Any rule not in the Big League Dreams rule book shall be governed by the 2011 USSSA rule book.
THE PLAYING FIELD

1. On fields where the fence does not run completely across the outfield or down the sides of the field, an imaginary line exists which will be used as the out of play line and all appropriate bases will be awarded.

2. Only one on-deck batter is allowed outside the dugout at all times. All other players are to remain in the dugout or behind the out-of-play fence.

3. Only players on the roster may be in the dugout during the game.

4. No smoking or alcohol is allowed in the dugouts or on the field of play. The umpire or league coordinator will issue one warning to the offending team. If continued, the game will be declared a forfeit and the team and/or the offending player will be subject to suspension.

5. Big League Dreams uses a “Safety First Base”. Any batted ball hitting the white portion should be fair and any ball hitting the orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner must touch the orange portion of the base but not the white. If legally appealed by the defense, the runner will be called out. The defensive player must always touch the white portion. This rule is in effect only on the initial play at first base. This does not include:
   a) Returning to the base after over-running,
   b) Running on a ball hit to the outfield (unless there is an initial play at first base) or
   c) Re-tagging to advance on a fly ball.

EQUIPMENT

1. Bats: must be wood, unless otherwise approved

2. Big League Dreams will furnish one new 10” baseball. At the start of the game, the home team must furnish a usable backup ball. When a ball goes out of play the responsible teams shall provide a back up ball until the game ball is brought back into play. All balls used must have the BLD stamped logo.

3. Uniforms are optional; however baseball attire is required.

4. Metal Cleats are not allowed

5. Batters and Runners must wear batting helmets

6. Catchers must wear full gear

7. Radar Gun: BLD will use a radar gun to track the speed of the pitch
DEFINITIONS

The **LEAGUE COORDINATOR** is an individual that organizes and maintains league play for baseball.

The **UMPIRE IN CHIEF (UIC)** is an individual who trains, evaluates and supervises the umpires and resolves protests pertaining to the playing rules. In most cases, the league coordinator serves as the umpire in chief.

A **PROTEST** is an action that involves a dispute over a play between teams or some action made by the umpire against a team. A protest must be made verbally to the umpire on the field at the time of the incident before the next pitch. The coach must inform the umpire of his/her intention to protest. A league coordinator or UIC must be called to the field to make a ruling before play continues. Protest of a judgment call will not be considered.

An **EJECTION** is an action taken by an umpire, when an individual flagrantly violates rules, vigorously argues judgment calls, or shows unsportsmanlike conduct. An ejection results in an individual being suspended from all further league and/or tournament play for a minimum of one week. Longer suspensions may result depending on the severity of the infraction. League coordinators will listen to appeals/explanations on suspension only. An ejection or removal from a game is the umpire’s decision.

A **REMOVAL** is an action taken by an umpire when his/her judgment, a player is creating a hazard to his/herself or other players. This action is taken to avoid injury to any individual, or if the action did not warrant an ejection. Removal from a game is only for the remainder of the game.

THE GAME

1. The home team will be designated on the schedule. The home team will be the official scorekeeper and should have an official score sheet properly kept for both teams. If the home team does not have a scorekeeper, the visiting team will be allowed to be the official scorekeeper. If neither team has a scorekeeper, the umpire will be the official scorekeeper and no protest or appeals involving the official score sheet will be allowed. The umpire’s decision will be final. Exception: during the playoffs the higher seed will be the home team throughout all games.

2. A regulation game shall consist of 7 innings or 75 minutes plus bonus time. No new inning may start after the time limit has expired. The time will be set at 80 minutes as soon as the prior game finishes (or at the next scheduled game time if a game ends early). In the first game of the night, when the clock reaches 64:59, the umpire will declare a forfeit if a team has not submitted a lineup card. In all subsequent games, if the clock reaches 74:59, the umpire will declare a forfeit if a team has not submitted a lineup card. Games may start early if both teams are ready and agree to start.
3. If time permits, a game that is tied after 7 innings shall be continued by playing the next inning with the visiting team placing the last official batter (not the last out) during the previous inning on second base. The same shall happen with the home team. Play will continue until the tie is broken. If the last official batter was out due to a vacant spot in the lineup, then no runner will be put on second base for that team. **Courtesy runners are permitted.** No new inning may start after time expires. The game will then be declared a tie. Games called due to rain, inclement weather, or circumstances beyond Big League Dream’s control, will be a regulation game if 5 or more complete inning have been played or if the home team is ahead after 4 ½ innings have been played.

