



FPBL Playing Rules

(Revised 01/18/24)

I. Eligibility:

A.) Team Eligibility:

1. It is NOT necessary to register with USSSA, Perfect Game, or any other baseball organization to play in the league. FPBL reserves the right to refuse anyone and/or any Team from participating in the league.
2. Once schedules are completed, at the managers meeting, teams forfeit their rights to a refund.
3. Each team is to have an insurance policy with a minimum coverage of \$1,000,000.00.
4. All teams **MUST** upload their Team Insurance which **MUST** list Florida Premier Baseball League, Inc. as an additional Insured. **FAILURE** to obtain and/or upload Insurance Certificate will result in dismissal from the league.

B.) Rosters:

1. Each team will be permitted to roster a maximum of twenty (20) players.
2. Each team will submit roster on FPBL website prior to their first league game of the season. Failure to have an eligible website roster may result in a game forfeit.
3. A player may be listed on two (2) separate qualifying rosters if they are not within the same age division. For example, a league 10U player may be on ONE 10U team & ONE 11U team. However, a player listed on two rosters can only play with ONE team for playoffs.
4. Any player playing with two (2) teams within the same age division will be removed from league play. The teams in violation will **NOT** be eligible to participate in league playoffs.
5. Players are **NOT** able to transfer or switch teams after they've played in three (3) regular season games during the current FPBL season with a team.
6. You may add players to your team's league roster throughout the season. Players added to a roster after the league schedule lock date, are **NOT** eligible to participate in league playoffs.
7. All players **MUST** play in half of their team's Division/Pool Games to be eligible to participate in league playoffs. Teams/Players not complying with this rule, will forfeit their playoff game.
8. Any player without a Picture on website roster is **NOT** permitted to play in league games.
9. A team without player pictures or bogus/false pictures will receive a warning for the first offense, subsequent offenses will result in a forfeit and/or removal from the league.
10. Teams will **ONLY BE ALLOWED to roster TWO (2)** players with school grade exemptions per team.

C.) Player Eligibility:

1. Player's age is set as of May 1, and/or meet grade exceptions (below).
2. Each player **MUST** be a member of a team in the league.
3. All players **MUST** have their picture & name on the team roster.

INDIVIDUAL PLAYER & TEAM ELIGIBILITY

Age Based with Grade Exceptions:

8U Division

Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade. Teams may ONLY have 2 grade exemptions per team.

9U Division

Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to August 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade. Teams may ONLY have 2 grade exemptions per team.

10U Division

Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade. Teams may ONLY have 2 grade exemptions per team.

11U Division

Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to August 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade. Teams may ONLY have 2 grade exemptions per team.

12U Division

Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade. Teams may ONLY have 2 grade exemptions per team.

13U Division

Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to August 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade. Teams may ONLY have 2 grade exemptions per team.

14U Division

Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to August 1 will not be eligible. Players who are 14u are eligible for this division regardless of their grade. Teams may ONLY have 2 grade exemptions per team.

HS Division (15U-18U)

Players who turn 19 prior to May 1 of the current season and/or are NOT currently in High School are not eligible to play. Any player who is or turns 19 years of age in current season, MUST provide supporting documentation of current enrollment in High School to the FPBL league director. Players MUST receive approval before participating in any league game. All players 15U to 18U are eligible to play for this division regardless of grade. Teams may ONLY have 2 grade exemptions per team.

In divisions 7U – 18U, all players participating in FPBL league play shall have photocopies of their original birth certificate in the possession of their team coach/manager. Upon protest, a photocopy of the original birth certificate MUST be immediately available or may result in the offending team forfeiting the game(s). A player found ineligible to participate, will be removed from the league. The team will also be issued a forfeit of all games played by said player.

All grade-based players MUST have a copy of their birth certificate & recent report card, or official school ID with grade, official government document or a signed school related document (on official letter head) stating the player's grade. Failure to provide these documents upon request, will result in the player being deemed ineligible to participate in the game. The player will **NOT** be allowed to participate in any future games until said documents are provided and approved by the FPBL director. If the player has previously participated in other completed league games, those game will be scored as a forfeit.

