

TABLE OF CONTENTS

<u>SECTION I. INFORMATION / PHILOSOPHY</u>	Page 1-2
<u>SECTION II. LEAGUE RULES</u>	
A. ELIGIBILITY	3
B. UNIFORMS EQUIPMENT	3 - 4
C. PLAYING SCHEDULE	4
D. BIRTH CERTIFICATES / PICTURES / ROSTERS	4 - 5
E. OUTSIDE TOURNAMENT PLAY	5
F. BACKGROUND CHECKS / TESTS	6
<u>SECTION III: EXPECTATIONS / CONDUCT & CONSEQUENCES</u>	
A. EXPECTATIONS	6
B. CONDUCT & CONSEQUENCES	7
C. GENERAL RULES OF CONDUCT	7 - 8
D. SPECIFIC PLAYER RULES	8
E. EJECTION POLICY	8
<u>SECTION IV. GENERAL RULES FOR GAME PLAY</u>	
A. PRE-GAME ALL DIVISIONS	9
B. PLAYING RULES ALL DIVISIONS	10 - 13
C. SUBSTITUTION RULES	13
<u>SECTION V: PLAYING RULES FOR PEE WEE DIVISION</u>	13 - 14
<u>SECTION VI: PLAYING RULES FOR JUNIORS AND SENIORS</u>	14 - 15
<u>SECTION VII: RESCHEDULING AND WEATHER</u>	
A. RESCHEDULING SCHEDULED GAMES	15
B. RESCHEDULING GAMES IN PROGRESS	16
<u>SECTION IX: PROTESTS</u>	17
<u>APPENDIX</u> Terms / Definitions / Smart Pitch / Umpire Pre-game	18 -19

FOUR STAR RULES AND REGULATIONS

FOUR STAR LEAGUE

The Four Star League is a group of towns and their surrounding communities (Chapters) in Northeast Colorado who conduct a nonprofit, community sponsored, recreational program that is guided by the league directors, chapter representatives and team coaches who enjoy kids and baseball. The purpose of this league is to allow kids to play the game of baseball in a **recreational** atmosphere where concentration is on teaching the fundamentals of the game and not focusing on the score at the end of a game.

PARENT AND FAN RESPONSIBILITIES

This program is intended to teach players not just baseball but many other positive traits that go along with the idea of respecting a game and its participants. Parents can help their child by teaching them to check playing and practice schedules, to understand and abide by the rules and regulations, and to understand the game situations as the season progresses. They can also instill the idea of sportsmanship and fair play in their player by being an example and cooperating with the decisions of the game, win or lose. This program will not tolerate parents or players who outwardly blame coaches or officials for a loss sustained by their child's team. This is recreational baseball and should be played for the fun and respect of the game.

The league does require that all parents, friends and fans, in general, stay outside the playing area and permit the officials to call the game. Our umpires are selected based on their understanding of the rules and their ability to deal with game situations. They are trained and supported by the league and the individual chapters. Their sole purpose is to umpire the game as accurately and fairly as possible. Decisions made by the umpires will be supported by all of those who attend the games. If there is ever a question or concern about a decision on the field it is the **responsibility of the coach, not the parents**, to work through the field manager and / or umpire to discuss the situation. There should be a 24-hour rule for parents to wait to talk with coaches, field supervisors, or chapter representatives about questions or concerns.

1.

PHILOSOPHY

This league is set up and has been conducted with the idea that there are always going to be situations that will need to be worked out in cooperation between the coaches and the chapters. This has always been a league where a friendly atmosphere and approach to situations will be expected from all participants. If at any time the league or separate chapters feel that a player, coach, or parent is not following the Four Star Philosophy they can be removed from the league without discussion from the league.

TEAM SELCTION

It is the responsibility of the individual chapters to make sure that teams are designed and selected so there is fair representation in the league. In the case of one team in a division the team must be selected according to registrations that are turned into the chapters. The number of players on the team is the choice of the individual chapter but should be limited so that the players and coaches will be able to meet the requirements of play time that is set forth by the Four Star League

In the case where there are multiple teams in a division a chapter is responsible to control their team selection so that teams are organized with player abilities being as equal as possible

CHAPTERS MAY:

- Select team players by a tryout system
- Draft players according to position strength or knowledge of the player
- Choose teams by a location border
- Tell parents that requests are not guaranteed

CHAPTERS MAY NOT

- Have coaches hand pick teams
- Have preformed teams join the Four Star League
- Have an A and a B situation where teams are not of equal ability

If it is proven that a team has entered the Four Star League without going through a fair selection process that team will be removed from the league and all games that have been played will be forfeited. The individual chapter will also be placed on probation for that and the following season.