4. A run differential rule will be in play if either team is ahead by 15 runs after 3 innings or 8 runs after 4 innings.

5. The following HOMERUN RULES will be used for designated divisions:
   - Adult Modified Baseball: Unlimited

6. In a suspended game, if less than 3 complete innings have been played, the game will start over. If more than 3 complete innings have been played, the game will continue from that point until time expires or 7 innings have been played. If the score is tied after 5 or more innings the game will be continued from that point at which it was called.

7. All protests will be handled on the spot. Coaches must protest immediately at the point in question. Protests after both teams have left the field will not be allowed.

8. Ineligible player protests must be made before the 3rd out of the bottom of the 3rd inning. Players can be protested after this point only if they enter the game as a substitute. Only one ineligible player protest per game is allowed and up to two players may be questioned. After the start of the 4th inning, players must be protested upon them taking an offensive or defensive position. If a team admits to having an illegal player before the coordinator checks the eligibility, a forfeit will be awarded to the protesting team and no penalties will be imposed. The team penalty for an illegal player is forfeiture of that game and their next scheduled game. The coach and illegal player penalty is suspension from all league and tournament play for a period of 30 days. In the case of a forfeit the winning team has the option of taking a 7-0 score or the actual score of the game at the time of the forfeit.

9. The following situations can make you an ineligible player:
   - a) A player who has not paid their player registration fee.
   - b) A player not on the team roster.
   - c) Playing on two teams in the same division on the same night.
   - d) A player who has been suspended from that game.

**THE PLAYERS AND SUBSTITUTES**

Players must be at least 15 years old to participate in league play. Players under the age of 18 must have a parent or legal guardian signature on the player’s waiver card before participation. All players must be able to produce valid picture I.D. upon request by a league coordinator.

1. Any player can take a defensive position at any point of the game, even if they are not in the batting order. **You must bat at least as many players as you play on defense**
2. Any pitcher replaced in the middle of an inning may not pitch any longer in that game. There is free substitution at the pitchers position in between innings. There will be no mound visits or pitching changes allowed while a team is on defense during the last 5 minutes of the game.

3. The minimum number of players required to start is 7. Any number less than 7 at any point during the game shall be a forfeit. If for any reason a player in the batting order has to leave the game, including injury, that position in the batting order becomes an out unless replaced by a substitute. USSSA substitution and Re-entry rules will apply for legal substitute.

4. Teams may bat as many rostered players as desired that are present at game time. Late players may be added to the bottom of the lineup as they arrive, or enter as substitution.

5. The following actions may warrant a player ejection/removal:
   a) Fake tags, rough tactics or similar unsportsmanlike conduct.
   b) Flagrant rule violations such as fighting etc.
   c) Obscene or objectionable demonstrations toward an official, opponent, or fan (this includes the use of trash talk in an attempt to incite unsportsmanlike conduct).
   d) Intentional or unintentional bat throwing.
   e) Being under the influence of alcohol or any other substance that could cause the player to be at risk to themselves and others.
   f) Any action deemed by Big League Dreams that is not conducive to the park’s atmosphere.

Big League Dreams is a family oriented park. Any obscene language that is loud enough for the umpire to hear is loud enough for spectators to hear. Umpires need not give advance warning.

1. If a player/coach physically abuses any BIG LEAGUE DREAMS official or staff member, he/she is subject to a minimum 1-year suspension. Abuse of another player or spectator shall result in a minimum 30-day suspension.

