

## VPRD GENERAL RULES – ALL LEAGUES

1. **SOFT-TOSS AGAINST ANY FENCE IS NOT ALLOWED AT THE SPORTS COMPLEX!!!**
2. Make-up games for rain-outs, etc. will be scheduled after 2 games have been lost. The Recreation Supervisor will contact coaches with make-up schedule.
3. In the event an umpire fails to show up by game time for any reason, the League Supervisor or will provide an umpire until the official umpire arrives.
4. **No alcoholic beverages or profanity will be used in the ballpark** during practices or games.  
No use of tobacco or e-cigarettes will be permitted on the diamonds or in the dugout. No smoking, including the use of e-cigarettes within 30 feet of dugout or spectator seating area. The umpire, through a League Supervisor, may direct anyone who is intoxicated, using profanity, and/or creating a disturbance to leave the park or the game will be forfeited.
5. Any canopy, tent or large umbrella etc., other than a hand held umbrella, must be securely staked into the ground.
6. **A player may be benched before or during the game for disciplinary reasons.** The manager must report to the umpire and opposing manager when disciplinary action is taken and why. The manager will file a disciplinary form with the league supervisor or athletic coordinator prior to taking action, if possible. It is recommended that the manager also inform the players parents why such action was taken.
7. A **five [5] minute waiting period after scheduled game time will be allowed.** If a team does not have the minimum number of required players at that time, the game will be forfeited.
8. **There will be no practice on prepared diamonds.**
9. The umpire[s] will have complete jurisdiction during the game.
10. **Only one [1] person at a time**, the manager or designated manager **may discuss** a call or rule interpretation with the umpire[s] during a game.
11. Dugouts are for team personnel only, no spectators, siblings, parents etc.
12. **Each player will play at least one half [1/2] of the game**, provided that he/she is present at the beginning of the game, unless ill or disciplinary action is enforced by the manager. Under this condition, the opposing manager must be advised. The penalty for not observing this rule is suspension of the manager for the next game.
13. **CONTINUOUS BATTING RULE:** Each player will take his/her turn at bat regardless if he/she is playing in the field or not. [This does not apply to A and E leagues.]
14. **CRASHING INTO A DEFENSIVE PLAYER WITH THE BALL:** [interference]  
in order to prevent injury and to protect the defensive player attempting to make a play on a runner, the runner will be called out if he/she remains on their feet and crashes into a defensive player holding the ball and waiting to apply a tag. In order to prevent the crash ruling, the runner can slide, go around the defender [if outside the three feet lane the runner would be called out], or return to the previous base touched. If the act is determined to be flagrant, the offender will be ejected. A runner may slide into a defender. A defensive player may not block a base or base path without having the ball in his/her possession.

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- a. If the ball, runner and defensive player all arrive at the same time and non-malicious contact is made the umpire should not evoke the collision rule [interference or obstruction]. The ball would remain live and in play.

**[ THIS IS A JUDGMENT CALL BY THE UMPIRES.]**

15. **A record of the game will be kept by both managers;** the home team score book will be the Official score book, in the books provided. At the conclusion of the game, the Umpire's game card will be filled out and signed by both managers. This is the **Official Game Record**.
- a. **MUST HAVE FIRST AND LAST NAMES (PRINTED LEDGABLEY)** of pitchers used and **PITCH COUNT**.
16. There will be no more than one [1] time out per offensive and defensive team during an inning. PENALTY: removal of the pitcher [player pitcher in g-ball] from the game.
17. **NO JEWELRY OF ANY KIND IS PERMITTED!** [rings, watches, necklaces, bracelets, earrings, etc.] regardless of material.  
EXCEPTION: Medical alerts which must be taped down to the body.
18. **BLOOD RULE:** This refers to a player, coach or umpire who is [or was] injured and bleeding.
- a. The bleeding must be stopped,  
b. The wound must be covered,  
c. If there is blood on the uniform it must be changed before they are allowed to participate.
19. **REPLACEMENT PLAYERS:**  
**Up to two [2]** replacement players from the same or next lower may be acquired to bring a team up to the playing number of the league. During tournament play you may only bring up a player from the lower league.
- a. Non – registered players may not be used as substitutes in any league.  
b. **Any replacement player[s] must be through the League Supervisor.**  
c. Teams can play with one less than the than the league playing level, or they can pick up one player to bring them up to league playing level.  
d. In the G, B-minor and F-minor leagues, there will NOT be an automatic out if a team is missing a player.  
e. **Any substitute player(s) will not pitch or catch, and must bat in the last position(s) in the line-up.**
20. **BATTING RULES:**
- a. **Batting helmets** will be provided and their use required by all batters and base runners except in the E leagues.  
b. **Batting helmets with face guards** will be provided for all T, G, B & F Minor, B & F major, and A leagues and their use **required by all batters and base runners**.
1. Batting helmets with face guards can be used in E leagues, and are available upon request.

