

ASCENSION
BASEBALL
COMMITTEE

www.ascensionbaseball.org

CONSTITUTION AND BY-LAWS

*Established 12/01/2009
Last amended 03/06/2010*

ARTICLE I – NAME

Section 1 – This Youth Baseball League (organization or corporation) shall be known as the “ASCENSION BASEBALL COMMITTEE,” hereinafter referred to as the “ABC” and is a member of the United States Specialty Sports Association (USSSA). ABC is a non-profit corporation under section 501(c)(3) with Federal ID #27-1899465

ARTICLE II – STATEMENT of POLICY

Section 1 – It shall be the policy of the ABC to conduct its activities for the physical, social, and moral welfare of the young people for whose benefit it has been established. Policy is organized and shall be determined on that basis.

Section 2 – No person who is a member of; or who is employed by; or who is in any way connected with the ABC shall receive any financial benefit beyond the reasonable value of the services in carrying out the purpose for which the ABC has been organized.

Section 3 – In order to secure suitable and adequate financial backing to carry out the purpose of the ABC, it shall be the policy of the ABC to permit only such sponsorship as is consistent with the purpose for which the ABC is organized, and to select sponsors who are interested in the ABC solely or principally as a means of contributing to the welfare of young people. Also, the Board has the right to refuse sponsorship from any entity that does not adhere to or go along with the policies and purpose of the ABC.

Section 4 – It shall be the policy of the ABC to prohibit any direct advertising of alcoholic beverages or tobacco products in connection with the ABC or any of its programs.

Section 5 – Upon dissolution of the ABC, all remaining assets will be used exclusively for a non-profit athletic organization

ARTICLE III – PURPOSE

Section 1 – The purpose of the ABC shall be to administer, organize, and supervise the playing of baseball under the direction and guidelines of the ABC for boys between the ages of 7 and 18 with age being determined by USSSA guidelines.

Section 2 – The ABC will use its non-profit status to solicit donations for the running of this youth athletic organization.

ARTICLE IV – MEMBERSHIP

Section 1 – Volunteer adult leaders, parents or guardians of players, team sponsors, and other contributors, managers, coaches, and the other interested adults shall be eligible for membership. Members eligible to vote at annual meetings are Coaches of teams in the ABC and the voting Board of Directors.

ARTICLE V – BOARD OF DIRECTORS

Section 1 – The Board of Directors shall be those persons elected by the members of the **ABC** at the annual meeting for the terms and/or in the manner provided for in the By-laws of the **ABC**.

Section 2 – In recognition of the general powers of the Board of Directors exercised by the virtue of their office, they shall have the power to purchase or otherwise acquire for the **ABC** any property, right, or privilege which the **ABC** is authorized to acquire by the **ABC** membership, at such price or consideration and upon such terms as the Board of Directors may deem expedient and as is approved by vote of the **ABC** membership; to appoint or remove or suspend subordinate agents or volunteers and to determine their duties; to determine who shall be authorized, on behalf of endorsements; to delegate any of the powers of the Board of Directors to any standing committee or any officer or agent generally do all such lawful acts and take actions as may be necessary and proper.

ARTICLE VI – OFFICERS

Section 1 – Officers of the **ABC** shall consist of individuals elected by the coaches within a particular age group to serve as League Representatives, hereinafter referred to as “*League Reps.*”

ARTICLE VII – GOVERNMENT

Section 1 – The government of the **ABC** shall be under the direct supervision of the Board of Directors and Officers.

Section 2 – All rules governing the playing of baseball, the legality of players and related questions shall be in accordance with the Rules and Regulations of USSSA with such modification adopted by the Board of Directors of the **ABC**.

ARTICLE VIII – BYLAWS

Section 1 – Any By-laws, not consistent with the Constitution embodying additional provisions for this government of the Corporation, shall be adopted and may be amended by this membership of the **ABC**.

ARTICLE IX – AMENDMENTS

Section 1 – The Constitution may be amended only by a majority vote of the **ABC** membership at an annual meeting of the **ABC** membership, or a special meeting of the **ABC** membership called for that purpose.

ARTICLE X – MAJOR CORPORATE SPONSORSHIP

Section 1 – To be considered a Major Corporate Sponsorship, to qualify for a non-voting position on the Executive Board, the company or individual must donate at least \$10,000 for one year.

CODE OF ETHICS

- A. ABC has adopted USSSA general conduct rules. They are located in the USSSA Baseball rulebook and can be found at www.lausssa.com.
- B. ABC requires all coaches and other volunteers to fill in an application for position as an ABC volunteer. The application will be furnished by the ABC and made available through USSSA legal staff.
- C. Use of tobacco products while on the field of play is strictly PROHIBITED.

