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MISSION STATEMENT

The mission of The 3&2 Baseball Club of Johnson County is to provide youth of our community with a quality environment that promotes sportsmanship, instruction, teamwork, and the enjoyment of the baseball experience.

2012 EXECUTIVE BOARD OF DIRECTORS

President	Mike Egan	913-441-4059
Vice-President /Treasurer	Randy Befort	913-441-4616
Secretary	Kendall Adkins	913-322-0206
Director	Paul Black	646-300-1320
Director	Todd Garrett	913-764-1761
Director	James Jorns	913-780-2408
Director	Don Kirkpatrick	913-381-4384
Director	Tim Luginsland	913-888-5057
Director	Chris Mathia	913-440-9439
Director	Bill Severns	816-392-1220
Director	Kevin Winters	913-649-3968
Director	Chris McDonald	913-441-2219

2012 3&2 SPORTSMANSHIP COMMITTEE

Chairman	Bill Severns	816-392-1220
K-2 nd Grade Director	Brad Danahy	913-393-2503
3 rd -4 th Grade Director	Bill Severns	816-392-1220
5 th -6 th Grade Director	Brad Danahy	913-393-2503
7 th -8 th Grade Director	Carl Casey	913-599-4929
High School Director	Tim Luginsland	913-888-5057

2012 3&2 PERSONNEL DIRECTORY

Rain-out Recording for all fields		913-543-5213
Executive Director	Jeff Chalk	913-888-8055 x3
Director of League Operations	Neil Rutkowski	913-888-8055 x2
Administrative Assistant	Debbie Solar	913-888-8055 x1
Director of Facilities	Tom Gray	913-422-4463
Umpire in Chief	John Dehan	913-897-7500
Director of Concession Operations	Sally Withers	913-631-3873
Asst. Director of Concession Operations	Stephanie Manning	913-206-3073
Field Manager's Office (East)		913-888-8055x7x1
Field Manager's Office (West 1)		913-888-8055x8x1
Field Manager's Office (West 2)		913-888-8055x8x3
Concession Stand (East)		913-888-8055x7x2
Concession Stand (West 1)		913-888-8055x8x2
Concession Stand (West 2)		913-888-8055x8x4
Mailing Address	PO Box 14011, Lenexa, KS 66285	

FORMER PRESIDENTS

1956	W. C. Alexander, Jr.	1977-78	John Hammond	2004-05	Kevin Winters
1957	Tom McMahon	1979-82	John Mathews	2006-07	Denny Meier
1958	John Dickerson	1983-84	Roger Stanton	2008-09	Don Kirkpatrick
1959-60	Mike Lohner	1985-86	Tom Davis	2010-11	Chris McDonald
1961-62	Irv Hember	1987	Al Gordon	2012-	Mike Egan
1963-64	Kaler E. Bole	1988	Tom Davis		
1965-66	George K. "Doc" Landis	1989-90	Robert M. Kramer		
1967-68	V.M. Mathews	1991	Bruce F. Landeck		
1969-70	William G. Kirkpatrick	1992-93	Earl E. Jenkins		
1971-72	J.B. Hill	1994-99	Richard R. Jenkins		
1973-74	DeWayne Hunter	2000-01	Mike Mense		
1975-76	Vernon Brown	2002-03	Mike Altieri		

SIGNIFICANT DATES IN 3&2 HISTORY

1951	Founded as The Northeast Johnson County 8th Grade Baseball Association, Incorporated. Games played at Segner Field at 87 th St. and Grant in Overland Park.
1956	Changed name to The 3&2 Baseball Club of Johnson County, Incorporated.
1962	Midget K program began.
1965	Began play at current complex on 87 th Street.
1973	Added field #9.
1974	High school baseball began with games played at 3&2.
1976	Purchased four fields from Shawnee Optimist at 63 rd and Pflumm.
1980	Installed first electric scoreboards. Phased in over three years.
1983	Began replacement of lights on fields 1, 2, 7, 8, and 9.
1985	Sold four fields at 63 rd and Pflumm. Candy sale ended.
1987	Installed grass infield on field #1
1990	Played host to 6A State Baseball Championship. Renovated main concession stand. Replaced scoreboards with electronic scoreboards.
1991	Fall Ball program began.
1994	Renovated field #2 with new fences, backstop, dugouts and grass infield.
1995	Renovated field #1 with new backstop and dugouts. Installed new scoreboards on fields 1, 2, and 7. New lights installed on fields 3, 4, 5 and 6.
1996	Played host to 6A State Baseball Championship. City of Shawnee approved expansion plans for 16 fields at 83 rd and K-7. Announced plans for Johnson County Youth Baseball to merge with 3&2 in 1998.
1997	Purchased 73 acres in Shawnee at 83 rd and K-7 for future expansion.
1998	Johnson County Youth Baseball (JCYB) merged into 3&2.
1999	Started construction on new facility at 83 rd & K-7.
2000	New Complex, Fields 11-19, opened. Federal League started.
2001	50 th Anniversary season. Added field 10 to West complex.
2002	Added field 20 to West complex. Played host to first USSSA "AA" National Tournament. Awarded "AA Nationals Site of the Year".
2003	Added two coach pitch fields to West complex. Received the MO-KAN USSSA Commitment to Excellence Award.
2004	Added fields 22, 23, 24 & 25 to West complex as part of partnership with DeSoto School District.
2006	Major facility enhancements on fields 1, 2 and 7 as part of partnership with Shawnee Mission School District.
2009	Played host to Kansas 6A High School State Baseball Championship.

3&2 BASEBALL CLUB SCHOLARSHIP

Established in 1988, this fund offers scholarships to qualified graduating high school seniors who are actively playing on a baseball team in the current season of the 3&2 Baseball Club of Johnson County.

1988	Darren Good, Jason Ward	2000	Josh Dirks, Kasey Klugman and Justin Smith
1989	David Etnire, Neil Rutkowski	2001	James Coit, Shaun Reed
1990	Jeff Galvin, Kip Keyser, Marc Venneman	2002	David Hart, James Steimer
1991	Mark Swanson, Brad Woods	2003	Nick Adams, Stephen Durick
1992	Brian Cyre, Eric White	2004	David Schnackenburg, Eric Schultz
1993	Mark Soenen	2005	JP Prouty, Matt Quandt
1994	Hunter Covitz, Phillip O'Hara, Matthew Riddell	2006	Henry Specht, Travis Clements
1995	Scott Richardson, Jon Strongman	2007	Derek Maybell, Jared Witter
1996	Kevin Hooker, Chris Roark	2008	Isaac Honer
1997	Josh Anderson, Jared Smith	2009	David Hoops, Mathew Tettambel
1998	John Bulcock, Richard "Josh" Chaney	2010	Luke Lombardi, Michael Spellman
1999	Casey Pycior, Steve Harder	2011	Michael Saldivar, Mitchell Dow

LORAN FREEMAN MEMORIAL SCHOLARSHIP

This scholarship was established as a memorial to Loran Freeman, a former coach at 3&2, who passed away in 1996. Its purpose is to provide financial assistance to deserving individuals who have participated in the 3&2 Baseball program and have graduated from high school.

1997	Matthew Altieri	2006	Timothy Mourlam
1998	James Brazeal and George Walden	2007	Matthew Page
1999	Brent Wolf	2008	Harrison Cobb
2000	Taylor Simmermon	2009	Josh Van Holland
2001	Matt Zeller	2010	Joe Solar
2002	None awarded	2011	Scott Holm
2003	Brian Bratichak		
2004	Ryan M. Anderson		
2005	Brett Woods		

2011 LEAGUE CHAMPIONS AND RUNNER-UPS

Grade	League	Place	Team Name	Manager's Name
2	Osage	Champion	Tornados	Ryan Steiner
2	Osage	2nd	St. Joe Jaguars	Mike Fauth
2	Shoshone	Champion	Shawnee Lightning	Jasper Puccio
2	Shoshone	2nd	Westwood View Pythons	Donald Friend
2	Wyandotte	Champion	Shawnee Sting	Rex Martin
2	Wyandotte	2nd	Bulldogs	Michael Parisi
2	Metro	Champion	Bulldogs I	Ralph Paredes
2	Metro	2nd	Titans	Kirk Moore
2	First	Champion	Maniacs	Ray Medlock
2	First	2nd	Cougars (Lopez)	David Lopez
2	Navajo	Champion	Blazers	Nick Baker
2	Navajo	2nd	Hambinos	Kory Waddell
3	First	Champion	Slammers	Troy Gardner
3	First	2nd	Ravens	Chris Watkins
3	Blackfoot	Champion	Rebels	Steve Hoover
3	Blackfoot	2nd	Johnny Brusco's Ravens	Ray Medlock
3	Cherokee	2nd	Hammerheads	Rodney Blecha
3	Cherokee	Champion	Vikings	John Lilla
3	Shawnee	2nd	Falcons (Ceule)	Scott Ceule
3	Shawnee	Champion	Cougars (McEniry)	John McEniry
3	Tomahawk	Champion	Bobcats	Steve Wilson
3	Tomahawk	2nd	Hooligans	John Halliday
3	Tomahawk	2nd	Mud Dogs	Robert Ruisch
3rd/4th	Metro	Champion	Pioneers	Theron Hamm
3rd/4th	Metro	2nd	Shawnee Titans (10U)	Scott Moore
4	First	Champion	Kansas Braves	Todd Hottman
4	First	2nd	Slammers	Nathan Arthur
4	Flying Arrow	Champion	Cougars (Seibold)	Tim Seibold
4	Flying Arrow	2nd	KC Saints	Mark Mahoney
4	Running Deer	Champion	Shawnee Rockets	Todd Higgins
4	Running Deer	2nd	Vikings (Nickel)	Rob Nickel
4	Comanche	Champion	Hawks (Angel)	Darren Angel
4	Comanche	2nd	Knights	Brian Alferman
4	Apache	Champion	Wildcats (Collins)	Mark Collins
4	Apache	2nd	Longhorns	Jason Reeves
5	Metro	Champion	Pirates	Jason Carter
5	Metro	2nd	Pirates Baseball 2018	Kevin Dotson
5	First	Champion	Cobras	Josh Jones
5	First	2nd	KC Crush	Dale Filsinger
5	White Beaver	Champion	Titans (Lynch)	Chris Lynch
5	White Beaver	2nd	Sabercats	Dan Clark
5	Silver Heel	Champion	Mission Angels	Kim Fletcher
5	Silver Heel	2nd	Indians	Todd Schieffer
5	Black Hawk	Champion	Red Wings	Dwain Doherty
5	Black Hawk	2nd	Dirt Devils	Bram Heath Sr.
6	Ozark	Champion	Mustangs	John Higgins

6	Ozark	2nd	Raiders	Paul Black
6	Prairie	Champion	Eagles	Robert Sedlacek
6	Prairie	2nd	Pirates	Jeff Searl
6	Metro	Champion	Basehounds Baseball	Joe Watt
6	Metro	2nd	Cobras Baseball	Mark Norton
6	First	Champion	Briarwood Bombers	Craig Reed
6	First	Champion	Olathe Dodgers	Matt King
7	First	Champion	Lancers	Fred Kircher
7	First	2nd	Stags	Bob Miller
7	Southern	Champion	Bombers	Trent Thomas
7	Southern	2nd	Lions	Tom Mulligan
7	Northwest	Champion	Gators (Corneliusen)	John Corneliusen
7	Northwest	2nd	Olathe Cobras	Brian White
7	Metro	Champion	Land of Oz Royals	Brian Niceswanger
7	Metro	2nd	Cavaliers	David Canary
8	Pacific Coast	Champion	Jack Stack Bulls	Bradley Green
8	Pacific Coast	2nd	Spartans	Brian Mead
8	Metro	Champion	Stealers	Dan Marx
8	Metro	2nd	Warriors	Tim Thies
8	First	Champion	Astros	Tavis Holsinger
8	First	2nd	Mission Valley Monarchs	Tom Schmatz

2011 3&2 PLAYOFF CHAMPIONS & RUNNERS UP

1 st Grade	Shawnee Titans	Mike Bachtle
	Splish Splash Vipers	Darren Neil
2 nd Grade-Metro	Lansing Titans	Michael Basler
	Rockers	Sam Whisler
2 nd Grade – 1 st Division	Cougars	David Lopez
	Royals	Patrick Brock
2 nd Grade American Division	Cobras	Andy Dujakovich
	St. Paul's	Rob Hagg
2 nd Grade National Division	Tornados	Ryan Steiner
	St. Joe Jaguars	Mike Fauth
3 rd Grade (Blackhawk & Tomahawk Leagues)	Bobcats	Steve Wilson
	Hooligans	John Halliday
3 rd Grade (Cherokee & Shawnee Leagues)	Vikings	John Lilla
	Falcons	Scott Ceule
4 th Grade (Flying Arrow & Running Deer Leagues)	KC Saints	Mark Mahoney
	Cougars	Tim Seibold
4 th Grade (Comanche & Apache Leagues)	Knights	Brian Alferman
	Hawks	Darren Angel
5 th Grade (White Beaver & Silver Heel Leagues)	Mission Angels	Kim Fletcher
	Titans	Chris Lynch
5 th Grade (Silver Heel & Blackhawk Leagues)	Red Wings	Dwain Doherty
	Tigers	Steve Kampfer
6 th Grade (Ozark & Prairie Leagues)	Pirates	Jeff Searl
	Raiders	Paul Black
7 th Grade	Bombers	Trent Thomas
	Hawks	Henry Rogers
8 th Grade	MV Monarchs	Tom Schmatz
	Angels	Joe Geist

2012 3&2 SPORTSMANSHIP AWARD WINNERS

K-2 nd Grade	WWV Pythons	Donald Friend
3 rd – 4 th Grade	Falcons	Scott Ceule
3 rd – 4 th Grade	Rudy's	Travis Helm
5 th – 6 th Grade	RMC A's	Paul Rodriguez
6 th – 7 th Grade	Diamondbacks	Sean Campbell
High School	Bill Brazeal	KC Angels

UMPIRE OF THE YEAR AWARD WINNERS

2009	Tyler Hilburn, Ryan Sterbach
2010	Corey Leach, Lee Whitman
2011	Neil Levalley, Caitlynne Hall

THOUGHTS ON SPORTSMANSHIP

The 3&2 Baseball Club of Johnson County wants all participants, players, coaches, parents and fans to truly enjoy the time you spend at our facilities. We often say, "We're not in the baseball business. We're in the memory business. We make memories at Johnson County 3&2." Better memories are created when you understand your role in the game being played.