SECTION II. LEAGUE RULES

A. ELIGIBILITY

1. Eligibility for League Divisions is based on a player's age on **June 1**.
Example: If a player is 13 on June 1st they are to be playing in the Senior Division.
2. Divisions / Game Days

DIVISION	AGES	PLAY	DAYS		Duration
Peewee	10 and under		Wednesday	Friday	1:30
Juniors	12 and under		Monday	Thursday	1:45
Seniors	14 and under		Tuesday	Friday	2:00

- * ***game times and duration will be determined by the master game schedule***
 - * ***a delay in the game because of weather will not take up game time***
3. Players **can** participate in an older age group. They **cannot** participate in a younger age group. They **cannot** change to a different age group once the season's games have begun and they cannot play in more than one age group.
 4. Players **cannot** participate in any other league after **June 1** if they are playing in the Four Star League.
 5. Any team that violates this rule by having such an individual on their roster will forfeit all games for as long as the illegal player appears or has appeared on the roster.

B. UNIFORMS / EQUIPMENT

1. When on the field, all players will wear matching caps and shirts of the same color and design with 4 inch numbers placed on the backs of the jerseys. Players cannot play if they are not in proper uniform.
2. Uniform pants and socks are optional.
3. Uniforms ownership and purchase will be the responsibility of the individual chapters.
4. **NO STEAL CLEATS AT ANY LEVEL.**

5. Protective head gear, with double ear flaps, is mandatory for all players in all divisions whenever they are in the batter's box, on the base paths, in the on-deck circle, or in the coach's box. Any player that intentionally removes their helmet before entering the dugout will be declared out.
6. Catcher's head gear must cover the full face and throat of the player. Hockey style masks meet these requirements. If the player is wearing a skull cap and slip on mask they must have a drop down throat protector.
7. Bats must be a manufactured baseball bat made of either metal or wood. **In the senior division, only a negative 5 bat or below is accepted.** (*this is determined by the weight of the bat minus the length; for example, a 33-inch bat that weighs 28 oz. is a negative 5, -4 -3 -2 etc. are allowed, -8 would not be*)
8. Officials are required to check bats and helmets before all Four Star games. If it is discovered that bats or helmets do not meet requirements they will be removed from the dugout before the game begins. If it is discovered that the illegal / unsafe bats or helmets are being used during the game they will be removed from the game at the point of discovery and the game will continue without consequences.
9. Any player that intentionally throws any piece of equipment will be declared out immediately and may be ejected from the game at the discretion of the umpire.

there should be flexibility allowed at the start of the season for uniforms

C. PLAYING / PRACTICE SCHEDULE

1. All schedules will be provided by the Four Star League and may be found on www.quickscores.com under client list : fourstarbaseball
2. Game times will vary depending on the location and may be changed as the season progresses so it is important for all participants to check with their coaches, chapters, and quick scores.
3. All Four Star Teams in any division are limited to three organized practices per week that will not extend past 2 ½ hours before the season games begin. An organized practice is a practice where a coach contacts an entire team and has a scheduled practice. After the seasonal games begin there will be two allowed practice per week. An Organized practice may not begin before May 1st for the approaching season.
4. A team that does not follow these rules will not be allowed to participate in the Four Star League for the season, for specific amount of games, or the end of the season tournament to be decided on by the Four Star Chapter representatives.

D. Birth Certificates / Pictures / Rosters

1. **The team roster must be set as of June 1st.**
2. **Birth certificates for all players will be checked and verified by the representatives before any regular season game has been played by any team in the league.**
3. There will be no chance, and no need, for anyone, other than a chapter representative, to view or protest the ages of players, on any of the teams in Four Star Baseball after the season has begun.
4. Established Four Star teams are determined by the roster that is to be **submitted to the chapter representatives by JUNE 1**. There will be no additions to this roster after JUNE 1.
5. Any team that is discovered to have a player that does not meet the age requirement will be removed from the team and the team's games will be forfeited as long as that player has participated on that team. The Four Star League may also place the chapter involved on probation for that or the following season.

