



EastLouisvilleSports.com

Basketball. Baseball. Softball. Football. Let's Play Ball!

East Louisville Sports

Policies and Rules

Revised February 11, 2016

East Louisville Sports

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East Louisville Sports

In 1946, East Louisville Sports (ELS) was created to provide wholesome supervised recreation for all children who wish to participate regardless of background or ability, to improve the skills of every ELS participant, and to maintain recreational facilities for the community. As a non-profit organization, ELS relies on the participation of volunteers to provide the main support of its activities. Board members, league commissioners, and coaches do not receive any pay or compensation of any kind for their time. Currently ELS supports three sports; baseball, softball and basketball with over 1,300 youth participating in one or multiple sporting activities.

The Louisville Metro Parks Department governs all parks, including Crosby Park, where ELS conducts the majority of its baseball and softball programs. All activities, improvements, fundraising, rules and policies of programs conducted by ELS must have the approval of Louisville Metro Parks. All improvements to Crosby Park, buildings, and fields automatically become the property of the Parks Department.

The financial support of ELS comes from registration fees, sponsor fees, concession sales and various other fund-raising projects. ELS would not be able to provide its programs without the continued community support of the City of Middletown, Louisville Metro Parks, local businesses and individuals that sponsor ELS. The relationship between ELS and Louisville Metro Parks is a cooperative effort to maximize the recreational activities within the community.

A Board of Directors elected annually in November governs ELS. Any interested person may serve on the Board. Meetings are generally held the third Sunday of each month and are open to anyone wishing to attend. A web site and email address is maintained to help keep the community informed of the activities of ELS. You may contact ELS at:

East Louisville Sports
PO Box 43235
Louisville, KY 40253

<mailto:President@EastLouisvilleSports.com> www.ELSSports.com

The sports and information phone number is (502) 245-7585.

Revision History:

03/15/2007 – Baseball updated for 9/10 combined leagues & made minor changes to 13 14/15 yr old.

03/28/2007 – Replace rules for Mini's – new rules include Coed ages 4, 5, and 6.

01/13/2009 – Changed name to East Louisville Sports (ELS) and remove section listing Board of Directors

Babe Ruth and ELS

As a chartered Babe Ruth League, ELS is a member of a premier amateur baseball and softball organization with over 45,200 teams that span the United States, Guam and the Virgin Islands. This affiliation provides ELS players the opportunity to play in our local league season and follow up on an All Star trail that pits the best of ELS with the best of from around the world.

PAST ELS BABE RUTH ALL STAR CHAMPIONS

- 2015 8U Baseball Western Kentucky State Champions
- 2006 11U Baseball Kentucky State Champions
District Champions
- 2003 18U Baseball Kentucky State Champions
District Champions
- 12U Softball Great Lakes Regional Runner Up
Western Kentucky State Champion
- 10U Softball Western Kentucky State Runner
Up
- 2002 18U Baseball Kentucky State Champions
District Champions
- 12U Softball Western Kentucky State Runner
Up
- 10U Softball Western Kentucky State
Champions
- 2001 12's Baseball District Champions
Kentucky State Runner-up
- 2000 11's Baseball District Champions
- 2001 10's Baseball District Champions
- 1997 10U Baseball Kentucky State Champions

ELS POLICIES and RULES

These rules and policies have been drawn up in accordance with the purposes and aims of East Louisville Sports as set forth in its by-laws, and by the Babe Ruth Organization. They have as a basis the ideals of good sportsmanship and fair play and support the goal of having every player experience the opportunity to play, have fun and develop personal confidence that comes from individual and team competition.

There has never been a set of rules that are completely without the opportunity for “loopholes” or differences in interpretations. When it is apparent that an individual or team is basing a protest or action on a minor technical point or “loophole” which is contrary to accepted practice of fair play or good sportsmanship, the *spirit* of the rule will be considered as well as the letter of the rule when a judgement is rendered.

For any violation of the rules of ELS, or any other act of unsportsmanship like behavior, any board member has the authority to impose a suspension of one week or until the next meeting of the Board of Directors, whichever is less, provided that the individual imposing the suspension is not involved in the dispute as a manager, coach, umpire or parent. Suspensions for longer than one week can be imposed only by a majority vote of the Board of Directors

SPORTSMANSHIP AND PERSONAL CONDUCT

ELS is organized to provide wholesome and enjoyable recreational activities. Managers, coaches, players, umpires, spectators and volunteers all play a vital role in maintaining this environment. Profanity, equipment abuse, disrespect toward umpires, and opposing teams and displays of poor sportsmanship in general will not be tolerated. Violations can result in ejection, game forfeiture and/or personal suspension of up to one year. Specifically, ELS holds these policies and rules for all activities.

1. A current background check must be on file with the league for any head coach or assistant coach. Any convictions for immoral acts will eliminate an individual from participating in any leadership role at ELS.
2. **All Coaches and Players must have on file a signed acknowledgement of the ELS Sportsmanship Code.**
3. No alcohol or other controlled substance will be allowed at ELS activities. Tobacco products are not allowed on the playing field or in the dugouts at any time.
4. No verbally negative or derogatory remarks will be directed toward an umpire, opposing team, player or coach. It is the responsibility of the head coach to control the teams' coaches, players and fans.

5. All disputes must be handled between the manager and the umpire in a quick, courteous, and orderly manner. Only one coach or manager from a team will be allowed to converse with an umpire at any one time. Under no circumstances shall a player or parent (not involved in coaching the game) enter into any dispute with the umpire or game officials.
6. All players must remain in the dugout, playing field or in the designated warm-up area during games.
7. **Throwing of equipment, either accidentally or intentionally, is NOT permitted.**
8. Unnecessary physical contact between players will not be allowed in any league play. In order to prevent injury and protect the players attempting to make the play:
 - The base runner will be called out, if they deliberately and with force crash into a defensive player holding the ball, attempting to apply a tag.
 - The base runner will be called safe, if the defensive player deliberately blocks or obstructs the runners attempt to reach the base when there is no attempt or opportunity for the defense to make a play at the base.

At the umpires' discretion he may call out and eject any player for a flagrant disregard of this rule.