- Players play
- Coaches coach
- Umpires make the calls
- Spectators support

When we try to do too much, when one participant crosses over and takes on the role of another participant (i.e. coaches umpiring, parents coaching, etc.) behavioral problems and conflict often occur. When you enter our facilities, ask yourself, "Am I a spectator, coach, player, or umpire?" Choose one. You may only have one role and whatever your role it is important to remember...

- Volunteer Coaches have a difficult job..."Support your coach."
- Players are not perfect..."They need your encouragement."
- Umpires are expected to be perfect and get better; they're human..."Respect the person...respect the call."
- Spectators should keep all comments and actions positive, upbeat and encouraging..."Enjoy the game."

We, The 3&2 Baseball Club of Johnson County, believes that the true purpose of youth sports is **fun, exercise, and personal development**. With this in mind we offer the following suggestions to coaches, parents and fans, and players.

Coaches

1. You are responsible for everything. Arrive at 3&2 with a coach's attitude that is good and fair for everyone. Your players will feed off of you.
2. Make sure your team is prepared and know what they are doing. A well-prepared team has a great experience.
3. Encourage your players, don't yell at them. No one, including you, likes to be yelled at. The game is harder to play than you remember. You're a teacher of the game.
4. Body language is noticed. Words are heard. Your actions and your words will live forever in the hearts and minds of your players. They will never forget you. Every message you send is received.
5. You're one of the most influential people in your player's life. Your legacy is how they will remember you. Will they remember you as someone that taught them the game, made the game fun, and was a positive role model? Or will they remember you as someone that took all the fun out of the game? It's up to you.
6. Like you have team rules, 3&2 has rules regarding warm up areas, coach uniforms, and coach behavior. Observe 3&2's rules like you expect your players to observe your team rules. You're showing your players that rules are important and are to be followed.
7. Attend the pregame meeting with the umpires and the opposing coach. Wear a smile. Shake everyone's hand. Give your undivided attention to the umpires. Listen to what they have to say. Show them they have your respect. We teach them that the pregame meeting sets the tone for the game and defines expectations.
8. Remember, umpires are learning just like you and your players. The game is difficult, just like life. There will be some calls that don't go your way and some you may disagree with, but just like life, they will even out over time. Do not go charging onto the field and be "demonstrative" to challenge a call. Don't yell and make critical comments. If you disagree with a call, be a gentleman; ask for time and approach the umpire calmly. Ask questions, don't make statements. Know that once a call is made, it is made. It will not be changed. We train our umpires to ask for help from their partner in certain

situations, but most of the time both umpires are not looking at the ball or same area of the field. They each have areas of observation and responsibility.

9. You have every right to ask for the umpire supervisor to answer a rules question. Just do it nicely, respectfully, calmly. When the umpire supervisor arrives at your field, let him talk to the umpires first. Do not ask for the umpire supervisor when you are questioning a judgment call. They didn't see the play.
10. If you have a serious problem or issue that needs to be resolved or question that you want answered, do not take it to the field manager's office. Our policy at 3&2 is that nothing good can happen in the heat of the moment. We promise a response to your question within 48 hours of you letting us know of your concern. A cooling off period is essential. Remember, this is youth baseball and everything settles down the next day. We, the board of directors and staff, promise you an answer and help. It may not always be the answer you want, but we will do our best.
11. Line up and shake hands, every game. Shaking hands is the ultimate act of sportsmanship. The game is over. Go eat.

Parents/Spectators/Fans

1. Relax and enjoy the game. Cherish every moment. Remember, it is only a game.
2. Do not yell at the umpires. No one, including you, likes to be yelled at. Our umpires go through a vigorous training program, and we are constantly training them on how to improve as umpires. Most of our umpires are former players and coaches that love the game and like being on the field. They take the responsibility of umpiring seriously. It's a tough job. It's a hot job. Don't make it worse. Besides, your player (son) may want to umpire someday. It's a great summer job, but would you want your son yelled at by the parents in the stands?
3. Your player needs to know that you think he is great. He will look to you first. Be there for him, with an encouraging word.
4. Applaud good plays by both teams.
5. Don't coach from the stands, but you can cheer like crazy for your player and your team.
6. Don't coach your player on the ride to the game. Encourage him to have fun and emphasize teamwork.
7. Don't be critical of your player's performance on the ride home. Never second guess his effort. Listen to them on the way home and be supportive. If he can't talk to you about a baseball game, how is he going to be able to talk to you if he's having trouble at school, in his career, with his marriage? How you communicate about a baseball game is setting the stage for future conversations.
8. Support your coaches. They have their hands full and will appreciate your support. If you have questions or concerns, don't ask after a game (emotions are high, win or lose) or at practice. Give your coach a call on an off night.
9. Enjoy the game.

Players

1. You are the reason we exist. Have fun and play hard.
2. Everything starts with you. Be the best you can be. Be the best player. Be the best teammate. Be the best kid. Respect everybody.
3. Sportsmanship starts with how you play the game. If you give it all you have you can give no more. Play to win realizing you won't win them all. Win with class, lose with class. Baseball is full of both winning and losing.
4. Yell only for your teammates. Be positive. Never yell bad stuff at anyone, especially your opponent. The game is tough. You will have bad days too, so just yell the good stuff.
5. Accept responsibility for your own performance. Don't blame anyone else. It is a tough game. The best way to learn is by making mistakes. Don't hang your head, hold it up and get better every day. Every time you make a mistake you are getting better because you are learning, remember that.
6. Baseball is a game of failure. The Hall of Fame hitters only get three hits in ten at bats. That means they failed seven times. You'll make errors. You'll make mistakes. Learn from them because there will be another at bat, another pitch, another ground ball, another play, another opportunity for you to succeed.
7. Line up and shake hands with the other team. This is what every good sport does.
8. Enjoy the game.

2012 Official Rules of The 3&2 Baseball Club of Johnson County, Inc.

INTRODUCTION

The following rules, supplemented by the official rules of the American League, shall govern play and conduct of players and team officials in all league games. These rules have been drawn in accordance with the purposes and aims of 3&2 Baseball, and have as their basis the development and teaching of the elements of good sportsmanship and fair play. The Executive Board of Directors shall be the interpreter of these rules.

“Changing Ideas, Changeless Ideals”

There has never been a set of rules or laws that are completely without loopholes. When a parent, an individual, or team is basing a protest or defense on merely a minor technical point or loophole that is contrary to tradition, accepted practice, fair play or good sportsmanship, the spirit of the rule will be considered as well as the letter of the rule.

Additions to, or changes in these rules may be recommended and presented in writing to the Rules Committee for approval or rejection. If approved, such proposal shall be presented to the Executive Board for its approval.

All directives, special notices, instruction issued by any committee automatically become part of these rules for the current season, provided such notices have the approval of the Executive Board. This includes special playing rules, entry or registration fees, deadline dates, schedules, etc.

The official rules of the American League as modified in the following are the playing rules for **The 3&2 Baseball Club of Johnson County, Inc.** In case of any conflict between the rules of the 3&2 Baseball Club and the rules of the American League, the 3&2 Baseball Club rules shall have precedence.

Bold Face Italics – Indicates a new rule for the 2012 season.

1.00 LEAGUE STRUCTURE, DIVISIONS & LEAGUES

- 1.01 Metro League – These leagues are generally comprised of USSSA classifications of AAA/Major teams and participation in this division is by 3&2's invitation only. Players on these teams are comprised of players from any high school district and have a minimum team roster size of 11 players.
- 1.02 Tournament (1st) League – These leagues are generally comprised of USSSA classifications of AA/AAA teams, but not a requirement. Players on these teams must adhere to high school boundaries and have a minimum team roster size of 11 players.
- 1.03 League – These leagues are comprised of teams with players who can be either grade based, birth date based or both. Within this division, leagues are formed based on a team's competitive level. Players on these teams must adhere to high school boundaries and must comply with minimum team roster size as noted in 3&2 league rules.
- 1.04 3&2 is set up in 11 grade based divisions. Within the divisions leagues are formed based on a team's competitive level starting in 3rd grade. Grade divisions for the current school year are:
- | | |
|---|---------------------------------|
| (a) T-Ball | Players in pre-school |
| (b) Coach Pitch/Machine Pitch | Players in kindergarten |
| (c) 1 st Grade Machine Pitch | Players in grade 1 |
| (d) 2 nd Grade Machine Pitch | Players in grade 2 |
| (e) 3 rd Grade | Players in grade 3 |
| (f) 4 th Grade | Players in grade 4 |
| (g) 5 th Grade | Players in grade 5 |
| (h) 6 th Grade | Players in grade 6 |
| (i) 7 th Grade | Players in grade 7 |
| (j) 8 th Grade | Players in grade 8 |
| (k) High School | Players in grades 9, 10, 11, 12 |

2.00 LEAGUE TEAM FORMATION & ROSTER RULES

- 2.01 Teams in the 1st grade through High School Tournament and League divisions are formed by high school boundaries in the Shawnee Mission, Olathe, Blue Valley and DeSoto public school districts or by private/parochial school attendance.
- (a) A team formed in a boundary area remains in the boundary area in which it was formed except if it requests and is reassigned to a new high school boundary by the 3&2 league staff.
- (b) The team manager or a coach need not reside in the boundary area in which the team is formed.

- (c) The 3&2 league staff will decide what constitutes a team.
- (d) Teams formed outside these high school areas may join the league on a space available basis. Outside teams must also be formed within the boundary of one high school area. This is determined annually.

EXAMPLE: PUBLIC SCHOOLS- All players on a team roster must attend elementary schools, middles schools, or junior high schools that feed the same high school.

EXAMPLE: PRIVATE/PAROCHIAL SCHOOLS-All players on a team roster must attend a private/parochial feeder school within the boundaries, as defined by the League, of the private/parochial high school.

NOTE: A player attending a private/parochial school may play for a team formed in his school or a team formed within the public high school boundary that he resides in.

EXPLANATION: *Why 3&2 Forms Teams by High School Boundary.*

- Forming teams by high school boundary areas creates more opportunities for more players to play more baseball for a longer period of time.
- Experience demonstrates that without high school boundary area limitations, teams seek to become more competitive faster, causing more lower level players on each roster to have fewer places to play as teams are selected and other teams are broken up earlier in a player's development.
- High school area formation forces teams to take more players from their own area, creating more opportunities for everyone.
- High school area formation allows more players on area teams to play with classmates and friends longer which increases participation and extends players interest to continue playing, including those who may not be as talented.
- High school area formation is also generally more convenient for parents and players as they live and often practice near each other rather than at some distant practice field in another high school boundary area. This convenience (car pooling is one example) promotes players staying involved in baseball longer.
- High school area formation better allows players of different talent levels to continue to develop a love of baseball, learn the valuable lessons taught by team sports and allows later bloomers the opportunity to still be involved in baseball as their skills and physical abilities develop. It also allows opportunities for players who might not make their high school teams at more senior levels, but who have continued to play baseball, to remain active through the Federal League.
- High school area team formation encourages coaches to teach and improve player skills and develop better relationships with players rather than continually discarding players in search of better talent.
- Kids staying engaged in activities like sports, or in this case more kids playing more baseball, longer is essential to the well-being of the youth of our community and is consistent with 3&2's charter, mandate and goals.
- Within the high school area boundary formation rules, 3&2 has leagues for teams at different levels which provides a significant amount of flexibility to accommodate teams and players at all levels.
- High school area team formation provides for a better competitive balance as all teams have the same rules for creating teams.