II. Manager/Head Coach Responsibility:

A.) Head Coach:

1. Head coach is responsible for knowing all FPBL rules & having photocopies of original birth certificates for all players on to be available upon request at all games.
2. Head coach is responsible for insuring accuracy of all scores & pitch counts submitted. This should be done by Scorebook, Game Changer or similar app.
3. Head coach is responsible for the conduct of all coaches, parents, fans and players. He should ensure all of them understand the league rules and code of conduct.

B.) Coaches Uniform:

- Coaches do not need to be in full uniform, but should be in “matching athletic attire”, consistent with their team uniform.

III. Coach/Volunteer Code of Honor:

A) Code:

1. I promise upon my word of honor to help create an environment in which primary emphasis is placed upon the emotional and physical well-being of FPBL athletes, in lieu of winning. I will lead by example, and I will demonstrate the value of fair play and sportsmanship to all participants. By joining the FPBL, I agree to be bound by the FPBL Code and all procedures and policies.

B) Conduct:

1. Teams, coaches, players, & organizations are subject to sanctions imposed by the FPBL League Director for misconduct. Sanctions may be appealed to the FPBL Director for review and may include suspension, forfeiture, probation or other appropriate action. Misconduct includes, but not limited to, destruction of property, intoxication, possession of alcohol, drugs, weapons, or commission of a crime, physical attack on umpire and/or coach and/or fan (spectator/parent) during and/or after any FPBL competition.
2. Players, coaches, managers, parents, fans or spectators threatening physical harm and/or being unruly, towards players, coaches, fans/spectators and/or umpires shall be removed (ejected) from the game/area. The Umpire may stop the game until that person(s) leaves the field area. If the behavior continues and/or the person is not removed from the site by the Manager/Coach, he/she will be ejected from the game. If the behavior continues, the game will be forfeited, & the head umpire will call the local police to ensure safety of all participants. Umpire reports will be submitted to FPBL Director for discipline.

IV. Ejections:

A.) Manager, Coach, Player:

- In all age divisions, the first occurrence will result in suspension for the remainder of the game, removal from the park for the remainder of the game and suspension of the next scheduled league game.
- The second occurrence during the same season will result in a three (3) game suspension. Further sanctions may be imposed, subject to the review of the FPBL Director.
- All ejections **MUST** be reported by the Head Coach to the FPBL director for appropriate action. Failure to report will result in additional discipline.

V. Schedules:

- All schedules **MUST** be posted on the FPBL website within thirty (30) days after the official start date of the league season. The schedules will lock within thirty (30) days from the league start date, determined by FPBL Director. Prior to the lock date, any team has the right to reschedule any game for any reason, EXCEPT if it is within 48 hours of the start of scheduled game.
- If a game does NOT get played on the scheduled date & time because of rain/weather/lightning, coaches **MUST** reschedule the game within seven (7) days from the date of the game. **(GAME DOES NOT HAVE TO BE PLAYED WITHIN 7 DAYS)**
- All communication concerning games and rescheduling should be done via the FPBL website email system to avoid conflicts and/or discrepancies.

VI. Game Scores:

- Game scores may be entered by either team. All scores, pitch counts & players are to be validated by each team's coach. When submitting scores, coaches **MUST** check off all players that played in the game on both teams. The FPBL will send an email reminder within six (6) days of scheduled game to either score the game or reschedule the game. Coaches will have seven (7) days to post scores. If scores and players match, the score will be validated, and displayed in league standings. If scores & players do NOT match, a correction email will follow. Failure to score or resolve scoring issue, risk the game not being scored and/or counted as played.

- In the event the league schedule is locked, and a game can't be played on the scheduled date, and ONLY if both coaches agree, the game may be rescheduled by submitting a request to reschedule via the FPBL website. The request MUST be submitted prior to the date & time of the scheduled game.