9. The Head Umpire or any ELS official has the authority to give warnings or eject any player, manager, coach or spectator from the game/park when found in violation of these rules of conduct. In addition, the Board of Directors has the authority to suspend or expel offending players, managers, coaches, or spectators for the season after an official written warning is given by the board.

Any person ejected from a game must serve an additional one game suspension effective with the next game in which the team participates. Persons suspended from a game may not enter any ELS facilities during that suspension. If a person is ejected twice in a season they will not be eligible for participation on the all star team.

ELS SPORTS PROGRAMS

Currently ELS supports four sports; baseball, softball, basketball, and football with over 1,300 youth ages 4 to 16 years old that are participating in one or multiple sporting activities.

- Registrations for baseball and softball spring/summer leagues are typically held on the last weekend of January and the first weekend of February.
- Registrations for fall baseball or softball are typically in August.
- Registrations for basketball are typically held in October.
- Every effort will be made to accommodate all players registering to play. In the event that a league for which the player wants to register is already full, his/her name will be placed on a waiting list with that league's commissioner and assigned to a team if a vacancy occurs.
- Fees must be paid in full at the time of registration and are refundable until the player draft. After the player draft, refunds can only be approved by the President.
- All players who did not participate with ELS in the previously must show proof of age at the time of registration.
- For purposes of baseball and softball league assignments, ELS has adopted the Babe Ruth League, Inc. rule 0.02 governing eligible age.
 - For baseball All players ages are determined by their age as of April 30 th
 - For Softball all players ages are determined by their age on December 31
- The league commissioners will select Head Coaches for each team. The Assistant Coaches must be drafted onto the team.

The following rules do not apply to to basketball coed teams 6/7 years old and younger, baseball 4/5/6 year old mini league or softball 8U leagues.

- Players are required to participate in a player evaluation clinic in order for the coaches to evaluate the skill levels of each player.
- League commissioners will schedule a player draft within 48 hours of the evaluation to be attended by the head coaches and league commissioner only. Brothers and sisters will be

assigned to the same team unless otherwise requested by the parents. Prior to team assignment, a player may designate **one** team for which he/she does not wish to play. This request must be submitted in writing to the league commissioner prior to the player drafts. Prior to the draft the commissioner will communicate the request to the impacted coach only. The parent is not required to specify a reason for the request.

- During the draft, the commissioner should make every effort to ensure that teams are balanced in terms of sponsorship opportunities, and skill level.
- Selection of players will occur in order chosen by a random draw among the head coaches.
- The commissioner will record the name of each player selected at the time of the selection on the team roster.
- No trades will be permitted once the draft has been completed and the meeting concluded. Head coaches should contact players selected within 48 hours of the draft.
- If teams are not full at the conclusion of a draft, late registering players may be added to the league. In this event, the commissioner will add them to the team that would have been next to select when the selection ended. This process will continue for all late registrations until all teams are full.

ELS GENERAL LEAGUE RULES

FOR BASEBALL AND SOFTBALL

1. Each team must have a sponsorship agreement on file prior to the ordering of uniforms. It is the responsibility of the head coach with assistance from the league commissioner to get a team sponsorship.
2. Metal spikes or cleats are not permitted in any level of play at ELS.
3. No jewelry, watches or earrings are allowed.
4. The batter, base runners and players in the on deck circle must wear batting helmets. Intentionally removing a helmet during a play shall result in the player being called out. If a helmet falls off without assistance by the player, then it is not intentional and the player is not out. This rule is at the judgement of the umpire.
5. The home team occupies the 3rd base dugout for each game. They are required to supply an adult scorekeeper and announcer whose responsibilities shall include keeping the official game records, operation of the scoreboard, communicating the score at each change in half inning, and player introductions. These volunteers should be ready 5 minutes prior to the start of the game.
6. All league schedules are the responsibility of the league commissioner.
7. Players must participate in at least 50% of league games to be eligible for All-Star Teams.
8. **For purposes of games operating under a time limit, a new inning begins at the time the third out is called in the current inning. The umpire is responsible for noting the time at the start and end of the game and communicating it to the official scorekeeper.**
9. It is the responsibility of the head coach, players, and parents to leave the dugouts and stands in a clean and orderly fashion after each game.
10. The League Commissioner or his/her designated representative is responsible for determining whether the field and weather condition is suitable for safe play. After a game has begun, the umpire has the authority to call a game due to weather. Play will be immediately suspended if lightning is sighted. When games are delayed due to lightening, play may not resume until 15 minutes after the last lightening strike.

ELS BASEBALL AND SOFTBALL

LEAGUE RULES

Mini League Rules

Ages: Coed 4, 5 and 6 years old

Field Dimensions

Bases60'

Pitchers Circle 8' centered on 45'

Baseline hash marks set30'

Players age and Team Sizes

1. Mini 4/5's: Children must be 4 or 5 years of age. Team size 6 to 8 players.
2. Super 6's: Children must be 6 years of age. Team size 9 to 11 players.

GENERAL FIELD DECORUM (Mini 4/5's and Super 6's):

1. The behavior of players, managers, coaches and parents must be above reproach.
2. All players shall remain in the dugout when their team is at bat except for the following: the batter; base runners; the on-deck player; the first and third base coaches. This is a safety consideration.
3. Each player will be allowed one warning for a thrown bat. Any subsequent violation of this rule will result in the guilty player being called out. This is the only exception where the player will not be allowed to run the bases. *This rule is designed to teach the player to NOT throw the bat.*
4. Coaches shall not interfere with play at any time. The coach shall request "time" before demonstrating a technique or explaining a situation to the players during a game.
5. **Bat boys/girls are not permitted in this league.**

PLAYING RULES (Mini 4/5's):

1. Coaches may switch player positions at any time when the ball is no longer in play.
2. All players (regardless of team size) shall play in the field, when on defense.
3. A game will consist of 45 minutes or three (3) innings, whichever comes first.
4. The infield will consist of five (5) players (Only one a pitcher). All remaining players will be placed in the outfield. Rotate players so that equal playing time in the outfield and infield can be given to each player.
5. An infield player shall position him/herself no further than one yard in front of the base line. The pitcher shall be within the pitching circle. An outfielder will position him/herself a minimum of five yards behind the base line.
6. An attempt should be made to place one player at/or near the true location of each position on the field (i.e. one third baseman, one short stop, one second baseman...one

“short” left fielder, one “short” left-center fielder... and so forth). If this not possible, due to large roster size, a few players may be positioned in-between positions.

