

WESTERVILLE YOUTH BASEBALL AND SOFTBALL LEAGUE

2023 WYBSL GREEN HAT LEAGUE – FOR BOYS 10 YEARS OLD AND UNDER

SUMMARY – PROGRAM AND RULES

This league is composed of 9 and 10 year old boys. The league will play baseball with modifications. The league is organized and supervised by the Green Hat General Manager, under direction of the WYBSL Commissioners, the Boy's Program Director, and the WYBSL Board of Trustees. Games are played in accordance with National Federation High School rules with the following modifications and clarifications:

1. GAMES, PLAYERS, FIELD EQUIPMENT AND CONDITIONS

- A. The home team coaches shall be responsible to install the bases and if necessary a non-permanent pitching rubber at the required distances prior to start of the game and remove and secure them in the field equipment box at the completion of the game.
- B. Base distance will be 60 feet and the pitching distance will be 46 feet. The ball used will be an official League baseball selected by the league.
- C. Games are six (6) innings in length and will generally be played on Mondays, Wednesdays, and Fridays. Make-up games will not necessarily be played if each team has played a minimum of 10 games. If make-up games are necessary to reach the 10 game minimum, they will be played on Sundays, Mondays, and during the week following the end of the regular scheduled season and will be scheduled as necessary by the Committee, generally starting from the canceled games at the beginning of the regular schedule with the intent of equalizing the number of games each team plays.
- D. All games will start promptly as scheduled. The home team will have the field for practice until twenty (20) minutes before game time, with the visiting team practicing after the home team until five (5) minutes before game time.
- E. No new inning is permitted to begin more than two (2) hours after the start of the game unless the game is not considered complete and in no case may a game continue beyond two and one-half (2½) hours. A new inning is defined as beginning as soon as the third (3rd) out is made in the bottom half of an inning. If an inning in a **complete** game is not finished because of darkness or inclement weather, the score will revert to the last fully completed inning.
- F. Games less than six (6) innings are considered **complete** if: 1) they last at least four (4) full innings (three and one-half (3½) innings, if the home team is ahead) and are stopped for any reason. The final score is determined by reverting back to the last complete inning unless the home team is at-bat and ahead when play is stopped. 2) they have reached the two and one-half (2½) hours limit, regardless of the number of innings played. Games that are not complete are considered **suspended** games. When continued, play resumes exactly where it left off when play was stopped (batting order, position of any base runners, pitchers, etc.) and all rules apply as if it was one continuous game.
- G. Extra innings will be played if, after six (6) innings, the score is tied and time limits and daylight allow. But, if **complete**, regular season games may end in a tie. If so, each team will receive ½ win and ½ loss in the standings. Post-season tournament and play-off games must be complete and

result in a winner. Play will continue past a complete game one (1) inning at a time until a winner is determined.

