

# **2019**

# **SCSBSA**

## ***RULES AND REGULATIONS***



**St. Clair Shores Baseball Softball Association**

**P.O. Box 314, St. Clair Shores, MI 48080**

**[www.scsbsa.com](http://www.scsbsa.com)**

***“Teach them to play by the rules and they’ll learn to live  
by the rules”***

**The following rule books are needed for Managers, Coaches, and Umpires**

**Softball Recreation**

**2019 USA Softball**

**Softball Travel**

**2019 Michigan High School Softball - including case book**

**Baseball Recreation thru Pony**

**2019 Pony**

**Baseball High School League**

**2019 Michigan High School Baseball - including case book**

**Baseball Federation**

**2019 Michigan High School Baseball - including case book**

**Official Baseball – The Sporting News**

# 2019 Playing Rules

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Revised 03/28/2019

## **1. Expectation of Parents**

- 1.1. We expect parents to be a positive influence on their children, no matter what the situation. Children tend to pick up on adult mannerisms. Anything negative would delay the progress of the child and our goal in the SCSBSA. Baseball/softball is eighty percent (80%) mental, twenty percent (20%) physical. Please support us.
- 1.2. We encourage all parents to help in their child's growth in this sport. Play catch, watch games, and talk strategies. Help them to understand the game.
- 1.3. Parents are expected to remain positive before, during and after the game for both teams and fans. Do not abuse or embarrass any player, umpire, coach or opposing fans. Everyone has a right to watch the game. No one has the right to show disrespect or unsportsmanlike conduct to anyone.
- 1.4. Parents must understand that all members of the SCSBSA are volunteers. Good volunteers are hard to find. We would not want to lose a good person for something that could have been avoided. Show us respect and we will in turn work on teaching your children our original pastime. Contact any board member if there is a problem. We will address it.
- 1.5. The SCSBSA does not put emphasis on winning. We try to win, but we focus on fundamentals, motivation, progression of players and how to handle losing when it happens. As parents, we hope you share in our same philosophies.
- 1.6. Parents are welcome to attend our general membership meetings. We meet the first Monday night of the month from March to September at the SCSBSA Equipment Room located at the north parking lot, KYTE Monroe.
- 1.7. Parents are expected to bring their children to and from practices and games, on time, at coach's request.
- 1.8. Parents must have all fees paid in full before the team's first practice, unless prior arrangements have been made with the SCSBSA Board.
- 1.9. Parents must turn in all equipment belonging to the SCSBSA as soon as the season is over. In the event there is equipment still out by the start of the following year's registration, your child will not be able to register until the equipment is returned or the missing equipment is paid for.

## **2. Player Eligibility**

- 2.1. This Baseball/Softball Program allows all St. Clair Shores Boys & Girls between the ages of five (5) years old and eighteen (18) years old. We will also take in any boy and girl from surrounding communities. In the event of too many participants, we will take all St. Clair Shores residents first and place all other children outside the city on a waiting list, until there are openings.
- 2.2. Parents must provide verification of date of birth at the time of the child's first registration. Photo copies of birth certificates are acceptable.
- 2.3. Cut-off dates:
  - 2.3.1. **BOYS, May 1, (on or before)**
    - 2.3.1.1. T-Ball, 4, 5 & 6 Year Olds
    - 2.3.1.2. Pinto, 7 & 8 Year Olds
    - 2.3.1.3. Mustang, 9 & 10 Year Olds
    - 2.3.1.4. Bronco, 11 & 12 Year Olds
    - 2.3.1.5. Pony, 13 & 14 Year Olds
    - 2.3.1.6. High School, 15 to 18 Year Olds
  - 2.3.2. **GIRLS, January 1 (on or before)**
    - 2.3.2.1. T-Ball, 4, 5 & 6 Year Olds
    - 2.3.2.2. 9/Under, 7, 8 & 9 Year Olds

- 2.3.2.3. 12/Under, 10, 11 & 12 Year Olds
- 2.3.2.4. 14/Under, 13 & 14 Year Olds
- 2.3.2.5. 16/Under, 15 & 16 Year Olds
- 2.3.2.6. 18/Under, 17 & 18 Year Olds
- 2.4. No player will play on more than one team within the Association. Exception: Tournament Team, and All Star Team. However, participation in the recreation league will take precedence.
- 2.5. A player who is a member of any school team is not eligible to participate in any games or scrimmages until the school team has completed its schedule in accordance with MHSAA 2018-2019 Handbook, Regulation I, Section 12 – Limited Team Membership. A student who, after practicing with (including tryouts) or participating in an interscholastic scrimmage or contest as a member of a high school athletic team, participates in any athletic competition not sponsored by his or her school in the same sport during the same season, shall become ineligible for a minimum of the next three (3) days of competition and maximum of the remainder of that sport season in that school year. A school program includes CYO, Middle and High School.

## 1. **Draft Procedure**

- 1.1. Blind draft only. Teams are selected to keep the average age as close as possible to other teams in the division, including protected players, with the aide of the SCSBSA Registration System.

- 1.2. Protected Players. Brothers and or sisters cannot be considered as one protected player.

The amount of protected players per team is subject to change at the discretion of the Commissioner and Vice President.

### 1.2.1. **Boys Division.**

- 1.2.1.1. T-Ball - Six (6) protected players (example: manager and two (2) coaches' children and three (3) additional registered players).
- 1.2.1.2. Pinto - Six (6) protected players (example: manager and two (2) coaches' children and three (3) additional registered players).
- 1.2.1.3. Mustang - Six (6) protected players (example: manager and two (2) coaches' children and three (3) additional registered player).
- 1.2.1.4. Bronco – Six (6) protected players (example: manager and two (2) coaches' children and three (3) additional registered player).
- 1.2.1.5. Pony – Six (6) protected players with the remainder drafted with cooperation of managers and league commissioners.
- 1.2.1.6. High School – All players protected.