7. **No player should ever be positioned as catcher or anywhere behind home plate when on defense. The coach of the team batting is responsible for getting an Adult (NO CHILDREN) to stand near the backstop and return pitched balls.**
8. Batting orders shall include the entire team roster each inning. The batting orders may be changed during the game but each player must bat each inning.
9. There are no strike outs in this league.
10. Base runners may not leave the base until the ball has been hit.
11. Defensive coaching is allowed by as many coaches as necessary on the field.
12. Only the coach of the team batting may pitch.
13. Discretion should be used by the coach as to “overhand or underhand” toss.
14. Batter is allowed 5 pitches before the batting tee *must* be used.
15. Scorekeeping is not permitted.
16. Regular baseball rules apply in calling a runner out. However, no tag out is allowed from home to first base. A play should be made by throwing the ball to first base instead.
17. Although the runner may be called out, they may continue to run the bases.
18. Players are to run the bases “station-to-station” style (i.e. only advance one base at a time). The only exception occurs with the last batter, as noted in rule #19 below.
19. Before the last batter has the opportunity to hit, the coach should acknowledge to the opposing coach that this is their final batter of the inning. When the final batter of the inning has hit, allow all runners to run the bases and score.
20. Play is dead when:
 - a) The pitcher has the ball.
 - b) The ball breaks the plane of the foul lines.
 - c) If at any time, a player is suspected of being injured.

PLAYING RULES (Super 6's):

GENERAL:

1. League is to be run as a instructional-type league, with rules designed to allow the young player to begin the process of learning slightly more advanced baseball rules than the 4/5 league allows and begin the gradual progression to a full machine pitch league.
2. Wins and losses are not recorded or tracked.
3. No umpires are used. In lieu of umpires, the game will be officiated by the coaches stationed in the field (i.e. 1st base coach, 3rd base coach, defensive coach and offensive coach).
4. Batting Machine is used in this league.
5. A game will consist of 55 minutes or four (4) innings, whichever comes first.

DEFENSE:

1. Coaches may switch player positions at any time when the ball is no longer in play.

2. Defensive coaching is allowed by one coach, stationed in the outfield grass.
3. All players (regardless of team size) shall play in the field, when on defense.
4. The infield will consist of five (5) players (one pitcher, one first baseman, one second baseman, one shortstop and one third baseman).
5. The outfield will consist of four (4) players (one left fielder, one left-center fielder, one right-center fielder, and one right fielder. Any remaining players may be placed in between outfield positions. *Rotate players so that equal playing time in the outfield and infield can be given to each player.*
6. An infield player shall position him/herself no further than one yard in front of the base line. The pitcher shall be within the pitching circle. An outfielder will position him/herself a minimum of five yards behind the base line.
7. No player should ever be positioned as catcher or anywhere behind home plate when on defense. The coach of the team batting is responsible for getting an adult to stand near the backstop and return pitched balls.
8. No plays can be made at home plate.
9. Each half-inning shall end after each player has batted.

OFFENSE:

1. The scoreboard is not to be used during play.
2. Scorekeeping is only used to keep track of the batting order, outs per inning and runs scored.
3. Batting orders shall include the entire team roster.
4. The batting orders may not be changed during the game.
5. Outs are recorded in this league.
6. Runs are allowed to score. However, runs per inning and final scores are not kept.
7. There are no strike outs in this league.
8. The batting machine will be used in this league as follows:
9. Each batter will receive 5 pitches from the batting machine. After the 5th machine pitch, the coach should toss no more than 2 pitches to the batter. If the batter still has not hit the pitch, the tee should be used.
10. Machine should be set at 35 MPH.
11. Base runners may not leave the base until the ball has been hit.
12. Only a coach of the team batting may feed the machine and/or pitch.
13. Regular baseball rules apply in calling a runner out and base running.
14. Play is dead when:
 - a. The pitcher has the ball.
 - b. The defense has control of the ball.
 - c. The ball breaks the plane of the foul lines.
 - d. If at any time, a player is suspected of being injured.
 - e. Any time the play is deemed dead, the base runner will advance or be returned to his/her original base dependent upon their position in relation to the closest base on the field.
15. Runner may only advance one base on any overthrown ball.

16. Coaches should manage the base runners and should always err on the side of “defensive possession / time-out”. Continuous running around the bases, while inevitable, should be controlled by the base coaches.
17. Before the last batter has the opportunity to hit, the coach should acknowledge to the opposing coach that this is their final batter of the inning. When the final batter of the inning has hit, allow all runners to run the bases and score

Baseball Machine Pitch Rules

League: 7 year olds and 8 year olds

Field Dimensions:

Bases60'

Pitchers Circle 8' centered on 45'

Machine Speed48 to 52 RPMs or 42 Miles Per Hour

Team size 10 to 12 players

No bat boys/ girls permitted in this league.

THE GAME :

1. A regulation game will be 75 minutes or six (6) innings which ever comes first. A called game is official after four (4) innings or 3 ½ innings if the home team is in the lead.
2. Scoring is limited to four (4) runs per inning 7 year olds, and (5) runs per inning 8 year olds. If the home team is in the lead in the sixth (6th) inning, they will still have the opportunity to bat time permitting.
3. The visiting team will be allowed infield practice for 5 minutes beginning 10 minutes before start time. The home team will be allowed to practice the final 5 minutes. If time does not permit both teams a full five minutes prior to the start of the game, neither team shall be allowed infield practice.
4. League standings will be maintained for season ending tournament seeding.
5. Each team will field a maximum of ten (10) defensive players per inning, to include four (4) outfielders. The outfield is defined as a minimum of five (5) feet into the grass behind the infield. If twelve (12) players are present, all players must sit out one (1) inning defensively. In NO case should any player sit out defensively more than one (1) inning.
6. If a team is not able to field a minimum of eight (8) players at the start time, the umpire shall rule a forfeit in favor of the team, which is fully manned. If neither team can field eight (8) players, both teams will record a loss. A fully manned team can give the undermanned team enough players to at least play the game.
7. The umpire has the authority to declare a forfeit if in the judgement of the umpire any manager, delays a game unnecessarily or purposely.
8. Any player arriving late will be inserted at the bottom of the batting order.
9. All players bat in a fixed rotation for any given game. A batter taking one (1) pitch out of that rotation is automatically called out. NO BIG BARREL BATS ALLOWED.
10. Only one (1) base is allowed on any overthrow. Only one (1) overthrow per play is allowed. If a runner is more than 1/2 way to the next base when an overthrow occurs, the runner will be allotted the base plus one. The umpire will have the final decision on any overthrow play.
11. One (1) coach is permitted on the field for defensive purposes in the 7 year old league. No coaches are permitted on the field defensively in the 8 year old league. EXCEPTION: A coach must feed the pitching machine (See rule #21). All other coaches should remain in the dugout.

