

St. Louis West Athletic Association (STLWEST) Rules

2023

New Rule Changes for 2023

- *Video recording devices are allowed, but not for protests (PAGE 3)*
- *Heat/cold policy for canceling/delaying games added.(PAGE 10)*
- *Walkup music will be allowed. (PAGE 13)*
- *All 14u Boys divisions will play 60”6’/90 feet pitching/base distances. (PAGE 15 and grid)*
- *All coaches must wear closed-toe shoes when on playing field (PAGE 16)*
- *8u Boys – Defensive team plays with 9 players on field, must include pitcher and catcher. (PAGE 19)*
- *9u Boys Stealing – White and Red level can steal but no leadoffs. Runners hold base until pitcher begins pitching motion. No stealing home at any time. (9u Boys Blue will still be allowed to lead off and steal.) (PAGE 20)*
- *9u Boys – Orange Safety Base at first base will be used at all levels. (PAGE 20)*
- *Any reference to ASA rulebook changed to USA SOFTBALL (Softball section)*
- *8u Girls – Runners may only advance one base on overthrow to first base (PAGE 25)*

2023 Rule Amendments are highlighted for your convenience.

2023 Rule Books

Provided

by

SPORT COURT ST. LOUIS

Coaches and Managers,

Thank you for volunteering your time and knowledge to help our young athletes grow as players and teammates. Being a manager or coach is a key role as you have the ability to make the experience a memorable one for all the players on your team.

St. Louis West Athletic Association, Ballwin Athletic Association, Ellisville Athletic Association, Eureka Athletic Association, Pond Athletic Association, Valley Park Athletic Association, and their volunteer Board of Directors appreciate you choosing to play at our parks and participate in our youth leagues. We strive to make playing at our parks an enjoyable experience for the players, coaches, and spectators. We value your feedback, should you have any problems or concerns that arise during the season please do not hesitate to contact a representative from your home association or St. Louis West Athletic Association.

Good Luck with your 2023 season – Let's Play Ball!

Kindly,
Keith Ellis
President, STLWEST

Links to Park Listing of Board of Directors

BAA: www.baapark.org/AboutUs/BoardofDirectors

EAA: www.eaapark.net/AboutUs/BoardOfDirectors

ESA: eurekasports.com/About-Us/Board-Of-Directors

Pond: pondathletic.com/AboutUs/BoardofDirectors

VPAA: www.vpaapark.com/AboutUS/OurStaff

STLWEST Executive Committee

President: Keith Ellis (Pond)	ellisnd@charter.net
Vice President: Luke Hollman (ESA)	lhollman@eureka.mo.us
Secretary: Patrick Murphy (BAA)	pjmurphy80@yahoo.com
Treasurer: Dan Flaschar (EAA)	flaschar2321@gmail.com

Park Umpire-in-Chiefs

BAA: Jason Neal	baaparkvp@gmail.com
EAA: Alan Manetzke	uic@eaapark.net
ESA: Mike Hubbard	umpiretrainer@eurekasports.com
Pond: Mike Miller	msmiller817@gmail.com
VPAA: Gerald Pfeiffer	vpaa.uic@yahoo.com

Baseball & Softball League Rules

Article 1. League

Section 1.01 Membership of a team may be terminated by action of the Home Association or the STLWEST Board of Directors.

Section 1.02 In the event a manager or coach is suspended from one of the Member Associations they shall also be suspended from STLWEST. The manager or coach may request a hearing before the STLWEST Board of Directors.

Section 1.03 If a dispute arises between two Member Associations regarding disciplinary action taken by one Association, the matter and final disciplinary action will be ruled on by the STLWEST Board of Directors. Both representatives of the Member Associations involved will be excluded from voting in the ruling issued.

Section 1.04 The rules may be amended, altered, or repealed only by action of the Board of Directors of the STLWEST. Rules pertaining to safety may be voted on at any time. Rules pertaining to playing rules and administration may be voted on annually upon completion of the current season after first being submitted to the Rules Committee and notice to Member Associations of not less than thirty (30) days.

Section 1.05 All Member Associations shall abide by these rules without change or alteration. Any Association in violation of park facility rules (i.e., no mound for 60x90, wrong base distance) and refusal to comply may result in forfeit of the game for the home team. Member Associations that do not adhere to umpire rules (i.e., clothing and number of umpires on a game) should report all violations to the STLWEST President.