- H. No team may score more than five (5) runs in an inning. A game shall end if the home team is leading by six (6) or more runs after four and one-half (4½) innings, or if the home team goes ahead by six (6) runs in the bottom of the fifth (5th) inning. If the visiting team is leading by six (6) or more runs after five and one-half (5½) innings, the home team has the option to take their at-bat in the bottom of the inning. If the home team elects to take their at-bat, the game shall end upon completion of the at-bat.
- I. Prior to the start of a game, only the WYBSL Fields Director (or other Board designee) has the authority to cancel the game. At scheduled game time and throughout the game, the authority to stop play because of darkness, inclement weather or other playing conditions rests with the umpire. Games will be rescheduled by the Board, with final confirmation by the Program Director and Umpire Director.
- J. A team must start, play and finish with a minimum of eight (8) players. Loss of a player during the game which results in a team having only seven (7) players will result in a forfeit.
- K. In all cases, a game shall be forfeited only after a grace period of fifteen (15) minutes after the scheduled game time.
 - 1) It is a part of good sportsmanship that a Head Coach will notify the General Manager and opposing Head Coach as soon as he/she knows that it will be absolutely impossible for his/her team to appear with the required minimum of players for a scheduled game or make-up game. As a courtesy and in order to save the league umpire charges, we expect this notification to be made as soon as possible – even if it is done days or weeks in advance.
 - 2) Upon such notification, neither team shall appear for the scheduled game. However, this courtesy notification does not automatically trigger a forfeit.
 - 3) Game forfeits will be awarded only after a fifteen (15) minute grace period when weather and/or field conditions at the end of the grace period would normally allow a game to be started.
 - 4) Therefore, even if a team does not appear with the minimum of players, or has notified the General Manager and opposing Head Coach as specified in 1) above, there shall be no forfeit awarded if weather and field conditions fifteen (15) minutes after the scheduled start time would not have allowed the game to be started. However, after a forfeit is awarded, the forfeit will stand – even if weather or field conditions would not have allowed the game to continue.
- L. Normal defensive alignment consists of nine (9) players – three (3) outfielders and six (6) infielders. All three (3) outfielders must be positioned in the outfield grass before each pitch.
- M. Each player will be given a team shirt and team cap, which the player may keep, prior to the first scheduled game. Each player must provide – at their own expense – a fielder's glove, baseball pants and appropriate shoes. During a game, no player will be allowed to play without wearing the team shirt and cap supplied by the league, and baseball pants. During games and practices, when a player is the batter, a base runner or the catcher, the team cap shall be replaced or covered by a helmet.
 - 1) Adult coaches are not required to be in the uniform of his/her team at the team's games or while acting in any coaching capacity at any time during the game (for example, as a bench

coach). But, if a coach wears a shirt or head covering with any inscription, words, designs or team logo, it must be the team shirt or cap supplied by the league, unless written approval is obtained from the Program Director (or his/her designee).

- 2) No additions, subtractions or changes may be made in team shirts and caps without the express written permission of the Program Director (or his/her designee). If such alteration is approved, all coaches and players of the team must wear shirts and/or caps that are altered as approved. Exception: A player, at his own expense, may have his name added on the back of his shirt above the number. N. No metal spikes or metal cleats may be worn.
- O. Catchers must wear a helmet with face mask and throat protector (a face mask with integrated throat extension may be worn without an additional throat protector), chest protector, shin guards and a protective cup during games, practices and while warming up a pitcher.
- P. Players must not wear jewelry, metal hair ornaments or similar items during practices, scrimmages, or games, for their safety. The 1st offense will result in a team jewelry warning. A 2nd and any additional jewelry offense(s) will result in the player(s) being called out and restricted to the bench.
- Q. Every player will play a minimum of three (3) defensive innings per game. This will ensure the player a minimum of nine (9) defensive outs. No player is allowed to sit out consecutive innings. A game lasting only five and one-half (5½) innings, because the home team is ahead, does not relieve the coach of the responsibility to play each player for the nine (9) out minimum. A game shortened due to curfew or weather may alter the rule unless the game is rescheduled or continued at a later time. Exception: If a player arrives after the start of a game, each inning that begins without the player in attendance shall be counted as an inning played by that player when counting the number of defensive innings played. Except for pitchers (see Rule 3. below), free defensive substitution is allowed.
- R. On defense, each team may have two (2) charged conferences during a regulation game. If the two (2) charged conferences are taken in one (1) inning, the pitcher must be removed from the pitching position during the second (2nd) conference. Beginning with the third (3rd) conference in a regulation game, the pitcher must be removed from the pitching position. A conference is not charged if the pitcher is removed or when a player is hurt and must be attended to by a coach. Conferences must be held on the playing field. One (1) additional conference is awarded for extra inning played.
- S. Both coaches are responsible for reporting the score. The Home Team is responsible for entering the score and if required, the innings pitched or pitch count for the game on the online site. The home team must enter the score within three hours after the start of the game. The Visiting Team must then confirm or challenge the score within three and a half hours of the start of the game but will not be penalized if the Home Team has not entered the score in the required amount of time. For the first score not reported in the above time limit, the Head Coach will receive a warning. **A second violation will result in a one-game suspension for the Head Coach.** Further violations will result in additional penalties.
- T. It will be the responsibility of the Head Coach to secure an adult volunteer among the parents of his/her team to provide coverage at league-assigned time(s) in the concession trailer. If the Head Coach is unable to secure a volunteer parent or other adult to provide coverage, it shall be the responsibility of the Head Coach to provide such coverage himself/herself. **If no adult from the team provides coverage at a league-assigned time for the team, the Head Coach shall be**