12. The umpire calls time when a player in the pitching circle controls the ball. (When time is called, if the runner is more than 1/2 way to the next base, they'll get the base they're going to. If the runner is less than 1/2 way to the base, they must return to the previous base.)
13. The pitching machine is set in the pitching circle. The circle is eight (8) feet in diameter, with **the center 45 feet from the back of home plate**. Machine speed will be set at 48-52 RPM (42 mph) and should not be adjusted as fairness to both teams. Machine accuracy is the judgement of the umpire. The umpire may make trial pitches to check pitch location or machine speed setting at any time.
14. If a batted ball strikes the machine the play is dead and the batter is awarded first base with runners on base advancing one base, if forced.
15. If the ball stops in the pitching circle due to a defensive play or is hit into the circle, the batter is awarded first base with runners on base advancing one base, if forced. This rule is designed with player safety in mind.
16. Each batter receives a maximum of five (5) pitches. If the ball is not in play after five (5) pitches, the batter is called out unless the ball is foul. The batter will be called out on a caught foul tip or called third strike.
17. **[7 yr old league only]** No stealing
18. **[8 yr old league only]** Base runners may only steal third (3rd) and must wait until after the ball crosses home plate. If a runner leaves a base early, the umpire will stop play and the runner will be returned to the base.
19. **A player may play catcher a maximum of two (2) innings in a row per game. A player may play the pitcher position a maximum of two (2) innings per game. Each player is required to play at least two (2) innings at infield position and two (2) innings at an outfield position to occur no later than the completion of the fourth inning. Failure to do so will result in forfeiture of the game for the offending team. Bench will be considered an outfield position and catcher will be considered an infield position.**
20. To speed up the game, a pinch runner may be used for the base runner who will be playing catcher the next inning. The runner must be the player who recorded the last out.
21. A coach or parent from the team at bat will stand behind the pitching machine and feed the ball into the machine. This person should know that the batter and catcher's attention is to the pitched ball before entering the ball into the machine.
22. Two (2) umpires will be positioned on the field. One shall be behind the home plate and the other shall be located between first and second base.
23. BUNTING: 8U Only: Each team may bunt the ball two (2) times per game. No Slash bunting. 7U no bunting allowed.

LEAGUE TOURNAMENT

24. All teams will participate in a season-ending tournament to determine a league champion.
25. Tournament seeding will be determined by regular season standings.
26. Tournament will be double elimination and all games will follow regular season time limit rules. No game may end in a tie. Extra innings are allowed to break ties.
27. For the tournament only, the home team will be the higher seeded team.
28. All other regular season rules apply in tournament play.

Baseball Rookie League Rules

League: 9/10 year old league

Field Dimensions:

Bases60' Pitchers

Mound 6' rise.....46'

Batters Box.....4' x 6'

Team size: 9 to 11 players.

No bat boys/girls permitted in this league.

Except for the rules herein stated the Official Babe Ruth Rules and Regulations, Section 1.00 through 9.00 shall be imposed.

THE GAME:

1. A regulation game is 90 minutes or six (6) innings which ever comes first. A called game is official after four (4) innings or 3 1/2 if the home team is in the lead.
2. Four (4) runs or three (3) outs constitute an inning, regardless of the number of runs scored on the final play.
3. Each Team shall provide the umpire with one (1) new baseball and one (1) used baseball (in good condition) for each game.
4. It is mandatory that adults serve as base coaches.
5. If after four (4) complete innings, a team is leading by nine or more runs, the games officially over. If, after five (5) complete innings, a team is leading by five (5) or more runs, the game is officially over.
6. The visiting team will be allowed infield practice for 5 minutes beginning 10 minutes before start time. The home team will be allowed to practice the final 5 minutes. If time does not permit both teams a full five minutes prior to the start of the game, neither team shall be allowed infield practice.
7. League standings will be maintained for season ending tournament seedlings.
8. A game is played with nine (9) defensive players as per Babe Ruth rules. There will be no more than six (6) infielders. Outfielders must stay at least 15 feet behind the baselines, or in the grass, whichever is further.
9. If a team is not able to field a minimum of eight (8) players at the start time, the umpire shall rule a forfeit in favor of the team, which is fully manned. If neither team can field eight (8) players, both teams will record a loss. Attempt to even out teams to get a game played.
10. The umpire has the authority to declare a forfeit if in the judgement of the umpire any manager, delays a game unnecessarily or purposely.
11. Any player arriving late will be inserted at the bottom of the batting order.
12. **All players must play at least three (3) defensive innings, unless the coach is disciplining them. All players must play at least one (1) inning in the infield and one (1) inning in the outfield to occur no later than the third inning. A player sitting on the bench counts as**

an outfield position. The head coach must inform an opposing coach before the game starts of any player who is being disciplined.