### 1.2.2. **Girls Division.**

- 1.2.2.1. T-Ball - Six (6) protected players (example: manager and two (2) coaches' children and three (3) additional registered players).
- 1.2.2.2. 9/Under - Six (6) protected players (example: manager and two (2) coaches' children and three (3) additional registered players).
- 1.2.2.3. 12/Under - Six (6) protected players (example: manager and two (2) coaches' children and three (3) additional registered player).
- 1.2.2.4. 14/Under - Six (6) protected players with the remainder drafted with cooperation of managers and league commissioners.
- 1.2.2.5. 16/Under - All players protected.
- 1.2.2.6. 18/Under - All players protected.

- 1.3. The maximum number of players per team is fifteen (15). Subject to number of registered players.

- 1.4. At the division directors and commissioners' discretion, late registrants will be placed on teams to balance the league.
- 1.5. No player may play up in a division in recreation baseball/softball without board approval. The parent or guardian must sign a Waiver of Liability from the St. Clair Shores Baseball Softball Association, and be on file with the Association before any division changes can take place. The reasons must be valid.
- 1.6. All division draft procedures must be approved and monitored by the division vice president and commissioner. No draft shall take place without the commissioner or an executive board member present.
- 1.7. No buddy system. Only siblings will be allowed to play together.
- 1.8. Under no circumstance can a parent(s) or player(s) specify a manager or coach to play for. However, at registration only, they may request that their child not be placed with a particular coach or manager, with valid reason only.
- 1.9. There must be at least one (1) member drafting from each team on draft day. No exceptions.
- 1.10. No trading of players allowed at any time.
- 1.11. No federation or travel softball players are eligible for the recreation draft.
- 1.12. Players will not be put in the draft until all fees are paid. No exceptions.

## **2. Contracts and Rosters**

- 2.1. In the event that a player is lost to a team at any time during the season due to medical reasons, the team will be allowed to replace the player on the roster, with the approval of the Division Director and Commissioner. The injured player will be listed as "on disabled list" and will not be allowed to play for any team for the rest of the season. A doctor's certificate, on doctor's letterhead, stating the injury must be filed with the Commissioner prior to any replacement of a player.
- 2.2. A player replacing an injured player will be chosen from a waiting list, by the division director and Commissioner. In the event there is not a waiting list, the director will make an attempt to locate a child in that age bracket, with the assistance of the executive board.
- 2.3. Any addition to a team must be made 24 hours in advance before the player can play in a game. The player's contract and fees must be taken care of with the recreation department before the player is eligible to play. Only the Commissioner and Vice President of Hardball/Softball can waive this rule.
- 2.4. Roistered or Registered players under contract with a recreation team remain the property of that team, unless properly released by the Commissioner.
- 2.5. During the regular season, in the event a team is unable to field the minimum players requirement, to avoid forfeit, the Division Director can move a player from a team not scheduled for that day, in the same age division or with parents' permission move up a player from the immediate lower division to temporally fill the team's roster for one game. This appointed player cannot play the pitching or catching position. Coaches cannot request only certain players.

## **3. Official Game**

- 3.1. Game length See section 6
- 3.2. Official Game.
  - 3.2.1. Games will be official, either by innings or time limit, whichever comes first. In the event of ties, games can be continued until a winner is determined, provided time limit has not expired.
  - 3.2.2. In the event of poor weather or field conditions, an official game shall be; Four and one-half (4 1/2) innings, if the home team is ahead. Otherwise, five (5) full innings must be played.

- 3.2.3. Any game suspended prior to completion (see 5.2.1 and 5.2.2 for official game) will be continued from the point of suspension with the time limit remaining in effect, arranged by both managers, through the division director. Managers must go through directors on this matter. Also, make up games must be made up within two (2) weeks and on home team's practice field or away team's, if mutually agreed. No manager or coach is permitted to call St. Clair Shores Parks & Recreation to reschedule. You must go through your directors.
- 3.2.4. All games shall be played on the dates and times designated on the schedule. No team will be given preference. Only with a school function may a game be changed through the division director. However, it must first have executive board approval.
- 3.2.5. In the event that there are two (2) games scheduled on the same field at the same time, field use will be determined by a coin flip of the two (2) home team managers. However, if one of these games involves a federation or travel softball team, then that game will have preference. We apologize for any inconvenience this may cause.
- 3.2.6. In case of inclement weather or poor field conditions, it will be the responsibility of the umpire, upon his/her arrival on the playing field to determine field conditions, regarding whether a game can be played. If prior to reaching the ballpark (game time) both managers can make this decision, with approval by division director or the commissioner. The safety of the children will be the deciding factor in this matter.
- 3.2.7. A team failing to field at least nine (9) uniformed players within fifteen (15) minutes after scheduled starting time of a game, that team shall forfeit that game. If a team starts with nine (9) players and loses one to injury, illness, etc., they may finish with eight (8) players, no less. If a player is injured, ill or ejected and a team fails to field nine (9) players but have already used substitutes on the bench, they may be reinserted into the game for that player.
- 3.2.8. Any team that forfeits two (2) games during the season may be suspended for the remainder of the season with no refunds. In such case, all the team's games will be thrown out, and not counted in wins or losses, even games that have already been played.

#### **4. Divisions - Offense, Defense, Pitching Guidelines**

##### **4.1. T Ball (Boys & Girls)**

- 4.1.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived. This is an instructional league. We encourage managers and coaches to teach and play the children in all positions.
- 4.1.2. Game length – 6 innings with a 1 hour and 30 minute time limit.
- 4.1.3. Mercy Rule - Five (5) runs or three (3) outs per inning, whichever comes first.
- 4.1.4. Batting tees will be used only.
- 4.1.5. Continuous batting order. Any player(s) arriving after the game has started will be inserted into the bottom of the order.
- 4.1.6. There is a fifteen (15) foot arc from foul line to foul line; only balls hit past fifteen (15) feet are fair.
- 4.1.7. There is an additional fifteen (15) foot defensive arc, in which no defensive player can position themselves within thirty (30) feet from batter.
- 4.1.8. The player playing the pitcher's position must be in contact with the mound, until the ball is hit.
- 4.1.9. All players required to wear helmets in accordance with rule 7.4 are required to use chin straps.
- 4.1.10. The player playing the pitcher's position must wear a helmet with a facemask.