2. If a player/coach is ejected from a game, that player will not be allowed to play for the remainder of that day and for a minimum of one week of league and/or tournament play. If a player/coach is ejected a second time during the same season, that player/coach shall be suspended from all league and tournament play for a minimum of 30 days.

3. BIG LEAGUE DREAMS SPORTS PARK IS PRIVATELY OWNED AND OPERATED; WE RESERVE THE RIGHT TO REFUSE PARK ACCESS TO ANYONE AT ANY TIME.

CLASSIFICATION

Teams assigned a classification level may be reevaluated and changed after a team’s first game in order to maintain parity in each division. The league coordinator will make the final decisions as to the classifications of each team. If a team’s level is changed, that team’s record will be carried over to the team’s new division.

ROSTER

Team rosters will be frozen after the third week of play with the following exceptions: In all cases in which a player is dropped from the teams’ roster, that player must be replaced in order to maintain a minimum of 12 players. By dropping a player, the added player is then responsible to register and pay his or her player fee. Hardship cases will be heard by the league coordinators
and evaluated on a case-by-case basis. **Under no circumstances will players be allowed to be added during playoffs.**

**TIE BREAKER**

If two teams are tied at the season’s completion the following tie breaking rules will be in effect: Head to head records will be the first determining factor followed by lowest runs allowed head to head. In the event that the tie is not broken, then the fewest runs allowed for the season will be the determining factor. In the event of a tie between 3 or more teams, run differential between the tied teams for the entire season will be determined (unless one team is undefeated against the other tied teams).

**ADDITIONAL MODIFIED BASEBALL RULES**

**Follows regulation baseball rules as modified below:**

**PITCHING RULE**

1. The Pitcher shall pitch from the back of the Softball Pitchers box (58 feet from home plate). There will be no mound used.

2. A legal delivery shall be a ball thrown as straight fastball.
   a) The pitch shall not exceed 65 mph
   b) A ball delivered in excess of 65 mph shall be played as a “live-dead ball.”
   c) A ball delivered as anything other than a straight fastball, obvious breaking balls (no knuckleballs, curveballs, etc.) shall also be played as a “live-dead ball.”
      a. The umpire will give a “live-dead ball” signal (hand/arm stretched out to the side)
   d) For the first 5 innings a pitcher shall be given (3) “live-dead ball” pitches under rule 2.b, 2.c. At which time the pitcher must be removed
   e) For the 6th and 7th, and all proceeding innings a pitcher must be removed following any pitch that is called a “live-dead ball.”
   f) Under Rule 2.b any ball not put into play shall be called a “ball”
   g) Under Rule 2.c any ball not put into play/or put into play shall be called a “dead ball”, “ball” if no runners are on, and a “balk” if runners are on
   h) Three warm-up pitches are allowed after the first inning unless a new pitcher is entering.

**LIVE-DEAD BALL**

A “Live-Dead Ball” that is put into play, which results in a hit, will stand as a hit. If the Batter Runner is thrown out after occupying first base than the result of the play will stand.

1. A “Live-Dead Ball” that results in an out prior to the Batter Runner occupying first shall be called a “ball”, and the Batter shall go back up to bat with the result of the pitch being called a ball. All runners would follow Pitching Rule 2.g

**BATTING**

All batters start their bat with a count of one ball and one strike. The batter is out after his/her second foul ball with two strikes.
Bunting is allowed

**BASE RUNNING**

One courtesy runner per team per inning may be used. The last out will be the courtesy runner. If there are no outs, the last out of the previous inning will be used. A second courtesy runner may be used for the catcher, and is mandatory with 2 outs. Any player may run for the catcher, it does not have to be the last out.

**LEADOFF RULE**

No leading off is allowed, but base stealing is allowed after the pitcher has released the ball. Runners that leave the base early will be called out. The play will be called “Dead” with umpire stopping play.

**PLAYOFFS**

All teams make the playoffs.

The higher seed team will be home team throughout the playoffs. Playoffs will use the same format as regular season games including time limit and run rule.

**NOTE:** *Picture I.D.’s will be required for all players to participate in the playoffs.*