13. **If twelve or more players are in the lineup, each player shall sit out at least one (1) inning.**
 14. Free defensive substitution is allowed.
 15. All hitters on the game roster bat in a fixed rotation for the given game. **NO BIG BARREL BATS ALLOWED.**
 16. There will be liberal strike zone.
 17. There is no infield fly rule.
 18. Base runners may steal or leave any base only after the pitched ball has crossed home plate.
 19. When forward progress by all base runners has been halted, and the pitcher has the ball with at least one foot on the mound, the umpire shall raise both arms and declare "TIME".
 20. Contact Rule If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's judgement call.
 21. No player may catch more than four (4) innings per game. Each player is required to play at least one (1) inning at an infield position and one (1) inning at an outfield position to occur no later than the completion of the fourth inning unless there is parental objection over the child's safety. See rule #25 below for pitchers.
 22. On an overthrow, which lands in the dugout or outside the fence, runners advance one base beyond the base they were approaching.
 23. Any batted ball striking an obstruction above the outfield fence in fair territory is an official home run. Judgement to be made by umpire.
 24. The dropped third strike rule **DOES NOT APPLY** to this league.
- THE PITCHER:
25. **A pitch count will be used in this league. No pitcher may throw more than 54 pitches during a game. Once a pitcher is removed from the pitching position in a game, he can return to any position at any time in the game, OTHER THAN THE PITCHING POSITION. Required rest for pitcher will be as followed : 1-20 pitches 0 days rest, 21-35 pitches 1 days rest, 36-48 pitches 2 days rest, 48-54 pitches 3 days rest.**
 26. There is no balk rule.
 27. A pitcher may make six (6) preparatory pitches at the beginning of an inning. A relief pitcher may make ten (10) warm-up pitches.

EQUIPMENT:

28. Catchers are required to wear athletic supporters with metal, fiber, or a plastic cup. All other players are encouraged to wear athletic supporters. Head Coaches will be responsible for monitoring this policy. Catchers must wear a helmet and mask with a throat guard during

practice, warm-ups, and games. Catchers must also wear chest protector, helmet, mask and shin guards during the games.

29. Catchers must use a catchers' mitt.

LEAGUE TOURNAMENT:

30. All teams will participate in a season ending tournament. Playoffs will be double elimination and the League Commissioner will base seeding on regular season standings. Home team will be the highest seeded team.

31. Time limit is still 1 hour 30 minutes or six (6) innings. Extra innings allowed as needed to break ties.

Baseball Cal Ripken League Rules

League: 11 & 12 year olds

Field Dimensions:

Bases70' Pitchers
Mound 6' rise.....50'

Official Babe Ruth Baseball rules modified for Cal Ripken League play will govern play with the following ELS modifications,

THE GAME:

1. A regulation game is two hours or six (6) innings which ever comes first. A called game is official after four (4) innings or 3 1/2 innings if the home team is in the lead.
2. Ten (10) Run Rule - A game will be terminated when it meets regulation requirements. If one team is leading by ten (10) or more runs and has equal times at bat or if the home team is in the lead, the game shall become official.
3. The visiting team will be allowed infield practice for 5 minutes beginning 10 minutes before start time. The home team will be allowed to practice the final 5 minutes. If time does not permit both teams a full five minutes prior to the start of the game, neither team shall be allowed infield practice.
4. Each Team shall provide the umpire with one (1) new baseball and one (1) used baseball (in good condition) for each game.
5. A tie game will become official if in two hours of play a winner has not been declared, Each team will record 1/2 loss and 1/2 win. If, in the final league standings, this record has an effect on either team, the game will be replayed in its entirety.
6. A (12) player-batting order will be used.
7. Each player on the game roster will play at least six (6) consecutive defensive outs. Substitutes must enter a game before the 4th inning.
8. If a player leaves a game due to injury, any player not in the game may replace him. The replacement player will assume the batting spot of the injured player. The injured player may not re-enter the game.
9. If a team is not able to field a minimum of eight (8) players at the start time, the umpire shall rule a forfeit in favor of the team, which is fully manned. If neither team can field eight (8) players, both teams will record a loss. There is no grace period in the league.
10. The umpire has the authority to declare a forfeit if in the judgement of the umpire any manager, delays a game unnecessarily or purposely.
11. It is mandatory that adults serve as base coaches

THE PITCHER

12. Pitching - BR Section 0.06 - Pitching limitations of the Babe Ruth Baseball Rules and Regulations. Failure to comply with Section 0.06 will result in an automatic forfeiture of the game. EXCEPTION: When a pitcher is removed from the pitching position he may not reenter as a pitcher whether or not he is removed from the game.
13. The calendar week for pitchers is from Monday through and including Sunday.

THE BATTER/RUNNER

14. Contact Rule If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's judgement call.
15. The dropped third strike rule applies to this league.
16. On a thrown or deflected ball that enters a dugout or lands outside the field fence, runners will be allowed to advance one (1) base beyond the base they were approaching.
17. A batted ball that strikes any obstruction above the outfield fence in fair territory is an official home run. This is a judgement call by the umpire.

LEAGUE TOURNAMENT

24. The season ending tournament will be double elimination and the seeding shall be based upon final regular season standings in the league.
18. There shall be no time limit in tournament games.
19. Six (6) complete innings will be played.
20. Babe Ruth Pitching Rules for tournament play will be in force.

Baseball Babe Ruth Prep League Rules

League: 13 yr old

Field Dimensions:

Bases80' Pitchers
Mound54'
Batters Box.....4' x 6'

The following set of rules is that furnished by the Babe Ruth Organization for District II and District XIII as Inter-League Playing Rules for Prep and Senior. These rules have been made more stringent for the ELS Prep & Senior Leagues as indicated in bold print -

BABE RUTH
District II & District XIII
Inter-League Playing Rules
Prep & 14-15 Year Old Leagues

Rules governing inter-league play should be official baseball rules unless excepted by official Babe Ruth rules or the following inter-league rules:

1. A regulation game is two hours or seven (7) innings which ever comes first. A called game is official after five (5) innings or 4 1/2 innings if the home team is in the lead.
2. **MANDATORY PLAY RULE:** All players listed on the line-up card, must bat at least once, and play at least one inning in the field (For ELS, players must play six consecutive outs in the field and bat at least once).
3. If the game is shortened because of the 10 Run Rule or the Two Hour Time Limit, the rule still applies (For ELS, a new inning cannot be started after two hours due to the following game and Crosby Park restrictions to have lights out at 10:30pm).

Approved ruling: A player, entered into the game by the fourth inning, who has not been removed, but has not had an opportunity to bat, will have satisfied the intent of the rule. (For ELS, players should be inserted in the third inning for players having already batted If they do not get to bat prior to completion of a game, then the intent of the rule has been satisfied). 4.

BASEBALLS: Each Team shall provide the umpire with two (2) new baseball and have one (1) used baseball (in good condition) available for each game. (For ELS, the home team will provide two new baseballs).