- 4.1.11.** Ball thrown from outfield - hits the infield, ball is dead and runners may not advance. However, if runner(s) are caught in the basepaths when ball arrives in the infield, they may advance to that base only.
- 4.1.12.** Defense can use up to twelve (12) players in the field, positions must consist of: catcher, pitcher, first base, second base, short-top, third base, roving infield, and five (5) outfield. Outfielders must be positioned evenly and approx. eight (8) feet behind the infielders. If a team has less than ten (10) players, the opposing team must use only ten (10) defensive players.
- 4.1.13.** No more than two (2) defensive coaches can be on the playing field at one time. These coaches must be positioned behind the outfielders. This is for instructional purposes only.
- 4.1.14.** If the bat hits any part of the rubber tee and the ball goes beyond the fifteen (15) foot radius, it shall be considered a fair ball. Any ball that rests before the fifteen (15) foot arc will be considered foul.
- 4.1.15.** Managers and/or Coaches will serve as umpires.
- 4.1.16.** Playing Field Dimensions – Base 50 feet, Pitching 38 feet, Home to Second 70 feet 8 inches.
- 4.1.17.** The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.2. Pinto - Use Pony Baseball Rules, except the following:**

- 4.2.1.** Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived. This is an instructional league. We encourage managers and coaches to teach and play the children in all positions.
- 4.2.2.** Game length – 6 innings with a 2 hour time limit. Game time can be shorted to 1 hour and 45 minutes providing both managers agree.
- 4.2.3.** Mercy Rule - Five (5) runs or three (3) outs per inning, whichever comes first.
- 4.2.4.** Three strikes or seven pitches constitutes an out.
- 4.2.5.** This division is coach pitch. No pitching machines required. Coaches will pitch to their own players.
- 4.2.6.** Continuous batting order. Any player(s) arriving late after the game has started will be inserted into the bottom of the order.
- 4.2.7.** The player playing the pitcher's position must be in contact with the mound, until the ball is hit. The player fielding the pitcher's position shall take position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher with one foot on the dirt portion of the mound or in the area of the mound.
- 4.2.8.** Coaches or managers shall pitch from a pitching plate 38 feet from the point of home plate.
- 4.2.9.** Coach-pitcher must remain in contact with the pitching rubber while pitching. He/she must throw the ball overhand. No kneeling or pitching from the knee is allowed.
- 4.2.10.** The coach-pitcher shall not direct or coach their team in any way on offense.
- 4.2.11.** All players required to wear helmets in accordance with rule 7.4 are required. Chin straps are recommended.
- 4.2.12.** The player playing the pitcher's position must wear a helmet with a facemask.
- 4.2.13.** Use ten (10) players. Four (4) outfielders positioned evenly and ten (10) feet behind the infielders.



- 4.2.14. The Batter-Runner has the opportunity, with liability to be put out, to advance no more than two bases on a well hit ball hit in the air in the outfield without being caught or through the infield into the outfield. Any Base Runners have the same opportunity with liability to be put out, to advance no more than two bases on a well hit ball hit in the air in the outfield without being caught or through the infield into the outfield.
- 4.2.15. When a Ball is thrown from outfield, is in the possession of an infielder, and all play on the runner(s) has ceased, time shall be called. The ball is dead and shall be returned to the pitcher/coach operating the pitching machine.
- 4.2.16. Any ball that hits the pitching coach will be a single, ball is dead, and runners advance if forced.
- 4.2.17. No stealing.
- 4.2.18. No advancement on dropped third (3rd) strike.
- 4.2.19. No advancement on hit by pitch.
- 4.2.20. No advancement on any overthrows or fielding errors.
- 4.2.21. No infield fly rule.
- 4.2.22. No bunting.
- 4.2.23. All outfielders must take their respective positions a minimum of 15 feet beyond the base path in the outfield.
- 4.2.24. Managers and/or Coaches will serve as umpires.
- 4.2.25. Playing Field Dimensions – Base 50 feet, Pitching 38 feet, Home to Second 70 feet 8 inches.
- 4.2.26. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.3. Mustang - Use Pony Baseball Rules, except the following:**

- 4.3.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived. This is an instructional league. We encourage managers and coaches to teach and play the children in all positions.
- 4.3.2. Game length - 6 innings with a 2 hour time limit. No new inning shall start after 1 hour and 45 minutes.
- 4.3.3. Mercy Rule - Five (5) runs or three (3) outs per inning, whichever comes first. This limit is valid for the entire game.
- 4.3.4. Continuous batting order. Anyone arriving late to the game is inserted at the bottom of the batting order.
- 4.3.5. Defense will use ten (10) players, one in each position: pitcher, catcher, 1st base, 2nd base, shortstop, 3rd base, left field, left-center, right-center, right field.
- 4.3.6. If a pitcher hits two (2) batters in an inning, he shall be removed from the pitching position for the game.
- 4.3.7. On close plays, runners must avoid contact with defensive players or give themselves up. They could be called out at umpire's discretion.
- 4.3.8. Pitchers shall be allowed to pitch in no more than three (3) innings or have thrown 75 pitches (whichever comes first) in the same calendar day. Please refer to the "Pony pitch smart chart". Managers will be responsible to track and report each pitchers pitch count after each game. Once a pitcher is removed from pitching, they may not return to pitch in same game. One pitch constitutes one inning.
- 4.3.9. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.

- 4.3.10. Once the umpire-in-chief signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
- 4.3.11. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
- 4.3.12. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
- 4.3.13. Lead offs and stolen bases will be enforced as in rule 9, N, #3, in the Official Pony Baseball rulebook.

“Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.” *Once the catcher throws the ball back to the pitcher, the play is dead.*

- 4.3.14. Pointe of Emphasis. There will be no stealing of home unless a Passed Ball occurs.
- 4.3.15. The Balk Rule is in effect. Two (2) warnings shall be given to each pitcher before the balk rule is enforced.
- 4.3.16. No advancement on dropped third (3rd) strike.
- 4.3.17. Infield fly rule is in effect.
- 4.3.18. One (1) umpire scheduled through SCSBSA.
- 4.3.19. Playing Field Dimensions – Base 60 feet, Pitching 46 feet, Home to Second 84 feet 10 inches.
- 4.3.20. The Mustang Division is a non-competitive age group. It is instructional.
- 4.3.21. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.4. Bronco - Use Pony Baseball Rules, except for the following:**

- 4.4.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived.
- 4.4.2. Game length - 7 innings with a 2 hour time limit. No new inning shall start after 1 hour and 45 minutes.
- 4.4.3. Mercy Rule - After five (5) innings, if the visiting team is leading by at least 10 runs or four and one-half (4 1/2) innings if the home team is leading by at least 10 runs, the game will be considered a complete game.
- 4.4.4. Continuous batting order. Anyone arriving late to game is inserted at the bottom of the batting order.
- 4.4.5. On close plays, runners must avoid contact with defective players or give themselves up. They could be called out at umpire’s discretion.
- 4.4.6. Pitchers shall be allowed to pitch in no more than three (3) innings or have thrown 85 pitches (whichever comes first) in the same calendar day. Please refer to the “Pony pitch smart chart”. Managers will be responsible to track and report each pitchers pitch count after each game. Once a pitcher is removed from pitching, they may not return to pitch in same game. One pitch constitutes one inning.

- 4.4.7. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
- 4.4.8. Once the umpire-in-chief signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
- 4.4.9. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
- 4.4.10. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
- 4.4.11. The balk rule will be in effect. Two (2) warnings shall be given to each pitcher before the balk rule is enforced.
- 4.4.12. No intentional curve balls allowed.
- 4.4.13. The pitcher shall be removed from the pitching position if he hits two (2) batters with a pitched ball in one inning.
- 4.4.14. Playing Field Dimensions – Base 70 feet, Pitching 50 feet, Home to Second 99 feet.
- 4.4.15. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.5. Pony - Use MHSAA Baseball Rules, except for the following:**

- 4.5.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived.
- 4.5.2. Game length - 7 innings with a 2 hour time limit. No new inning shall start after 1 hour and 45 minutes.
- 4.5.3. Mercy Rule - After five (5) innings, if the visiting team is leading by at least 10 runs or four and one-half (4 1/2) innings if the home team is leading by at least 10 runs, the game will be considered a complete game.
- 4.5.4. Continuous batting order. Anyone arriving late to game is inserted at the bottom of the batting order.
- 4.5.5. 2-¼” barrel bats and 2-5/8” barrel bats are legal. If a 2-5/8” bat is -3, it must be BBCOR certified (stamped on the bats). 2-3/4” barrel bats are prohibited.
- 4.5.6. On close plays, runners must avoid contact with defective players or give themselves up. They could be called out at umpire’s discretion.
- 4.5.7. Pitchers shall be allowed to pitch in no more than four (4) innings or have thrown 95 pitches (whichever comes first) in the same calendar day. Please refer to the “Pony pitch smart chart”. Managers will be responsible to track and report each pitchers pitch count after each game. Once a pitcher is removed from pitching, they may not return to pitch in same game. One pitch constitutes one inning.
- 4.5.8. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
- 4.5.9. Once the umpire-in-chief signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.
- 4.5.10. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.

- 4.5.11. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
- 4.5.12. The balk rule will be in effect. One (1) warning shall be given to each pitcher before the balk rule is enforced.
- 4.5.13. Playing Field Dimensions – Base 80 feet, Pitching 54 feet, Home to Second 113 feet 2 inches.
- 4.5.14. The above rules are subject to modification due to interplay.
- 4.5.15. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.6. High School - Use MHSAA Baseball Rules, except for the following:**

- 4.6.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived. We encourage managers and coaches to teach and play the children in all positions.
- 4.6.2. Game length - 7 innings. Games played at Kyte Monroe will have a 2:15 time limit (No new inning starts after 2 hrs.)
- 4.6.3. Mercy Rule - After five (5) innings, if the visiting team is leading by at least 10 runs or four and one-half (4 1/2) innings if the home team is leading by at least 10 runs, the game will be considered a complete game.
- 4.6.4. All bats must be BBCOR certified. (2-5/8"-3 BBCOR certified bats only)
- 4.6.5. On close plays, runners must avoid contact with defective players or give themselves up. They could be called out at umpire's discretion.
- 4.6.6. Michigan High School Pitching Rules are to be followed: 25 pitches or less, no required days of rest, 26-50 pitches, 1 day rest; 51-75 pitches, 2 days rest; 76-105 pitches, 3 days rest. 105 pitches is the max. Rest is calculated as per calendar day. Managers will be responsible to track and report each pitchers pitch count after each game. Once a pitcher is removed from pitching, they may not return to pitch in same game. One pitch constitutes one inning.
- 4.6.7. Playing Field Dimensions – Base 90 feet, Pitching 60 feet 6 inches, Home to Second 127 feet 3 inches.
- 4.6.8. The above rules are subject to modification due to interplay.
- 4.6.9. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.7. Mays/Reese/Koufax/Mantle/Mack (MABF) - Use Michigan High School Rules, except the following:**

- 4.7.1. All games will be seven (7) innings with the exception of Willie Mays, which will be six (6) innings. Tie games may be completed if time permits.
- 4.7.2. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.8. Girls - 9/Under Recreation League - Use USA Softball Rules except the following:**

- 4.8.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived. This is an instructional league. We encourage managers and coaches to teach and play the children in all positions.

