. There will be no intentional walks allowed.
21. No jewelry is to be worn by any player.
22. No player may sit two or more innings in a row. No player may sit a second inning until every other player has sat once. This carries over from game to game.
23. All team members and coaches are required to shake hands with the opposing team after the game.

Teams start at 1st and 3rd base and meet near the pitcher's circle.

24. *Batters may not show bunt, bringing in the fielders and then swing away in any age division. This is for player safety. There will only be 1 warning per team if this occurs. If a batter shows bunt, swings and gets a hit, it is a dead ball and counts as a strike if the first occurrence. It counts as an out if previously warned. Any subsequent infraction will count as an out.*

25. All teams must bat all available players. During the playoffs, any team with more than 12 players may utilize substitutes or DP/Flex for additional players, but must bat at least 12 players.

26. Player pick-up/Guest player policy: If you have less than 9 players you may have ONE or TWO guest players from another *REC* team (maximum total of 10 players). If you have at least 9 players, no pick-ups are allowed. No exceptions for missing pitchers/catchers. Guest players must bat last, play outfield.

- Opposing coach must be notified prior to game.
- Opposing Coach should be supplied what team the guest player normally plays for and an image of that team's roster (available on intercity schedule)

The Boards of Directors of the participating organizations reserve the right to add temporary rules or modify any existing rules prior to the beginning of any season to accommodate special situations which may arise from season to season.

6U Division

1. 6U is a non-competitive age group. All coaches should work together to help develop all of the players. Players should be encouraged to play a variety of positions.
2. There are no walks, no stealing, no bunting, no infield fly rule, and no mercy rule. There are no win/loss records in the 6U division.
3. There are no umpires utilized in the 6U division.
4. Every player bats and plays in the field.
5. 6U will have 5' marks in front of home indicating a fair ball
6. A batter shall have 3 pitches from a coach, then 3 tried off a batting tee. The coach may pitch from wherever they feel necessary for the batter. A player has the option to utilize the tee 100% of the time at the coach's discretion.
7. There will be no leads on the bases. The base runner is allowed to leave the base only after the ball crosses the plate.
8. All players must wear a facemask
10. All players should be rotated between the infield and outfield during a game. Every player should have the opportunity to play infield.

8U Division

1. All coaches should work together to help develop all of the players. Players should be encouraged to play a variety of positions.
2. There are no walks, no stealing, no bunting, no infield fly rule, and no mercy rule.
3. Every player bats and 12 players may play in the field with 6 outfielders
4. **A catcher must be used.** The catcher must wear a helmet, mask, chest protector and shin guards. A parent or coach may be positioned behind the catcher to assist in retrieving the ball. The catcher should be positioned no more than 6' behind the home plate.
5. Three defensive coaches will be allowed on the field. Two should be positioned behind the outfielders and 1 behind the catcher helping shag balls (this person can vary based on coach availability on each team). There are three offensive coaches. 1st base coach, 3rd base coach, pitcher. The adult pitcher is to attend to the batter only and not coach from there.

6. 8U: 5 pitches maximum to each batter (exception: if the 5th pitch is fouled off, keep batting)
7. The pitch will be a flat pitch. The coach must remain a minimum of 25' from home plate. **A minimum pitch line should be established by the coaches and umpire prior to the start of the game.** The player/fielder must remain in the pitcher's circle. Only one player may be in the pitcher's circle.
8. **No player shall play the same position more than 2 innings in a game.**
9. A batted ball that hits the coach who is pitching shall be called a dead ball. The ball is dead. The pitch does not count. The batter gets up again.
10. 8U: Runners may advance one base on any overthrow to any base or ball in foul territory
11. There will be no leads on the bases. The base runner is allowed to leave the base only after the ball crosses the plate.
12. If a runner is not more than halfway to the next base at the time of any of the above, the runner must return to the previous base.
13. Time is called (8U) when one of the following occurs:
 - a. The pitcher has the ball in the circle
 - b. When the ball is held in the baseline in front of the lead runner
 - c. When the umpire calls time

*****In an effort to better teach softball base running, **the umpires will be asked to make more judgment calls on extra bases taken by the runners.** They will be asking themselves would a runner be going to the next base if this was a 16U game.