II. ABC OFFICERS

- A. Ascension Baseball Association Executive Board Officers will consist of:
 - 1. President
 - 2. Vice President / Park Commissioner of Stevens Park
 - 3. Vice President / Park Commissioner of St. Amant Park
 - 4. Secretary
 - 5. Treasurer
 - 6. At Large Representative (appointed by President from parents in league)
 - 7. Major Sponsor Representative (appointed by President and is non-voting)
- B. Managing Board will consist of the above listed ABC officers and League Reps.
- C. ABC Officers and League Representatives will be elected at the last coaches' meeting of each season. This meeting will be held on or around October 1st. Length of term will be one year beginning October 1st. Voting members of the Ascension Baseball Association will be all active managers, coaches, and assistant coaches of the current season. If an ABC officer vacates his/her elected position, it will be filled by vote from the board.
- D. Tax consultant / CPA will be hired by Board of Directors to establish and maintain all monies and tax filings. Services will be paid and a 1099 form will be issued at end of the year.
- E. PARC will be notified of all meetings called.
- F. A motion made to make changes to the by-laws of ABC will require a minimum of two weeks before a vote can be taken; the only exception will be during by-laws revisions, which must be approved by a two-thirds vote of the Board of Directors.
- G. Any member of the ABC Board of Directors may be impeached with a two-thirds vote of the coaches with ABC Board of Directors approval.
- H. The Board will designate one or more persons to update the ABC's website. The ABC has ownership of the following domain name: ascensionbaseball.org and will pay all charges for maintaining and servicing the account.

III. COACHES

- A. All coaches must set an example of *'fair play'* and *'sportsmanship'* to all players, other coaches, and umpires and should expect the same from them.
- B. Attend or have a responsible adult representative at all practice sessions.
- C. All coaches are responsible for care of fields after every game and practice. This includes but not limited to:
 - 1. Cleaning out your dugout
 - 2. Locking gates
 - 3. Turning off all lights after the last game or practice of the day.
- D. All coaches are required to attend training and safety seminars as directed by the Board.
- E. The ABC Executive Board will notify coaches who are put on probation by letter and a copy sent to the PARC Director. Severity or number of offenses could result in discharge or suspension from coaching duties. While not presuming guilt or innocence, but to protect the young people, coaches may be removed from their responsibilities until legal or ethical matters are resolved.

IV. EQUIPMENT

- A. The ABC does not have or supply team equipment. PARC has some equipment and can be signed out by the head coach, who becomes personally responsible for the assigned equipment. Equipment is the property of PARC.
- B. Equipment must be turned in after the last scheduled league game. All-Star, fall baseball, and any other post-season play will have equipment reissued.
- C. You will be billed for the cost of replacing equipment that has not been returned.
- D. No alteration of safety equipment is allowed (e.g. airbrushing, painting, etc). Decals may be placed according to Ascension Parish rules.

V. REGISTRATION

- A. ABC will hold Spring registration beginning as soon as possible in February and end on the first Saturday in March at a central location to be determined. Fall registration will take place sometime in August and at the end of the Spring season.
- B. Spring league players assigned to a team will remain with that team as long as he/she meets age requirements. Usually two (2) years. Exception - see draft.
- C. Fall league players are re-assigned every season.
- D. Registration and preview participation are required for team placement in the spring league. Registration only is required in the fall league.

- E. Teams will have at least 12 players before any players are put on the waiting list, except for those not registered on time. The number of registrants will dictate actual roster size.
- F. The waiting list will consist of:
 - 1. Players who sign up after registration has closed and listed according to the date and time registration information and full payment is received. Late registrants are assigned in continuation of the draft order.
 - 2. Late registrants are assigned in continuation of the draft order. They will be called as needed and are not guaranteed to be assigned to a team. Plus, they will be assessed an additional late fee of \$10.00 for spring league & \$5.00 for fall league.
 - 3. All teams are expected to carry a full complement of players as long as players are on the waiting list. Contact your League Rep or ABC President for players.
- G. Reasonable accommodations will be made for any player with special needs.
- H. No refunds will be given except by Board approval.