- 4.8.2. Game length – 6 innings with a 1 hour and 30 minute time limit. No new inning shall start after 1 hour and 15 minutes.
- 4.8.3. Eighth (8th) batter rule. The eighth (8th) batter in an inning is automatically the second (2nd) out before batting. The inning is over after, either the third (3rd) out is made or the eighth (8th) batter scores, whichever comes first.
- 4.8.4. Three strikes or seven pitches constitutes an out, with a maximum of two foul balls after the second strike.
- 4.8.5. Pitching machine will be used. The machine will deliver flat pitches.
- 4.8.6. The Batter-Runner has the opportunity, with liability to be put out, to advance no more than two bases on a well hit ball hit in the air in the outfield without being caught or through the infield into the outfield. Any Base Runners have the same opportunity with liability to be put out, to advance no more than two bases on a well hit ball hit in the air in the outfield without being caught or through the infield into the outfield.
- 4.8.7. When a ball is thrown from outfield, is in the possession of an infielder, and all play on the runner(s) has ceased, time shall be called. The ball is dead and shall be returned to the pitcher/coach operating the pitching machine.
- 4.8.8. Continuous batting order. Anyone arriving late to game is inserted at the bottom of the batting order.
- 4.8.9. For safety purposes, any ball that hits the pitching machine or lands in pitching machine arc, will be a single, ball is dead, runners advance if forced.
- 4.8.10. Use ten (10) players in field. Four (4) outfielders positioned evenly ten (10) feet behind the infielders.
- 4.8.11. No stealing.
- 4.8.12. Leadoffs will be allowed once the ball leaves the pitching machine. No leaving early. No penalty unless abused.
- 4.8.13. No advancement on dropped third (3rd) strike.
- 4.8.14. No advancement on any overthrows or fielding errors.
- 4.8.15. No infield fly rule.
- 4.8.16. No advancement on hit by pitch.
- 4.8.17. All players required to wear helmets in accordance with rule 7.4 are required to use chin straps.
- 4.8.18. Managers and/or Coaches will serve as umpires.
- 4.8.19. Playing Field Dimensions – Base 45 feet, Pitching 33 feet, Home to Second 63 feet 8 inches.
- 4.8.20. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.9. Girls - 12/Under Recreation League - Use USA Softball Rules, except the following:**

- 4.9.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived.
- 4.9.2. Game time is 6:00 p.m. Whenever possible there will be a second game at 7:30 p.m. between the same two (2) teams. All games will be six (6) innings. Tie games can be completed if time permits. All games will have 1 hour and 30 minute time limit. No new inning shall start after 1 hour and 15 minutes.
- 4.9.3. Mercy Rule - After five (5) innings, if the visiting team is leading by at least 10 runs or four and one-half (4 1/2) innings if the home team is leading by at least 10 runs, the game will be considered a complete game.

- 4.9.4. Continuous batting order. Anyone arriving late to game is inserted at the bottom of the batting order.
- 4.9.5. Use twelve (12) inch ball.
- 4.9.6. Infield fly rule is in effect.
- 4.9.7. Dropped third (3rd) strike is in effect.
- 4.9.8. No stealing unless the ball passes the plane of the catcher's heels. The umpire will call time and return any runner(s) who advances on a pitch that did not pass the catcher's heels.
- 4.9.9. Leadoffs will be allowed on the release of the pitch by the pitcher. Runners leaving early are subject to being called out.
- 4.9.10. On close plays, runners must avoid contact with defensive players or give themselves up. They could be called out at umpire's discretion.
- 4.9.11. Use ten (10) players in field. Four (4) outfielders positioned evenly behind the infielders.
- 4.9.12. Flat pitch will be delivered by pitcher using a fast pitch delivery style.
- 4.9.13. Playing Field Dimensions – Base 60 feet, Pitching 40 feet, Home to Second 84 feet 10 inches.
- 4.9.14. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.10. Girls - 14/Under, 16/Under, and 18/Under Recreation League - Use USA Softball Rules, except the following:**

- 4.10.1. Each player must play in three (3) innings of every game, two (2) innings or twelve (12) outs must be consecutive. Exception: If a player arrives after the fourth (4th) inning this rule is waived.
- 4.10.2. Game time is 6:00 p.m. Whenever possible there will be a second game at 7:30 p.m. between the same two (2) teams. All games will be six (6) innings. Tie games can be completed if time permits. All games will have 1 hour and 30 minute time limit. No new inning shall start after 1 hour and 15 minutes.
- 4.10.3. Mercy Rule - After five (5) innings, if the visiting team is leading by at least 10 runs or four and one-half (4 1/2) innings if the home team is leading by at least 10 runs, the game will be considered a complete game.
- 4.10.4. Continuous batting order. Anyone arriving late to game is inserted at the bottom of the batting order.
- 4.10.5. Use twelve (12) inch ball.
- 4.10.6. Leadoffs will be allowed on the release of the pitch by the pitcher. Runners leaving early are subject to being called out.
- 4.10.7. On close plays, runners must avoid contact with defensive players or give themselves up. They could be called out at umpire's discretion.
- 4.10.8. Flat pitch will be delivered by pitcher using a fast pitch delivery style.
- 4.10.9. Playing Field Dimensions – Base 60 feet, Pitching 43 feet, Home to Second 84 feet 10 inches.
- 4.10.10. Point of Emphasis – Use 9 players only in the field.
- 4.10.11. The offensive coach has the option to use either on-deck circle. When using the opposite on-deck circle, the on-deck batter must not be on the open side of the batter.