Section 1.06 Two (2) new baseballs/softballs are required for every Association regularly scheduled league game, rescheduled league game, and elimination game, and shall be furnished by the home team or association. Additional balls, if required shall be furnished by the home team or association.

Section 1.07 If two (2) or more teams are tied for the league championship at the close of the regular STLWEST league schedule, ALL these teams will be declared league champions.

Section 1.08 The home team/association shall have the right to designate the home team dugout.

Section 1.09 Video recording devices will be allowed.

1) If attaching the device to a fixed standard, the device must be placed outside the field of play. STLWEST will NOT be responsible for any damage done to any video devices.
2) Video recordings will not be permitted to be used in any protest situations.

Article 2. Recruiting Players, Player Eligibility and Rosters

Section 2.01 During the period from January 1st to July 15th, no player or their parent/guardian shall be approached by anyone for the purpose of recruiting the player for another team. Any person affiliated with the Association who directly or indirectly approaches a player for the purpose of inducing them to leave their team during the current season (January 1 - July 15) shall be suspended from participation in the St. Louis West Athletic Association for a period of one (1) year.

(a) Beginning July 1st, managers may approach another player for the following season.

Section 2.02 A list of ineligible players, families and coaches shall be distributed to Member Associations every season.

Section 2.03 NO player shall be eligible to play with another STLWEST team unless they have been properly released by the manager of the team with which they previously played AND gained approval of the STLWEST Boys or Girls Commissioner. PENALTY: Any player found in violation of this rule will be suspended for the remainder of the season. Exception: The STLWEST will allow a player to play on two STLWEST rosters at two different ages as long as both coaches are aware, and both have approved the dual roster situation in writing to the STLWEST Boys or Girls Commissioner and that one team is designated as the primary team in the event of a scheduling conflict.

Section 2.04 No team shall EVER be allowed to field players who are too old to qualify to play in any particular age group UNLESS they gain WRITTEN approval of the STLWEST President AND Boys Baseball Commissioner or Girls Commissioner.

Section 2.05 No player movement shall be allowed after a team has played four (4) games.

Section 2.06 No team can add any more players to their roster after they have played six (6) STLWEST League games.

Section 2.07 A player is entitled to free transfer upon approval of the STLWEST Protest Committee if the player does not play in a game as required by these rules.

Section 2.08 All teams MUST submit three (3) copies of their completed STLWEST Roster to the Age Group Coordinators at their home Member Association in order to be eligible to participate in STLWEST league games.

Section 2.09 The STLWEST Board of Directors reserves the right to reject the roster registration of any prospective player, manager, or coach.

Section 2.10 All team managers will be required to carry a copy of their STLWEST approved roster to every league game as well as the photo ID or birth certificate of each player and present them to the umpire if requested. Roster is to be signed by the manager or coach as well as the association's commissioner. Penalty for failure to present roster: Forfeit. Umpires, Park UIC or Board of Director on duty may verify players listed on roster orally or by first having each player sign their signature on a sheet of paper and comparing it to the player's signature on the approved roster. If the signatures do not match, the umpire will request that the players parent verify their contact information (address, phone number, birthday, etc. (to the information provided on the approved roster. Penalty for player not being on the teams approved roster: Forfeit. ANY ROSTER CHECKS MUST BE COMPLETED PRIOR TO THE LAST OUT OF THE GAME. Once the last out is made, the game is considered complete and there will be no further protests.

Section 2.11 The registration of a player on an official roster does not exempt them from a protest at a later date provided sufficient proof of ineligibility is presented at the time of protest. The STLWEST Protest Committee, upon proper evidence by any bona fide team member of the Association, must declare the player(s) in question ineligible and their team automatically forfeits any and all games in which such player(s) played as a member of that team.

Article 3. Ranking, Scheduling, and Rescheduling

Section 3.01 Teams in all divisions will be ranked according to ability and placed into leagues composed of such number of teams as shall be determined by a STLWEST ranking board consisting of voting representation from all Member Associations. This board will determine titles of these leagues. It is a goal of this board to have regularly organized leagues composed of such number of teams of not less than four (4) and not more than seven (7) teams.

Section 3.02 All divisions may schedule regular league games on dates to be determined annually by the STLWEST Board of Directors.

Section 3.03 8U Divisions teams shall not be scheduled for, nor begin play of any game starting after 8:59 P.M. prior to the end of the current school year for players on either team.