VI. DRAFT

- A. All players, except obligated players in the odd-numbered age groups will be in the draft. For the even-numbered age groups, only new players to the age group and returning players who do not choose to return to their team will be in the draft.
- B. Eligible players to be drafted.
 - 1. Not an obligated player as defined in Section VI – D.
 - 2. Registration form and birth certificate on file.
 - 3. All necessary charges have been paid.
- C. Eligible players that cannot be OBLIGATED.
 - 1. In odd-numbered age groups, any eligible player as defined in Section VI – B.
 - 2. In even-numbered age groups, any draft eligible player that was not an obligated player the previous season. EXCEPTION: If a person becomes a HEAD COACH of a team, he may take his/her son as an obligated player.
- D. Obligated players are children of:
 - 1. Head Coach's child(ren) are obligated and the last round selection. If multiple children, the additional children will fill the obligated positions first if not filled, or they will fill in from Round 4 on if obligated positions are also filled.
 - 2. Assistant Coach's child will be the third round selection. An exception in the case of twins, triplets, etc. they will be fourth, fifth, etc. round picks.
 - 3. Assistant Coaches must be added to a team's roster before the preview. And he/she must be an active coach who will participate in 75% of practices and games. Violation of this rule may result in the player being removed from the team and placed back in the draft the next year. Recommendations and decisions will be decided by simple majority vote of the ABC Board.

4. If a team loses its Assistant Coach and the obligated player that represents him, a team may name a new Assistant Coach and obligated player from the pool of eligible players before the preview.
 5. The Sponsor's child or grandchild will be the obligated 2nd round pick. Each Sponsor must agree to turn in a minimum \$300 check to the League Rep or ABC Board Member before the draft. This money is given back to the team.
 6. If a team loses its Sponsor and the obligated player that represents him, a team may name a new Sponsor and obligated player from the pool of eligible players before the preview.
- E. Once drafted or assigned a player will stay with that team as long as he/she meets the age requirement, usually 2 years. Exceptions will be rare and with the approval of the ABC Executive Board.
- F. For the even-numbered age groups, the order of the draft will be determined by a random drawing and reversed every new round.
1. If a new team enters the league, it will have first draft choice. If more than one new team enters, they will draw for first draft position and so on until all new teams have a pick. Returning teams will pick after the new teams.
 2. Every team will have a first round pick.
 3. Teams that have fewer players returning than other teams will then draft in the draft order until they catch up with the other teams.
 4. Returning teams must have at least 5 players returning in order to stay together. Otherwise, the team is disbanded and the remaining players must enter the draft.
 5. Returning players may elect not to return to their team. If so, the player has to be in the draft unless his parent becomes a Head Coach of an available team.
- G. For the odd-numbered age groups, the order of the draft will be determined by a random drawing and reversed every new round. All players, except for the obligated players, will be in the draft.
- H. The draft order will be continued until all teams have the maximum number of players as determined by the number of registrants.
- I. Brothers of all returning players will be placed on the same team at the request of the parents. This placement is considered '*automatic*.'
- J. A Head Coach without children within the age group, may choose to pick a player before the draft to be his/her obligated player for as long as the player's eligibility exists in that age group, provided that the player is not eligible to be an obligated player for any team. The Head Coach is only allowed one automatic player representing him/her at a time on his/her team, unless he has multiple children playing on the same team.
- K. Fall league draft rules will be determined each year as the Board deems necessary. Typically, it will be a blind draft with only a Head Coach and Asst Coach's sons being obligated to any one team.

VII. PRE-DRAFT PREVIEW – Spring League only

- A. All players entering a new age group, except automatic and obligated players, will attend.
- B. Players who fail to attend will have their names removed from the draft list; non-attendees will be placed in a hat and drawn by the team manager or coach in draft order.
- C. A league representative will sign in players as they arrive on a first come, first served basis.
- D. The League Rep or his/her designated representative will run tryouts based on the guidelines decided on by a vote of the coaches in each age group.

NOTE: COACHES SHOULD BE LOCATED AWAY FROM PARENTS, BE CAREFUL OF WHAT YOU SAY, PARENTS AND KIDS ARE LISTENING.

VIII. PRACTICE

- A. Each team's practice times will be scheduled by its League Rep. Practice times are for the weeks preceding the regular season. Once the regular season begins, fields are available on a first come, first served basis.
- B. Teams will be allowed 3 activities per week while school is in. Sunday practices shall not begin before noon and must end by 6pm.
- C. Once school is out for the year teams will be allowed 4 activities per week. This includes games and practices.
- D. There will be no practice on game fields on days when games are scheduled.
- E. Players MUST warm-up on the outfield grass, not on infield.