2.02 Teams cannot be formed based on players living in any geographic area other than the district high school areas such as home associations, churches, cub scouts or country clubs.

2.03 On the opening date of the team's season, a team must have a minimum number of eligible players and no more than 15 eligible players on its roster. The minimum roster size is as follows:

- (a) Kindergarten – 12.
- (b) 1st grade through High School Division – 13.
- (c) Tournament (1st) and Metro League teams – 11.
- (d) The 3&2 league staff reserves the right to add players to any roster until a team has reached the maximum per these rules at any time prior to July 1. For the purpose of this rule, opening day is defined as the first day a division is scheduled.
- (e) A team with a roster with less than the minimum number of eligible players is ineligible to participate in the League's championship playoffs.

2.04 No team may sign a player after July 1.

2.05 Try-Outs. At the Kindergarten – 6th grade levels, try outs are prohibited. Players are assigned or added to rosters through the sign-up process

- (a) Try outs are permissible for teams in the 3rd – 6th grade Tournament (1st) and Metro League.
- (b) In the 7th and 8th grade divisions players are assigned or added to a roster during the designated registration days at 3&2, or by try-outs.
- (c) In the High School division, players are selected by managers or through tryouts.

2.06 The League office will reassign players who are not placed on the roster of the team for which they register.

2.07 Solicitation of players is forbidden:

- (a) From any source by offering inducements.
- (b) From another Johnson County 3&2 team.

NOTE: *If a manager has reason to believe that a player under contract to his team is being solicited either directly or indirectly by another team representative, he may write the Sportsmanship Committee and advise them of this action on the part of the soliciting party. The Sportsmanship Committee shall investigate and if the allegations are found to be true, write*

to the manager of the team whose representative has been soliciting the player in question and so notify the manager that the player will be unavailable to the soliciting team for the current season and the following season, provided the complaining manager has a team in the current or following season.

- (c) By advertisement in any manner unless authorized in writing by the Executive Board. This excludes Metro League and Tournament (1st) League teams.
 - 2.08 The roster/waiver form must be signed by the player's parent or guardian. After approval by the team manager the roster/waiver form must be placed on file with the Club. In the event a player is released from a team and joins another team he must sign a roster/waiver form with the team he joins. No player who transfers from a team after the opening date of the season is eligible to compete in any game unless and until his current roster/waiver is on file with the Club.
 - 2.09 The team manager is responsible to determine the eligibility of each player who registers for his team.
- PENALTY:** *Any manager or coach who falsifies any roster information for league play or falsifies any roster information for 3&2 affiliated tournaments will be subject to action taken by the Sportsmanship Committee against such manager/coach up to loss of eligibility to participate in the 3&2 program.*
- 2.10 No team is eligible for play until all qualifications as set forth in the rules are met.

3.00 PLAYER ELIGIBILITY & MOVEMENT OF PLAYERS

The 3&2 Baseball Club of Johnson County understands there are reasons for teams to change and evolve. When they do, it impacts neighborhoods, communities, families and kids. We ask you to think carefully about how your actions may affect others when you leave a team, disband a team, merge teams or form a new team. Feelings can be hurt, friendships can be lost, and sadly the kids involved can be hurt. Baseball and youth sports are about neighborhoods, schools and playing with your buddies. We've been around this place for a long time and have seen it happen many times and almost without fail, the ones who led the changes or instigated the changes look back and say it wasn't worth it.

If you are a coach or parent who has decided to split up your team for whatever reason i.e. supposedly better competition, personality conflicts, too many players, not enough players, or for whatever reason you must have consideration for others and clearly communicate your intentions to all involved. This is especially true of managers who are making the changes. You are in a leadership position. Please act like one and accept responsibility for your actions, and communicate in a timely manner what you are doing with all parents and players involved.

We also ask that you notify the league office. We can help you navigate the changes ahead. Our goal is not to "police" player movement and team formations, but we've been through it before and know how it can affect the people involved. It will keep us from being "blind-sided" after the fact by the formation of a team that was disbanded and now there are kids and families left out. Communication and consideration is the key. The more everyone is aware changes, the better we can accommodate the teams and the kids involved. We are here to help.

- 3.01 T-Ball – High School players must reside in Johnson County, Kansas.
 - (a) Players from outside Johnson County may participate in the League on a space available basis. This is determined annually.
- 3.02 Players must register for a team formed in his own grade division (as defined in 1.04) or higher.
- 3.03 1st grade – High School players must register for a team formed in the high school boundary area in which he resides or attends school. (See Rule 2.01)
 - (a) All players on teams classified as from a parochial or private school (i.e. Bishop Miege, St. James Academy, St. Thomas Aquinas, Maranatha) must attend a parochial feeder school for that particular high school.
 - (b) If the player's parents are separated or divorced, the player can use either parent's address, but must select one for team registration.
 - (c) Any player who resides in Johnson County but does not attend school within the Shawnee Mission, Olathe, Blue Valley or DeSoto school districts, or a private or parochial school in Johnson County, will be assigned to a team by the 3&2 League staff if and when a vacancy exists based upon where they live.
 - (d) The League may assign a player to a team outside the high school boundary area of the player's residence if
 - (1) All teams within his high school area are filled to the maximum number of players desired by the team managers.
 - (2) All teams within his high school area are filled to the maximum number of players permitted by the rules.
- 3.04 Once a player is registered with a team, he must return to the same team unless he qualifies as a free agent under the following conditions:
 - (a) Player's last team no longer exists.
 - (b) Player is in a grade level lower than the team he played on the previous season, and decides to play for a team in his grade.
 - (1) He is a free agent in his own grade level.
 - (c) Player decides to register (or try out if in 7th grade or above) for a team in a higher division than his last year's team was in.
 - (1) He is a free agent in the higher division only.

- (2) He may return or be released from his higher division team to play in the lower division until his name appears in the lineup of an official game in the higher division.
- (e) Player desires to play for a team managed by his parent, stepparent or legal guardian, provided team is in high school area in which player attends school or resides.
- (f) Player requests a release from his current team
- (1) Managers must grant release upon request
- 3.05 If a player moves into a different high school boundary area, is rezoned into a different high school boundary area or attends school in a different area than his last year's team was registered, he may stay on the team he is under contract with through the 8th grade Division.
- (1) In the event of a move or rezoning, a player may request a release from his team's manager.
- (i) The player's new team must be in his new high school boundary area.
- EXCEPTION:** *Players entering the 1st grade season after having played the previous season(s) on a team formed from outside their area of residence or public school attendance area must return to a team formed within their proper area. If a player, after having signed up for team from their proper area then moves out of area, they shall be allowed to remain on that team until the team folds or merges with another team. Teams formed by 3&2 after kindergarten or players added by 3&2 to teams after kindergarten from outside their proper area can continue to play on this team until the team folds, the team fails to return the minimum number of players to be considered a team or merges with another team. Teams formed by 3&2 must have a designated high school district and any new players who join this team must come from that designated high school district, unless the player is assigned to the team by 3&2.*
- 3.06 A player cannot play league games for two different league teams in the same grade level.
- 3.07 A player can play on a tournament team outside of the 3&2 League under the following conditions.
- (a) Player must give first priority to his 3&2 League schedule.
- (1) A copy of his outside tournament game schedule must be provided to his 3&2 manager.
- PENALTY:** *Up to and including indefinite suspension of the offending player. In addition, "external manager", if such manager is affiliated with the 3&2 program, may also face disciplinary action by the Sportsmanship Committee up to and including loss of eligibility to participate in the 3&2 program.*
- 3.08 Managers may release players
- (a) At any time for disciplinary reasons, with approval of the 3&2 League administration.
- (1) If the release is approved, the player still counts towards the maximum 15 player roster limit and the minimum player roster requirement of the team's respective division.
- EXPLANATION:** *The purpose of keeping the released player as part of the minimum playoff roster requirement is to prevent the team from being disqualified from the playoffs due to minimum roster size (Rule 2.03 e).*
- (b) In the 4th – 6th grade divisions, if
- (1) player and parent grant permission for the player to be released
- (2) the team manager has located an opening on another team within the player's high school area for the released player
- (3) approved by the League administration
- (c) In the 7th and 8th grade divisions at the manager's and/or player's discretion.
- (1) Released players are not guaranteed a spot on a team nor will the player's previous manager be obligated to resign a released player if the player does not make the team for which he is trying out.
- (d) Due to a player quitting the team, injury, sickness, or moving out of town.
- (1) If approved by the League administration
- NOTE:** *Replacement of a released player in all instances must occur prior to July 1.*
- 3.09 In the High School Division a player may play for another 3&2 high school division team within their registered high school area under the following conditions:
- (a) If the player is playing up (i.e. Federal League to American or National Leagues, American to National League).
- (b) When the upper league team's game time status will result in a forfeit as a result of being short players.
- (1) A lower league player must give first priority to their lower league team's game schedule (outside games and tournaments included). As a result, high school division managers must discuss player availability and movement before any player/parent is approached.
- 3.10 Use of an ineligible player at any time shall result in action being taken by the Sportsmanship Committee against such player or team up to and including indefinite suspension of player or forfeiture of all games in which ineligible player participated.
- 3.11 Any player, coach or manager who falsifies any information or signature on his 3&2 roster/waiver form is ineligible to participate in the 3&2 program for the entire season. The League staff is empowered to demand proof of the status of any player.

- 3.12 Teams are permitted to have off-season functions such as practice sessions, exhibition games, parties, picnics, etc., at anytime during the year. Such functions may only be attended by those players under contract and who appeared on a team's roster the previous season. The only intent of this rule is to prohibit illegal recruiting.
- PENALTY:** *For any player(s) who attends an off-season function who wasn't under contract with that team the previous summer, the player(s) is ineligible to that team for the upcoming season.*
- 3.13 Upon entering high school (9th grade) all players become free agents and are eligible to play for any team in his high school boundary area of residence if
- The player attends one of the Shawnee Mission, DeSoto, Olathe or Blue Valley School District high schools, St. Thomas Aquinas, St James Academy, Bishop Miege, or any other private or parochial school Johnson County.
 - The player resides within the boundary of the Shawnee Mission, Blue Valley, Olathe or DeSoto School Districts, but does not attend one of the above high schools, in which event such player may play only on the team of the public high school area he resides in.
- 3.14 No player shall be permitted to transfer from a team after June 12.

4.00 MANAGERS & COACHES

- 4.01 The team manager/head coach must be an approved member of The 3&2 Baseball Club of Johnson County and duly registered with the Club.
- The Executive Board shall have the authority and shall be obligated to approve/disapprove all entries, upon recommendation of the Sportsmanship Committee of managers, coaches and their team into participation in the Club.
- 4.02 Managers are responsible for
- All team fees and dues payable to the League by the deadline date
 - At the discretion of the Executive Board, a team may forfeit each game until all required players fees have been paid.
 - The accuracy of team roster and player information submitted to the League
 - Ensuring that
 - All players and coaches are legally uniformed
 - All equipment, including bats, helmets, catching protection gear adhere to the rules set forth by the Club.
 - Meeting all team and player eligibility rules as described in this, the 3&2 rule book
 - The behavior and conduct of fans, parents, coaching staff, team personnel, and all others associated with the team prior to, during, and after games.
 - Failure to control fans may result in ejection of the manager and forfeiture of the game.
 - Cleaning up the dugout and surrounding area, placing all gum wrappers, cups and trash in trash barrels. The 3&2 complex is one of the finest youth baseball facilities in the area, if not the Country. It represents millions of dollars in investments and hours of volunteer labor. We ask everyone to help us maintain the facility
- 4.03 The Manager/Head Coach must attend the pre-game meeting with the umpires. By attending the meeting you are stating you are responsible for the conduct, behavior and sportsmanship of your team, and are the only team representative allowed to address umpires with questions regarding calls, rules, etc.
- If the Manager/Head Coach does not attend the meeting, the coach attending the meeting becomes the Manager/Head Coach of the team for that game for the purposes of addressing questions or concerns to the umpires.
- 4.04 All coaching personnel, including manager, head coach and assistant coach(es) are prohibited from using tobacco and tobacco products on the playing field, in the dugout or in the general vicinity of the aforementioned areas.
- 4.05 All coaching personnel, including manager, head coach and assistant coach(es) must remain in the dugout while the ball is in play.
- The dugout is defined as the concrete floor of the dugout or behind any extended dugout fence line (see 7.04 a)
- EXAMPLE:** Manager and coach(es) standing in the dugout doorway to observe play must have their feet on the concrete dugout floor. If a manager/coach sits on a bucket or stool to call pitches from the dugout doorway, the bucket/stool and his feet must be on the concrete dugout floor.
- EXCEPTION:** First and third base coaches while a team is on offense.