5. **PENALTY: FORFEIT** - Team forfeiting must pay umpire expense if home team is not notified two hours prior to game time Multiple forfeits could result in team not playing in league the following year.
4. **UN-SPORTSMANSHIP CONDUCT** – Minor. Removal from game Major. Depending on Severity (1) One game suspension (2) Not eligible for inter-league play (3) Not eligible for tourney play (4) Not eligible for future Babe Ruth play

Additional ELS Rules:

5. During the week, the starting time for the first game is 6:00pm, with visitor infield at 5:40pm and home infield at 5:50pm. For following games the start time is 20 minutes after conclusion of the first game.
6. A tie game is scored 1/2 win and 1/2 loss for each team. If 7 innings have been played and a tie exists, a tie breaker inning may be played if started before 2 hours.
7. Contact Rule If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's call.
8. Effective spring 1994 Babe Ruth will no longer allow steel cleated shoes. Those players who will also be playing on a high school team should purchase shoes that have the interchangeable steel/rubber cleat.
9. Once a pitcher has been removed from the pitchers position he may not re-enter as a pitcher.

Baseball Babe Ruth League Rules

League: 14-15 yr old

Field Dimensions:

Bases90' Pitchers

Mound 60'6"

Batters Box.....4' x 6'

The following set of rules is that furnished by the Babe Ruth Organization for District II and District XIII as Inter-League Playing Rules for Prep and Senior. These rules have been made more stringent for the ELS Prep & Senior Leagues as indicated in bold print -

BABE RUTH
District II & District XIII
Inter-League Playing Rules
Prep & 14-15 Year Old Leagues

Rules governing inter-league play should be official baseball rules unless excepted by official Babe Ruth rules or the following inter-league rules:

10. A regulation game is two hours or seven (7) innings which ever comes first. A called game is official after five (5) innings or 4 1/2 innings if the home team is in the lead.
11. **MANDATORY PLAY RULE:** All players listed on the line-up card, must bat at least once, and play at least one inning in the field (For ELS, players must play six consecutive outs in the field and bat at least once).
12. If the game is shortened because of the 10 Run Rule or the Two Hour Time Limit, the rule still applies (For ELS, a new inning cannot be started after two hours due to the following game and Crosby Park restrictions to have lights out at 10:30pm).
Approved ruling: A player, entered into the game by the fourth inning, who has not been removed, but has not had an opportunity to bat, will have satisfied the intent of the rule. (For ELS, players should be inserted in the third inning for players having already batted. If they do not get to bat prior to completion of a game, then the intent of the rule has been satisfied).
6. **BASEBALLS:** Each Team shall provide the umpire with two (2) new baseball and have one (1) used baseball (in good condition) available for each game. (For ELS, the home team will provide two new baseballs).
7. **PENALTY: FORFEIT -** Team forfeiting must pay umpire expense if home team is not notified two hours prior to game time. Multiple forfeits could result in team not playing in league the following year.
13. **UN-SPORTSMANSHIP CONDUCT –** Minor. Removal from game Major. Depending on Severity (1) One game suspension (2) Not eligible for inter-league play (3) Not eligible for tourney play (4) Not eligible for future Babe Ruth play

Additional ELS Rules:

14. During the week, the starting time for the first game is 6:00pm, with visitor infield at 5:40pm and home infield at 5:50pm. For following games the start time is 20 minutes after conclusion of the first game.
15. A tie game is scored 1/2 win and 1/2 loss for each team. If 7 innings have been played and a tie exists, a tie breaker inning may be played if started before 2 hours.
16. Contact Rule If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's call.
17. Effective spring 1994 Babe Ruth will no longer allow steel cleated shoes. Those players who will also be playing on a high school team should purchase shoes that have the interchangeable steel/rubber cleat.
18. Once a pitcher has been removed from the pitchers position, he may not re-enter as a pitcher.

Softball Machine Pitch 8U League Rules

*Players younger than 7 must have previous experience in organized ball and requires the approval of the league commissioner.

Field Dimensions:

Bases60'
Pitchers Circle 8' radius at ...35'
Base paths marked at30'

THE GAME:

1. A regulation game will be 80 minutes or six (6) innings which ever comes first. No new inning may begin after 70 minutes. A called game is official after four (4) innings or 3 ½ innings if the home team is in the lead.
2. Each inning has a 6 run mercy rule.
3. The visiting team will be allowed infield practice for 5 minutes beginning 10 minutes before start time. The home team will be allowed to practice the final 5 minutes. If time does not permit both teams a full five minutes prior to the start of the game, neither team shall be allowed infield practice
4. No league standings will be maintained nor team records posted
5. All players play every inning with six players placed in the normal infield positions with the other players positioned in the outfield. The pitcher cannot be positioned closer than 35 feet to the batter and must begin play with one foot on the pitcher circle. Outfield players must begin play in the grass.
6. Two defensive coaches are allowed in the outfield.
7. If a team is not able to field a minimum of eight (8) players at the start time, the umpire shall rule a forfeit in favor of the team, which is fully manned. If neither team can field eight (8) players, both teams will record a loss. There is no grace period in the league.
8. The umpire has the authority to declare a forfeit if in the judgement of the umpire any manager, delays a game unnecessarily or purposely.
9. Any player arriving late will be inserted at the bottom of the batting order.
10. Each team will have a designated coach to feed the balls into the machine. Once a batter becomes a runner, this person may not coach the runners in any manner.
11. The pitching machine is set at 35 feet and adjusted to approximately 32 – 35 MPH. Adjustments to the machine can be made after time is granted by the umpire and with both coaches in agreement. Adjustments should be made when the ball is not consistently pitched as a strike.
12. Each batter receives five pitches with swinging and foul balls called strikes. No balls are called and no walks allowed. If the batter has not hit the ball into fair play after five pitches she is out. However, if a 5th pitch is fouled, the batter continues to bat.