charged with a one-game suspension, to be served at the Coach's next game following the violation, including the next subsequent season.

- U. Each team shall be issued an equipment bag and equipment box key prior to the start of the season. These must be returned, cleaned, to the General Manager within fourteen (14) days of the team's last game (or by a date specified by the league as the return date) or the coach will be held financially responsible for the value of the equipment.
- V. If a team does not have their Head Coach or one of their Assistant Coaches present at a practice – or for both teams, in case of a scrimmage or game – then the practice, scrimmage, or game shall not be played. A team not having their Head Coach or one of their Assistant Coaches present at a game will constitute a forfeit by that team.
- W. If the paid umpire does not appear for a game, the Head Coaches will search for an acceptable volunteer who has completed either the CDC or NFHS player concussion training and who has on file with the WYBSL a current certificate of completion for such training. The volunteer will make calls at the bases, call ball/strikes, and foul/fair balls and may position themselves either behind home plate or behind the pitcher. If no acceptable volunteer can be found or agreed upon, that game will not be played and will be rescheduled by the Board.
- X. A coach is permitted to use a scorekeeping and/or pitch-counting application on an electronic device. The use of these electronic devices will be limited to the coaches box on the field and dugout, providing the use of such device does not interfere with the progress of the game, as determined by the umpire. Teams however cannot use electronic devices on the field for voice communication, electronic audio, and/or video recording.

2. BATTING AND BASE RUNNING

- A. A continuous batting order will be used. The batting lineup, listing all players present for the game in their batting order, must be given to the opposing coach prior to the start of the game. Any player arriving late must be placed last in the batting order. The opposing coach must be notified of any addition or subtraction.
- B. The National Federation rule for bats shall not apply. All Non-wood bats used in this league shall bear the appropriate factory-marked "USABaseball" logo and shall not be more than thirty-three (33) inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Solid one-piece wood barrel bats do not require a "USABaseball" logo. Prior to each game, it shall be the responsibility of each Head Coach to check all bats to assure that only legal bats are in use during the game.
- C. The following rules regarding batting lineups will apply:
 - 1) If a player who is not in attendance at the start of the game is listed in the official batting lineup, and is not present to take his place at bat for his first appearance, the batter will be declared out for such first appearance. His name will then be eliminated from the official batting lineup with no further penalty. If the player subsequently arrives, he must be placed last in the batting order.
 - 2) If a player is in attendance at the start of the game, and subsequently must leave the game (because of school event, work, or other reasonable cause, other than injury), his name shall be eliminated from the official batting lineup with no penalty. A player so removed from the lineup shall not be allowed to play in the game from that point, unless the game is

continued on another day. If the game is continued at a later date and the player is in attendance, the player shall be placed in the same place in the lineup as his name first appeared.