IX. SCHEDULE

- A. The start date will be determined by the ABC Board in association with P.A.R.C.
- B. All spring leagues must be finished before July 4th, including any Post-season tournaments. All fall leagues must be finished before Oct. 15, including any Post-season tournaments.
- C. The schedule for each league is the responsibility of the League Rep. The League Rep must submit his league's schedule for posting on the ABC website.
- D. There will be 2 games each night (unless otherwise stated)
- E. Time limit will be in accordance with the age group that you are in.
- F. Starting times will be determined by the ABC Board of Directors for each age group.

- G. Rainouts will be determined by ABC representatives and will consider safety of players and coaches as well as field conditions. The first scheduled game will be called off only at the ballpark. Games that are over halfway through the time limitations will be considered suspended and completed at a later date. Games that are not over halfway through the time limitation will be cancelled and restarted at a later date.
- H. Games will be rescheduled during the “rainout” week after the final regular season game and before any post-season tournaments. The League Rep will schedule these games in accordance with ABC Board.
- I. First scheduled game time during the week (Mon-Fri) will be no earlier than 6pm. First game time on Saturday will be no earlier than 9am, and the first game time on Sunday will be no earlier than 12pm.

X. UNIFORMS

- A. Each player of a team must have the same uniform, including cap, jersey, pants, belt, and socks. Protests of this rule will not be accepted.
- B. All coaches on the field and in the dugout, must have appropriate team shirt and cap.
- C. Each team can choose its own name, color scheme, and uniform style and submit to the Board for approval. Each team should get approval before printing uniforms. Each uniform must be consistent with the purpose for which the ABC is organized.
- D. Players’ dress code:
 - 1. Uniform shirt will be tucked in at all times.
 - 2. Baseball pants are required.
 - 3. Appropriate leg socks and plain white socks must be worn (no ankles).
 - 4. No jewelry or watches are to be worn at anytime during play. Exception – a medic alert bracelet.
 - 5. Team cap must be worn properly.
 - 6. Baseball shoes (rubber cleats) in good condition must be worn. Steel spikes are allowed in the 15-18 year old division.
 - 7. Must have a proper glove in good condition.
 - 8. If names on uniforms, all players must have last names and required first initial only. (No nicknames or first names for safety reasons!)
 - 9. Proper headgear is required.
 - 10. All members of a team will wear pants in the same manner, either legs up to show socks or legs down to ankles. No one may wear pants legs hooked under the cleats of the shoes or in a manner not in normal wearing of the uniform.
 - 11. Any League Rep, Umpire, or Park Commissioner has the authority to stop any player who is not in proper uniform. This is not an ejection!
 - 12. Failure to follow rules will result in player not being able to participate in a game until they are dressed according to dress code.

XI. GENERAL LEAGUE RULES

- A. All players must play a minimum of one complete inning (1 at bat and 3 defensive outs). PENALTY IS FORFEIT.
- B. A player who is injured during the game and must miss the rest of the game will not be considered an out when it is his turn to bat, if his team still has at least 9 players in the lineup. If a team drops below 9 players in the lineup because of this injury, the injured player's batting spot will register as an out. It should be specifically stated that a player who cannot return because of illness is not part of this rule and his spot will be considered an out every time it comes up no matter how many are in the lineup.
- C. When a player is held out of a game for disciplinary reasons the opposing team's coach must be notified prior to the start of the game.
- D. The games will remain a tie unless broken by tiebreaker procedure.
- E. Tie games: The final out from previous inning will be placed at 2nd base with one out. Two outs remain to score a run. Both teams follow the same procedure. If the score is tied after one tiebreaker inning, the game is recorded as a tie.
- F. Headfirst slides are not permitted. PENALTY will be player called out after play has ended. In the 15 – 18 year old division, headfirst slides are permitted.
- G. Any player faking a bunt and then hitting away (aka "SLASH BUNT") will be called out and ejected from the game. **This applies to all age groups!** 1-game suspension to follow for Head Coach and player. If a player or Head Coach has a second violation he will permanently expelled from the ABC.
- H. USSSA league pitching rules must be strictly adhered too. PENALTY will be subject to forfeiture of next league game, if the player in violation of said rule, pitches in the next league game. This includes any and all tournament games. It should be noted here that for players on other USSSA 'traveling' or 'tournament' teams, our league pitching innings should be factored into the pitcher's inning restrictions.
- I. Game time clock will stop during an injury.
- J. BLOOD RULE. If a player suffers from a laceration or other injury where blood is visible, the game shall be stopped at the earliest possible time and the athlete must be treated immediately. If the injury requires extensive treatment, a substitute shall replace the injured player. (Umpires are directed to stop the game time to allow injured players to be treated.)
- K. Requirements for Catchers – Catchers are required to wear
 - 1. Normal catcher's equipment:
 - a. Catcher's helmet with built-in or attachable throat protector
 - b. Chest protector
 - c. Shin guards
 - 2. Additional required equipment:

- a. Protective cup in ages 9 and up.
 3. Umpires and tournament officials shall halt the game until this rule is complied with.
 4. While warming up a pitcher, either in or out of the bullpen a catcher must wear a mask. Any player who refuses to do so shall be ejected from the game.
- L. Coaches. Only those players and coaches listed on the team's roster or those approved by the ABC Directors are permitted on the coaching lines. In case of an emergency and through informing the umpires and opposing coach, a responsible adult over the age of 21 may assume the role of coach.
- M. Collision Rule – The intent of this rule is to encourage base runners and defensive players to avoid collisions whenever possible.
1. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:
 - a. Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked).
 - b. Whether the runner actually was attempting to reach the base or plate or attempting to dislodge the ball from the fielder.
 2. *PENALTY* – If the runner could have avoided the collision and reached the base, or attempted to dislodge the ball, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all base runners shall return to the last base touched at the time of the interference.
 3. *Ruling 1* – If the fielder blocks the path of the base runner to the base or plate the runner may make contact, slide into, or collide with a fielder as long as the runner is making a legitimate attempt to reach the base or plate.
 4. *Ruling 2* – If the collision by the runner was flagrant, the runner shall be declared out and ejected from the game. The ball shall be declared dead. If the defensive player blocks the base, plate, or base line without the ball, obstruction shall be called. The runner is safe, and a delayed dead ball shall be called.
 5. *Ruling 3* – If the runner collides flagrantly, he/she shall be declared safe on the obstruction, but will be ejected from the contest. The ball is dead.
- N. Force play slide rule – The intent of the force-play slide rule is to ensure the safety of the defensive player. (This is a safety rule as well as an interference rule.) This pertains to a force-play situation regardless of the number of outs.
1. On a force play at any base, including home plate, the runner must slide on the ground and in a direct line between the two bases. This is a legal slide even if contact is made with the fielder.
 2. Directly into a base means the runner's entire body (feet, legs, trunk, and arms) must stay in a straight line between the bases. (A runner need not slide directly into a base as long as the individual slides or runs in a direction away from the fielder to avoid making contact or altering the play of the defensive player.)
 3. If it is a legal slide and the runner makes contact with the defensive player before the ball arrives, the runner shall be deemed safe if the defensive player is blocking access to the base and does not have the ball.
 4. It is an illegal slide if:

- a. The runner slides or runs out of the base line in the direction of the fielder.
 - b. The runner uses a rolling, cross-body or pop-up slide into a fielder. (A pop-up slide is a legal slide as long as the runner does not make contact with, or alter the play of the fielder.)
 - c. The runner's raised leg is higher than the fielder's knee when in a standing position.
 - d. The runner slashes or kicks the fielder with either leg.
 - e. The slide is flagrant. (If the runner's slide is flagrant, the individual shall be ejected from the game.)
 - f. If the runner, on a force play, makes an illegal slide at any base, including home plate, interference shall be called.
 - g. PENALTY with less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runners shall advance.
 - h. PENALTY with two outs, the interfering runner shall be declared out and no other runners shall advance.
- O. **FIRST AID KIT RULE:** First aid kits are located at each park in the concession stand. All coaches should print a copy of the paper 'Prevent and Treat Baseball Injuries' located under the Coaching Resources link of our website.
- P. **HELMETS:** All players are required to wear a double flapped, ear protective helmet while batting, running the bases, while on deck, coaching a base, or while in the batting cages.
- 1. All batting helmets must have the NOCSAE seal of approval stamped on the helmet, and such seal must be visible on the outside of the helmet.
 - 2. All batting helmets for players in the 7-10 year old age groups must have a face mask.
- Q. **TOBACCO RULE:** The use of any form of tobacco by a player, coach, manager, or umpire while on the playing field, benches, in bullpen or dugouts is prohibited. Any individual violating this rule will be ejected from the game.
- R. **ON DECK EQUIPMENT:** Equipment permitted in the on deck area includes bats, weighted and non-weighted, and devices designed to attach to and remain part of the bat, such as weights, wind resistant foils. Sledgehammers, weighted pipes and other heavy items are not permitted. Unsafe devices cannot be used.
- S. **OFFICIAL SCORERS –** The Home Team shall assign an Official Scorer. This person should be introduced to the Umpire and the Visiting Team's scorer. If the Home Team cannot assign an Official Scorekeeper, the Visiting Team may then assign one. The Official Scorer's book shall be the official score for the game. If the opposing team has a scorekeeper as well, he/she is strongly encouraged to verify the score after each inning. The Visiting Team is to assign someone to run the scoreboard. The Visiting team should operate the scoreboard.
- T. If a FORFEIT is declared, the official final score is 6-0 in favor of the team that did not forfeit.