Section 3.04 Originally scheduled or rescheduled STLWEST league game shall not be scheduled to start after 9:30 P.M.

Section 3.05 Official schedules shall be made available prior to the beginning of the league season showing: the dates, starting times, game locations and the opposing teams for all league games.

Section 3.06 A manager may request a game be rescheduled under the following conditions:

(1) If requested prior to 10 days before the originally scheduled game then can be changed at no fee,

(2) If requested within 10 days before the originally scheduled game then can be changed at a fee as determined by the home association,

(3) NO game shall be rescheduled within 72 hours of originally scheduled game time

Section 3.07 No game shall be rescheduled to another park unless it meets ALL of the following conditions: (1) the game was rained out within last 3 weeks of the regular season, (2) all other attempts to reschedule the game at home park are exhausted, and (3) both parks' Presidents have approved the change.

Article 4. Preseason Tournament

Section 4.01 The tournament will be played using STLWEST rules. There are no deviations from the current STLWEST rulebook. NOTE (for clarification): this includes Section 5.20 regarding if home or away team is ahead by more runs than can be scores in a half inning when time expires, if applicable. The game shall end, and the score will reflect the score at the end of the time limit.

Section 4.02 Only players on a team's official STLWEST approved rosters shall be allowed to play in the STLWEST Tournament. No non-STLWEST teams, players or guest players will be allowed to play.

Section 4.03 Protests will be handled immediately by the tournament director(s) and the Umpire in Chief, and their decision is final.

Section 4.04 The tournament is subject to change in the event of rain. Refund policy is 100% if no games are played, 50% refund if 1 game is played, no refund after 2 games played.

Section 4.05 The Park hosting your group will provide 2 balls for each game.

Section 4.06 A team forfeiting a game during the tournament is ineligible for any championship round games, but they will be allowed to complete their remaining games and consolation games.

Section 4.07 Your tournament coordinator will let you know how they want scores reported, phone or e-mail. The winning manager is responsible for reporting the score. If the score is not reported it will be recorded as a forfeit for both teams. All managers should check the posted scores to ensure there are no discrepancies.

Section 4.08 Pool games may end in a tie and they will follow the STLWEST rule for ties. Bracket play games may not end in a tie, as a winner must be determined. If a team is playing a consolation game and the game is tied at the end of the time limit, no additional innings will be played. We need to stay on schedule on Sunday and since consolation games have no bearing on seeding or advancement in the tournament the game will end according to time limit and no additional innings will be played in games that are tied.

Section 4.09 Trophies will be awarded for the first and second place teams immediately following the Championship game for your group.

Section 4.10 Teams should check email, park website and park rainout numbers throughout the tournament for updates.

Section 4.11 After pool play is concluded, in case of a tie, seeding will be determined based on the following in order: (1) head-to-head (if 2 teams are tied), (2) runs allowed, (3) runs scored, (4) coin toss.

Section 4.12 If two divisions or age groups are combined, the lower-level rules shall be followed. EXAMPLE: 9u boys play by different rules based on division. So, if white were to combine with blue/red for tournament, 9u white rules would be followed.

Article 5. Rules of the Game

Section 5.01 8U-18U will use a STLWEST approved baseball or softball.

Section 5.02 A home team will be determined by the schedule.

Section 5.03 The home team scorekeeper shall be the official scorekeeper. The opposing team's scorekeeper shall be immediately notified of withdrawals and additions to the batting order and all changes at the position of pitcher. A forfeit shall be recorded with a score of 7-0.

Section 5.04 A manager who decides to forfeit prior to game time shall notify the appropriate STLWEST Commissioner, who shall in turn notify the opposing manager. All managers are cautioned to not accept a forfeit unless duly notified by the appropriate STLWEST Commissioner.

Section 5.05 If a team is unable to field eight (8) players by fifteen (15) minutes after the scheduled start time of the game they shall forfeit the game. A team may finish the game with any number of players. Please refer to Section 5.10 on how to treat vacant spots in the line-up as players leave from the game. **Note: all teams MUST have a catcher behind the plate and a pitcher, regardless of the number of players. No other positions will be specified, unless otherwise noted.**

Section 5.06 The official start time of every STLWEST league game will be established by the Umpire upon the completion of ground rules. Associations are encouraged to use on field timers. If no official field timer is available, coaches and umpire should synchronize their time pieces and agree upon the official start time. This will be the governing time by which the game's time limit, hereinafter outlined, will be applied. **Note: game will not be allowed to begin prior to the scheduled start time unless agreed upon by both teams' manager.**

Section 5.07 Those Member Associations that have a field curfew must make that curfew known to both managers prior to the start of the game. Tie games stopped by a field curfew shall be considered the same as the game being called due to rain or other acts of God. Games called because of darkness shall also be considered the same as the game being called due to rain or other acts of God. (Please see Section 5.21 and 5.22 to determine if the game is complete.)