Some examples of umpire judgment calls may include, but are not limited to:

1. The ball is dropped by the 1st baseman, runner takes off to 2nd, runner will be sent back
2. Pitcher drops the ball and it rolls out of the circle- Runner will be sent back
3. Ground ball to the shortstop and batter goes to 2nd without stopping - Runner will be sent back
4. Ball overthrown to 1st base, but back-up player is there and gets ball immediately

10U Division

1. Only 1 walk allowed per inning. After the 1st walk of each inning, subsequent walks turn to coach pitch. The coach shall have 2 pitches (unless the 2nd pitch is fouled).
2. There is no stealing a base by a walked player. In other words, a player cannot advance to second base on a walk.
3. There is **no bunting or stealing when the coach is pitching.** The adult coach must pitch from inside the pitching circle (30' minimum). **A minimum pitch line should be established by the coaches and umpire prior to the start of the game.** When there is a coach pitch situation, the coach is to be the pitcher only and cannot coach from that position.
4. On ball 4 which brings in a coach pitch situation, a runner already on base may steal. The ball is not dead until after the play has been completed.
5. Stealing:
 - Base runners may leave the base when the ball leaves the pitcher's hand. **Only 1 base can be stolen at a time.** If the catcher throws down to 2nd or 3rd base and the ball heads to the outfield, the runner must remain at that base.
 - Runners on 3rd base cannot steal home, it must be earned on a hit or a walk (if it's the 1st walk of the inning).
6. One extra base is allowed for each overthrow to a base in an attempt to get a player out (except for steals). Overthrows to the pitcher do not count. For example, if a player hits the ball and an overthrow is made to first base, the runner may advance to second base **AT THEIR OWN RISK.** If an attempt is then made

to get the runner out at second base and the ball is overthrown, they may advance to 3rd base **AT THEIR OWN RISK....**

7. On any hit ball in play, play shall continue until an attempt is made to throw the ball to a player in the pitcher's circle by any player. If a base runner is more than halfway to the next base when the ball enters the pitcher's circle they may proceed to the next base **AT THEIR OWN RISK**. If they are not more than halfway, they should return to the previous base. It is the umpire's discretion whether the runner is halfway to the next base and when the ball enters the pitcher's circle.

8. **No player shall play the same position more than 2 innings in a game.** If a game goes into a 5th inning, players may play a position they have already played twice again.

9. Every player should be given the opportunity to play the infield at least 1 inning per game. This includes playoffs and championship games.

10. Only 1 coach is allowed outside the dugout in the area directly in front of the dugout while a team is on defense. Only base coaches are allowed outside the dugout while on offense. All other coaches must be inside of the dugout off of the field of play. There is a maximum of 4 adult coaches allowed per team.

*****In an effort to better teach softball base running, **the umpires will be asked to make more judgment**

calls on extra bases taken by the runners. They will be asking themselves would a runner be going to the next base if this was a 16U game

Some examples:

1. The ball is dropped by the 1st baseman, runner takes off to 2nd-Runner will be sent back

2. Pitcher drops the ball and it rolls out of the circle- Runner will be sent back

3. Ground ball to the shortstop and batter goes to 2nd without stopping - Runner will be sent back

This is a recreational league for players of all ability levels. Competition is great, but developing the players and providing a fun environment is top priority. Every attempt should be made to improve weaker players. This includes providing them opportunities to play multiple positions throughout the season. Coaches failing to rotate players shall be subject to suspension or removal by the Board of Directors.

12U Division

1. Only 3 walks allowed per inning. After the 3rd walk of each inning, subsequent walks turn to coach pitch. The coach shall have 2 pitches (unless the 2nd pitch is fouled).

2. **There is no stealing a base by a walked player.** In other words, a player cannot advance to second base on a walk.

3. There is no bunting or stealing when the coach is pitching. **The adult coach must pitch from the 40' pitching rubber.** When there is a coach pitch situation, the coach is to be the pitcher only and cannot coach from that position.

4. On ball 4 which brings in a coach pitch situation, a runner already on base may steal. The ball is not dead until after the play has been completed.

5. Stealing – base runners may leave the base when the ball leaves the pitcher's hand.

6. Play is live until the ball is possessed in the pitching circle and no attempt is being made on a runner or as deemed by the umpire. "Time" is at the sole discretion of the umpire.

7. Only 1 coach is allowed outside the dugout in the area directly in front of the dugout while a team is on defense. Only base coaches are allowed outside the dugout while on offense. All other coaches must be inside of the dugout off of the field of play. There is a maximum of 4 adult coaches allowed per team.

8. A Batter may run to first base on a dropped third strike.

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This includes providing them opportunities to play multiple positions throughout the season. Coaches failing to rotate players shall be subject to suspension or removal by the Board of Directors.

14/16/18U Division

1. Stealing – base runners may leave the base when the ball leaves the pitcher's hand.
2. Play is live until the ball is possessed in the pitching circle and no attempt is being made on a runner or as deemed by the umpire. "Time" is at the sole discretion of the umpire.
3. An attempt should be made to rotate players between the infield and outfield during each game. This may carry over from game to game if there are not enough innings played to rotate all players.
4. Only 1 coach is allowed outside the dugout in the area directly in front of the dugout while a team is on defense. Only base coaches are allowed outside the dugout while on offense. All other coaches must be inside of the dugout off of the field of play. There is a maximum of 4 adult coaches allowed per team.

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