5.00 TEAM UNIFORM

- 5.01 All players must be fully uniformed, including baseball cap, pants, shirt, socks and appropriate shoes. Failure to do so will result in removal from the game.
- Each player's uniform must bear an identifying number (no smaller than five inches in height) conspicuously displayed.
 - Players will not be permitted to play without wearing their team shirt.
 - Shirts must be tucked into uniform pants
 - Shorts are not permitted.
 - Players may wear rubber or plastic molded cleats. Players in the 7th grade division and up may wear metal spikes.
- 5.02 Players are prohibited from wearing
- Watches, rings, pins, ear rings, jewelry or other metallic items.

- (1) Exception: medical notification bracelets or necklaces
 - (b) Plastic, rubber, leather or string bracelets
 - (c) Items with hard surfaces,
 - (1) Exceptions: protective cups, eye glasses, sunglasses, hard shelled shin and elbow guards.
 - (i) Once a player is on base, the player must remove hard shelled shin and elbow guards before play can resume.
- 5.03** The manager and all coaches appearing on the playing field are to wear a minimum uniform consisting of a team cap and identifying t-shirt or sport shirt of like color to the team uniform.
- (a) In the event a manager or coach of a participating team is associated with another 3&2 team, it is acceptable that he wear the identifying shirt of the other team.
 - (b) Managers and coaches must carefully consider their personal appearance on the playing field. Appropriate athletic shoes should be worn on the field and shirts should be tucked in. As leaders of the team, you should set a good example for your players.
 - (1) Sleeveless shirts or “muscle” shirts and flip flops/sandals are prohibited.
- 5.04 Sloppy personal appearance will not be tolerated. League staff, facility/field managers, umpire supervisors and umpires are empowered to reprimand and order correction of any player, manager or coach whose
- (a) Uniform does not meet the rules of 3&2 (rules 5.00, 5.01, 5.02, 5.03)
 - (b) Personal appearance on the playing field is not consistent with the high standards of The 3&2 Baseball Club of Johnson County and its sponsors, or lack respect for the game.
- 5.05 It shall be the responsibility of each team manager to insure that uniform and dress code rules (5.00 – 5.04) are observed by team personnel at all times when they enter or are on the field of play at the 3&2 complexes. Failure of any team manager to enforce the above dress code rules for his team shall result in said manager appearing before the Sportsmanship Committee, who shall convene and award punishment up to and including suspension.

6.00 EQUIPMENT

- 6.01 Playing field equipment (bases, home plate, pitching rubber) will be furnished by the League.
- 6.02 All team equipment (helmets, bats, gloves, catcher’s gear) must be furnished by the team.
- (a) Catcher’s equipment and batting helmets are provided to T-ball and kindergarten coach pitch level teams.
- 6.03 It is mandatory for each on-deck batter, batter, runner and bat person and any player who takes position in the first or third base coaching box to wear protective head gear bearing the NOCSAE stamp and exterior warning label. The head protector worn by each on-deck batter, batter, runner and bat person shall have extended earflaps that cover both ears and temples.
- 6.04 Each team is required to have a minimum of six head protectors; five for players and one for bat person.
- 6.05 The catcher shall wear a head protector with ear flaps that cover both ears and temples, catcher’s mask, chest/body protector, protective cup and shin guards.
- (a) A throat protector, which is either a part of or attached to the catcher’s mask, is mandatory.
 - (b) Any player warming up a pitcher at any location shall wear a mask with a throat protector.
- NOTE:** No other type of head guard will be permitted without approval from the Executive Board.*
- 6.06 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory (American League Rule 3.14)
- (a) All additional playing equipment will be kept inside the dugout.
 - (1) Equipment racks have been provided for the purpose of preventing injuries and to keep the area around the entrance to the dugout from being hazardous. Do not put any equipment on top of the dugout.
- 6.07 Bat limitations**
- (a) **In 2012 and 2013, small Barrel baseball bats (2¼” and less) must be made by an approved USSSA licensed manufacturer and**
 - (1) Have the new USSSA mark on its taper OR**
 - (2) Have the 1.15bpf mark OR**
 - (3) Be a wood bat****This applies to tee ball bats longer than 23”.**
 - (b) **Big barrel baseball bats (2½” or 2¾”) for 8th Grade & below must be made by an approved USSSA licensed manufacturer and**
 - (1) Have the new USSSA mark on its taper OR**
 - (2) Be a Qualified BBCOR bat OR**
 - (3) Be a Wood Bat**
 - (c) **Bats labeled as a T-ball bat may not be used in any league other than T-ball.**
 - (d) **In the high school divisions only, including during fall ball for current 9th graders, bats must be stamped certifying it is complying with the BBCOR of .50 and shall not have a weight to length difference of greater than a -3.**

NOTE: Any bats that do not conform to the rules listed above will not be allowed in 3&2 league play or in tournaments played at 3&2. The head coach/manager is to check every bat used to ensure it is a legal bat. The primary responsibility of verifying a bat is legal is that of the head coach/manager.

PENALTY: In the 1st grade through HS divisions, the punishment for using an illegal bat at any point in a plate appearance is

1st Offense in game: The batter is out.

2nd Offense in game: The batter is out and the team manager/head coach is ejected.

7.00 PLAYING FIELD

7.01 Playing field dimensions shall be as follows:

	Division/Age	Pitching Distance	Between Bases	Home to 2 nd
(a)	T-Ball & Coach Pitch	40'	50'	70' 8 33/64 th "
(b)	Machine Pitch	44'	60'	84' 10 13/64 th "
(c)	3 rd Grade/4 th Grade	46'	65'	91' 11"
(d)	5 th Grade/6 th Grade	50'	70'	98' 11 7/8 th "
(e)	7 th Grade/8 th Grade	54'	80'	113' 1 11/16 th "
(f)	High School	60' 6"	90'	127' 3 3/8 th "

7.02 Each field is considered to be an enclosed park.

7.03 All bats, gloves, hats or any other equipment shall remain in the bat racks, inside the dugout or behind the dugout. The top of the dugout shall remain free of such equipment, drinks, etc.

7.04 If equipped, the extended fence on each end of the dugout, protecting the dugout steps, is part of the dugout.

(a) An imaginary line extending directly back to the screen, from the end of each section of fence, will be considered in the dugout.

(1) Any live ball crossing this line, or player in possession of the ball stepping with both feet across this line, will be declared dead immediately.

7.05 A live thrown, pitched, or batted ball, regardless if it bounces back onto the playing field, will be declared dead immediately if it comes into contact with

- (a) the bat rack.
- (b) the top of the dugout.
- (c) any object on top of the dugout.
- (d) or goes into the dugout or goes behind the dugout on the ground.

7.06 If a thrown or pitched ball, in play, becomes caught in or under the backstop or the fence surrounding the field, the fielder(s) should step away from the ball and raise both arms in the air to signal to the umpire that the ball is not playable. The umpire shall visually verify that the ball is, indeed, unplayable, and declare the ball dead.

7.07 If a thrown, pitched, or batted ball, in play, becomes caught in or under the fence surrounding the field, the fielder(s) should step away from the ball and raise both arms in the air to signal to the umpire that the ball is not playable. The umpire shall visually verify that the ball is, indeed, unplayable, and declare the ball dead.

7.08 The open section of the fence along the outfield foul line on each field, used to allow field equipment, tractors, etc., to enter the field, will be played as follows. Any thrown, pitched, or batted ball, in play, which goes through the opening is out of play and the ball is dead.

NOTE: For rules 7.04, 7.05, 7.06, 7.07, and 7.08, American League Rule 7.05 applies

7.09 Any ball hitting an overhead wire or light pole in fair territory shall be in play as if the ball had hit the ground.

7.10 If a game is started on a field that is improperly set out, all ensuing play is official. If the mistake is discovered during the course of the game, the corrections must be made by the Field Manager before another inning starts but not until the end of the inning in progress, unless both team managers agree to immediate corrections.

7.11 If a batted fair fly ball strikes the yellow tubing on the outfield fence

- (a) and bounces back into the field of play, it remains in play.
- (b) and bounces over the fence it is a home run.

NOTE: The yellow tubing is for safety and vision assistance only.

8.00 GENERAL 3&2 RULES

These rules govern play in the 1st – High School divisions. There are also grade specific playing rules in effect and they are listed in subsequent sections.

8.01 No league game shall be played without

- (a) An official umpire, unless agreed upon by the opposing managers.
 - (1) No league game for which two umpires are assigned shall be postponed because only one umpire is present.
 - (2) Once the game is started under this agreement, the substitute umpire(s) shall have the same standing authority as an official umpire, until such time as the official umpire arrives.

- (3) The start of the game shall indicate agreement of the opposing managers.
- (4) The absence or tardiness of any umpire must be reported immediately after the game to the Field Manager and/or the Umpire Supervisor.
- (b) Each team having a minimum of eight eligible players 3rd grade – High School
- (1) Nine eligible players 2nd grade
- NOTE: An out is recorded each time the missing ninth (or 10th) player is scheduled to bat*
- (c) Each team having a registered team coach
- (d) Each team having playing equipment on hand and ready at game time
- NOTE: For rule 8.01(b) – (d), there is a 15 minute grace period from the scheduled game start time to allow team(s) to meet the minimum player, coach and equipment requirements. If a team cannot meet the minimum player, coach and equipment requirements within the grace period, the game is a forfeit.*
- 8.02 If a team, at any time, is unable to field
- (a) Eight players, the game is a forfeit, in the 3rd through High School divisions.
- (b) Nine players, the game is a forfeit, in the 2nd grade division
- NOTE: As stated in 8.01ba an out is recorded each time the missing ninth (or 10th) player is scheduled to bat*
- 8.03 The home team shall be the team that is listed first in the schedule.
- (a) The home team shall occupy the dugout, bench, or team area on the first base side of the diamond.
- (1) No game will start with the teams in the wrong dugouts. If game time is used to change dugouts, no time will be added to the time limit.
- 8.04 The home team scorebook shall be the official scorebook. The following game information is to be recorded in the home team scorebook:
- (a) Participating players, innings played, batting lineup, runs, outs and balls/strikes.
- (b) For grades 3-8, the pitch count will also be recorded.
- (c) The exact point of the game when a protest is made. The home team scorer shall make a notation of the incident and obtain the signatures of both managers and the umpire-in-chief of the game.
- (d) The name of any player, manager or coach who is ejected from the game by an umpire, and the exact point of the game when the ejection occurred.
- 8.05 The scorekeepers for both teams are encouraged to sit together at the scoring table/box to work as a team in support of the umpires on the field and to avoid scoring discrepancies.
- EXPLANATION: The purpose of the scorers sitting together in the designated scorer's area is to assure the proper recording of the game, most notably the pitch count. If there is a discrepancy, the home team scorebook will be used to settle any disputes*
- 8.06 The Field Manager is the official time keeper and the Field Manager's clock is the official time.
- 8.07 Game starting time shall be in strict accordance with the game schedule. In case of threatening weather, the Umpire Supervisor and/or Field Manager may elect to start a game early.
- 8.08 Games in all divisions have a specific time limit.
- (a) For T-ball and coach pitch, one hour.
- (b) For machine pitch, one hour-30 minutes or 6 innings.
- (c) For 3rd grade through high school, two hours or 7 innings.
- (d) No inning can start after the time limit hour unless the score is tied.
- (1) An inning is officially started the instant the final out is made in the previous inning.
- 8.09 It is an official game
- (a) If five innings have been completed.
- (1) Four innings in the 1st - 4th grade.
- (b) If the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed half innings.
- (1) 3 ½ or 4 innings in the 1st through 4th grade.
- (c) If the home team scores one or more runs in its half of the 5th inning to take the lead
- (1) 4th inning for 1st through 4th grade.
- (d) At any time during a game when by mutual agreement of both managers the score is so one sided that completion of the game is undesirable.
- (1) The score at the time of cessation shall be the official recorded score.
- 8.10 At time limit**
- (a) **The game will end**
- (1) **Immediately in the pre-school T-ball, kindergarten coach pitch, and 1st grade machine pitch level(s)**
- (i) **If a player is at bat, please complete the at bat.**
- (2) **If the home team is ahead and batting in the home half of the inning and it is an official game (8.09)**
- (3) **If the run differential between the two teams is eight or more runs in the 2nd – 6th grade divisions.**

(4) If one team is ahead by ten or more runs and the same team was ahead ten or more runs at end of the last complete inning in the 7th – 8th grade divisions.