E. OUTSIDE TOURNAMENT PLAY

1. Teams and individual players that are listed on a Four Star roster may compete in outside tournaments. A team may play, as a whole, in two tournaments. An individual player may also play in two outside tournaments in addition to the team tournaments. This means that a player could play in as many as four tournaments; two with their team and two as an individual. These must be tournament games and not other league games and must be **approved by the chapter directors before the event takes place.**
2. If a team competes in more than two tournaments, or a player competes in more than four tournaments then the coach of this team will be suspended for three games and placed on probation. The team or the individual, whoever has broken the rule, will also face a three-game suspension and be placed on probation..

5.

F. BACKGROUND CHECKS / TESTS

1. All coaches in the Four Star League are required to have background checks done on their criminal and sexual status. Coaches must also have a certificate available to show proof of completion of a concussion test. It is each chapter's responsibility to determine their coaches.
2. Coaches and umpires are required to take and pass the Four Star League test that covers the rules and ethics of the league. These tests should be completed at a coach's meetings before the season begins.

SECTION III: EXPECTATIONS / CONDUCT / CONSEQUENCES

A. EXPECTATIONS

Expectation for Coaches

- * always set a good example for the players and fans to follow
- * use ethical and high morals with any level of participant, show respect
- * use common sense and cooperation when trying to solve situations
- * to instill the idea that sportsmanship is the number one priority
- * respect the judgements made at a game, abide by the rules
- * enforce a no tolerance approach to not following the rules and showing poor sportsmanship

Expectations for Players

- * treat opponents with respect before, during and after a game, shake hands
- * respect the decisions of the officials and abide by the rules
- * there is to be no taunting of opposing participants
- * cooperate with all participants in the league, including your own team / coach
- * represent your team and community with pride and dignity

Expectations for Parents

- * your number one responsibility is to be a positive observer of the game
- * do not use negative or verbally abusive language anywhere
- * encourage all players from both teams, be a role model for all
- * respect the decisions made by the officials and field supervisors
- * be a parent that their child is proud to have at the game.

B. CONDUCT & CONSEQUENCES

The Four Star Code of Conduct matches the philosophy and overall purpose of this league, it is a recreation league that is set up for KIDS to play in a game of baseball and have fun. The league is run by separate chapters and the officials, field supervisors, chapter representatives of that site are the primary decision makers and their call must be followed along with the rules of the league. Parents and coaches are required to sign a code of conduct that specifically states what are the expectations from the league as far as behavior and participation. There will be a **NO TOLERANCE** approach to the not following of these codes. The code of conduct forms serve as a warning to any offenses that occur during the Four Star season. Spectators and Coaches will be ejected from that game and suspended from at least the next game if these codes are not followed.

C. GENERAL RULES of CONDUCT

1. Any spectator or coach who violates the code of conduct policies of the Four Star League will be ejected from that game and will be suspended from the next game.
2. The head coach is responsible for conducting themselves, their players, and spectators in a way that follows the league's philosophy.
3. There is no coaching allowed outside of the playing area of the fence and the head coach is the only team representative who may discuss a decision made by an official. If there is a situation where this has occurred, the game should be stopped and the spectator must leave the playing area.
4. No obscene or vulgar language will be tolerated and tobacco products or alcohol are not allowed.
5. A player, coach, or spectator may be ejected by the officials of the game. A player, coach, or spectator may be suspended from further LEAGUE play by the League.
6. For these rules, it is assumed that a "game" is completed on the same day on which the offense occurred. If the game is suspended, to be completed on another day, the suspension will carry over to the next game. This should be monitored by the chapters effected and contact must be made to the following team played.
7. Any individual chapter may suspend any of its own players, coaches, or spectators from any or all further participation at any time for disciplinary reasons.

8. Ejected players, coaches, or spectators must remove themselves immediately from the confines of the playing areas designated by the umpire or field supervisor. If the participant creating the offense does not remove themselves from the contest area, the umpire will stop the game and invoke the ONE MINUTE CLAUSE.
9. ONE MINUTE CLAUSE; One minute will be allowed for a suspended participant to leave the designated contest area. If this time limit is not met the umpire may, at his discretion, forfeit the game for the offending team.
10. Any participant that creates an offense after a regular season game or after elimination from the after-season tournament will cause the coach, team, player, spectator, or even chapter to be placed on probation for the following season. A repeat of any offense the following season may result in removal from the Four Star League.