- U. Financial Statements will be supplied to board members as requested and will be made available upon request to the coaches.

XII. PROTEST FILING

- A. A Protest can be filed on rule interpretations ONLY not on judgment calls.
- B. Order of Rule Precedence
 1. Prevailing ABC rules (By-Laws)
 2. USSSA League rules.
 3. Rules of Major League Baseball (Sporting News Edition)
- C. \$50.00 cash protest fee must be paid when filing any protest. The protest must be signed by the Head Coach and submitted in writing to any Executive Board Member within 48 hours following the game being protested. A Head Coach contemplating a protest violation of playing rules on the field of play must notify the home plate umpire immediately of his/her desire before the next pitch is thrown. The umpire must announce that the game is being played under protest and the official score book must be annotated with the inning, outs, strike/balls and the runner positions when the protest occurred.
- D. League Reps will forward copies of protest to the Protest Decisions Committee and ABC Executive Board.
- E. Parties will be notified within two days of delivery to league representative.
- F. If a decision is made in favor of the protesting team, the protest fee is refunded.

XIII. 7 & 8-YEAR OLD LEAGUES

- A. Game length is 1 hour or 6 innings for both age groups. If time is called in middle of inning, that inning will be completed only if necessary. Tie-breaker is not part of game time.
- B. The only “mercy” run rule in effect is 10 or more runs after 3 ½ innings. If the home team is winning by 10 or more at the end of the visitors bat or if the visitor team is winning by 10 or more runs at the end of the home team’s bat, the game is called on a mercy rule.
- C. Each team’s entire roster will bat in every game and play with 4 outfielders.
- D. All substitute players have to be in the game by the beginning of the 3rd inning.
- E. The Pitching Coach must exit the field when ball is hit and not return until the play is dead.
- F. The Pitching Coach CANNOT coach batter, runner, or existing runner. After a 2nd warning the coach will be ejected. A Pitching Coach can signal to the batter to move in the batter’s box without speaking directly to him before a pitch is thrown.
- G. If Pitching Coach is hit, it is a dead ball and the pitch will not count against the batter.
- H. In the 7-year old league, the team in the field may have a coach in the outfield territory on each side. In the 8-year old league, the team in the field may have a coach in the outfield foul territory for the first half of the season. Then all coaches must remain in dugout area.
- I. No T- Ball bats are to be used any time. (Illegal equipment). Also, no bat with "COACHES PITCH" or "CP" in the model number can be used. All bats must have bat performance factor (BPF) of 1.15 or below.
- J. There will be a 30 foot safety arc drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- K. There will be a 20 – foot foul arc drawn from 1st baseline to 3rd baseline in front of home plate. Ball must cross this arc to be considered fair.
- L. There will be a maximum of 5 runs scored per team each inning, but unlimited runs are allowed in the 6th inning only.
- M. Batter gets a max of 6 pitches or 3 strikes. Unless the 6th pitch is a base hit, batter is out.
- N. No team is allowed to pick up players. You can only play with players on your roster.
- O. You can begin a game with 8 players, but you must have 9 positions filled in on your batting lineup. If the 9th player does not make it, that spot will be an out every time it comes around. Anything less than 8 players is a forfeit. If a 10th player arrives, he can enter the game and bat in the last position of the batting order.