Section 5.08 All offensive players eighteen (18) years old and under on the field of play MUST wear helmets with earflaps while the ball is LIVE and in play. If a player purposefully discards or removes their helmet during play there will be a DELAYED DEADBALL, the player will be called out as soon as all play stops. If a player accidentally loses their helmet while running the bases, they need not retrieve it until the play is complete. Facemasks MUST be worn by ALL players who warm up the active pitcher.

Section 5.09 Each player MUST be permitted to play a minimum of TWO (2) defensive innings in a five (5) inning game, or THREE (3) defensive innings in a seven (7) inning game in every scheduled regular season and tournament game. Penalty for violation is FORFEIT.

Section 5.10 Teams in all divisions shall be required to bat their entire roster of eligible players. The batting order shall not be changed during the game, except that an injured player shall be removed without penalty and no out shall be recorded when their turn at bat would have come up. All players listed on the batting order must be present at the start of the game. Any player arriving after the start of the game shall automatically be placed at the bottom of the batting order, regardless of where the team is in the batting rotation. The player will be allowed to bat and field.

*Player leaving early must be announced at ground rules. Any player leaving the game early and not announced before the game will result in that players spot being an out.

(a) If a player is ejected from the game his spot in the line-up will be an out.

(b) If a player is injured or becomes ill during the play of the game and cannot continue his spot in the line-up will not be counted as an out.

Section 5.11 There are to be only two (2) offensive coaches on the field (first and third base Coaches). There are to be ZERO (0) defensive coaches on the field (No standing or sitting on buckets) outside of the dugout.

Section 5.12 If no attempt is made to avoid being hit by a pitch, the batter will not be awarded first base unless it is ball four.

Section 5.13 Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties.

Clarification:

Runner must: a. Slide or

b. Seek to avoid contact with fielder

Penalty: a. No slide to avoid – runner is out

b. Malicious intent – runner is out and ejected

MALICIOUS INTENT OF ANY TYPE ON ANY PLAYER WILL RESULT IN AN EJECTION

Section 5.14 At any time, the team at bat may use a courtesy runner for the pitcher and catcher of record from the previous time on defense. The courtesy runner must be the player who made the last out. If the player who made the last out was a pitcher or catcher, you can revert to the next non-pitcher or catcher who made an out to act as courtesy runner.

Section 5.15 A courtesy runner (last out) may be used for an injured player if necessary. The injured player may return to the game if able to play in the field or bat in their spot in the line-up.

Section 5.16 All games shall have a time limit of one hour and forty minutes (1:40)

Section 5.17 In league and in tournament play, if time is up and the home team is ahead the game is over at the conclusion of the visitors at bat.

Section 5.18 At the end of the time limit specified, if a run limit per inning exists for the division and either team is ahead by more runs than can be scored in the half inning, the game will be called complete, and the inning will not be concluded. All other divisions shall complete the inning in progress. The game shall count as a legal game regardless of the number of innings played.

Section 5.19 A new inning starts immediately after the third out of the home team's at bat. If there is 5 seconds left in the time, you will play another inning. Umpires will not tolerate intentional stalling.

Section 5.20

(a) BASEBALL ONLY: All age divisions will play seven (7) innings. No new inning may begin after one hour and forty minutes has expired (1:40). The following tie breaker rules are in effect:

- If seven (7) innings have expired, BUT not the 1:40 time limit, extra innings may be played until the 1:40 time limit. The game shall be allowed to continue until such time limit expires. If this situation occurs, no new inning shall begin after 1:40 as long as at least one extra inning (the 8th inning) has been played.

NOTE: In enforcing these rules, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning.

(b) SOFTBALL ONLY – All age divisions will play seven (7) innings. No new inning may begin after one hour and thirty minutes has expired (1:30). When after the completion of seven (7) innings of play and if there is time remaining and the score is tied, the tie-breaker rule will be followed:

- Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective inning being placed on second base.