D. SPECIFIC PLAYER RULES OF CONDUCT

1. Any unacceptable physical conduct by a player:
 First Offense: Immediate ejection from that game and suspension from following game. This player will not be able to participate until there is approval from the Four Star League.
2. Refusal to abide by an official's decision:
 First Offense: Immediate ejection from that game.
 Second Offense: Suspension from further games.
3. Use of negative language, gestures, or any objectionable demonstration to an official, coach, or player after an official's decision:
 First Offense: Ejection and suspension from next game
 Second Offense: Removal from the Four Star League

E. EJECTION POLICY

1. Any player that has been ejected from the field of play must be placed in the guardianship of an adult outside the playing area until the completion of the game.
2. Ejected players, coaches, or spectators must remove themselves immediately from the confines of the playing areas designated by the umpire or field supervisor. If the participant creating the offense does not remove themselves from the contest area, the umpire will stop the game and invoke the ONE MINUTE CLAUSE.

3. ONE MINUTE CLAUSE; One minute will be allowed for a suspended participant to leave the designated contest area. Once this time limit is met the umpire may, at his discretion, forfeit the game for the offending team.
4. The following sequence is to be followed in the event of an ejection.
 - a. A field supervisor must contact their Chapter Representative immediately after the ejection.
 - b. ALL chapters will be notified of the infraction within a 24- hour period. It will be the responsibility of the player, coaches, or spectator's chapter to apply the suspension and all penalties forthcoming.

SECTION IV. GENERAL RULES FOR GAME PLAY

A. PRE-GAME ALL DIVISION

1. Host site must provide umpire(s) and two new game balls.
2. The HOME team that is determined by the official schedule will take the third base dugout even if that team is not playing on their home field. If this game is rescheduled to a later date or site, how the game appeared on the original schedule will dictate home team.
3. The HOME team will be the official score book for the game. It is up to the coaches to make sure a conference is held between the two team's scorebooks at the end of each inning. The start time of the game will be called by the umpire just before the first pitch of the game and it will be written in the HOME team's scorebook.
4. Teams must be at the field, in uniform and ready to play at game time. Teams can start with 8 players at game time. Late players will be placed at the bottom of the lineup. No penalty will be assessed against a team for only having 8 players.
6. Forfeit time is 15 minutes after the official game time.
7. The behind the plate umpire must go through a pre-game conference with both head coaches to review playing rules for their division. The umpire should use the provided checklist from the Four Star League for the coaches conference.
8. Each team will be allowed a ten-minute pre-game infield practice provided it does not delay the start of the official game time. The first team ready will take their pre-game practice first.

B. PLAYING RULES ALL DIVISIONS

1. Coaches will determine their starting line-up, batting order and substitutions. Line-ups will be provided to the opposing coach and/or score keeper before the game.
2. All teams and divisions will have a **CONTINUOUS BATTING ORDER** in which everyone that is present at that game will be placed in the batting order whether they are playing on the defensive side or not. (12 players present at the game 12 players bat in order)
3. Every batter will bat once before any other batter bats a second time. The first batter in each inning will be the batter in the line-up who follows the batter who was last to complete his time at bat in the previous inning,

Improper batter still at bat	Improper batter on base, but no pitch yet to next batter	Improper batter on base and pitch made to next batter
Replace the improper batter with the proper batter	Send improper batter back to dugout	Improper batter normalized; he is now "proper runner"
Proper batter assumes existing count	Nullify all action resulting from improper at-bat	Next batter: the player following the newly normalized "proper runner"
No penalty	Identify the proper batter and call him out	No penalty
	Next batter: the player following the proper batter (who you just called out)	

