

## **Purple Rules and Information**

The purpose of the Purple Division is to provide a fun environment for continued development of fundamental baseball skills while exposing players to elements of the game they will see at more advanced levels.

Code of Conduct: Coaches are responsible for their team's player, parent, and spectator conduct at all times. Players, parents, or spectators who are unruly will be warned by the coach and may be asked to leave the game area if necessary. Repeated offenses may result in player suspension.

### **Game Day and Field Preparation:**

Field dimensions will measure 50/70.

Games will have a time limit of two hours or seven innings, whichever comes first. No new inning will be started after one hour and forty-five minutes. Both coaches can agree to continue playing past the time and inning limit.

All players shall bat in a continuous batting order. The batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. No out will be recorded when a player is removed from the continuous batting order, when such removal is due to injury, illness, or any other legitimate reason. The managers will inform the umpire and each other prior to the game or new inning of such reasons.

Dugouts will be occupied on a first come, first serve basis. Coaches will meet with team captains prior to the game to shake hands with other players, coaches, and umpires to show good sportsmanship. Teams will line up and shake hands at the end of the game.

The league will provide two umpires for each game.

Managers and Coaches: first and third base coaches can be utilized by the offensive team, but coaches must be adults. In addition, an adult coach should remain in the bench area at all times when players are present.

Pick up all litter after each game and around the field.

### **Player Equipment:**

Helmets – Batters and base runners must wear a helmet at all times while on the field. Full face masks and/or C-flaps are recommended but not required in the Purple Division.

Bats – May be no bigger than 2 5/8 inches in diameter. All bats must be USA bat stamp certified. If a player is found using an illegal bat, the violating team will be issued a warning. The batter will be out on any subsequent uses of an illegal bat. It is the coach's responsibility to ensure illegal bats are not being used during play.

Catching – Players must wear full protective equipment while catching, including a cup. No exceptions.

Players may not wear any jewelry, rings, watches, pins, or other metallic objects for safety. Pitchers may not wear batting gloves, arm sleeves or sunglasses. Prescription glasses are okay.

## Defensive Rules of Play (Fielding):

Nine players will be allowed to play on defense.

Fielders may not block basepaths without possession of the ball. Players must be positioned in front of or behind the base path prior to the pitch.

The infield fly rule is NOT in effect for this division.

Catchers must be in a traditional catching position inside the catcher's box prior to the pitch.

Dead ball vs. live ball: All play will remain live until a defender has possession of the ball in the infield and requests time and the time is given by the umpire or the umpire deems the play dead, and the umpire calls their own time.

Intentional walks are not allowed.

## Pitching:

Pitches must be thrown overhand with the pitcher's foot in contact with the rubber. There is no limit on the number of batters a pitcher can walk in this division.

Balks will not be called. Coaches are expected to coach the correct pitching process.

A player removed from the pitching position may not return to pitch for the remainder of that game.

Pitchers may throw a maximum of two innings per game. One pitch constitutes one inning pitched.

## Batting and Base Running:

On deck batters must be positioned behind the player at bat.

The batter will not be allowed to advance to first base on a dropped third strike.

Bunting is allowed but once a player has squared, they must offer or pull the bat back and take the pitch. Players are not allowed to square, pull back and swing away. If this occurs the batter will be called out and all runners will return to their previously occupied base.

Batters will receive one warning for a thrown bat. A second offense will result in the batter being called out and any runners must return to their respective bases.

Courtesy runners are allowed for the catcher to help with the flow of the game when there are 2 outs. Courtesy runners may also be used in cases where the batter/runner has been injured during the play. The courtesy runner will be the last batted out.

Baserunners must maintain contact with the base until the pitcher releases the pitch. No lead offs. A player may attempt a stolen base once the pitch is released by the pitcher. Runners leaving early will be sent back to their original base. Subsequent instances of runners leaving early can result in the player being called out. Runners may advance on wild pitches and passed balls.

Home plate is OPEN. Runners may advance to home on a passed ball or wild pitch and defensive throws/overthrows elsewhere on the diamond.

Sliding: Runners must slide when there is a play at the base they are advancing to, excluding first base. Head-first slides are not allowed except in the instance where a player is diving back to a bag.

Head-first slides will result in both teams being warned, with the next occurrence being an out. It is the base runner's responsibility to avoid contact with the fielder with the ball. If a runner "runs over or makes significant contact" with a fielder at a base or the plate instead of sliding, they will be called out. This is an umpire's call, not a coach's call.

Runners may not interfere with any defender that is in the process of making a play on the ball. Players will be called out as a result of any defensive interference call made at the umpire's discretion.

### Scoring and Innings:

The inning shall end if the batting team scores five runs, regardless of outs recorded at that time.

In the case of extra innings, the California Rule will be used. The inning will start with one runner on second base (the last batted out of the previous inning) and one out.

No player may sit out consecutive innings and no more than two innings in any game. Coaches are encouraged to rotate positions on a regular basis. The league expectation is that players will evenly split time as much as possible between infield and outfield positions.

### Cancellations and Rescheduling:

Playing on wet fields is the coach's discretion unless the league has made the call to cancel.

Local lightning requires the game to be stopped immediately for at least 30 minutes. Each subsequent lightning strike restarts the 30-minute clock. No exceptions.

If a makeup game is to be rescheduled, all of the following people must be involved with the communication: Brad Meyers, Tony Hudzinski, Libby Beske, Lee Soulier, and Nick Hinz. These people need to make sure that the fields are ready and prepped for you. If you do not communicate with everyone, your game could overlap with another team or activity.