Section 5.21 If a game is called due to rain, lightning or other acts of God and cannot be resumed, **it is a regulation game if**: **1)** In a seven (7) inning game, four (4) innings have been completed; **2)** if the home team has scored more runs in three and one-half (3 ½) innings than the visiting team has scored in four (4) complete innings; **3)** if the home team scores one or more runs in its half of the fourth inning to tie the score, then the game shall be considered a tie if not resumed; **4)** if one hour and 15 minutes of the time limit has been played. If a game has progressed beyond the 4th inning OR more than one hour and fifteen minutes have been played and is called to due to rain or other acts of God and cannot be resumed, the final score will revert back to the previous completed inning.

- If the game is called due to rain or other acts of God and cannot be resumed and it is not determined to be a completed game as stated in Section 5.21, the game will start over from the beginning.

Section 5.22 The Home Association may postpone a game due to inclement weather prior to the game. In this event, the home team manager shall notify the visiting manager as early as possible. All other game stoppages due to weather conditions shall result in the game being delayed by the Umpire-in-Chief on the field of play, and ONLY the Home Association's Board Member on duty has the authority to officially postpone the game. Players, managers, and coaches must report to the field of play to receive official confirmation of a game postponed by the Umpire-in-Chief. Failure to so report will result in a forfeit being declared.

(a) Heat/Cold Policy- STLWEST games will be canceled/delayed if the heat index exceeds 105° F or if the temperature is below 40°F 1 hour prior to the start of the game at the park where the game is to be played. Games can be delayed up to 30 min. if delaying the start of the game would possibly meet the policy standard. The official weather source that will be used at each park will be the AccuWeather App.

Section 5.23 In the case of lightning, there will be a mandatory 15-minute delay following a lightning strike in the area. The game time limit will be paused during any such delay. There will be a MAXIMUM of a 45-minute delay. If the game is not resumed within 45 minutes, the game will be postponed and follow the rules of a completed game as stated in section 5.21.

Section 5.24 The home team must contact by email the visitor within 7 days of the rainout and offer two dates. The visiting team must respond within nine (9) days of the rainout to the two (2) dates offered. Even with conflicts the game must be rescheduled within fourteen (14) days of the rainout. That does not mean played within fourteen (14) days just rescheduled for a later date. If neither team initiates a reschedule within the 14-day time frame, the game will go down as FORFEIT for both teams.

Section 5.25 If one team is at fault for the game not being re-scheduled in the two (2) week period, that team will receive the forfeit. This will be determined by email dates and times. A forfeit shall be recorded with a score of 7-0.

Section 5.26 Whenever a game is played on a diamond with distance between bases is less than ninety (90) feet, the coach's boxes at first and third base shall be moved in towards home plate so to be in the same relative position with first and third base as on a regulation ninety (90) foot diamond.

Article 6. Protesting

Section 6.01 Umpires will work to settle all situations on the field. A protest can be made ONLY on pitching violations, rule interpretations/violations or player eligibility. No protest can be accepted when it involves a question of an umpire's judgment.

Section 6.02 The Protest fee is $100.00 cash. The fee shall be returned only if the protest is upheld.

Section 6.03 All protests will be reported to the STLWEST board in a timely manner. The protest committee's rulings are final and there is no appeal.

Section 6.04 The protest committee for baseball shall be chaired by the current STLWEST Umpire-In-Chief of Baseball and consist of the current STLWEST baseball Commissioner(s); the protest committee for softball shall be chaired by the current STLWEST Umpire-In-Chief of Softball and consist of the current STLWEST softball Commissioner(s).

Section 6.05 Each protest must be submitted in writing and received by the STLWEST Commissioner, signed by the manager making the protest, within seventy-two (72) hours after the completion of the game, and accompanied by a protest fee of $100.00. In the event the protest is disallowed, the fee shall not be refunded. In the event the protest is upheld, the fee shall be refunded.

Section 6.06 Whenever an alleged violation of a PLAYING RULE occurs during the progress of an official game during the regular season, or an official rescheduled game, (including the final play of the game) the manager or a duly registered coach of the protesting team must call TIME and IMMEDIATELY notify the Umpire-In-Chief and the manager of the opposing team that the game is being continued "under protest". At this time, both managers and the Umpire-In-Chief must initial both scorebooks or make record of protest on a protest form, noting where in the game the protest occurred. The protesting manager must send a photocopy of their scorebook page of the game under protest along with their letter of protest to the STLWEST Commissioner. Failure of the protesting manager to comply EXACTLY with this section will nullify and render void any future protest regarding the alleged violation of playing rules referred to herein.