- 3) In a continued game, any player who was in attendance during the first date of play, and is not in attendance at the start of play on the date of continuance, shall be eliminated from the lineup with no penalty. If the player subsequently arrives, he must be placed last in the batting order. If a player was not present at the original game before it was suspended, but is present on the date of continuance, that player is added at the end of the batting order.
 - 4) If a player is injured or becomes ill during a game:
 - a. If a batter begins, but cannot complete an at bat due to injury, illness or other reason, he will be declared out. The player may remain in the game unless disqualified by the Head Coach according to rules provisions below.
 - b. If the head coach disqualifies the player because of injury/illness for the remainder of the game, the player's name shall be eliminated from the lineup with no penalty. The player shall not be eligible in the case that the game is continued on another day.
 - c. If the head coach does not disqualify the player because of injury/illness for the remainder of the game, an out shall be declared at each instance of the player's scheduled batting appearance when the player is unable to take his place at bat.
 - d. If a player is injured or becomes ill and must be removed as a base runner after reaching base successfully, the last player on the bench (the most recent batter not on base) will be substituted as a pinch runner.
 - 5) Notwithstanding any of the above, if a batting lineup contains only eight (8) players, an out shall be declared each time that a ninth (9th) player would have been eligible to bat. If a batting lineup contains nine players and, for any reason (even if listed above in this Rule), a player is not able or eligible to take his place at bat when scheduled, an out shall be declared when such player was scheduled to bat.
- D. There will be only one (1) batter in the batter's box and one (1) player in the warm-up circle, which must be outside of the backstop or bench fence. All other players and coaches – when not directing the base runners from the coach's box – must remain on their bench or behind their bench fence, except when warming up. No spectators are permitted to be positioned closer than six (6) feet behind the backstop, unless they are using bleachers that have been provided.
- E. Prior to games and/or scrimmages, batting aides (such as; hit sticks, wiffle balls, hitting nets, and hit-a-way devices), may only be used by players in the outfield grass between the foul lines during the time that the player's team is to have the field for warm-ups (see Rule 1.D. above). Batting aides may not be used during a game or scrimmage. After games or scrimmages, batting aides may only be used in the outfield grass between the foul lines on the field which the game or scrimmage was played, and if there is not another game, scrimmage, or practice scheduled to use the field. Additionally, no batting practice, such as “soft-toss” or “flip” drills, causing balls to be hit against backstops or fencing, is allowing at any time, including practices, scrimmages and games. Only bats and devices designed to remain part of the bat, such as weighted bats, batting donuts or wind resistant devices are allowable during games.

- F. If the catcher is on base with two (2) outs, the last player on the bench (the most recent batter not on base) may substitute as a runner for the catcher to expedite putting on the catcher's gear. G. A batter cannot advance to first (1st) base on a dropped third (3rd) strike.
- H. "Slug Bunting" (fake bunt and swing) is not allowed. A batter may not bring his bat to a bunt position, withdraw it and make a swing on a single pitch, regardless if contact with the ball is made. The batter shall be declared out and the ball declared dead at the time of the infraction.
- I. Leadoffs are not allowed. Base stealing is allowed, after a pitched ball crosses home plate. If a player leads off or leaves a base early on a pitch, the umpire shall call "dead ball" an issue 1 (one) team warning. Any additional offenses by that team will result in a "dead ball" and the runner will be called out. However, there shall be no stealing of home plate, nor advancement to home plate on an attempt to put out a runner who is attempting to steal second or third base. The "delay by batter" rule will not be in effect.
- K. A coach or player shall not carelessly throw the bat which would include the bat hitting the catcher, umpire, or the fence surrounding the field. This event will be treated as a "delayed dead ball" and the runners may advance at their own risk. **Exception:** When the bat interferes with a fielder's attempt at the ball an immediate dead ball shall be called by the umpire and no runners may advance. **Penalty:** At the end of the play, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be called out. A third (3rd) such offense by the same team will result in the batter being called out and a bench restriction of the Head Coach. A second (2nd) offense by the same batter shall result in the batter being called out, removed from the line-up, and restricted to the bench for the remainder of the game. A fourth (4th) and any additional offense will result in the player(s) being restricted to the bench.