**4.11. Girls Travel – SMAFF, Macomb League, or Eastside League - Use Michigan High School Rules.**

**4.11.1.** See individual league rules for changes and exceptions.

**5. Equipment / Safety**

- 5.1.** Only uniforms supplied by SCSBSA will be used. No exceptions. Uniforms will be alike in color with identifying numbers. Boys' hardball - shorts are prohibited.
- 5.2.** Personal bats may be used if desired in T-Ball Pinto & Girls 9u. In all other divisions, personal bats are required. They must meet regulation size, weight, and material in accordance with the Pony, *USA Softball*, USSSA or MHSAA rules used for said age group. Wood bats must have a grip or taped handle. Baseball bats used in the High School Division – Colt / Palomino or higher must be BBCOR Certified. 2-1/4" barrel bats and 2-5/8" barrel bats are legal in all boys divisions 14u and under. If a 2-5/8" bat is -3, it must be BBCOR certified (stamped on the bat). 2-3/4" barrel bats are prohibited in all divisions.
- 5.3.** Catcher must be in full equipment (mask with throat guard, chest protector, shin guards). In the boys' division, all players must wear cups and supporters.
- 5.4.** Catchers, not in a game, warming up pitchers, must wear at least a catchers helmet and mask with throat guard.
- 5.5.** Helmets must be used by the batter, baserunners and the on deck batter. Anyone deliberately discarding his or her helmet will be called out. Ball is dead and runners return to their original base occupied. Players that coach bases must also wear helmets. All Softball helmets shall be equipped with a securely fastened NOCASE approved face mask guard. Chin straps are recommended.
- 5.6.** Rubber spikes and tennis shoes may be worn. No street shoes. Metal spikes are allowed in Pony, Colt, Palomino, Sandy Koufax, Connie Mack, Stan Musial, High School, 14U, 16U and 18U Leagues.
- 5.7.** No jewelry is allowed. If ears are newly pierced, at the umpire's discretion, some type of band-aid or adhesive tape must be placed over ear(s) to prevent catching earring(s) on batting helmet or other equipment.
- 5.8.** Girls Softball - baseball caps, visors or headbands are optional. If worn, caps, visors, and headbands can be mixed but all the caps must match, all the visors must match and all the headbands must match. Caps, visors, and headbands do not have to match each other. Absolutely, no bandanas will be allowed.

**6. Field / Ground Rules**

- 6.1.** The St. Clair Shores Parks & Recreation Department assigns the ball-fields we use. Do not contact them to make any arrangements on your own. Once the schedules are completed they are final. If you have any concerns about scheduling, fields and maintenance of fields, contact your directors, who will communicate to the Association Board.
- 6.2.** Umpires will be responsible for ground rules at game time.
- 6.3.** Bases and pitching rubber will be supplied by the SCSBSA and given out with the rest of the equipment. When playing St. Gertrude teams on St. Gertrude fields, the home team is responsible for the bases.
- 6.4.** Sliding - for the safety of players, you must avoid contact with defective players or give yourself up at home or any other base or you will be called out at umpire's discretion. No fake tagging allowed. We do not encourage the use of headfirst slides.
- 6.5.** No one is allowed behind the backstop.

- 6.6. Spectators and fans must remain out of the playing area. Any interference or obstruction by spectators may result in the reversal of a close play at the umpire's discretion.

## 7. Scoring

- 7.1. Umpires must sign the scoresheets of both teams at the conclusion of each game. The manager, win or lose, must file a game report (SCSBSA provides forms) with the Division Director within seventy-two (48) hours from the completion of the game. Failure to do this will result in no credit for a win. Phone calls, E-Mail, faxes, or personal delivery are acceptable.
- 7.2. Teams will receive two (2) points for a win, one (1) point for a tie game, and one half (1/2) point for reporting a game win or lose. No tie games will be replayed.
- 7.3. Standings will be determined by total points. In the event of ties in standings, the following tiebreakers will be used:
- 7.3.1. Head to head competition.
  - 7.3.2. Division record between other teams on schedule, better record between teams with better record.
  - 7.3.3. Least amount of runs scored against head to head games.
  - 7.3.4. Playoff game if time permits.
- 7.4. T Ball does not keep track of wins or losses. They do not have playoffs. These are instructional divisions only.
- 7.5. Pinto, Mustang, Girls 8/Under and 10/Under do not keep track of wins or losses. These are instructional divisions only. If time permits, an end of season tournament may be added.
- 7.6. Vice Presidents, Commissioners and Division Directors will determine the number of teams making playoffs. Decision will be based on number of teams in divisions and time permitting.

## 8. Conduct / Discipline / Suspensions

- 8.1. The commissioners shall be made aware of all matters concerning conduct and discipline.
- 8.2. Profanity, abusive language, harassment, fighting, and heckling of any player, coach, manager or umpire will not be tolerated. Spectators connected with the program shall in no way interfere with the game. If an umpire feels at any time that the situation has become overbearing, he/she can have the game suspended and forfeited to the opposing team. Managers and coaches from both teams must assist the umpire in game and crowd control.
- 8.3. In the event an umpire ejects any player, coach, parent or spectator from a game, the manager is automatically ejected also. Players, whose parents have been ejected, shall also be ejected from the game only. All ejected persons (including the manager, not including the player if the parent is ejected) will automatically be suspended from the team's next game. Second ejections in the same season will be an automatic two (2) game suspension and so on. Depending on the severity of the offense, the SCSBSA can increase the suspension and/or take further action.
- 8.4. Smoking is prohibited within 100 ft. of the player's benches, bleachers and playing fields. There will be NO warning. Ejection from the game only will be at the umpire's discretion.
- 8.5. The SCSBSA has made a commitment to provide a place for youths to participate in baseball/softball in your community. We would like a commitment from parents and players to attend all practices and games. We understand there will be exceptions, but should not be the rule. Participation is a main ingredient in teamwork.
- 8.6. Transportation to and from practices and games is the responsibility of parents and/or guardians.
- 8.7. A player is expected to attend a minimum of two (2) practices per week until the season begins, then once a week when the season starts.
- 8.8. If a player has two (2) or more unexcused absences, he or she may be removed from the lineup at manager's discretion with approval from the director and commissioner. Further absences may require



being dropped from the team with no refund. Must be reviewed by commissioner and have board approval. No disciplinary action by a manager or coach on a player will be made without director, commissioner or board approval.