VII. Game Procedures:

A.) Pre-Game:

1. Home/Host team has choice of dugout.
2. Line up cards should be exchanged 30 minutes prior to start of game.
3. All substitutions must be listed on lineup card.
4. Only players names listed on lineup card may play. (Last name & jersey #)
5. When playing a double header, teams will be home team one game and visiting team one game. If playing two different teams, coin flip to determine home team each game.
6. Teams should be present 1 hour prior to start of game.
7. Games may be started and played with 8 players. An automatic out for 9th player shall apply. Games may also be finished with 8 players. (Please see 8U Specific rules for minimum player position requirements).

B.) Line-up with DH and EP (Extra Player):

1. **Hitting lineup:** Can consist of 9, 10, or 11 players or continuous lineup of all present players in the dugout for all age divisions. (See 8U specific rules)
2. After the first pitch is thrown the lineup is locked, and the number of batters may not be changed and MUST stay the same for the entire game. Players arriving after the first pitch, may only enter the game as a substitution.
3. The 10th and 11th hitter if used will be designated as an EH and/or XH on the lineup card. The EH and XH may bat at any spot in the order. The EH and XH listed on the line-up may assume any defensive position and are NOT considered a substitution.
4. The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.
5. The DH provisions are covered in the NFHS rule book.
6. Line-up options and examples below:
 - a. Use neither the DH nor EH or XH, giving nine players in the batting order and the same nine players on defense.
 - b. Use only the DH, not the EH or XH, giving nine players in the batting order, one of which is replaced by another lineup player on defense.

- c. Use only the EH, not the XH nor the DH, giving ten players in the batting order of which nine play on defense.
- d. Use both the DH and EH, giving ten players in the batting order, but one of the nine defensive players is replaced by the DH in the batting order. The DH can be removed during the game according to the NFHS rules.
- e. Use all players present in the batting order. All players not listed on defense shall be listed as EH/XH on the lineup card.
- f. If the game is started using the EH and XH, the game must be finished using both (MUST start and end with same number of players).
- g. All Players MUST be listed in the batting order to play. In case of an injury or ejection, the NFHS rulebook applies. If an EH and XH is being used and injury or ejection prevents any slot in the batting order from being filled, an automatic “out” applies if no subs are available.
- h. A continuous batting order may be used in the game in all age divisions.
- i. An Intentional walk shall be issued without having to pitch to the batter.

C.) Rain Policy:

1. Home team coach should notify the visiting team two (2) hours prior to the start of the game to confirm & determine the conditions of the playing field.
2. The Head Coach is responsible to find out if games are rained out.
3. If rain/lightning occurs during a game, & it can't be resumed within 1 hour or if the umpire calls the game, the game will be rescheduled and resumed from where suspended. ONLY the players and subs listed on line-up during suspended game may complete the game. Adding NEW players is not allowed.
4. If the game has reached “Official Game” status and both coaches agree, the game may be scored as an official game. If both coaches do not agree, the game will be rescheduled and played out accordingly. Time limits shall apply.
5. A 6-inning game is considered Official when 4 complete innings have been played or 3 ½ innings if the home team is ahead (8U-12U). For 7-innings games, 5 completed innings or 4 ½ inning if home team is ahead (13U-HS). If play has gone beyond 5 full innings, and the teams have not had an equal turn at bat, the score will revert to the last completed inning. A 9 Inning game, 5-innings completed for an official game. Time limits shall apply to all games.
6. No shows for a scheduled game, shall be scored a forfeit.
7. If a game MUST be rescheduled due to rain after the scheduled lock date, coaches must email the FPBL director a make-up game date within seven (7) days of the rained-out game. Games DO NOT have to be played in seven (7) days, only scheduled. Failure to comply may result in a forfeit.