Section 6.07 In the event the protest referred to herein is withdrawn, and the Umpire-in-Chief is so informed by the protesting manager or coach making the original complaint on the field, there shall be no protest and such action will nullify and render void any future protest regarding the alleged violation of the rules referred to herein. The Umpire-in-Chief initials the score book at the point in the game where the protest is withdrawn.

Section 6.08 If, however, the protest is not withdrawn as described herein, it shall then become the obligation of ALL umpires working the game to submit, in writing, a detailed letter describing the situation(s) leading up to the point in the game where the protest occurred within twenty-four (24) hours after the game and immediately send it to the appropriate STLWEST Commissioner. It shall also become the obligation of the opposing manager to file a written report of the incident causing the protest with the STLWEST Commissioner within seventy-two (72) hours following the end of the game in which the alleged violation of the rules occurred.

Section 6.09 The protest committee, upon receiving the protest and written reports referred to in Sec. 7 herein, shall render its decision at the next regularly scheduled protest meeting.

Article 7. **Sportsmanship & Acts of Disbarment**

Section 7.01 All players and coaches will be expected to behave in a sportsmanlike manner at all times.

Section 7.02 Any player, coach, or parent / fan whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the park administrators, tournament officials and/or umpires. A team may be forced to forfeit, if necessary.

Section 7.03 Foul or abusive language will not be tolerated under any circumstances.

Section 7.04 Cursing, throwing equipment and coaches making a call prior to an umpire's call will be an automatic ejection.

Section 7.05 If a coach is ejected from a game, they must sit out the remainder of that game and leave the field area. In addition, ejected coaches will be suspended for one additional game, to be served during the following game.

Section 7.06 A player ejected must sit out the remainder of that game.

Section 7.07 Should unsportsmanlike conduct occur during the last play of the game and/or after the completion of the game by any coach, player or spectator the coach, player or spectator will be ejected from the current game and must sit out the next league game they play.

Section 7.08 Anyone ejected may be asked to leave the park at the discretion of the Umpire or Park Administrator.

Section 7.09 The Manager of a team is responsible for the conduct of their players, coaches, and followers of the team. Failure of the manager to control or maintain proper conduct of their team players, coaches, and/or followers will result in the ejection of the manager from the game. Should a second ejection of any player or coach occur, the Umpire-in-Chief will declare a forfeit.

Section 7.10 All that is dishonorable, unsportsmanlike, and unbecoming of a gentleman/lady is condemned. The use of intoxicants in any form or profane or vulgar language by players, managers, coaches, or league officials is strictly prohibited. This restriction applies to the field of play, the player's bench, or anywhere in close proximity to the field of play.

Section 7.11 Any player, manager, coach, or team guilty of conduct such as described in Sec. 7.10 here of SHALL BE REMOVED FROM THE GAME, AND FROM THE AREA SURROUNDING THE FIELD, AT THE DISCRETION OF THE UMPIRE-IN-CHIEF, AND SUCH PERSON MAY BE SUBJECT TO PROBATION OR SUSPENSION BY THEIR MEMBER ASSOCIATION. The Umpire-in-chief will submit a written report of the incident to the appropriate Commissioner of the STLWEST and the STLWEST Umpire-in-Chief within seventy-two (72) hours.

Section 7.12 Any manager, coach or player making contact with an umpire, whether unintentional or not, shall be suspended immediately for the remainder of the current game and the next two (2) games. The Umpire-in-Chief will submit a written report of the incident to the appropriate Commissioner of the STLWEST and the STLWEST Umpire-in-Chief within seventy-two (72) hours for review. If the contact is determined to be intentional, the manager, coach or player will result in a one (1) year suspension.

Section 7.13 Any manager or coach ejected from any two (2) STLWEST sanctioned league or tournament games during the season shall receive a two (2) game suspension immediately following the second such ejection. A third ejection in the same season will result in a one (1) year suspension. Suspensions may continue into the next season.