3. PITCHING

- A. Any player on the roster is permitted to pitch.
- B. Pitchers may use any regulation fielding glove, except those containing gray or white, while pitching.
- C. Each player is permitted 55 pitches a game with a maximum of 100 a week. The pitcher can finish pitching to the batter he/she is pitching to once the 55 and 100 maximum limits have been reached.
- D. Once removed as a pitcher, a player may not return in the same game as a pitcher. Exception: The starting pitcher may be removed and return to the game one (1) time. His pitching innings before his removal and after his return shall be added together to determine his total number of innings pitched.
- E. A pitching week runs from Monday through Sunday.
- F. The balk rule will not be enforced.
- G. Strike zone: Over the plate between armpits and top of knees in batter's normal batting stance.
- H. Any pitcher hitting three (3) batters in a game must be removed from the game as a pitcher.
- I. Warm-up pitches between innings will be limited to five (5). When a pitching change occurs, the warm-up limit is eight (8) pitches.
- J. Pitching rules apply to all games whether completed or not.

- K. There shall be no walks. Upon a count of four (4) balls to any batter, a coach-pitcher from the offensive team will enter the game and continue to pitch to the batter. The player-pitcher shall remain on the field to play defense and shall remain even with the pitching rubber, no more than three feet to the right or left of the pitching rubber.
- 1) The strike count on the batter will begin the same as before the coach-pitcher's entry.
 - 2) The coach-pitcher must be ready to pitch at all times when his/her team is at bat, must pitch in accordance with all pitching rules above and shall be limited to a maximum of three (3) pitches.
 - 3) When the coach-pitcher is pitching, the batter continues to bat with the same strike count as when the player-pitcher was pitching. The strike count will continue to increase with each strike as called by the umpire.

Clarifications:

A. A batter with 2 strikes can get up to 3 pitches: 1. On the 1st pitch:

- 1) If the batter swings and misses, it's strike 3, batter's out.
- 2) If the batter takes the pitch and the umpire calls a strike, it's strike 3, batter's out.
- 3) If the batter takes the pitch and the umpire calls a ball, the batter gets a 2nd pitch. B. If there

is a 2nd pitch:

- 1) If the batter swings and misses, it's strike 3, batter's out.
- 2) If the batter takes the pitch and the umpire calls a strike, it's strike 3, batter's out. 3) If the batter takes the pitch and the umpire calls a ball, the batter gets a 3rd pitch.
- 4) If there is a 3rd pitch:
- 5) If the batter swings and misses, it's strike 3, batter's out. 6) If the batter takes the pitch, it's strike 3, batter's out.

C. A batter with 1 strike can get up to 3 pitches: 1. On the 1st pitch:

- 1) If the batter swings and misses, it's strike 2, batter gets a 2nd pitch.
- 2) If the batter takes the pitch and the umpire calls a strike, it's strike 2, batter gets a 2nd pitch.
- 3) If the batter takes the pitch and the umpire calls a ball, the batter gets a 2nd pitch.

D. If there is a 2nd pitch:

- 1) If the batter swings and misses, and it's strike 2, batter gets a 3rd pitch.
- 2) If the batter swings and misses, and it's strike 3, batter is out.
- 3) If the batter takes the pitch and the umpire calls a strike, and it's strike 2, batter gets a 3rd pitch.
- 4) If the batter takes the pitch and the umpire calls a strike, and it's strike 3, batter is out.

5) If the batter takes the pitch and the umpire calls a ball, the batter gets a 3rd pitch. E. If there is a 3rd pitch:

- 1) If the batter swings and misses, it's strike 3, batter's out.
- 2) If the batter takes the pitch, it's strike 3, batter's out.
- 3) A batter with 0 strikes gets 3 pitches.
- 4) In all cases, on the 3rd pitch if the batter hits foul balls, the batter continues to hit until she either puts the ball in play or strikes out.