- 8.9.** No alcoholic beverages are permitted in parking lot or on the field at any time in accordance with city ordinances. Games will be suspended and may be forfeited, without warning, if this rule is disregarded. Any manager or coach disregarding this regulation will be suspended indefinitely and any violators may be subject to prosecution by the City of St. Clair Shores. The SCSBSA has a zero tolerance for alcohol or drug use while working with children.
- 8.10.** All division directors shall be responsible for monitoring teams and coaches of their division, and report any problems to the Commissioner.
- 8.11.** Fighting of any kind and/or contact with an umpire, player, coach or spectator will result in indefinite suspension, with reinstatement by the executive board.
- 8.12.** Any manager, coach or player using profanity will be automatically ejected without warning. This ejection is a one game suspension.
- 8.13.** No corporal punishment will be tolerated and subject to dismissal from the program at the discretion of the executive board.
- 8.14.** Any player, manager, coach or spectator ejected from game must leave the playing field and park, if ordered by the umpire. Failure to do so will result in forfeiture of game.
- 8.15.** Anyone who has been suspended has the right to an appeal. Procedure is to submit the appeal to the executive board in writing within twenty-four (24) hours and a majority board forum will hear your appeal, at the earliest convenience.

## **9. Protest Procedures**

- 9.1.** Games can only be protested on a rule infraction, an umpire's judgment cannot be protested (T Ball, Pinto, 8/Under Girls will not be able to protest).
- 9.2.** Managers protesting the game must immediately notify the umpire and the opposing manager that the game is being played under protest. The rule must be stated at that point. The umpire will notify the scorekeepers that the game is under protest and should sign both scorebooks and indicate point of protest.
- 9.3.** Any manager protesting a game must submit a written report along with a fee of \$25.00 to the SCSBSA within 48 hours after game being protested. The letter must contain the following: date, teams, name of umpire and rule(s) violated with copies of scoresheets. Also make sure all specifics are included: rule quoted, player batting, outs, strikes, balls, pitcher and occupied bases.
- 9.4.** Protests will be reviewed by a protest committee consisting of the appropriate Vice President, Commissioner and Division Director. If the protest is won, the \$25.00 will be refunded to manager. The game will be picked up from point of protest until completed.

## **10. Federation / Tournament / All Star / FastPitch Travel Teams**

- 10.1.** Anyone wishing to have a federation team in St. Clair Shores must submit in writing their qualifications for approval to the Federation Commissioner by August 15 for the upcoming season. Failure to submit a written request could result in not having a team.
- 10.2.** Anyone wishing to have a fastpitch travel team in St. Clair Shores must submit in writing their qualifications for approval to the Vice President of Softball by August 15 for the upcoming season. Failure to submit a written request could result in not having a team.
- 10.3.** Federation and fastpitch travel managers are required to attend all general membership meetings, unless excused by the SCSBSA secretary.
- 10.4.** Residents of St. Clair Shores will be given first consideration when granting teams.
- 10.5.** Federation teams should be filled with as many St. Clair Shores players as possible. The SCSBSA's intention is to have fifty percent (50%) or more Shores players on each team.

- 10.6. Managers can practice with Tournament and All Star teams providing it does not interfere with recreation.
- 10.7. Any federation, tournament or all star teams, players or coaches that show disrespect or unsportsmanlike conduct toward the city, the SCSBSA, or any other team, player, coach, or parent will not be allowed to return as a team represented by St. Clair Shores.
- 10.8. Federation and travel fastpitch teams are required to supply their own equipment and uniforms.

**11. Manager/Coaches' Responsibilities**

- 11.1. Managers must be at least eighteen (18) years of age prior to the drafting of players.
- 11.2. Managers may have two coaches and a scorekeeper on the bench during a game.
- 11.3. Any change of manager must be filed in writing to division director and commissioner, presenting new manager's name and phone number within five (5) days of change.
- 11.4. Managers shall neither arrange nor allow their teams or players to engage in any games other than those scheduled by the Recreation Department without prior approval of the SCSBSA.
- 11.5. The manager and coaches of the home team are responsible for set up and take down of bases and pitching machines.
- 11.6. No game can be played without an adult manager, coach or appointed parent on the bench to manage the team. The game may be forfeited.
- 11.7. Managers are responsible for maintaining good conduct and sportsmanship among all players, umpires, coaches, parents or any other spectators associated with the game.
- 11.8. Managers are responsible for obtaining, verifying and maintaining the roster of their players on the team. Have a copy of your team roster at all games
- 11.9. Managers are responsible for all communications with their teams, such as practice schedules, teaching baseball/softball, rules and game schedules. Also filing game reports correctly, including innings pitched, ejections, injuries, etc.
- 11.10. Managers or coaches (filling in for a manager) are the only person who can question an umpire's decision. Questioning of calls shall be handled like responsible individuals so as not to embarrass the umpire, team, SCSBSA or yourself.
- 11.11. Managers are financially responsible for all uniforms and equipment not turned in within two (2) weeks after the season ends. Also, managers are responsible for making sure that no equipment or uniforms are misused or abused. This does not apply to uniforms that are to be kept by the player.
- 11.12. Managers are responsible for their teams playing all games.
- 11.13. Report to director any player having two (2) or more unexcused absences from practices or games. A Commissioner, with approval of the Executive Board, may take disciplinary action. Report any players who have quit the team to the division director.
- 11.14. It is the manager's responsibility to ensure all his or her players are properly wearing safety equipment that has been issued.
- 11.15. Manager is responsible for all conduct of players, coaches, parents and spectators, as well as themselves. Failing to do this will result in disciplinary action by the board. Each manager and coach must be familiar with these rules and guidelines of our program. The manager is also required to share these rules and guidelines to the parents of their players.
- 11.16. Failure to comply with any rule or regulation may lead to disciplinary action by the executive board. This action may result in suspension and/or expulsion from the league
- 11.17. Managers are required to attend all general membership meetings, unless excused by the SCSBSA Board of Directors or Division Director.
- 11.18. Managers are required to attend all "Coaches Clinics" offered by SCSBSA unless excused by the SCSBSA Board of Directors or Division Director.