Section 7.14 A Manager, Coach, Player, Substitute, Attendant, or other bench personnel shall not:

(a) Deliberately throw a bat, ball or helmet (Penalty, the umpire shall banish the offender from the field. Failure to comply shall result in the game being forfeited);

(b) Call "Time" or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk (Penalty, the umpire shall banish the offender(s) from the field. Failure to comply shall result in the game being forfeited);

(c) Use word or act to entice or try to entice spectators to demonstrations, or use profanity or remarks which reflect upon opposing players, umpires, or spectators (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense);

(d) Enter the area behind the catcher while the opposing pitcher and catcher are in their positions (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense);

(e) Use amplifiers, bullhorns, cowbell or any other artificial noisemaker on the bench, the playing field or anywhere around the playing field (i.e., stands, etc.) during the course of the game is prohibited. (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense);

(f) Walkup music and music between innings will be allowed. Music must not have inappropriate language. Music must be played at a volume level that is not distracting instruction on the field or neighboring fields. Music cannot be played while the game is in play (ex: a pitcher is getting ready to pitch, or during a live ball situation). One warning will be issued at the discretion of the Umpire/Director On Duty to a coach for any music violation. If a second offense occurs the music will not be allowed for the remainder of the game;

(g) Maliciously run into a fielder who has the ball.

(h) As a baseman, fake a tag upon a base runner without having possession of the ball (Penalty, Obstruction will be called, repeated violations of faking a tag without the ball will result in disqualification of the player);

(i) Have any object in their possession in the coach's box other than a score book which shall be used for scorekeeping purposes only (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense);

(j) Be outside the vicinity of the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box, or one of the players on defense (Penalty, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then disqualify them if they repeat the offense).

Section 7.15 Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets (including cloth and string types), necklaces or other cosmetic or decorative items that are hard. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible (Penalty, at the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected).

Section 7.16 Acts of disbarment include:

(a) A physical attack on an umpire or other tournament official or Association Officer during a game or immediately following a game, played under the administration of the Association.

(b) Player, coaches, manager, or sponsor threatening an umpire, tournament official, Association Director, or Association Officer.

(c) Any officer, director, umpire, player, coach, manager, or sponsor fighting, using unsportsmanlike conduct or abusive tactics or derogatory or unbecoming acts that could be detrimental to the Association and not in the best interests of STLWEST Baseball or Softball.

(d) By knowingly competing with or against illegal or suspended players.

(e) By participating in or permitting a fraud to be perpetuated.

(f) Any official of the Association who refuses to submit funds to the Association that is due to the Association.

(g) Competing under an assumed name.

(h) Submitting a check, for any reason, that cannot be negotiated for payment.

(i) Purposely using false information to hurt the Association.

(j) An illegal player may be suspended for one year.

(k) Any STLWEST Baseball Officer, Director, umpire, or participant that is suspended for any reason, shall not be allowed to participate in any capacity within the Association, until such suspension has been lifted.

Article 8. Umpires

Section 8.01 A player, manager, coach and/or family thereof is prohibited from umpiring in any officially scheduled or rescheduled STLWEST league game in the league in which their team participates, or in any scheduled elimination or STLWEST Tournament game in which any team of their regular league participates. In the event that this necessity must occur, the Home Association shall notify the visiting team's manager before the start of the game. The visiting manager shall have the choice of where the umpire shall be stationed.

Section 8.02 Both STLWEST umpires should be dressed consistently on the field. Uniforms should include: shirts that are the same color (home association logo is optional), light gray, navy or black slacks or shorts. NO SHORT SHORTS OR GYM SHORTS ALLOWED. Black or navy ball caps with NO ADVERTISING other than Home Association logo. EXCEPTION: A board member or other park representative that must umpire in the absence of a scheduled umpire may wear alternative attire.

Section 8.03 Plate umpires are to wear protective gear, including but not limited to face mask, shin guards, chest protector or similar functioning equipment that is to be furnished by home association.

Baseball Rules

Article 9. General

Section 9.01 Playing rules not specifically covered herein shall follow the Official Baseball Rules (OBR), same set of rules used by Major League Baseball.

Section 9.02 In ages 5U-18U, any player who before May 1st of the current season reaches the below listed birthday (B) is not eligible to participate in that division (A).