D.) Forfeits:

1. Teams who fail to compete in ALL scheduled games will be subject to removal from league playoffs and/or suspended from league play.
2. Any team that fails to play in ALL DIVISIONAL game requirements, will NOT be eligible to compete in the league playoffs.
3. A team that forfeits any **ONE** game during the regular season, will not be eligible to participate in the FPBL playoffs. This includes non-divisional games. Any team that forfeits a playoff game, after release of the playoff schedule, will result in the offending team not being eligible for playoffs the following season and/or removal from the league.
4. All FPBL game schedules **MUST** be entered prior to the scheduled lock date set by FPBL Director. Coaches may reschedule games, if they have a conflict or for any other reason, until the schedule lock date. Rescheduling or adding games after the schedule lock date, requires approval by the FPBL director. Failure to comply will result in a forfeit.
5. Any team who cancels a game within 48 hours of the scheduled game, will be issued a forfeit.
6. The host or home team will be penalized with a loss/forfeit if Umpires do NOT show for a scheduled game. The waiting period for an Umpire is twenty (20) minutes.

E.) Dissolved Teams:

- In the event a team dissolves during the season and the team has NOT played in 50% of their pool games, ALL games will be removed from the league standings. If 50% or more games have been played by the dissolved team, all games on their schedule will be scored as a forfeit.

F.) Protests:

1. Judgment calls and pitching limitations are NOT eligible for protest. All protests will be heard and ruled on by the FPBL Director. The team protesting **MUST** provide \$100.00 cash fee at the time of the protest. If the protest is upheld the \$100 will be refunded. Protest **MUST** be filed immediately before the next pitch, if during a game, or before umpires leave field if after a game. Protest **MUST** be made verbally to the chief umpire. Protest **MUST** be recorded by both team scorekeepers. The Head Coach **MUST** notify the league director of the protest within **24 hours**. A decision on the protest will be provided by the FPBL Director within seven (7) days.
2. All decisions on protests by the FPBL league director are FINAL.

3. Player eligibility, roster pics and/or any other roster issues, shall be disputed/resolved between coaches at the plate meeting, prior to game starting. If the roster issue is NOT resolved, the FPBL Director shall be contacted prior to starting the game for a ruling. Once the first pitch is thrown, NO ROSTER PROTESTS will be accepted. If a player is found to be illegally playing in the league, the player will be suspended for a period of one year. The team will forfeit all league games that such player has played.
4. Upon request from the FPBL Director, all coaches are to provide ORIGINAL DOCUMENTS. The player in question is immediately suspended from play until documents are submitted to the FPBL Director for review. No copies of originals will be accepted for review, Original Documents are required.
5. Players NOT having a Pic on file will receive a warning from the FPBL Director the first time. A second offense will result in a forfeit of game(s).

VIII. Points for seeding/standings: (Determined as follows)

- *FPBL will allocate points for Wins, Ties & Losses.*
- 1. Wins = 5 Points
- 2. Tie = 2 Points
- 3. Loss = 1 Point
- 4. Forfeit= **-3 (forfeit scores, 6-F (6inning) & 7-F (7inning))**
- 5. A 9-inning game will count **Double Points**
- 6. Year end tie-breaker format will be posted on Insider News Page.

IX. General Competition Rules:

- **Butcher-Boy is NOT allowed in any age division. Butcher-Boy is defined as showing an intent to bunt, pulling bat back and making a swing attempt at the pitch, regardless if contact is made or not. A batter will be called out, NO warnings issued. A second offense will result with the Head Coach being removed from the game. Please report all violations to the FPBL director.**
- **Headfirst slides into home plate ARE permitted in 13U – HS age divisions.**
- **Headfirst slides into home plate are NOT permitted in 8U through 12U age divisions. A player sliding headfirst into home plate (8U-12U) will be called out by rule.**

A) OFFICIAL BASEBALLS for games:

- Full-grain leather cover.
- The ball weighting not less than 5 nor more than 5¼ ounces and measuring not less than 9 inches nor more than 9½ inches.
- Each Team shall provide 2 baseballs for each game.
- Any dispute about baseballs shall be made prior to the start of the game.
- If it is determined a coach/player switched balls during a game to a non-approved ball, it shall be reported immediately to the plate umpire and reported to the FPBL Director. The ball shall be removed from game by umpire, offending team shall provide a new approved ball and play shall resume.