4. All players that are on the roster **must play a minimum of two complete innings on defense** if the game goes to completion during a regular season game. If the game is called early than this rule will be enforced. Coaches must establish a rotation of players so that all players have played one defensive inning by the end of the third inning and their second defensive inning by the end of the game. If at the end of a completed game player(s) have not played their complete innings that team will forfeit this game.
5. If a player is not going to be playing in a game but is present then the field supervisor or umpire, and the opposing coach must be notified before the game and be given the reason for the non-play. This player is not allowed to enter that game. It is the responsibility of the coaches to notify the chapter representatives on decisions for players not playing in a game but are present.
6. If a player becomes ill, injured, or voluntarily leaves a game and will not be able to play the two-complete innings the field supervisor, umpire, and opposing team must be notified. There will be no out penalty enforced, the batting order will continue without this player but the player may re enter in the same position of the batting order later in the game.
7. In cases of bleeding, time will be called and the players area of injury must be covered and the bleeding must be stopped. If the uniform has excessive blood, then the uniform must be replaced but does not need to be matching.
8. An inning starts as soon as the last or third out has been made by the team batting. If the game time runs out, then the inning in progress will be finished, with the home team batting last, but no new inning will begin.
9. **THERE ARE NO TIES IN FOUR STAR BASEBALL.** In the case of a tie situation at the end of the time limit, the game will continue as if it were an extra inning game. The extra innings will follow the international rule.
 - *the visiting team will bat first and place a runner at second base
 - *this runner is the last batter from the previous inning
 - *after three outs the home team will finish the inning in the same manner
 - *this process continues for 2 innings**
 - *if after two extra innings of play the score remains tied, players are placed at second and third with the visiting team batting first
 - *these runners are the last two batters from the previous inning
 - *the last batter will go to 2nd and the second to the last batter will go to 3rd base
 - *this process continues for both visiting and home teams, with complete innings, until one team has a winning score

10. The **TEN RUN RULE** WILL APPLY FOR THE JUNIOR AND SENIOR DIVISION ONLY. A game will be complete if
Juniors: 4 innings have been completed or 3 1/2 if the home team is ahead
Seniors: 5 innings have been completed or 4 1/2 if the home team is ahead
11. The **MERCY RULE** WILL APPLY IN ALL DIVISIONS. There will be no more stealing of bases allowed by the team that is leading if there is a run differential of 10 or more runs between teams. At that point the umpire will confirm this with both coaches. If a player does steal after this confirmation they will be declared out. This only applies to stealing and no other action, like a passed ball. The scoreboard will be shut off when there is a run differential of 15 runs between teams but the game and score will continue.
12. The **strike zone** is the area over home plate from the armpits to the knees of the batter that is standing in a normal batting stance. If a batter crouches or moves in a way to change the normal strike zone the umpire will determine the pitch by what is the normal stance.
13. **SLIDING**
- a. A player approaching any base or plate must slide directly into a base or seek to avoid contact with a defensive player or they will be called out.
- b. With a play at the plate there is a mandatory slide rule. The determination of if there was a play or not will be called by the umpire. If a play at the plate was determined and the player did not slide, they will be called out.
- c. A legal slide can be either feet first or head first. If a player slides feet first their leg and buttocks must be on the ground.
- d. An illegal slide is:
- *the runner uses a rolling, cross body or pop up slide into the fielder
 - *the runners raised leg goes up to the fielder's knee when that fielder is in the standing position
 - *the runner goes beyond the base and interferes with a play by a defensive players
 - *the runner kicks or swings their leg at the defensive player
 - *the runner is deliberate in a way to harm or alter the play of the defensive player.
 - *if the sliding player's foot or hand is not within distance of the base at the completion of the slide
14. A player may jump, leap, or hurdle a defensive player to avoid a tag only if that defensive player is laying on the ground.

15. In the case of an illegal slide the runner will be called out.
16. During the games there can be no more than 3 coaches or volunteers allowed in the dugout for all divisions.

C. SUBSTITUTION RULES

Junior / Pee Wee

1. There is free substitution. Any of the players listed in the batting order can be put into the game defensively in each inning throughout the game. The batting order will remain the same.

Senior Division - will follow a modified high school rule

1. Any of the players on the roster can be removed from the game and re enter at any position one time.
2. A player who originally enters the game as a substitute cannot re enter the game once they are removed. However, a player who has been previously substituted into the game and has been removed, can re enter if one of the last eight eligible players becomes ill or injured.
3. Any illegal defensive substitution shall be corrected immediately at whatever point in the game that it is discovered and the game shall continue from that point. If the coach refuses to correct the illegal substitution, a forfeit of the game will result.
4. Use of these substitutions and reentry rules shall not violate the rule regarding the minimum number of innings required to be played by each player or the rule regarding the maximum number of innings allowed for pitchers.