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- c. The **Batter will remain in the on deck circle** or approximate area until the umpire calls him / her to the plate.
- d. The **Batter will not throw the bat**. Any batter throwing a bat will be called out.  
THIS IS A JUDGMENT CALL BY THE UMPIRE.
  - 1. T-Ball only: one warning per game.

### 21. **EQUIPMENT:**

- a. Only rubber [composite] soled shoes [no metal cleats] are allowed on the field, except for E leagues. This includes managers, coaches and umpires.
- b. Only issued equipment or equivalent will be used.
- c. **BATTING PRACTICE DEVICES can be used beyond the outfield fences**. Approved warm-up bats and bat weights can be used **in the on deck circle on the field**. Warm-up should be coach pitch or soft toss in designated areas. (Beyond the outfield fence.)
- d. Catchers will wear full catchers gear: full helmet [with ear flaps], face mask, chest protector, and shin guards. EXCEPTION: T-Ball – only helmet is required. It is recommended that ALL catchers wear a protective cup.

22. The home team is the first team listed on the schedule and will use the third base dugout.

### 23. **PROTESTS:**

The home plate umpire will be notified by the protesting manager prior to the next pitch if a game is being played under protest. The umpire will inform the other manager and the official score book will be marked to show the point of the protest and the situation. The protest will be written up by the protesting manager and turned in with both score books to a League Supervisor within twenty-four [24] hours of the protested game with a deposit of Twenty-Five [25] Dollars. The deposit shall be returned only in the event that the protest is upheld. A separate write-up will be turned in to the League Supervisor by the umpire[s] within the same twenty four [24] hour period.

- a. **NO PROTESTS WILL BE ALLOWED ON UMPIRE'S JUDGMENT CALLS.**
- b. **NO PROTESTS WILL BE ALLOWED IN THE T OR G BALL LEAGUES.**
- c. Pitching rule and player participation rules are not under this rule.

24. **ALL PLAYERS WILL ONLY WEAR UNIFORMS ISSUED** by the Vandalia Parks & Recreation Department.

25. **ALL TOURNAMENT TEAMS** sponsored by the VPRD will only wear uniforms approved by the VPRD during all games. **NO EXCEPTIONS!**

### 26. **NON-LEAGUE GAMES:**

Any manager who wants to participate in non – league games using VPRD equipment and or uniforms must receive prior permission from the VPRD. Failure to do so will result in the managers suspension.

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**27. NO CASTS OR SPLINTS ALLOWED EVEN IF PADDED:**

**Prosthesis may be worn. Braces with exposed hard surfaces must be padded** and checked by an athletic coordinator, umpire trainer, or recreation supervisor for potential danger. **Anything judged to be a danger is illegal.** Any decision will be based on whether or not a device worn or used by an individual, with or without a disability, changes the fundamental nature of the game or **poses a risk to the safety of other players.**

**28. TIE BREAKER RULE:**

Starting with the first extra inning, and each inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base. [EXAMPLE: if the number five [5] hitter is due to lead off the inning, the number four [4] hitter in the line-up will be placed on second [2<sup>nd</sup>] base.]

1. If a team is in the tie breaker, and playing short handed, and the missing player is the one who should begin the inning at second [2<sup>nd</sup>] base, do not declare an out. Instead place the player whose name precedes the absent player's name in the line-up at second base.

29. The VPRD may replace any manager if such action is warranted based on the manager's conduct or actions. The VPRD may also replace a coach if such action is warranted.

30. In all cases not covered by General or League Rules, **National Federation of State High School Associations [NFHS]** rules apply to Baseball leagues, and **Amateur Softball Associations [ASA]** rules apply to softball.

31. **The Vandalia Parks & Recreation Department [VPRD] staff may, in their judgment and for the betterment of the program, change, modify, add or delete any rules or regulations set forth without written or oral notice to any participant, volunteer, sponsor, manager, coach, player or other person associated with the program.**