- F. The coach-pitcher will continue to pitch until either a hit ball is put into play, the batter strikes out, or the number of allowable pitches is exhausted.
- G. When the coach-pitcher can pitch only one (1) more pitch, the batter must swing at the pitch. If the batter does not swing, or if the batter swings and misses the pitch, the batter is out and a strike out is recorded. If this pitch is fouled, a replacement pitch is awarded.
- H. When a batter hits a coach-pitcher's pitch, the coach-pitcher shall immediately move from the pitching area toward the foul line in a direction away from any play. If he/she does not do so, the ball will be considered a dead ball, the batter shall be declared out and any runners will not be allowed to advance.
- I. The coach-pitcher shall make every effort to avoid contact with a hit or thrown ball or inhibiting a defensive play. If he/she does make accidental contact with a hit or thrown ball or accidentally inhibits a defense play, the play will be considered a dead ball. Any/All runners will not be allowed to advance and the pitch will be replayed. If in the umpire's judgment there was not an attempt by the coach-pitcher to avoid a hit ball, thrown ball, or inhibiting a defensive play, the play will be considered an immediate dead ball, the batter will be declared out, and any runners will not be allowed to advance.
- J. During the coach-pitcher's time pitching, there will be no stealing or bunting allowed. Additionally, no "hit by pitch" call will be made.

Clarifications:

1. If a runner on second base attempts to steal third base while the coach-pitcher is pitching and the ball is NOT hit into play by the batter, the umpire will require the runner to return to second base. The pitch will count toward the amount of pitches allowed to be thrown to the batter.
2. When a coach has to come in to pitch the pitch count for the player that was pitching is paused and then re started at the beginning of the next batter.

4. CONCUSSION RULE

- A. Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) must be immediately removed from the game, practice, or scrimmage by the player's coaches, the umpires, or WYBSL officials and shall not return to play that day. Further, the player shall not return to play until cleared with written authorization by a licensed physician which needs to be provided to the Program Director.

- B. When a player is removed from a game, practice, or scrimmage due to signs, symptoms or behaviors consistent with a concussion, his/her team's Head Coach, or Assistant Coach acting as the Head Coach, will notify the Program Director on the date of the occurrence. Additionally if a player is removed during a game, umpires shall make note of the player removed on the umpire card and notify the Umpire Director on the date of the occurrence.

5. CONDUCT.

- A. Unsportsmanlike conduct will not be tolerated in the league. Team coaches are responsible for their conduct and the conduct of their players and fans. A coach, player or fan can be ejected from a game and/or removed from the playing field area by order of an umpire, the General Manager, the Commissioner, or the Program Director if they violate a league rule of conduct, as follows:
- B. In a game, no coach may utilize any player(s) not currently assigned to his/her team roster by the League. Violation of this rule will result in automatic permanent suspension of the coach(es) involved.
- C. No coach, player or fan shall ever engage in a physical altercation with any player, umpire, coach or fan.
- D. No coach, player or fan shall intentionally violate or refuse to follow any league or game rules.
- E. No coach, player, umpire or fan shall come to the playing field under the influence of alcohol or an illegal drug; and no coach, player or umpire shall use tobacco products at the playing field during a game or practice.
- F. No coach, player or fan shall engage in grossly unsportsmanlike conduct, including, but not limited to, throwing equipment, use of profanity, arguing with an umpire over a call or directing remarks to a player, umpire, coach or fan which are of a degrading or distracting nature.
- G. Only the Head Coach, or his/her designee in the Head Coach's absence, may leave his/her designated area to dispute a judgment call by an umpire. This infraction may be penalized by either restricting to the dugout for the remainder of the game or ejecting the head coach and/or the offending coach.
- H. After each game, in the practice of good sportsmanship, all coaches and players shall form two opposing lines and proceed through a traditional, orderly "handshake line". No coach or player shall avoid participation in this line or exhibit unsportsmanlike conduct in the line.
- I. No Coach, player, parent, or fan, shall at any time, threaten, intimidate, attempt to intimidate, harm or attempt to harm, any umpire, player, coach, WYBSL official, or fan. Any person who violates this rule may immediately be banned from all WYBSL sites and activities for a period of time to be determined by the Program Director up to and including a permanent ban. This rule shall be applied regardless of where and when the offending conduct takes place.
- J. No player may engage in an intentional act(s) which is reasonably likely to result in damage or defect in any equipment or field fixtures. The first infraction shall be a warning for the team, a second infraction from the same team the player shall receive a strike. Any infractions after the strike shall result in the player being out. Any infractions prior to the start of the game shall result in a warning to the coach, a second infraction prior to the game shall result in the head coach's suspension for that game. Examples of prohibited behavior: a player hitting home plate forcefully with a bat or hitting balls into the field fences. (Does not apply to Pitch, Hit & Run Day)