XIV. 9-YEAR OLD LEAGUE

- A. Game length is 1 hour and 30 minutes or 6 innings. If time is called in the middle of the inning, that inning will be completed only if necessary. Tie-breaker is not part of the game time.
- B. No new inning can begin after 1 hour and 20 minutes.
- C. The only “mercy” run rule in effect is 10 or more runs after 3 ½ innings. If the home team is winning by 10 or more at the end of the visitors bat or if the visitor team is winning by 10 or more runs at the end of the home team’s bat, the game is called on a mercy rule.
- D. Teams will have a minimum of 12 and a maximum of 14 players and the entire roster will bat in every game.
- E. Teams MUST bat their entire roster and play with 4 outfielders.
- F. 5-runs per inning may be scored by a team until the 5th inning when unlimited runs are allowed.
- G. Base runners are not allowed to take a lead at third base. You must remain on third base until the ball crosses home plate.
- H. If the catcher has control of the ball in his mitt, whether or not the ball hit the ground, it shall be ruled dead and the third base runner cannot advance. This does not apply to runners on first base and second base.
- I. If the ball gets passed the catcher, or if the pitcher does not catch the return throw, the ball is live and the third base runner can advance home.
- J. If the third base runner leaves early, he shall be called out and the pitch shall be considered as a dead ball.
- K. No curve balls may be pitched.
- L. Free substitution on playing except in case of pitcher. A pitcher withdrawn from the mound will not be permitted to pitch again in the same game.
- M. Missed 3rd strike rule DOES NOT apply in this league.
- N. No team is allowed to pick up players. You can only play with players on your roster.
- O. You can begin a game with 8 players, but you must have 9 positions filled in on your batting lineup. If the 9th player does not make it, that spot will be an out every time it comes around. Anything less than 8 players is a forfeit.

XV. 10-YEAR OLD LEAGUE

- A. Game length is 1 hour and 30 minutes or 6 innings. If time is called in the middle of the inning, that inning can be completed if necessary. Tie-breaker is not considered part of the game time.
- B. No new inning can begin after 1 hour and 20 minutes.
- C. The only “mercy” run rule in effect is 10 or more runs after 3 ½ innings. If the home team is winning by 10 or more at the end of the visitors bat or if the visitor team is winning by 10 or more runs at the end of the home team’s bat, the game is called on a mercy rule.
- D. Teams will have a minimum of 12 and a maximum of 14 players and the entire roster will bat in every game.
- E. Teams MUST bat their entire roster and play with 3 outfielders.
- F. Player must be in game for a minimum of 6 outs. (3 offensive and 3 defensive).
- G. 7-runs per inning may be scored by a team until the 5th inning when unlimited runs are allowed.
- H. Runners may take leads and steal 2nd and 3rd base whenever they choose. They can take leads on 3rd base, but can only steal home on a passed ball. Runners violating these rules will be called out and the pitch shall be considered a dead ball.
- I. Free substitution on playing field except in case of pitcher. A pitcher withdrawn from the mound will not be permitted to pitch again in the same game.
- J. All USSSA pitching rules apply.
- K. Dropped 3rd strike rule applies.
- L. No team is allowed to pick up players. You can only play with players on your roster.
- M. You can begin a game with 8 players, but you must have 9 positions filled in on your batting lineup. If the 9th player does not make it, that spot will be an out every time it comes around. Anything less than 8 players is a forfeit.

XVI. 11 & 12-YEAR OLD LEAGUES

- A. Game length is 1 hour and 30 minutes or 6 innings. If time is called in the middle of the inning, that inning can be completed if necessary. Tie-breaker is not considered part of the game time.
- B. No new inning can begin after 1 hour and 25 minutes.
- C. The only “mercy” run rule in effect is 10 or more runs after 3 ½ innings. If the home team is winning by 10 or more at the end of the visitors bat or if the visitor team is winning by 10 or more runs at the end of the home team’s bat, the game is called on a mercy rule.
- D. Player must be in game for a minimum of 6 outs. (3 offensive and 3 defensive) Free substitution is allowed.
- E. You can begin a game with 8 players, but you must have 9 positions filled in on your batting lineup. If the 9th player does not make it, that spot will be an out every time it comes around. Anything less than 8 players is a forfeit.
- F. Teams must bat their entire roster.
- G. Free substitution on playing field except in case of pitcher. A pitcher withdrawn from the mound will not be permitted to pitch again in the same game.
- H. No team is allowed to pick up players. You can only play with players on your roster.
- I. You can begin a game with 8 players, but you must have 9 positions filled in on your batting lineup. If the 9th player does not make it, that spot will be an out every time it comes around. Anything less than 8 players is a forfeit.

XVII. 13-14 YEAR OLD LEAGUE

- A. Game length is 1 hour and 50 minutes or 7 innings. If time is called in the middle of the inning, that inning can be completed if necessary. Tie-breaker is not considered part of the game time.
- B. No new inning can begin after 1 hour and 40 minutes.
- C. The only “mercy” run rule in effect is 10 or more runs after 3 ½ innings. If the home team is winning by 10 or more at the end of the visitors bat or if the visitor team is winning by 10 or more runs at the end of the home team’s bat, the game is called on a mercy rule.
- D. You can begin a game with 8 players, but you must have 9 positions filled in on your batting lineup. If the 9th player does not make it, that spot will be an out every time it comes around. Anything less than 8 players is a forfeit.
- E. Teams must bat their entire roster.
- F. Free substitution on playing field except in case of pitcher. A pitcher withdrawn from the mound will not be permitted to pitch again in the same game.