13. If a ball hits the pitching machine, stops in the circle, or if a player enters the pitching circle the ball is declared dead. The batter is awarded first base with runners on base advancing one base, if forced.
14. Time Out –Umpires will call time when:
 - a) An infielder has control of the ball in fair territory in front of the lead runner. Or
 - b) The pitcher has control of the ball in the circle.
15. When time is called, runners who have not reached the halfway point between bases must return to the base last touched. This is a judgment call by the umpire. Coaches and players may not call time during play.
16. Overthrow-When a ball is thrown passed the first or third base defensive player into foul territory it is called an overthrow. In the event of an overthrow, runners may advance to the next base at the risk of being put out. (BR7.05, the position of the runner at the time the overthrow left the player's hand determines the awarding of bases) The umpire will not award the base if the runners do not run. Babe Ruth Rules 7.05(f) governing The Runner applies when the ball leaves the playing area on overthrows. The playing area is the area beyond the fence line.
11. Base Running-Base runners may leave the base once the ball has crossed the plate, but must return to the base without liability to be put out if there is no hit.
12. Contact Rule If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's judgement call.
13. No stealing is allowed.

EQUIPMENT

14. Batters and runners are required to wear face guards or mouthpieces.

LEAGUE TOURNAMENT

15. All teams will participate in a season-ending tournament to determine a league champion.
15. Tournament seeding will be determined using a blind draw by the league commissioner.
16. Tournament will be double elimination.
17. For the tournament only, the home and away teams will be determined by the toss of a coin.
18. All other regular season rules apply in tournament play.

Fast Pitch 10U League Rules

Field Dimensions:

Bases60' Pitching
distance35'
Pitching circle radius8'

Official Babe Ruth Softball Minor League rules for 10U will govern play with the following modifications,

THE GAME:

1. A regulation game will be 90 minutes or six (6) innings which ever comes first. A new inning may not be started after 80 minutes. A called game is official after four (4) innings or 3 ½ innings if the home team is in the lead.
2. Each inning has a 6 run mercy rule.
3. The visiting team will be allowed infield practice for 5 minutes beginning 10 minutes before start time. The home team will be allowed to practice the final 5 minutes. If time does not permit both teams a full five minutes prior to the start of the game, neither team shall be allowed infield practice
4. A tie game will become official if after 90 minutes of play a winner has not been declared, Each team will record 1/2 loss and 1/2 win. If, in the final league standings, this record has an effect on either team, the game will be replayed in its entirety.
5. Ten (10) players may take the field defensively with six (6) infielders and four (4) outfielders. Outfielders must be positioned in the grass prior to the pitch being made. When the coach is pitching, the pitcher must be positioned within an 8-foot radius of the pitching rubber.
6. The defensive team may position a coach/parent behind the catcher and umpire to help retrieve and return wild pitches provided however the coach/parent shall not talk, discuss, verbally express, groan, coach, give instructions or in anyway communicate to the umpire or players from either team.
7. If a team is not able to field a minimum of eight (8) players at the start time, the umpire shall rule a forfeit in favor of the team, which is fully manned. If neither team can field eight (8) players, both teams will record a loss. There is no grace period in the league.
8. The umpire has the authority to declare a forfeit if in the judgement of the umpire any manager, delays a game unnecessarily or purposely.
9. No player may sit out more than two (2) innings and never two consecutive innings.
10. Extra Hitter not in effect: All players will bat in the line up regardless of whether they are playing defensively or not.

11. Any player arriving late will be inserted at the bottom of the batting order.
12. Players called up from a lower division must bat at the end of the teams' line-up. The coach must have the parents' permission to play.

THE PITCHER

13. Pitching Limitations: No pitcher may pitch more than three (3) innings per game.
14. Strike Zone: The umpire should use a liberal strike zone from chin to knees
15. No walks. If a pitcher throws four balls the offensive coach will be allowed two pitches from the 35' pitchers rubber. These pitches will be called strikes if they are in the strike zone regardless of whether the batter swings or not. The batter will be called out on strikes if they do not hit one of the two pitches. If the batter fouls off the 3rd strike or 2nd pitch, they will remain at bat for another pitch.

THE BATTER / RUNNER

16. Bunting: The batter may bunt only when the pitcher delivers the pitch. No bunting is allowed when the coach is pitching.
17. Hit by Pitch: BR 6.08 Approved ruling - If a ball hits the ground before hitting the batter, and in the umpire's judgement the batter had time to avoid getting hit, the pitch is a ball and the batter is not entitled to first base. Players are not allowed first base if hit by a pitch from the coach.
18. Time Called: When the pitcher has control of the ball within the pitcher's circle the runners must return to the base last touched provided they are less than half way to the next base. If they are more than half way to the next base, they are entitled to continue to that base but are at risk of being put out. The position of the runner is a judgement call by the umpire.
19. Overthrow-When a ball is thrown passed the first or third base defensive player into foul territory it is called an overthrow. In the event of an overthrow, runners may advance to the next base at the risk of being put out. (BR7.05, the position of the runner at the time the overthrow left the player's hand determines the awarding of bases) The umpire will not award the base if the runners do not run. Babe Ruth Rules 7.05(f) governing The Runner applies when the ball leaves the playing area on overthrows. The playing area is the area beyond the fence line.
20. No mandatory slide rule. Contact Rule governs excessive contact between base runners and defensive players.- BR 7.14
21. Interference: BR7.09 (b) applies when in the event the coach pitcher, in the umpire's judgement, intentionally is hit by the batted ball or interferes with the defensive team's attempt to field the ball or make a play on the runner, the runner is out and the ball is dead.

LEAGUE TOURNAMENT

22. All teams will participate in a season-ending double elimination tournament.

23. Tournament pairings will be determined by league standings at the end of the season. Home team will be the higher seeded team.
24. There shall be no time limit in tournament games. Six (6) complete innings will be played. If the home team is ahead at the end of 5 ½ innings the game will be called.