SECTION V: PLAYING RULES PEE WEE DIVISION

Bases 60 feet

Pitching 46 feet

1. A defensive inning will be when the team at bat has gotten three outs or has scored six runs. **(also, reference stoppage in play section for any games or innings that have not been completed Section VII page 13)**
2. A Pee Wee game will go 6 innings or 5 and 1/2 if the home team is ahead.
3. A batter may not attempt to advance to first base on a dropped third strike.
4. Base runners **MAY NOT LEAD OFF** before the ball is pitched, but may leave the base after the ball has left the pitcher's hand with two steps towards the next base. If when leaving the base, the runner makes a clear attempt to steal then they must advance to the next base. If the player does leave the base before the pitch the runner will be declared out and the umpire will call "time" and the play will be repeated.

5. A player may steal or advance to the next base if they make a deliberate and obvious attempt before the ball crosses home plate. If there is no steal attempt made, then the player must return to the base before the next pitch. (this rule is enforced so that the runner does not go half way and make the catcher play the cat and mouse game)
 - option a. clear and deliberate steal attempt all the way to the next base after the pitch and before the ball crosses the plate
 - option b. leave the base after the pitch with a two step shuffle and then return to the base
6. Stealing home or going home on a passed ball is not allowed. The runner can only advance to home on a fair hit, a walk, or a deliberate play by a defensive player on any base runner.
7. There is no advancing on any base if there is a passed ball or dropped ball by the catcher. If a runner was making an obvious steal attempt, they may continue to that next base and will not be required to return to the base they left.
8. A batter that is awarded a base on balls may not advance to second base.
9. Runners may not advance on an overthrow if the ball is being returned to the pitcher.
10. The balk rule will not be enforced but is expected to be instructed by the umpires and coaches.
11. Intentional walks are not allowed and there is no infield fly rule
12. Pitchers will be able to pitch a maximum of 3 innings in a single game or five innings in consecutive days. One pitch thrown is an inning. The penalty for not following these rules is forfeiting the game.

SECTION VI: PLAYING RULES FOR JUNIOR & SENIOR DIVISION

JUNIOR Bases 70 feet Pitching 50 feet

SENIOR Bases 90 feet Pitching 60 feet 6 inches

1. A batter may attempt to advance to first base on a dropped third strike.
2. A pitcher is allowed to pitch 4 innings in a single regular season game or a total of 6 innings in consecutive days. Penalty for this violation will be a forfeit of the game. One pitch is one inning.
3. Runners may lead off, attempt to steal home, and may advance home on a passed ball.

4. The balk rule will be enforced after a warning and instruction is given to the pitcher. Any balk called will be a dead ball and runners will advance one base (except on a warning)
5. A Junior/ Senior game will be 7 innings or 6 ½ if the home team is ahead.

SECTION VII: RESCHEDULING AND WEATHER

A. RESCHEDULING

1. Requests to reschedule games must involve weather, unplayable field conditions, or truly extenuating circumstances. If games are rescheduled because of weather or unplayable conditions the host site coach will be responsible for calling the traveling coach with as much advance notice as possible to avoid unnecessary travel.
2. The host site coach, along with the chapter representative, are responsible for rescheduling any game that is suspended or postponed. The chapter representatives that are involved must be notified before any decision is made.
3. All make up games must be rescheduled but not replayed within 7 days of the original date. This must be in agreement with both coaches and chapter representatives. If there is no agreement that can be reached then the game will be a forfeit for both teams.
4. If by the end of the season there are rescheduled games that have not been completed and there has been every effort made by both chapters and coaches to reschedule there will be no forfeits for either team.
5. If there are games in the final week of the season that cannot be played due to weather, they do not have to be played and there will be no forfeits.
6. Each individual chapter is responsible for monitoring the weather and keeping the participants safe.