XVIII. 15-18 YEAR OLD LEAGUE

- A. Game length is 1 hour and 50 minutes or 7 innings. If time is called in the middle of the inning, that inning can be completed if necessary. Tie-breaker is not considered part of the game time.
- B. Metal cleats are allowed.
- C. Head first slides are allowed, except at home plate. NO head first slides at home plate.
- D. Teams are allowed to pick-up another player from another ABC team if the team picking up the player would be forced to forfeit without him. That picked up player cannot pitch, must play in the outfield, and must bat last.

XIX. ALL-STAR TEAMS

- A. Each age group league can put together one All-Star team comprised of eligible players properly nominated and selected from that league.
- B. The All-Star coach will be determined on the second Wednesday in May. The first place team's Head Coach will have the option of being the All-Star Head Coach. If he declines, the second place team's Head Coach will have the opportunity, and so on until the All-Star Head Coach is determined. If there is a tie, the first tie breaker will be head-to-head competition; second will be runs allowed; and 3rd will be a coin toss.
- C. In the case of the 15-18 year old age groups the coach in first place as of the third Wednesday in May shall have the choice of coaching the 15-16 year old all-stars or the 17-18 year old All-stars. The second place coach will coach the all-star team not chosen by the first place coach. If there is a tie, the first tie break will be head to head competition; second will be runs allowed; and 3rd will be a coin toss. If any coach declines it will fall to the head coach of the next place team until one of the coaches accepts.
- D. In the event that no Head Coach accepts the All-Star team, one of the Assistant Coaches can take over, or an individual from outside of the league may be recruited to be Head Coach of the All-Stars.
- E. His/Her coaching staff will consist of at least two other coaches from within the league. These can be Head Coaches or Assistant Coaches at his/her discretion.
- F. Head Coaches from each league have until the Friday following the second Wednesday in May to nominate up to 4 players from his team for All-Star consideration. Each Head Coach should only nominate those players who deserve and have a desire and commitment to play All-Stars. These nominations should be turned into the League Rep. Failure to nominate players by the deadline will result in no players from your team being selected for the All-Star team.
- G. The All-Star Coaching Staff will select at least 12 players for the All-Star team from the nomination lists handed into the League Rep.
- H. The All-Star Coaching Staff is encouraged to have at least 12 players selected by the following Sunday – two days after the nominations are handed in. The coaches should contact all players and their families to verify that they are willing to commit to attend all practices and play in the State Tournament and the World Series if the All-Star team finishes in the top 3 at the State Tournament. Otherwise, World Series participation is optional. If some players cannot fully commit to the All-Star schedule, the All-Star coaching staff should find replacements.
- I. All-Star selections and all accompanying paperwork must be submitted to the ABC President by June 1st. The Coaches must have in their possession each player's uniform size, registration form, phone numbers, and a stat sheet of all players being presented for All-Star selection. This will help the President and All-Star Head Coach in registering the team in a timely manner.

- J. All-Star uniforms – ABC and CORPORATE SPONSORS will furnish:
 - 1. Cap
 - 2. Shirt

- K. The ABC will only pay for the caps and shirts for the players and 3 coaches. Any team ordering anything else must do so under their own name, completely separate from the ABC. DO NOT ORDER UNDER ABC! If you want your team to have the same pants, belts, and socks you can get a player's fee of 25.00 to pay for these items. This is determined by the All-Star Coaching Staff and the parents of the players. Make sure you take a vote, and they are willing to pay otherwise do not order these items or collect the money. ABC will determine if any additional monies are available either through ABC funds or PARC.

- L. After All-Star play is completed, the uniform is the property of the player.

- M. ABC will pay the entry fee for the Louisiana USSSA State Tournament.

- N. All-Star teams placing first, second, or third in the State Tournament will be recognized as an ALL-STAR team still after State. They may advance to the World Series, and ABC will pay the entry fee. Otherwise, the team may advance at their own expense. Any other team will not get preferential treatment towards practice fields at park or any other consideration. If the board has the money and majority decides then and only then will any fees be paid to advance to the WORLD SERIES. Upon completion, all borrowed equipment must be returned to PARC.

- O. All-Star requirements will follow the USSSA guidelines for eligibility for either American League or National League. Each League Rep will be given a copy and know the guidelines. Do not violate guidelines to avoid teams being disqualified.