The FPBL *preferred* baseball brands for game play: Rawlings, Wilson, Diamond, Baden, and Bownet. Other brands may be used provided the meet the above listed ball specifications.

X. Pitching Rules:

A.) 8U Kid Pitch, 9U – 14U & HS Divisions:

- All Head Coaches shall use a pitch counter, to track pitch counts for their pitchers. Head Coaches may assign assistant coach or scorekeeper to keep pitch counts. To avoid issues and discrepancies on the number of pitches, coaches and/or score keepers are to monitor and confirm pitch totals every two (2) innings. If a discrepancy should occur, then the median of the discrepancy shall be used. For Example: One Coach has 55 pitches and other coach has 53 pitches, pitcher will have 54 pitches.
- If neither coach has a pitch counter or scorekeeper (GC) then the maximum number of innings a pitcher may pitch in one day is 3-Innings 9u-12u and 4-Innings 13u-14u. If a team is warned of a pitcher going over the limit, he/she shall be removed immediately. No penalties, the first occurrence. Second occurrence, the league director will suspend the head coach.
- The pitcher's Head Coach will be warned by the opposing Head Coach when a pitcher reaches his daily/weekly limit. The pitcher will be allowed to finish the batter. A pitcher may NOT start a new batter if he has reached the daily/weekly limit. Any Head Coach violating the pitching limit rules shall be reported to the FPBL Director. Subsequent pitch limit violations may result in the Head Coach being suspended and/or removed from the league.
- Mound Visits: Members of the coaching staff are allowed one mound visit per pitcher per inning without having to remove pitcher. If the same pitcher

is visited twice in one inning, the pitcher **MUST** be removed from the mound. Injury visit, confirmed via plate umpire, are **NOT** a visit.

B.) Balks:

- **9U Division ONLY:** pitchers will be called for balks. Coaches may elect to issue **ONE** balk warning per pitcher in games. However, this **MUST** be a mutual agreement between the coaches of both teams, made at the plate meeting and with Umpires, prior to the start of the game. IF not, all balks will be called.
- **MLB balk rule** will be enforced. When a balk is called it is **NOT** a dead ball, it will remain a live ball. The offended team coach shall have the option to choose to enforce the balk or choose the result of the play. For example, if a pitcher does not come set and Umpire calls a “Balk”, but the pitcher throws a pitch and the batter swings putting the ball in play, Offended team may elect to take the result of the batted ball or the “Balk” call.
- The 3B to 1B pickoff move is allowed.

Pitch Count Chart, Pitch Limits & Rest:

AGE	DAILY MAX	0 DAYS REST	1 DAY REST	2 DAY REST	3 DAY REST	4 DAY REST	WEEK MAX
7 & 8	50	1-20	21-35	36-50	N/A	N/A	75
9 & 10	75	1-20	21-35	36-50	51-65	66+	100
11 & 12	85	1-20	21-35	36-50	51-65	66+	100
13 & 14	95	1-20	21-35	36-50	51-65	66+	125
HS	105	1-30	31-45	46-60	61-75	76+	N/A

NOTE: Pitchers are NOT eligible to pitch in three (3) consecutive days or games, regardless of age, division and/or pitch counts. For example, If a 9U pitcher throws one (1) to twenty (20) pitches in 2 consecutive days or games, he/she would be required to rest the next day (1 day rest).

NOTE: REST is defined as a **calendar day** NOT a 24-hour period.

NOTE: Week Max is defined as Calendar Week: For example, if a 9U pitcher throws 75 pitches on a Tuesday, he would require four (4) days of rest and would then be eligible to throw twenty-five (25) pitches on Sunday to reach

the 100-pitch week maximum. The pitcher's week max total would reset the following Tuesday. Using the same example, rest for 25 pitches would still require one (1) day rest.

XI. Bat Rules 2023:

7U – 12U:

1. Metal bats
2. All bats must have a branding, label, or stamp proving BPF 1.15.
3. USA Bat, BBCOR and Wood bats are also allowed.