**11.19.** Managers must be a positive influence on all children. Teach and encourage. You will be rewarded by their progress.

**12. Game Suspension due to Weather conditions**

- 12.1.** During any practice, pre-game warm-up, or game the Lightning Safety Rule shall be in effect.
- 12.2.** If thunder is heard or lightning observed any practice, pre-game warm-up or game shall be suspended for not less than 30 minutes. All players and coaches must leave the field of play and immediately seek suitable shelter until the suspension has expired. Spectators should also be encouraged to seek suitable shelter. If during the suspension time thunder or lightning reoccurs, the 30 minute time shall be reset. The occurrence of thunder or lightning is not subject to interpretation or discussion.
- 12.3.** All individuals shall have the right to leave the athletic site, without fear of repercussion or penalty, in order to seek a safer structure or location if they feel they are in danger from impending lightning activity. Safety is the number one consideration.
- 12.4.** NO LIGHTNING SAFETY GUIDELINES CAN GUARANTEE ABSOLUTE SAFETY. IT IS THE RESPONSIBILITY OF EVERY PERSON TO BE AWARE OF WEATHER CONDITIONS AND TAKE APPROPRIATE ACTION TO BE SAFE. USE COMMON SENSE AND GOOD JUDGEMENT. PLAN AHEAD AND MAKE SAFETY YOUR NUMBER ONE PRIORITY.
- 12.5.** Due to the large area of the City of St. Clair Shores, weather conditions can vary widely from one vicinity to another. It is impossible to predict in advance if a game can or cannot be played. When field and weather conditions are in question, before the official start of a game, both team managers shall determine and agree to the conditions and make an appropriate decision on if the game can be played or rescheduled, keeping in mind rescheduling may be an option due to schedule constraints. The managers must immediately contact the division director so notification of the game officials can be made if possible. Each team manager will then contact his/her respective team members informing them of the cancellation. It is assumed all games will be played unless the manager contacts their players. After the game has started, it will be the decision of the umpire(s) to suspend the game due to field conditions. Do not assume just because games are canceled at Kyt Monroe games are canceled at other city fields.

**13. Pony - Pitch smart chart.**

<b>AGE RANGE</b>	<b>DAILY MAX PITCHES</b>	<b>REQUIRED REST (PITCHES)</b>					
		<b>0 DAYS</b>	<b>1 DAY</b>	<b>2 DAYS</b>	<b>3 DAYS</b>	<b>4 DAYS</b>	<b>5 DAYS</b>
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

## Quick Reference

DIVISION	AGE	INNINGS	TIME LIMIT	RULE BOOK	PITCHING	BASES	HOME/ SECOND
Girls-Travel Macomb	12/U	6	1h30m	MHS/Mod	40'	60'	84' 10"
Girls-Travel Macomb	14/U	6	1h30m	MHS/Mod	43'	60'	84' 10"
Girls-Travel Macomb	16/U	6	1h30m	MHS/Mod	43'	60'	84' 10"
Girls-Travel Macomb	18/U	6	1h30m	MHS/Mod	43'	60'	84' 10"
Girls-Travel SMAFF	12/U	6	1h30m	MHS/Mod	40'	60'	84' 10"
Girls-Travel SMAFF	14/U	6	1h30m	MHS/Mod	43'	60'	84' 10"
Girls-Travel SMAFF	16/U	6	1h30m	MHS/Mod	43'	60'	84' 10"
Girls-Travel SMAFF	18/U	6	1h30m	MHS/Mod	43'	60'	84' 10"
Girls-Rec	8/U	6	1h30m	USA Softball	33'	45'	63' 8"
Girls-Rec	10/U	7	1h30m	USA Softball	35'	60'	84' 10"
Girls-Rec	12/U	7	1h30m	USA Softball	40'	60'	84' 10"
Girls-Rec	14/U	7	1h30m	USA Softball	43'	60'	84' 10"
Girls-Rec	16/U	7	1h30m	USA Softball	43'	60'	84' 10"
Girls-Rec	18/U	7	1h30m	USA Softball	43'	60'	84' 10"
Women	18/+	7	1h15m	USA Softball	50'	70'	99'
Co-Ed	18/+	7	1h15m	USA Softball	50'	70'	99'
Men	18/+	7	1h15m	USA Softball	50'	70'	99'
T-Ball	5 & 6	6	1h30m	Pony	38'	50'	70' 8"
Pinto	7 & 8	6	2h	Pony	38'	50'	70' 8"
Mustang	9 & 10	6	2h	Pony	46'	60'	84' 10"
Bronco	11&12	7	2h	Pony	50'	70'	99'
Pony	13&14	7	2h	Pony	54'	80'	113' 2"
High School	15&16	7	2h	MHS/Mod	60' 6"	90'	127' 3"
Willie Mays	9&10	7	2h30m*	MHS/FED	46'	65'	91' 11'
Pee Wee Reese	11&12	7	2h30m*	MHS/FED	50' 6"	70'	99'
Sandy Koufax	13&14	7	2h30m*	MHS/FED	54'	80'	113' 2"
Mickey Mantle	15&16	7	2h30m*	MHS/FED	60' 6"	90'	127' 3"
Connie Mack	17&18	7	2h30m*	MHS/FED	60' 6"	90'	127' 3"
<b>Stan Musial</b>	<b>19/+</b>	<b>7</b>	<b>2h30m*</b>	<b>MHS/FED</b>	<b>60' 6"</b>	<b>90'</b>	<b>127' 3"</b>

\*after 5 inning=game @ Kyte 2h15m

1,2,19,20