Fast Pitch 12U & 16U League Rules

League: 12U for ages 11 and 12

League: 16U for ages 13 to 16

Field Dimensions:

Bases60' Pitching
distance.....40'

Official Babe Ruth Softball rules will govern play with the following modifications,

1. A regulation game is six innings for 12U and seven innings for 16U or ninety (90) minutes which ever comes first. A called game is official:
2. For ELS league play a 6 run mercy rule per inning will be used
3. For interleague play no run limit per inning is in effect however a mercy rule of 10 runs applies:
 - For 12U after 3 ½ innings, if home team is ahead
 - For 16u after 4 ½ inning, if home team is ahead
4. The visiting team will be allowed infield practice for 5 minutes beginning 10 minutes before start time. The home team will be allowed to practice the final 5 minutes. If time does not permit both teams a full five minutes prior to the start of the game, neither team shall be allowed infield practice
5. If a team is not able to field a minimum of eight (8) players at the start time, the umpire shall rule a forfeit in favor of the team, which is fully manned. If neither team can field eight (8) players, both teams will record a loss. There is no grace period in the league.
6. The umpire has the authority to declare a forfeit if in the judgement of the umpire any manager, delays a game unnecessarily or purposely.
7. A tie game will become official if after 90 minutes of play a winner has not been declared, Each team will record 1/2 loss and 1/2 win. If, in the final league standings, this record has an effect on either team, the game will be replayed in its entirety.
8. Extra Hitter Not in effect: All players will bat in the line up regardless of whether they are playing defensively or not.
9. No player may sit on the bench for two consecutive innings
10. Base runners may leave the base at the pitchers release of the ball.
11. Pitching Limitations: BR 0.06 governs pitching limitations
 - For 12U a pitcher may pitch in no more than 10 innings per calendar week (Calendar week is Monday thru Sunday)
 - For 16U there is no inning limitations
12. Pitchers may reenter as the pitcher at any time.
13. If a player is removed for injury or otherwise during a game her batting spot will not count as an out in ELS league play regardless of whether 9 players remain in the line up or not. For

interleague play, if the roster falls below nine an out will be counted when the removed players turn at bat would occur.

14. When a batter/runner is injured and must be replaced, the opposing coach picks the alternate batter/runner to replace her.
15. No mandatory slide rule. Contact Rule governs excessive contact between base runners and defensive players.– BR 7.14 This is an umpires judgement call.
16. Players called up from a lower division must bat at the end of the teams' line-up. The coach must have the parents' permission to play.

LEAGUE TOURNAMENT

17. All teams will participate in a season-ending double elimination tournament.
18. Tournament pairings will be determined by league standings at the end of the season. Home team will be the higher seeded team.
19. If at the end of regulation time or innings a game is tied, extra innings will be played until a winner has been determined.

ELS SPORTSMANSHIP CODE

COACHES AGREEMENT

It is with sincere and grateful appreciation that East Louisville Sports welcomes you as a coach. You are being entrusted with the unique opportunity to teach and influence the lives of children who have the desire to learn and become accomplished athletes. It is without doubt that your actions and instructions will have a long lasting impact on their lives.

This opportunity comes with a great responsibility. Therefore we ask that you acknowledge this responsibility by signing and abiding by this agreement.

As an ELS coach, I agree with and will abide by the Babe Ruth Code of Conduct to:

- Develop a strong, clean healthy body, mind and soul
- Develop a strong urge for sportsmanlike conduct
- Develop understanding of and respect for the rules
- Develop courage in defeat, tolerance and modesty in victory
- Develop control over emotions and speech
- Develop spirit of cooperation and team play
- Develop into a real, true citizen

As an ELS coach, I will:

- Always remember that it is just a game that is meant to be FUN for the players.
- Demonstrate and uphold the rules of ELS
- Treat all players, umpires, coaches, parents and fans with respect and will refrain from foul or derogatory remarks.
- Agree that the primary goal of coaching the players is on the fundamentals of how to play the game and not on winning.
- Agree that I will provide equal and fair treatment of every player on my team with respect to instruction time and game time.
- Attend league coaching clinics, and training sessions
- Schedules practices and stress drills that keep players involved and actively learning to improve fundamental skills of the game.
- Not use alcohol or tobacco products in the presence of the players
- Read, support and abide the rules of the league and game as stated in the Babe Ruth Rule book and amended by ELS for league play.

Signed: _____ Dated: _____

PARENT AGREEMENT

It is with sincere and grateful appreciation that East Louisville Sports welcomes you as a parent. ELS is devoted to providing wholesome supervised recreational programs for your children. As an all volunteer program we can not function without the support of every family that participates. When you register your child to play at ELS you are also making a commitment of yourself. We'd like you to acknowledge your commitment by reading and signing this agreement.

As an ELS parent, I agree with and will abide by the Babe Ruth Code of Conduct to:

- Develop a strong, clean healthy body, mind and soul
- Develop a strong urge for sportsmanlike conduct
- Develop understanding of and respect for the rules
- Develop courage in defeat, tolerance and modesty in victory
- Develop control over emotions and speech
- Develop spirit of cooperation and team play
- Develop into a real, true citizen

As an ELS parent, I will:

- Always remember that it is just a game that is meant to be FUN for the players.
- Demonstrate and uphold the rules of ELS
- Treat all players, umpires, coaches, parents and fans with respect and will refrain from foul or derogatory remarks.
- Attempt to have my child at every practice and game, and will notify my coach of any planned absences
- Support my child's team by attending games and becoming involved in the support of the team
- Support ELS by working as a volunteer in the concession stand and other areas as needed.
- Be responsible for my and my child's behavior
- Encourage my child by practicing with them at home
- Encourage my child to listen to the coaches, participate fully and play to the best of their ability, remembering always to have FUN.

Signed: _____ Date: _____

PLAYER AGREEMENT

Welcome to East Louisville Sports. You are choosing to participate in a great game, but it does require you to make a commitment to your team. We ask that you read and acknowledge these commitments by signing below.

As an ELS player, I agree with and will abide by the Babe Ruth Code of Conduct to:

- Develop a strong, clean healthy body, mind and soul
- Develop a strong urge for sportsmanlike conduct
- Develop understanding of and respect for the rules
- Develop courage in defeat, tolerance and modesty in victory
- Develop control over emotions and speech
- Develop spirit of cooperation and team play
- Develop into a real, true citizen

I agree that I will always:

- Remember that it is just a game that is meant to be FUN.
- Demonstrate leadership toward my teammates, parents, coaches and fans by practicing good sportsmanship.
- Treat my teammates, parents, coaches and fans with respect
- Listen and try to learn from my coaches
- Attend every practice and game or call my coach when I know I cannot.
- Keep school and sports in perspective and not let sports interfere with my grades
- Thank my parents and coaches for their support.

Signed: _____ Dated: _____