B. RESCHEDULING GAMES IN PROGRESS

1. A game that is halted because of weather or darkness will be considered complete:
 - Junior/Pee Wee - 4 innings have been completed or 3 1/2 if the home team is ahead
 - Senior - 5 innings have been completed or 4 1/2 if the home team is ahead
2. If games are halted for weather or darkness prior to completion of the minimum number of innings and must be rescheduled the game will begin at the exact same point, as where it was left off. The umpires and coaches must compare score books to make sure both are accurate with runs, balls, strikes, runners on base, and who was up to bat before the teams leave the field. Home score book will be the official book and should be initialed by the coaches and umpires.
3. Line ups and position players must be the same as when the game was halted. There may be situations where players are absent for the rescheduled game so notification an agreement must be made between the two coaches before the game begins.
4. Games will be halted when the game is no longer deemed safe by the umpire and or field supervisor. Coaches can be asked for agreement but this is not their decision.
5. Games will be halted for weather if the field conditions have been deemed unsafe to play because of moisture.
6. In the case of lightning each chapter in the league is responsible for following and dictating their own policy as far as suspended play and wait time. In general games or practices should be suspended if there are lightning strikes within a six-mile radius. The 30 / 30 rule is also suggested as a guideline where activity should be suspended if there is the sound of thunder within 30 seconds of a lightning strike. (as of National Federation of High School Sports.) Field supervisors and umpires are in charge of making decisions that will have the safety of the players in mind.
DO NOT WAIT TO PLAY YOUR PLAYERS AND RUN OUT OF TIME
7. Games that are halted by weather or darkness will be considered completed provided 4 innings, or 3 1/2 if the home team is ahead in Juniors/Pee Wees: 5 innings or 4 1/2 if the home team is ahead in Seniors.
8. Any delays in the game because of weather or other unusual circumstances will not count as part of the game. The umpire will be responsible for keeping track of the game time and both coaches will be notified of the running time.

SECTION VIII: PROTESTS

There will no longer be any protests in Four Star Baseball.

All chapters are responsible for the control and outcomes of their games. The chapters have all committed to the following of the rules and philosophies of the Four Star League. All decisions made by the umpires and field supervisors at the host sites of the games will be final.

RULES AND HIGH SCHOOL RULES, THE 4 STAR RULES WILL TAKE PRECEDENCE

BALK RULE: (Not enforced in the Pee Wee Division)

This rule has many factors and situations that affect the calling of a balk from the pitcher. In basic terms a pitcher may do one of two things; 1) pitch to the batter without making any type of motion toward the base runners 2) make a legal pick off move and throw to a base trying to pick off a base runner.

INFIELD FLY RULE: (Not enforced in the Pee Wee Division)

An infield fly is a fair fly ball (not a line drive or a bunt) that, in the judgement of the umpire, can be caught by the infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second base or first, second, and third and there are less than two outs. When the umpire calls "infield fly" the batter is out whether the ball is caught or not. The ball is live, and the runners already on the base may advance at their own risk. If the ball is not caught. If the fly ball was caught, then the runners must tag up before advancing to the next base.

UMPIRE PRE-GAME CONFERENCE WITH COACHES

*Check the dugouts and equipment to make sure that all equipment is safe and in good order.

Bats- all baseball bats, negative 5 or below for seniors

Helmets- no cracks and must be padded inside

Catchers Gear- helmet must cover the throat

* NO JEWELRY

1. Call a pre-game conference before the scheduled game time with the head coaches. **START THE GAME ON TIME.**

2. Introduce yourself and shake hands with both coaches.

3. Items to cover:

* continuous line up - anyone not playing?

* strike zone

* fair and foul territories and general ground rules

* will not discuss the rules and decisions

* Infield Fly rule will or will not be enforced (Pee Wee)

* Balk Rule will be called after warning and instruction to the pitcher (Pee Wee)

* time limit / weather delay and reschedule in case weather is bad

* coaches are in control of their fans

* score keepers are to meet between innings home team is the official book

* sportsmanship!

GAME TIME WILL START WHEN THE UMPIRE CALLS FOR THE FIRST PITCH WITH “PLAY BALL”

SMART PITCH GUIDE

Age	Max Daily Pitches	Required Rest				
		0 day	1 day	2 day	3 day	4 day
7-8	50	1-20	21-35	36-50	NA	NA
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
12-15	95	1-20	21-35	36-50	51-65	66+

A coach has the responsibility of ethical play and safety for all of their players. A win or lose should not outweigh the future of a young adult!