EXAMPLES (7th – 8th grade):

- *The visitor leads the home team 17-6 at time limit in the top of the 5th inning. At the end of the 4th the score was 14-6. (Play until the 5th inning is completed, or until termination time whichever comes first.)*
- *The visitor leads the home team 11-1 at time limit in the top of the 6th inning. The score at the end of the 5th was also 11-1. (The game is over even though the home team has not had a chance to bat in the bottom of the 6th.)*

(b) The game will continue

(1) If the game is in the visitor half of an inning until a winner has been determined or until termination time (8.11)

(i) See 8.10, a, 3 for 2nd – 6th grade games

(ii) See 8.10, a, 4 for 7th – 8th grade games

(2) If the score is tied until a winner has been determined or until termination time (8.11)

(i) Any new inning and all subsequent new innings will be played using the tie breaker rule: Each half inning begins with a runner at second (last batted out from previous inning) and one out.

NOTE: *The tie-breaker rule is implemented to speed up the outcome of the game and decrease the number of suspended games.*

8.11 Games in all divisions have a specific time of termination.

(a) For T-ball and coach pitch, one hour 15 minutes.

(b) For machine pitch, one hour 45 minutes

(c) For 3rd grade through high school, two hours twenty-five minutes.

NOTE: *For 8.11b and c, play ceases the moment termination time is announced by the field manager or umpire supervisor, unless the ball is in play. At termination time do not complete the at bat or the inning. If the ball is in play at termination time, complete the play.*

8.12 It is a suspended game

(a) If any game is halted for any reason, including but not limited to darkness, light failure, weather conditions, time of termination, etc., and it is not an official game (Rule 8.08) or the winner has not yet been officially decided

(b) Once a game has commenced and no winner is officially decided at cessation of play, regardless of reason, the game shall be declared a suspended game if at least one complete inning has been played.

(c) In the event the visiting team scores enough runs to tie or go ahead in their portion of an incomplete inning resulting from a stoppage of play, then such game shall be considered a suspended game.

EXAMPLE: *Top of the 6th, visiting team scores a run or more to tie or go ahead, it is a suspended game. If the visiting team is losing, the score reverts back to what it was at the conclusion of the 5th inning for games halted in the 6th inning or at the conclusion of the 6th inning for games halted in the 7th inning.*

8.13 All suspended games will automatically be rescheduled for play at the next regularly scheduled meeting of the teams involved.

(a) All suspended games will resume 15 minutes prior to the next regularly scheduled game between the two teams involved and will continue only until a winner has been determined provided a sufficient number of innings have been played to constitute a completed game (Rule 8.08).

(1) Immediately upon completion of the suspended game the regularly scheduled game will begin and play may continue until the time of termination of the originally scheduled start time, or two hours, whichever comes first.

EXAMPLES: *Team A and Team B are scheduled to play at 6:30pm. The last time they played each other, the game was suspended. Therefore the two teams will resume their suspended game at 6:15 before their scheduled game at 6:30pm.*

- *If the outcome of the suspended game allows the second game to start early or on time, normal two hour time limits and two hour twenty-five minute termination times remain in effect. In this example, two hours from first pitch is time limit and two hours twenty-five minutes from first pitch is termination time.*

- *If the outcome of the suspended game is decided after the original start time of the second game, play may continue until the maximum number of innings are played (see rule 8.05), the two hour time limit, or the original start termination time, whichever comes first. In this example, the termination time would be 8:55pm. If it is not an official game at termination (see rule 8.06) this game is suspended game.*

(b) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game.

(i) including use of the tie breaker rule (see 8.10 (b) (2) (i))

(c) The home team scorebook will be used for the resumption of a suspended game.

(d) Any substitutions that could have been legally made had the game not been suspended can be made any time prior to or during the suspended game.

(e) A player who was not present when the game was suspended may be used as an eligible player in the suspended game.

(1) He will be inserted at the bottom of the batting order.

- (f) If a player who played in the game suspended, but is not present or unavailable for the resumption, his spot in the order will be skipped without punishment.
- (g) When a suspended game is resumed, the pitcher who was on the mound may return to the mound if:
- (1) He has had three complete days of rest before the game is resumed, or
 - (2) He has not thrown his maximum number of pitches in the three days prior to the resumption of the suspended game.
 - (3) Not thrown pitches on the two consecutive days prior to the resumption of the suspended game
 - (3) He may not return to the mound if he has five or less eligibility pitches remaining.
- NOTE:** *The purpose of 8.12(f) is to protect the pitcher's arm and has no bearing on how many pitches he might throw in the original game before suspension and the completion of the suspended game.*
- (h) The home team for the scheduled game played after the conclusion of the suspended game occupies the first base dugout as pursuant to Rule 8.03 a
- (i) In the event the two teams are not scheduled to meet again in the remaining season schedule and the suspended game has any possible bearing on the play-off positioning of any team, the game will be rescheduled by the Club.
- 8.14 Each manager shall give batting orders to the opposing scorer before the meeting of the managers and umpires at home plate prior to the start of the game when the batting orders become official.
- (a) These batting orders are official at the time the opposing managers meet at home plate.
- (b) Team line-up cards shall list the last names of all registered players, with appropriate notations of those ineligible to participate in that game due to absence, sickness, injury or disciplinary action.
- (1) If a player arrives at the game after the line-up cards have been exchanged listing him as absent, it is the manager's option to insert player into the lineup, and if so, he must be inserted as the last batter.
- (c) Each player shall bat in the order of appearance on the team line-up card throughout that game, unless sickness, injury or disciplinary action occurs.
- (1) In the event a player is removed due to ejection or disciplinary action, he is ineligible to return in that game.
 - (2) If he is removed due to sickness or injury, he may return in that game if the team manager determines the sickness or injury is not of a serious nature and after consulting and obtaining approval from the Umpire Supervisor on duty.
 - (3) The manager removing any player due to the above reasons shall immediately notify the opposing manager.
- 8.15 Courtesy runners
- (a) If a team is batting the entire line up, no courtesy runner is allowed.
- (b) If the team is not batting the entire lineup, a courtesy runner is allowed for the catcher and pitcher (in the previous inning) at anytime and must be a player who is not currently in the lineup.
- 8.16 If a game is started on a field that is improperly set out, all ensuing play is official. If the mistake is discovered during the course of the game, the corrections must be made by the Field Manager before another inning starts but not until the end of the inning in progress, unless the visiting team manager demands the corrections be made immediately.
- 8.17 At the start of each game opposing team managers will furnish one new official baseball to the home plate umpire.**
- (a) **All balls must be identified with the Official Baseball 3&2 Baseball Club stamp.**
- (b) **The only approved baseballs will be the Rawlings ROLB1 and the Rawlings ROLB.**
- (1) **ROLB All Divisions including high school**
 - (2) **ROLB1 is limited to the 1st grade through 8th grade divisions.**
- (c) If additional baseballs are needed during the course of the game, the home plate umpire may ask the home team to furnish an additional official baseball. Alternately, the visiting team manager will furnish an additional official baseball if needed.
- NOTE:** *These additional baseballs do not need to be new, but must be judged to be clean and in good condition by the umpire-in-chief. At the end of the game, the baseballs will be equally divided between the two teams if possible, with the home team receiving the odd number ball.*
- 8.18 Only the following personnel will be allowed on or near the player's bench, dugout or in the vicinity of the area reserved for team members:
- (a) Registered team players.
 - (b) Registered team manager.
 - (c) Four registered coaches.
 - (d) One bat person. The bat person must be at least six years old when the season begins. Bat persons are required to wear the same protective head gear as prescribed for players in 6.03.
- 8.19 There shall be a minimum of 15 minutes between games.
- (a) In the event a game cannot start at the scheduled game time due to the minimum 15 minute warm up period between games, the umpire supervisor will notify the umpires, both managers and scorekeepers, and the facility manager of the official start time of the game. The start time should be announced over the PA system.
- (1) The two hour time limit will be adjusted to reflect the new start time.
 - (2) The two hour twenty-five minute termination time will not be adjusted and will remain two hours twenty-five minutes from the originally scheduled start time.

- 8.20 All warm ups must take place within the fenced in confines of the field you are scheduled to play on. Do not play catch, use hitting sticks, conduct soft toss drills in the common areas.
- 8.21 If there is sufficient time preceding game time, it is acceptable for teams to take infield practice
- (a) Home team shall take the field 25 minutes prior to game time for 10 minutes of practice.
 - (b) Visiting team shall follow for 10 minutes of practice.
- 8.22 Live batting practice prior to a game is not permitted
- (a) Soft toss into a net in the outfield is permitted
 - (b) Wiffle ball batting practice in the outfield is permitted
 - (c) Hitting the ball against the fence is prohibited.
- 8.23 Pitchers shall warm up parallel to the foul lines in areas provided by 3&2 (except for the pitcher legally pitching from the mound).
- 8.24 Warm up pitches
- (a) New pitchers receive eight
 - (b) Five for returning pitchers to start an inning or between innings
 - (c) Unlimited in the event of injury
- 8.25 Intentional walks are issued by announcement of such.
- 8.26 Any team making a substitution shall immediately notify the opposing team scorer and shall state the substitutes place in the batting order prior to the player entering the game.
- 8.27 It is interference by a runner when a fielder at any position is the in the immediate act of making a play on him and:
- (a) The runner does not slide and contact occurs with the fielder.
 - (1) Glove to body contact initiated by the fielder is not to be considered contact for the purpose of this rule.
 - (b) The runner does not legally attempt to avoid the fielder.
 - (1) Jumping, hurdling, leaping or diving over the fielder are not legal ways of avoiding the fielder.
- PENALTY:** *The ball is dead and the runner shall be declared out. All other runners must return to the last base legally touched at the time of the interference. In addition, any flagrant or malicious contact initiated by the runner may result in an ejection at the discretion of the umpire(s).*
- NOTE:** *This is NOT a slide rule. This is a contact rule. The runner does NOT have to slide, but he does have to avoid contact and sliding is the easiest, safest way to avoid contact.*
- 8.28 Offensive Conferences: All 2nd through High School Division teams, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.
- 8.29 Defensive Conferences: All teams in the 3rd grade through High School Divisions shall follow the Official Baseball Rule 8.06 regarding trips to the mound that limits the number of trips a manager or coach may make to any one pitcher in any one inning. The second trip to the mound to the same pitcher in the same inning by a manager or coach will cause that pitcher's automatic removal from the game.
- 8.30 All scores must be turned in to the field manager's office at the completion of play, or submitted to the League office the following day if played off-site.
- (a) Forfeit scores for all divisions are 7-0.
- 8.31 Protests
- (a) Involving umpires judgment decisions are not valid.
 - (b) Involving rules interpretations and/or violations will be considered if:
 - (1) The umpire supervisor is immediately notified of the intent to protest.
 - (2) A brief summary of the conditions and rule or interpretation being protested.
 - (3) The umpire supervisor and both managers sign the home team scorebook (prior to resumption of the game).
- NOTE:** At the time the umpire supervisor is notified of a protest, the game clock is stopped. The time taken to write the description of the events and obtain the necessary signatures is not counted as part of the game time limit (Rule 8.05). However, it does not affect the termination time (Rule 8.06).
- (c) Must be filed on forms furnished by the Protest Committee Chairman available in the Field Manager's Office or on-line at 3&2's web site.
 - (1) Forms must be submitted to the Protest Committee Chairman no sooner than 48 hours and no later than five days following the scheduled time and date of the game being protested and accompanied by a fee of \$50.00 which will be returned if the protest is allowed.
 - (d) The umpire supervisor of the game shall present in writing to the Protest Committee Chairman, immediately following the game, a report giving a complete description of the incident(s) causing the protest.
 - (e) The opposing manager shall submit, within three days from the date the Protest Committee Chairman notifies him (the opposing manager) personally or by phone that a formal protest has been lodged, a written report covering his version of

the situation or dispute. Failure of the opposing manager to conform to this rule will remove his rights and the protest will be allowed.