13U:

1. Metal bats
2. All bats must have a branding, label, or stamp proving BPF 1.15.
3. Length/weight ratio must be -5 or -3.
4. USA Bat, BBCOR and Wood bats are also allowed.

14U & HS:

1. Metal bat, Composite wood bat or Wood bat.
2. Length/weight ratio must be -3 and stamped BBCOR.
3. Wood bats must be composed of a single piece of wood.

Effective Immediately, the following bats may not be used in FPBL games:

- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)**
- 2017 Demarini CF Zen SL 2 3/4" (-10)**
- 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
- 2017 Demarini CF Zen - Balanced (-5)
- 2017 Demarini CF Insane - Endloaded (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)
- 2022 Stinger Missile 2 - (33/30 model only)
- 2023 Easton Hype Fire 2¾" USSSA Bat 2024 (-5)***
- 2024 Easton Hype Fire 2¾" USSSA Bat 2024 (-5)***

**** Re-tooled models of these bats may be used in FPBL game play. Once returned from the manufacturer, these bats will have updated model numbers and a new orange end cap and stickers indicating the corrected performance standards. ****

A.) Penalties for illegal bats:

- 1st violation - Batter is pronounced out (if discovered before a pitch to next batter). Bat shall be removed from dugout.
- 2nd violation - Batter is pronounced out (if discovered before a pitch to next batter) player and head coach is ejected.

NOTE: When a batter is pronounced out for violation of bat rules, the defense may take the penalty or the result of the play.

XII. Mercy Rule: ALL Divisions:

1. 6 Inning games-15 runs after 2 Innings, 12 after 3 Innings, 8 after 4 Innings.
2. 7 inning games-15 runs after 3 innings, 12 after 4 Innings, 8 after 5 Innings.
3. 9 Inning game- 10 runs after 5 Innings.
4. All mercy rules apply to playoffs and championship games.

XIII. Time Limits:

1. **8U** coach pitch/Kid Pitch age division, no new inning will start after 1 hour 30-minute time limit has passed. Game length is 6 innings.
2. **9U - 12U** division, no new inning will start after 1 hour 45-minute time limit has passed. Game length is 6 innings.
3. **13U, 14U & HS** division, no new inning will start after 2-hour time limit has passed. Game length is 7 innings.
4. A doubleheader in age divisions **9U- 12U** time limit is 1 hour and 45 minutes.
5. 9 Inning Games will carry a 2:30 Minutes Game time.
6. 9-Inning game, host team will be home team.

XIV. Extra Inning Rule:

The game can end in a tie, if the following occurs:

- A) Time limit has expired.
- B) Coach(s) refuse to play extra Innings.
- C) Umpires refuse to continue play.
- D) **Extra Innings:**
 - Last hitter from previous inning @ 1st Base
 - Hitter before him in the lineup @ 2nd Base
 - Hitter before that in the lineup @ 3rd Base
 - The hitting team will start the inning with one out.
 - Play continues until one team is ahead at the end of an inning.

XV. Courtesy Runner Rule:

- Courtesy runner allowed for the catcher & pitcher any time. (Optional)
 - a. Must use a substitute player if one is available.
 - b. If a sub is NOT available, must use last batted out.
 - c. In the 8U coach pitch division only the catcher may receive a courtesy runner. The position player occupying the pitcher's mound is NOT allowed a courtesy runner.