- K. Chants/intentional distractions/loud noises (natural or artificial) directed at the opponent's pitcher prior to her pitching, or the batter getting ready to hit, or a fielder getting ready to make a play is not good sportsmanship. We should strive to have our young players play to the best of their ability and let their natural talent be the barometer of their success. This is unsportsmanlike behavior and shall not be tolerated in the WYBSL. Umpires, coaches, players and fans need to work together for the benefit of the softball players. The positive values that are learned at the softball diamond will serve the young players long after their season ends.
- L. If a coach, player or fan is ejected from a game and/or removed from the playing field area for conduct as described above (or in the case of G. above, does not participate as described), the person shall provide a written statement describing his/her version of the events and/or other explanation to the General Manager within twenty-four (24) hours of the incident, and may not attend or participate in any practice or game until doing so. The General Manager and Program Director shall review the statement and gather any other information from other parties that they deem necessary to determine if a further penalty should be assessed. Such further penalty, if any, shall be assessed before the team's next scheduled game.
- M. Any coach who violates the above guidelines may be immediately removed from his/her position by the Program Director. In the event of such an occurrence, each coach would be provided with the opportunity to appear before the Board of Trustees at its next scheduled meeting in order to describe for the Board his/her version of the events which may exist for reinstating the coach.
- N. **WYBSL, JBBL and JGSL staff, managers, coaches and umpires are expected to enforce this policy at all times.**
- O. **Automatic Penalties.** In order to clarify and standardize penalties for violations, the following automatic penalties shall apply:
- 1) If a coach or player is ejected from a game because of a violation of the Conduct guidelines, or National Federation Rules related to unsportsmanlike acts, malicious contact or similar acts, that coach or player shall be suspended for (and shall not attend) the next game the coach or player would attend, including the next subsequent season.
 - 2) If a coach, player or fan is ejected from a game and/or removed from the playing field area for violation of Conduct guidelines during a game, that coach, player or fan shall be suspended for (and shall not attend) the next game the coach, player, or fan would attend, including the next subsequent season.
 - 3) If a coach, player or fan is ejected or removed as described in 1. or 2. above, and fails to comply with this policy, the applicable game shall be forfeited by the offending team.
 - 4) It shall be the offending team's responsibility to enforce this policy.
 - 5) All other provisions of the Conduct guidelines – including provisions regarding additional penalties – and the procedures described therein, shall be in full effect and shall be followed by all coaches, players and fans.
 - 6) A second (2nd) violation by the same coach, player or fan shall result in further penalty – which may include suspension for the season and/or an extended period of time.

6. RULE VIOLATIONS AND PROTESTS.

A. No game may be played under protest. However, if rules have been violated, the General Manager and/or Program Director have the authority to call “no game” or “suspended game” and order the game to be replayed or continued from the point of the rule violation. The complaining coach must

notify the umpire and opposing coach of his/her intention to bring a complaint to the General Manager before the next pitch and must notify the General Manager (or Commissioner or Program Director if the General Manager is not available) of the disputed rule within two (2) hours after the end of the game.