- (f) Upon receipt of the protest fee, a copy of the umpires' reports, opposing manager's report, and protesting manager's report, the Protest Committee will schedule a hearing to be held within seven days. Both managers or their team representatives may be requested to appear before the Protest Committee.
 - (g) Decisions on protests, eligibility and violations or interpretations of rules shall be decided by the Protest Committee with the right to appeal to the Executive Board.
- 8.32 No games shall be postponed for any reason other than the unfit condition of the playing field.
- (a) Game cancellation or postponement decisions, prior to the start of the game day will be made by the League
 - (b) The field/facility manager and umpire supervisor will make cancellation/postponement decisions after the game day has begun.
- 8.33 The 3&2 League office will reschedule all rainouts into available slots, with exception of Open & Tournament divisions.
- (a) The Open and Tournament divisions must communicate with the 3&2 League office to reschedule rainouts.
 - (b) League division conflicts will no longer be considered.
 - (c) If a team cannot field a legal team (8.01 b) to play a make-up game scheduled by the League, the options are:
 - (1) Contact opponent in a timely manner and reschedule to another available slot as long as both teams are in agreement.
 - (2) Forfeit the game.
- 8.34 Teams must adhere to the printed schedule. Do not trade games with other teams without permission from the 3&2 office. Once a game has been traded, teams must notify the 3&2 office to confirm
- 8.35 If a team cannot field a legal team (8.01 b) to play a scheduled game the team manager must notify the League and the opposing manager a minimum of three business days prior to the scheduled date of the game.
- (a) Failure to do so will cause the game to be forfeited
- NOTE:** *Unless a rescheduled game appears on the master schedule, it cannot be forfeited. The purpose of this rule is to prevent a team from taking a forfeit win/loss because the teams involved couldn't agree on a game time.*
- 8.36 Ejections
- (a) Of any manager, coach or player requires
 - (1) Written report by all umpires working the game
 - (2) Written report by the ejected player, manager/coach
 - (3) Written report by any member of the sportsmanship committee who may have witnessed the ejection.
- NOTE:** *Ejection forms are available in the Field Manager's office and on the 3&2 website and are to be completed within 24 hours of the ejection.*
- (b) Automatically carry a suspension a penalty of suspension of such member from the next official game
 - (1) Except for ejections as a result of violating Rule 5.01.
 - (c) Are referred to the Chairman of the Sportsmanship Committee for determination and assessment of any additional penalty.
 - (d) The second ejection in the same season will result in automatic suspension of such member until his infraction is presented before the Sportsmanship Committee who shall award any action deemed necessary for the overall good of the program.
- NOTE:** *An ejected member must remove himself immediately from the playing field. An ejected member will normally be required to remove himself to the parking lot. However, he will be permitted sufficient time at the Field Manager's Office to file appropriate reports. Due to the varying age level of individuals in the 3&2 program, the umpire supervisor may allow an ejected member to remain within the immediate area. Failure to immediately comply with the ejecting umpire's instructions could result in suspension of the game in progress at the time with probable forfeiture by the offending team.*
- 8.37 **Hard and unyielding items (guards, casts, braces, splints, etc.) must be padded with a closed-cell, slow-recovery foam padding no less than 1/2" thick. Knee and ankle braces which are unaltered from the manufacturer's original design/production do not require any additional padding.**
- 8.38 Determining League Champions (and playoff seeding) in the event of league ties
- (a) Two Team Ties
 - (1) Head to head competition
 - (2) Best record within its own league
 - (i) Only applicable of inter-league play is involved
 - (3) The team that has defeated the team in first place the greater number of times
 - (4) The team that has defeated the team in second place the greater number of times
 - (5) The team that has defeated the team in third place the greater number of times
 - (6) The team that has defeated the team in fourth place the greater number of times
- NOTE:** *If they have not played the team they are computing against an equal number of times during the regular season, the last game between the two teams that caused the teams to be uneven will not be used in the computation*
- (b) Three or More Teams Tied

- (1) The team(s) which has/have the greatest number of wins in head-to-head competition during the regular season with the teams that are tied will be the higher team(s) in the overall standings.
 - (i) If they have not played the team(s) they are computing against an equal number of times during the regular season, the last game between the teams that caused the teams to be uneven in games played will not be used in the computation.
 - (2) If the teams remain tied, rule 8.38(a)(3) – 8.38(a)(6) will be used until the tie is broken.
 - (c) If the above methods do not determine the team or teams to enter the play-offs, a game or games will be scheduled by the Club the day prior to the commencement of that division play-off to determine the team(s) to enter the play-off.

EXCEPTION: *Should the teams that are still tied be in a position where all teams will make the play-offs, but only their position in the brackets are being affected, a drawing will be held to determine the position for the play-off bracket.*
- 8.39 League Champion awards and their distribution
- (a) Team and individual awards are given to the league champion and the league runner up.
 - (i) In the event of League Co-Champions, awards are only given to the Co-Champions and not the third place team.
- 8.40 Division Play-Off Procedures and Rules
- (a) Flip for home team in the 2nd grade division only.
 - (b) The home team shall be the higher seeded team in the 3rd grade through 8th grade divisions.
 - (1) Teams from higher level leagues are higher seeds than those in lower leagues.

EXAMPLE: *The 1st place team in league 4 is a lower seed than the 5th place team in league 3.*
 - (c) If a valid protest is lodged, the umpire supervisor and an appointed committee member will be summoned and they will act on the spot to settle any protest. Their decision is final.
 - (d) An ejected coach, manager or player will be automatically suspended from the next game as a minimum punishment.
 - (1) All ejections or unsportsmanlike conduct reports that cannot be acted upon during the play-offs will be carried forward for review and action for the next season.
 - (e) There will be a minimum of twenty minutes between games to permit teams to warm up.
 - (f) A Division play-off game will be considered complete if the run spread is as follows:
 - (1) For 2nd grade games that are six innings long. The run spread shall be as follows: 15 runs or more after 4 innings, 8 runs or more after 5 innings.
 - (2) For 3rd-6th grade games. The run spread shall be as follows: 22 runs or more after 4 innings, 15 runs or more after 5 innings or 8 runs or more after 6 innings.
 - (3) For 7th –HS level games. The run spread shall be as follows: 15 runs or more after three innings, 12 runs or more after four innings and 10 runs or more after five innings.
- 8.41 The Executive Board and/or the Protest Committee shall have the power to make decisions on any points not specifically covered in these rules and to impose any penalties not specifically set forth.

9.00 1ST GRADE THROUGH 6TH GRADE BASIC RULES

NOTE: Failure to comply with rules noted with an * will result in forfeiture of the game.

- 9.01 Teams will bat the full roster of players present at the game.*
- 9.02 All players must play a minimum of three complete innings in a defensive position in a six inning game.*
 - (a) All substitutes must be inserted in the defensive line-up prior to a team taking their defensive positions in the third inning*
- 9.03 Free substitution is permitted on defense
 - (a) See 9.07 f
- 9.04 Should a player become injured or sick and
 - (a) Occurs during or prior to an at –bat
 - (1) And the batter is unable to bat continue the at-bat
 - (i) The next batter in the line-up will come to bat and assume any count the injured batter may have had and any subsequent at-bats will be an automatic out when it is the injured batter’s turn to bat.
 - (2) And a pinch runner is needed the pinch runner will be a player that made the last batted out.
 - (b) Gives a team only eight players, the missing spot in the line-up is an automatic out. (Rule 8.01b)
 - (c) Gives a team only seven players, the game is a forfeit. (Rule 8.02)
- 9.05 No 1st-6th grade players shall be ejected from a game.
 - (a) Any infraction that the umpire believes would normally warrant ejection of the offending player, the umpire shall call time, approach the applicable manager and inform him of the circumstances. The manager may remove the player from the game at this point if he so desires.
 - (1) The umpire supervisor can demand that the player remain on the bench for the remainder of the game.
 - (2) Regardless of any action taken by the manager, both the manager and the umpire shall report to the Field Manager’s Office immediately after the game and fill out Sportsmanship Report forms. These forms shall be reviewed by the Sportsmanship Chairman who shall have the authority to award any disciplinary action deemed necessary, up to a permanent suspension of the individual.

- 9.06 A half-inning shall consist of three outs or seven runs, whichever occurs first.
- 9.07 Pitchers*
- (a) Shall not throw more than
 - (1) **65 pitches in 3rd and 4th grade divisions in one day nor more than this number in three consecutive calendar days**
 - (2) **75 pitches in 5th and 6th grade divisions in one day nor more than this number in three consecutive calendar days**
 - (b) Shall be allowed to exceed the above number of pitches in order to complete the turn at bat when pitch count limit has been reached.
 - (c) Shall not enter a game with five or fewer eligible pitches remaining
 - (d) **Shall have a minimum of three calendar days (does not mean 72hours) of rest when**
 - (1) **They reach their maximum number of pitches within a one, two, or three consecutive calendar day period.**
 - (2) **They throw three consecutive calendar days, but throw less than the maximum number of pitches allowed.**
 - (e) Cannot return to pitching after they have been relieved.

NOTE: *Each manager in the 3rd-6th grade Divisions will be responsible for policing these rules for each of his scheduled games. The manager reporting any alleged violation must notify the opposing manager before they leave the field. Necessary forms to indicate any violations are available in the Field Manager's Office. Both teams are required to turn in their score sheets for the game in question immediately following the game. Failure of any manager to turn in his score sheet on request will result in automatic suspension in accordance with the penalty described below.*

PENALTY: *Penalty for violation of pitching limitations is immediate forfeiture of the game.*

NOTE: *Managers/coaches, the long term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc, as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common sense decisions regarding how much and how often a player pitches.*

10.00 PRE-SCHOOL T-BALL SPECIFIC PLAYING RULES

This program is designed to assure that players in the T-Ball division will participate in learning basic baseball skills in a non-competitive environment. This objective is clear-cut and must be met in order for this League to be successful. Every player must be exposed to infield and outfield positions and be taught structured basics in catching, throwing, fielding, hitting and base running.

- 10.01 Formal score is not kept. These games are to be played and treated as intra-squad scrimmages and no more.
- 10.02 Outs are not recorded
- 10.03 All players present play defensively each inning
- (a) The fielders must rotate positions each inning
 - (1) The only exception is first base and catcher. Some players resist playing those positions. Don't force them.
- 10.04 All players will bat in each inning no matter how many runs or outs are made.
- (a) If a batter does not hit the ball after three swings, he advances to 1st base to run the bases.
- 10.05 The batting order must change each inning. The first batter drops to the last batter in the next inning and each batter moves up in the order.
- (a) Rotate accordingly for the next game.
- 10.06 No lead offs. Runners may not leave base until the ball is hit into play.
- 10.07 Runners may only advance one base.**
- 10.08 There is no stealing; no running on passed balls; no pickoff plays; no penalty for leaving early; no arguing over base running rules.
- 10.09 If an out is made on a batter/runner, the batter/runner remains on base.
- 10.11 Coaches may be on the playing field defensively, but not interfere with the ball in play, nor scream instructions. You are there to teach and correct, not direct.
- 10.12 Time limit for a game is one (1) hour with no exceptions
- (a) The team that is at bat when the time is reached should complete their at-bat, but not exceed the time of one hour fifteen minutes.

11.00 KINDERGARTEN COACH PITCH & MACHINE PITCH SPECIFIC PLAYING RULES

This program is designed to assure that players in the Coach Pitch division participate in learning basic baseball skills in a non-competitive environment. This objective is clear-cut and must be met in order for this League to be successful. Every player must be exposed to infield and outfield positions and be taught structured basics in catching, throwing, fielding, hitting and base running.

- 11.01 Formal score is not kept. These games are to be played and treated as intra-squad scrimmages and no more.
- 11.02 Outs are not recorded
- 11.03 All players present play defensively each inning
- (a) The fielders must rotate positions each inning
 - (1) The only exception is first base and catcher. Some players resist playing those positions. Don't force them.

- 11.04 All players will bat in each inning no matter how many runs or outs are made.
- (a) The coaches will pitch to their own batters. If playing machine pitch, the speed will be set at 32 mph.
 - (b) Each batter gets five (5) pitches to hit a fair batted ball. If the fifth pitch goes by, the batter advances to first as if walked.
 - (1) Young players are encouraged to hit the ball.
 - (2) Walking to first base allows young players the opportunity to run the bases.
- 11.05 The batting order must change each inning. The first batter drops to the last batter in next inning and each batter moves up in the order.
- (a) Rotate accordingly for the next game.
- 11.06 No lead offs. Runners may not leave base until the ball is hit into play.
- 11.07 Runners will halt their advance when the pitcher has possession of the ball in the area of the mound.
- (a) Please stop your runners at the base they are obviously heading for when this occurs.
- 11.08 There is no stealing; no running on passed balls; no pickoff plays; no penalty for leaving early; no arguing over base running rules.
- 11.09 If an out is made on a batter/runner, the batter/runner remains on base.
- (a) To provide a learning experience each batter/runner should be made aware whether he is safe or out.
- 11.10 Coaches may be on the playing field defensively, but not interfere with the ball in play, nor scream instructions. You are there to teach and correct, not direct.
- 11.11 Bases are 50'
- 11.12 Time limit for a game is one (1) hour with no exceptions
- (a) The team that is at bat when the time is reached should complete their at-bat, but not exceed the time of one hour fifteen minutes.