XVI. Age Specific Provisions:

8U-Coach Pitch /Kid:

1. In the 8u Divisions 4 outfielders may be used.
2. Games may start and be played with 8 players. 4 infield positions MUST be occupied defensively to include the Catcher position. The pitcher position may be removed and placed in the OF (allowing for 3 OF spots).
3. Must slide or avoid contact at all bases. If contact is made while the catcher is making a play at the plate and the runner does not slide, the runner is called out.
4. Second violation by the same player is an automatic ejection.
5. NO headfirst slides to advancing base, ONLY to returning base.
6. Open defensive substitutions, starters may reenter for the player substituted.
7. All players in the lineup MUST bat.
8. NO leads or steals. Runners must remain at the base until batter makes contact.
9. A team's turn at bat will end when the 3rd out is made, or the 5th run passes the plate.
10. A team may score up to the amount of runs they trail in each inning + 5 runs.
EXAMPLE: Team A trails by 4 runs in the bottom of the first Inning, Team A can now score a total of 9 runs, a team may tie and go up by 5 runs in any inning except in the 6th Inning. The 6th Inning is unlimited runs. Umpire to determine the LAST inning of the game based on time left in the game.
11. An active play will end when the umpire calls time.
12. Coaches may coach their defensive team from the outfield foul line near the fence (one in right field and one in left field). NO Coaching from behind the Catcher on Offense OR Defense.
13. The coach-pitcher shall not coach the offensive players during an active play. He may, however, advise his batters before each pitch is thrown.
14. The coach-pitcher shall pitch overhand from a distance of 35'-36' from home plate. The defensive player-pitcher shall play in a position not more than 6' from the coach pitchers' "rubber" but not directly in front of the coach pitcher.
15. The coach pitcher shall make every attempt to avoid being hit by a batted ball. If coach is struck by ball the play shall be dead, and the batter and all runners may advance to the next base. The Offensive Head Coach gets option of awarded base from the batted ball, or a re-pitch and all runners return to previous base.
16. Runners shall not advance from 3B to Home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from 3B to Home on passed balls, wild pitch or dropped/missed (3rd)

strikes by the catcher. Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.

17. Runners may advance on the bases on passed ball or wild throw from 1B to 2B and to 3B.
18. Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.
19. The infield fly rule shall NOT apply.
20. Player occupying the pitcher position MUST wear helmet..
21. Bunting will be allowed, but not with a runner on third base. A warning will be issued per game, if an attempt to bunt is made, the second time the batter will be called for an out.
22. The batter shall be allowed up to three strikes or 5 pitches, whichever occurs first. A foul ball, not caught in the air preserves the batters at bat.
23. 10 players max on the field.
24. All infield position MUST be occupied by rule. Cannot have more than 4 infielders, 1 catcher and 1 pitcher.
25. Must have a minimum of 8 players to start a game.
26. There are NO Balks.
27. No Intentional walks may be issued by either offensive or defensive teams.
28. No butcher-boy play, batter will be called out.

8U Kid Pitch Specific Rules:

1. There is NO stealing bases.
2. No leading off, runner will be called out if he leaves early.
3. No Balks will be called.
4. A player may only advance from 1st to 2nd and to 3rd base on a passed ball.
5. A passed ball is considered when a catcher drops, misses a ball wild pitch and the ball rolls a minimum of a 5ft radius. The Umpires decision on this is FINAL.
6. Pitch count is in affect. (See chart above)

XVII. FIELD DIMENSIONS:

- **8U:** All games will be played on 60' bases, Kid pitch 40' mound distance, & Coach Pitch 36' to 40' mound distance.
- **9U-10U:** All games will be played on 46' mound distance x 65' bases.
- **11U-12U:** All games will be played on 50' mound distance x 70' bases.
- **13U:** Games may be played at 54' mound distance x 80' bases **OR** 60' 6" mound distance x 90' bases (Specified by FPBL division info).
- **14U-HS:** All games will be played on 60' 6" mound distance x 90' bases.

NOTE: If the pitching distances and/or the bases are **NOT** to the above specifications, we ask that you play the game (if dimensions are not able to be corrected). Please report

issues to the FPBL Director. Refusal to play the game will result in a loss.

Not covered in the Rules:

In the event any item is not covered in these rules or NFHS rules, the FPBL Director will make the fairest possible ruling and that ruling shall be final.

2024 Spring Season:

- Must play all teams in division at least once to be eligible for playoffs.
- Must play a minimum of 8 games and a maximum of 20 games.
- All teams that meet the above requirements (No forfeits) will make the playoffs.