12.00 1ST AND 2ND GRADE MACHINE PITCH SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the machine pitch divisions. In addition, the following playing rules apply.

- 12.01 The speed of the machine is
- (a) 34mph (40 rpm) – 1st grade
 - (b) 36mph (44 rpm) – 2nd grade
 - (c) 39 mph – 2nd grade First Division
 - (c) The machine will be set prior to the game by the umpire and in agreement with the two managers.
- 12.02 A coach from the team at bat will operate the pitching machine.
- (a) This coach may not coach or instruct the batter or runners. The coach's exclusive responsibility is to feed the pitching machine.
 - (c) This coach may not interfere with a ball in play
- 12.03 The batter has five pitches to hit the ball into play. If the batter fails to do so, he shall be declared out.
- (a) The umpire may declare the pitch unhittable and award the batter an additional pitch
 - (1) If the batter swings at an unhittable pitch, the pitch counts as one of the five pitches and the umpire shall not award an additional pitch
- 12.04 No bunting
- 12.05 There are no intentional walks
- 12.06 The infield fly rule shall not apply
- 12.07 No lead offs. Base runners may not leave the base until the ball is hit
PENALTY: Runner is out and ball is dead.
- 12.08 There is no base stealing
PENALTY: Runner is out and ball is dead.
- 12.09 Runners may not advance on pass balls
- 12.10 Sliding head first is prohibited.
PENALTY: Runner is out and ball is dead.
- 12.11 Runners may advance at their own risk a maximum a one base on an overthrow regardless of the subsequent play.
EXAMPLE: *Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempts to advance to third base. The defense overthrows third base. The runner may not advance and must stay at third base.*
- 12.12 An official defensive line-up shall consist of ten players, four of which are outfielders.
- (a) The four outfielder must be in an outfield position
- 12.13 Play is over when any defensive player on the infield has control of the ball inside the pitching circle.
- (a) If a runner more than half way to the next base, he may safely advance to that base.
- 12.14 If a batted or thrown ball hits the pitching machine or the offensive coach in the pitching circle, the ball is dead.
- (a) Batter and all runners are awarded one base.
- 12.15 Pitching Circle – Shall be 10 feet in diameter with the front edge at 42 feet from the back point of home plate.

- 12.16 The pitcher cannot leave the pitching circle until the ball is hit.
- 12.17 At time limit, if an inning has started and the
- Visiting team is behind by eight or more runs, the game is over.
 - Home team is behind by seven or fewer runs, the inning will be completed.
 - Home team is behind by eight or more runs, the game is over.
 - The game is over immediately in the 1st grade division
 - The player at bat may complete his at bat
- 12.18 1st grade ONLY
- Score is not kept
 - One defensive coach shall be allowed, specifically in the outfield to help coach his players.
 - Coach may not interfere with a ball in play.
 - One batting coach shall be allowed behind the batter, to help coach his batter and to retrieve passed balls. No coach may physically assist a player in any way.

13.00 3RD GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the 3rd grade division. In addition, the following specific playing rules apply.

- 13.01 No runner may leave base or lead off until the ball is hit
PENALTY: Runner is out and ball is dead
- 13.02 No base stealing is permitted
PENALTY: Runner is out and ball is dead
- 13.03 Runners may not advance on a passed ball or wild pitch
- 13.04 Runners may advance at their own risk a maximum a one base on an overthrow regardless of the subsequent play.
EXAMPLE: *Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempts to advance to third base. The defense overthrows third base. The runner must stay at third base.*
- 13.05 The infield fly rule shall not apply
- 13.06 There are no balks
- 13.07 Batters may not run on a dropped third strike

14.00 4TH GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the 4th grade division. In addition, the following specific playing rules apply.

- 14.01 No lead offs.
- 14.02 Stealing is permitted but the runner may not leave the base until the ball leaves the pitchers hand.
PENALTY: *Runner is out and ball is dead.*
- Stealing of home on the pitch is not permitted
- 14.03 All runners may advance at their own risk a maximum of one base regardless of the subsequent play
- On a wild pitch or passed ball
 - On errant throws from the catcher to the pitcher or other fielders**
 - From the time of the pitch on an overthrow
- EXAMPLE ONE: *Runner at first. Runner on first attempts to steal second. Throw by catcher is an error or overthrow. Runner may not advance and must stay at second base.*
- EXAMPLE TWO: *Runner on first and third. Runner on first attempts to steal second. Throw by catcher*
- Goes into outfield
 - Is fielded cleanly and runner is safe
 - Is fielded cleanly and runner is out
- In all three examples, the runner at third may attempt to advance home on the throw to second.*
- EXAMPLE THREE: *Ground ball is fielded by shortstop. Shortstop overthrows first base. Defense chases down overthrow while batter/runner attempts to advance to second on the overthrow. Defense then overthrows second base. Batter/runner may not advance and must stay at second base.*
- EXAMPLE FOUR: *Runner at second base. On a wild pitch/passed ball, runner at second attempts to advance to third base. Catcher's throw to third goes into left field. The runner may not advance and must stay at third base.*
- EXAMPLE FIVE: *Runner at first (and/or second base). Catcher's throw back to pitcher is errant. Runner may advance at his own risk. If defensive player's subsequent throw, in attempt to retire the runner results in an error or overthrow, the runner may not advance and must remain at second base (and/or third base).*
- EXAMPLE SIX: *Batter runner is trying to stretch a single into a double. The defense overthrows second base and the runner attempts to advance to third base. The defense overthrows third base. The runner must stay at third base.*
- EXAMPLE SEVEN: *Runner at third. Catcher's return throw to pitcher is errant and not caught/fielded cleanly by the pitcher. The runner at third may attempt to advance to home at his own risk.*

EXPLANATION: *The purpose of this rule is to encourage players to attempt to make plays without fear of making a bad play. Without this rule, the League is concerned that managers/coaches will instruct players to hold the ball and not attempt to make plays that may result in errors and runner advancement. Holding the ball teaches the players nothing. Strict enforcement of the one base on an overthrow rule encourages coaches to instruct players to attempt to make plays without creating a merry-go-round scenario on the bases.*

Note to coaches: *When on offense, encouraging runners at 3rd base to not return to the bag after a pitch in an attempt to bait the catcher (or other defensive players) into making a play on the runner at third (so he can attempt to advance home) is discouraged. When on defense, coaches should encourage their players to ignore the runner at third if he does not return to the bag. The runner cannot advance until an errant throw has been made.*

14.04 The infield fly rule shall not apply

14.05 There are no balks.

15.00 5TH & 6TH GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the 5th & 6th grade divisions.

16.00 7TH & 8TH GRADE SPECIFIC PLAYING RULES

Rules in sections 4.00 – 9.00 are in effect for the 7th & 8th grade divisions. In addition, the following specific playing rules apply.

16.01 Teams may choose to bat their entire roster, a straight nine, or add an Extra Hitter (EH) and bat ten batters.

- (a) This choice must be stated to the opposing manager and home plate umpire at the pre-game conference.
- (b) When batting the entire roster
 - (1) Free substitution on defense is permitted
 - (2) Courtesy runners for the pitcher and catcher are not permitted.
- (c) Teams choosing to bat nine or ten
 - (1) Only players in the defensive line-up and/or serving as the EH will bat
 - (i) The EH is considered a defensive position. A player listed as EH may swap positions with any other defensive player without penalty. However, both players retain the same spot in the batting order.
 - (2) Any player may be removed from the game and returned at any time once.
 - (i) The player returns to the line-up in his original position in the batting order.
 - (ii) The player may return to the line-up at any defensive position
 - (3) Courtesy runners are permitted for the pitcher and catcher exclusively
 - (i) Must be the pitcher and catcher in the previous defensive half inning
 - (ii) Must be a courtesy runner not in the line-up the previous half inning

16.02 Should a player become injured or sick and

- (a) Occurs during an at –bat
 - (1) And the batter is unable to continue the at-bat
 - (i) And legal substitutes are available, a substitute batter will assume the injured batter’s spot in the line-up and any count the injured batter may have had.
 - (ii) If no legal substitute is available, the next batter in the line-up will come to bat and assume any count the injured batter may have had and any subsequent at-bats will be an automatic out when it is the injured batter’s turn to bat.
 - (2) And a pinch runner is needed the pinch runner will be a player not in the line-up or the player that made the last batted out.
- (b) Gives a team only eight players, the missing spot in the line-up is an automatic out.
- (c) Gives a team only seven players, the game is a forfeit.

NOTE: *In the event of a player absence, injury, sickness or ejection after all eligible players have been utilized in a particular game, any player (except a player who has been ejected or a player who is on suspension in that particular game) may be returned to a defensive position to resume play and prevent a forfeit. At the instant this situation occurs, the affected team manager will immediately notify the opposing team manager and umpire-in-chief of the game. A notation to this effect will be made in the home team score book and signed by both managers and the umpire supervisor. The batting order position of the removed player will be an out in all subsequent at bats.*

16.03 Pitchers*

- (a) Shall not throw more than
 - (1) **95 pitches in the 7th grade and 8th grade divisions in one day nor more than this number within three consecutive calendar days**
- (b) Shall be allowed to exceed the above number of pitches in order to complete the turn at bat when pitch count limit has been reached.

- (c) Shall not enter a game with five or fewer eligible pitches remaining
- (d) **Shall have a minimum of three calendar days (does not mean 72hours) of rest when**
 - (1) **They reach their maximum number of pitches within a one, two, or three consecutive calendar day period.**
 - (2) **They throw three consecutive calendar days, but throw less than the maximum number of pitches allowed.**
- (e) Cannot return to pitching after they have been relieved.

NOTE: *Each manager in the 7th & 8th grade Divisions will be responsible for policing these rules for each of his scheduled games. The manager reporting any alleged violation must notify the opposing manager before they leave the field. Necessary forms to indicate any violations are available in the Field Manager's Office. Both teams are required to turn in their score sheets for the game in question immediately following the game. Failure of any manager to turn in his score sheet on request will result in automatic suspension in accordance with the penalty described below.*

PENALTY: *Penalty for violation of pitching limitations is immediate forfeiture of the game.*

NOTE: *Managers/coaches, the long term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc, as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common sense decisions regarding how much and how often a player pitches.*

17.00 TOURNAMENT (1ST) LEAGUE AND METRO LEAGUE SPECIFIC PLAYING RULES

Rules in sections 4.00 – 9.00 apply to the Tournament League and Metro League. These are the specific playing rules teams in the 2nd – 6th grade Tournament (1st) League and Metro League divisions. 7th & 8th grade Tournament (1st) League and Metro League division teams play by the Rules in section 16.00.

- 17.01 Metro League teams are not required to form teams based on high school boundaries (Rule 2.01)
- 17.02 Tournament (1st) League teams are required to form teams based on high school boundaries (Rule 2.01)
- 17.03 2nd – 4th grade a half inning is three outs or seven runs.
- 17.04 2nd – 4th grade teams must bat their entire roster. 5th – 8th grade teams may choose to bat their entire roster, a straight nine, or add an Extra Hitter (EH) and bat ten batters.
 - (a) This choice must be stated to the opposing manager and home plate umpire at the pre-game conference.
 - (b) When batting the entire roster
 - (1) Free substitution on defense is permitted except the pitcher cannot return to the mound after he has been removed.
 - (2) Courtesy runners for the pitcher and catcher are not permitted.
 - (3) If a player becomes sick or injured see rule 9.04
 - (c) Teams choosing to bat nine or ten
 - (1) Only players in the defensive line-up and/or serving as the EH will bat
 - (i) The EH is considered a defensive position. A player listed as EH may swap positions with any other defensive player without penalty. However, both players retain the same spot in the batting order.
 - (2) Any player may be removed from the game and returned at any time once – 5th and 6th grade only.
 - (i) The player returns to the line-up in his original position in the batting order.
 - (ii) The player may return to the line-up at any defensive position except the pitcher cannot return to the mound after he has been removed.
 - (3) If substitutes are available, courtesy runners are permitted for the pitcher and catcher exclusively
 - (i) Must be the pitcher and catcher in the previous defensive half inning
 - (ii) Must be a courtesy runner not in the line-up the previous half inning
- 17.05 Lead offs and stealing are permitted, except in 2nd grade machine pitch.
- 17.06 2nd grade machine pitch teams may bunt twice per inning.
 - (a) No fake bunts allowed. If a player “shows” bunt then they are committed to attempt to bunt or take the pitch.

PENALTY: *Second and any subsequent offense in a game, the batter is called out and no runners shall advance.*

17.07 No minimum defensive playing time requirements

17.08 At time limit,

- (a) the game will end if
 - (1) At the 2nd – 4th grade if it is mathematically impossible for the team behind to tie scored no matter what the inning.
 - (2) At the 5th – 8th grade if one team is ahead by ten or more runs and the same team was ahead ten or more runs at end of the last complete inning.

EXAMPLES (5th – 8th grade):

- *The visitor leads the home team 17-6 at time limit in the top of the 5th inning. At the end of the 4th the score was 14-6. (The 5th inning must be completed, or until termination time whichever comes first.)*
- *The visitor leads the home team 11-1 at time limit in the top of the 6th inning. The score at the end of the 5th was also 11-1. (The game is over even though the home team has not had a chance to bat in the bottom of the 6th.)*

- 17.08 On weeknights in April and May while school is in session: If there are two game sessions scheduled on a field, games will be seven innings or one hour fifty minutes whichever comes first. Termination time is two hours five minutes from the scheduled start time. There will be 15 minutes between games. Both are illustrated below. (3rd – 8th grade only)

<u>Game Time</u>	<u>Time Limit</u>	<u>Termination Time</u>
6:00pm	7:50pm	8:05pm
8:15pm	10:05pm	10:20pm

- (a) When only one game session is scheduled on a field the game will be seven innings or two hours whichever comes first. Termination time will be two hours twenty-five minutes from the original start time.
- 17.09 Pitchers*
- (a) Shall not throw more than
- (1) **65 pitches in 3rd and 4th grade divisions in one day nor more than this number in three consecutive calendar days**
 - (2) **75 pitches in 5th grade divisions in one day nor more than this number in three consecutive calendar days**
 - (3) **85 pitches in 6th grade division in one day nor more than this number in three consecutive calendar days**
 - (3) **95 pitches in 7th grade and 8th grade divisions in one day nor more than this number in three consecutive calendar days**
- (b) Shall be allowed to exceed the above number of pitches in order to complete the turn at bat when pitch count limit has been reached.
- (c) Shall not enter a game with five or fewer eligible pitches remaining
- (d) Shall have a minimum of three calendar days (does not mean 72hours) of rest when**
- (1) They reach their maximum number of pitches within a one, two, or three consecutive calendar day period.**
 - (2) They throw three consecutive calendar days, but throw less than the maximum number of pitches allowed.**
- (e) Cannot return to pitching after they have been relieved.

NOTE: Each manager in the 3rd-6th grade Divisions will be responsible for policing these rules for each of his scheduled games. The manager reporting any alleged violation must notify the opposing manager before they leave the field. Necessary forms to indicate any violations are available in the Field Manager's Office. Both teams are required to turn in their score sheets for the game in question immediately following the game. Failure of any manager to turn in his score sheet on request will result in automatic suspension in accordance with the penalty described below.

PENALTY: Penalty for violation of pitching limitations is immediate forfeiture of the game.

NOTE: Managers/coaches, the long term health and safety of the player/pitcher should be the foremost concern. Please keep in mind the number of pitches thrown in tournament games, bullpen sessions, private lessons, etc, as well as the throws made by the pitcher/player when playing other positions. The overall use of a player's arm should factor into your good common sense decisions regarding how much and how often a player pitches.

18.00 HIGH SCHOOL DIVISION SPECIFIC RULES

Rules in sections 4.00 – 9.00 and National Federation Rules apply to the summer High School divisions.

- 18.01 Both teams are to provide baseballs
- 18.02 After five complete innings, a game is officially ended when a team is ten or more runs behind and has completed its turn at bat.
- 18.03 It is a team's option to use an Extra Hitter (EH) AND a Designated Hitter (DH) for a ten man batting order
- (a) This choice must be stated to the opposing manager and home plate umpire at the pre-game conference
 - (b) The 10 man batting order will continue throughout the game unless a team is unable field ten eligible players due to injury, sickness or player ejection.
 - (1) missing spot in the order is an automatic out
 - (c) The EH is considered a defensive position. A player listed as EH may swap positions with any other defensive player without penalty. However, both players retain the same spot in the batting order.
- 18.04 Teams have four hours 45 minutes to complete league play doubleheaders that start at 4:00pm
- (a) Time limit for game one is two hours (6:00pm)
 - (1) Game will not be stopped while score remains tied unless the doubleheader termination time of 8:45pm is reached.
 - (b) Regardless of the start time, the time limit for game two is 8:15pm
 - (1) With a termination time of 8:45pm.
 - (2) If game two is not a regulation game, it will be considered a suspended game and resumed at a later date.
- NOTE:** For the game following the doubleheader, 30 minutes will be provided for warm-ups when a new team(s) is scheduled to play.
- 18.05 Federal League teams may choose to bat their entire roster, a straight nine, or add an Extra Hitter (EH) and bat ten batters.
- (a) This choice must be stated to the opposing manager and home plate umpire at the pre-game conference.
 - (b) When batting the entire roster
 - (1) Free substitution on defense is permitted
 - (2) Courtesy runners for the pitcher and catcher are not permitted.

- (c) Teams choosing to bat nine or ten
 - (1) Only players in the defensive line-up and/or serving as the EH will bat
 - (i) The EH is considered a defensive position. A player listed as EH may swap positions with any other defensive player without penalty. However, both players retain the same spot in the batting order.
 - (2) Any player may be removed from the game and returned at any time once.
 - (i) The player returns to the line-up in his original position in the batting order.
 - (ii) The player may return to the line-up at any defensive position
 - (3) If substitutes are available courtesy runners are permitted for the pitcher and catcher exclusively
 - (i) Must be the pitcher and catcher in the previous defensive half inning
 - (ii) Must be a courtesy runner not in the line-up the previous half inning
- 18.06 Federal League: Should a player become injured or sick and
- (a) Occurs during an at –bat
 - (1) And the batter is unable to continue the at-bat
 - (i) And legal substitutes are available, a substitute batter will assume the injured batter’s spot in the line-up and any count the injured batter may have had.
 - (ii) If no legal substitute is available, the next batter in the line-up will come to bat and assume any count the injured batter may have had and any subsequent at-bats will be an automatic out when it is the injured batter’s turn to bat.
 - (2) And a pinch runner is needed the pinch runner will be a player not in the line-up or the player that made the last batted out.
 - (b) Gives a team only eight players, the missing spot in the line-up is an automatic out.
 - (c) Gives a team only seven players, the game is a forfeit.

NOTE: *In the event of a player absence, injury, sickness or ejection after all eligible players have been utilized in a particular game, any player (except a player who has been ejected or a player who is on suspension in that particular game) may be returned to a defensive position to resume play and prevent a forfeit. At the instant this situation occurs, the affected team manager will immediately notify the opposing team manager and umpire-in-chief of the game. A notation to this effect will be made in the home team score book and signed by both managers and the umpire supervisor. The batting order position of the removed player will be an out in all subsequent at bats.*

19.00 UMPIRES

- 19.01 The League umpire in chief, in cooperation with the League president shall appoint one or more umpires to officiate at each league championship game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- (a) Each umpire is the representative of the League and of baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or to refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
 - (b) Each umpire has authority to rule on any point not specifically covered in these rules.
 - (c) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
 - (d) Each umpire has authority at his discretion to eject from the playing field any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen and any spectator or other person not authorized to be on the playing field.
- 19.02 There will be two umpires assigned to each game, except
- (a) In the machine pitch division where there will be only one umpire
 - (b) In the fall season when at least one umpire will be assigned.
- 19.03 Any umpire’s decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final.
- (a) No player, manager, coach or substitute shall object to any such judgment decisions
 - (i) Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
 - (b) Only the head coach or manager is allowed a voice in any dispute (Rule 4.03)
 - (c) If there is reasonable doubt that any umpire’s decision may be in conflict with the rules, the manager may appeal the decision and ask that the umpire(s) consult with the umpire supervisor to affirm or correct the umpire’s interpretation of the rule. Such appeal shall be made only to the umpire who made the protested decision.
 - (1) The umpire(s) are required to request a consultation with the umpire supervisor on duty.

- (d) The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike.
 - (1) But only when the field umpire is in the A position (behind first base) and with a right handed batter.
 - (2) The home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail.

20.00 SPORTSMANSHIP

The 3&2 Baseball Club of Johnson County is organized to help provide enjoyable recreation for all concerned. Managers, coaches, players and spectators play an important part in the results obtained. Rowdiness, profanity and gestures of poor sportsmanship will not be tolerated.

- 20.01 In the best interest of the organization, the Executive Board of the 3&2 Baseball Club has created a Sportsmanship Committee as an instrument of the organization for the carriage of a basic principle - good sportsmanship.
 - (a) The Sportsmanship Committee will be composed of the Chairman of the Committee and those who are selected by the Chairman.
 - (1) The appointment of committee members is annual.
 - (b) The Sportsmanship Committee may act as, or assign, observers of conduct and behavior
 - (1) The observer will report to the Committee Chairman any incidents or infractions related to sportsmanship by personal contact or phone
 - (2) A member of this committee may likewise function as an additional observer while engaged actively as a manager or coach in any playing period, but he will not replace or substitute for the scheduled observer while so engaged.
- 20.02 Any duly registered manager, coach or official may report unsportsmanlike conduct if done so in writing with signature.
 - (a) Such reporter may be called upon to present verbal explanation if needed.
- 20.03 The Sportsmanship Committee is authorized to review
 - (a) All ejections
 - (b) All reports of unsportsmanlike behavior during, following or between games
 - (1) Any person who has been reported will be so advised as to what he has been accused of, disposition of the case, hearing (if necessary), etc.

NOTE: This could be an officer, spectator, parent, fan or supporter and is not limited to manager, coaches or players.

 - (2) Field conduct on the part of all participants will be carefully and intelligently scrutinized on an impartial basis with as consistent conformity as is possible.
 - (i) Each case or instance will be handled on an individual basis until precedence is manifest.
 - (ii) Warnings may be forthcoming and if so to be treated with heed.
- 20.04 The Sportsmanship Committee is authorized to take any action deemed necessary, up to and including permanent suspension from the 3&2 Baseball Club of Johnson County, for the overall good of the program.
 - (a) Suspension means that the person(s) suspended may not be on the playing field in any capacity at an officially scheduled game nor in the stands in any other capacity other than as a peaceful spectator. He/she may not be in uniform (team cap excluded).
 - (1) Violation of suspension will automatically carry forfeiture by the team with which the suspended party is affiliated at the time of the violation.
 - (2) If the Sportsmanship Committee recommends permanent suspension of the member from the program, the Sportsmanship Committee Chairman must submit all evidence upon which his recommendation is based to the executive board of directors.
 - (i) Permanent suspensions must be approved by the executive board of directors.
 - (3) The action of the Sportsmanship Committee may be appealed to the Executive Board of Directors.
- 20.04 Immunity or special consideration of Executive Board members accused of unsportsmanlike or inappropriate behavior will not exist.

21.00 GENERAL 3&2 POLICIES

- 21.01 No 3&2 team or individuals are allowed to hold any fund raising projects that are purported or inferred to be under the auspices of the 3&2 Club unless the project has the written sanction of the Executive Board.
- 21.02 Players in uniform shall not sit in the stands during their scheduled game. No manager or coach may sit in the stands during their scheduled game, nor shall they be permitted to address any spectator in a manner to excite a reaction. Managers, coaches, and players are encouraged to remain on the playing field for the duration of their scheduled game.
- 21.03 No Outside food and beverages may be brought into the facility. This includes post game drinks and/or treats. Meals, snacks and refreshments may be obtained at the concession stand.
 - (a) 3&2 offers a team drink and treat program at a discounted price
- 21.04 Guns, scooters, skateboards, rollerblades, bicycles and pets are not allowed in the facility.

- 21.05 Smoking is permitted, but restricted. Smoke free areas are from a line extended from the outfield end of the dugout to behind home plate. This area includes the bleachers and dugouts. Smoking is permitted from an imaginary line extended from the outfield end of the dugout to the end of the outfield fence.
- 21.06 The appearance of any person on the playing field other than a registered player, manager, coach, scorer or umpire shall result in immediate ejection from the ball park.
- 21.08 No alcoholic beverages are allowed on 3&2 property.
- 21.09 Teams are permitted to hang sponsor banners adjacent to or behind its dugout provided the banner does not exceed three feet high by five feet wide.
- 21.10 Accident Insurance
- (a) The 3&2 Baseball Club of Johnson County has arranged for an excess accident medical insurance program to cover all players, coaches, managers and volunteers while acting in their official capacities during practice sessions and scheduled games.
 - (1) This plan also covers injuries due to accidents at team banquets, meetings, usual fund-raisers and organized, supervised group travel to and from games and practices.
 - (b) This coverage is excess of any other valid and collectible health insurance.
 - (c) In case of injury, please contact the League office for a claim form. Complete the claim form in total, attach all related bills and invoices and return in the provided pre-addressed envelope. The claim form will be forwarded to the insurer or its authorized representative for processing and payment in accordance with the policy.

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When it comes right down to it, baseball is a game of catch.