A	B
Age Division	Birthday
5U	Sixth
6U	Seventh
7U	Eighth
8U	Ninth
9U	Tenth
10U	Eleventh
11U	Twelfth
12U	Thirteenth
13U	Fourteenth
14U	Fifteenth
15U/16U	Seventeenth
17U/18U	Nineteenth

Section 9.03 Field Dimensions

Division	Bases	Pitching
7U	55’	40’ (Machine) 8’ circle around the pitching machine
8U	55’	40’ (Machine) 8’ circle around the pitching machine
9U	65’	45’ (Must have regulation dirt or catalog mound)
10U	65’	45’ (Must have regulation dirt or catalog mound)
11U	70’	50’ (Must have regulation dirt or catalog mound)
12U	70’	50’ (Must have regulation dirt or catalog mound)
13U	80’	54’ (Must have regulation dirt or catalog mound)
14U (All Levels)	90’	60’6” (Must have regulation dirt or catalog mound)
15U/16U	90’	60’6” (Must have regulation dirt or catalog mound)
17U/18U	90’	60’6” (Must have regulation dirt or catalog mound)

Section 9.04 Length of Game Run Differential (Mercy Rule) 9U OR OLDER AGE GROUPS ONLY

(i) 7 Inning Game 15 runs after 4 innings
(ii) 7 Inning Game 10 runs after 5 innings

Article 10. Equipment

Section 10.01 All players must be fully uniformed, which includes the following: baseball pants, socks, baseball cap, and team jersey with numbers that are non-duplicating at least three inches (3") in height.

(a) Players must have sleeves. If jersey does not have sleeves, all players must wear a uniform undershirt with sleeves. No white long-sleeved shirts will be allowed.

(b) All coaches must wear closed-toed shoes while on the field of play.

Section 10.02 While in the field, as a defensive player, baseball caps must be worn properly with bill facing forward (except for the catcher).

Section 10.03 Metal spikes are prohibited in age divisions 12U and below.

Section 10.04 Metal spikes are prohibited on portable mounds at any age.

Section 10.05 All bat boys / girls must wear a double-ear batting helmet when outside the dugout.

Section 10.06 The catcher must wear all appropriate protective gear: protective catcher's helmet with face mask and throat guard, chest protector, shin guards and protective cup.

Section 10.07 In age divisions 14U and below the catcher's protective helmet must fully cover both ears.

Section 10.08 Only baseball bats may be used in baseball games. Softball bats, T-ball bats and "coach pitch" bats are not allowed. The first infraction for a non-baseball bat being used in a game will result in the bat being removed from the game and the batter being called out. The second and subsequent infractions by the same team will result in the manager being ejected. Bat restriction violations are not the responsibility of the umpire to notice. Bat restriction violations are the responsibility of the opposing team to bring to the attention of the umpire as an appeal.

Section 10.09 The official baseball bat shall be round in cross section for the entire length of the bat, straight in length from end to end, and smooth surfaced in the hitting area. The maximum diameter is two and three quarters inches (2 3/4") and the maximum length is thirty-six inches (36"). Any material to improve the grip may be used for a distance not to exceed eighteen inches (18") from the handle end. The bat shall be constructed of wood, aluminum, or any other material or combination of materials**. All non-wooden bats are required to be stamped with a manufacturer's "BPF 1.15" rating stamp. There will NOT be drop/ weight restrictions for all ages except 15U and above. Bats with the "USA Baseball" sticker are allowed.** BBCOR bats are also acceptable. In addition, all bats for ages 15U and above must conform to the Missouri State High School Activities Association (MSHSAA) bat limitations. The MSHSAA regulations are the sole discretion of that body and are subject to change at any time without notice from STLWEST. **Violators of this section will be subject to the same penalties as described in section 10.08.**

Article 11. Pitching

Section 11.01 In all divisions free substitution shall prevail except as restricted at the pitcher's position. A player may be removed from a defensive position at any time and may re-enter the game at that position or any other position, except pitcher at any time and as often as desired. Once a pitcher is removed from the pitching position he may not pitch again in that game.

Section 11.02 For all cumulative totals in this rule, one (1) out equals one third (1/3) of an inning, two (2) outs equal two-thirds (2/3) of an inning and three (3) outs equal a full inning. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire. PENALTY: Any violation of pitching limitations shall result in immediate forfeiture of the game. This may be done at any point after an illegal out has been made while the pitcher in violation is in the game and in the pitching position.

Section 11.03 Pitching Chart: The number in this column represents the most innings a pitcher can pitch in one game/one day. NOTE: This is to be interpreted as the number of innings a pitcher would be able to throw in a single game.

Innings per game:

9U	3
10U	4
11U	4
12U	5
13U	5
14U	7
High School	Unlimited

Section 11.04 In all age divisions an intentional walk may take place by announcement from the catcher or pitcher. BASEBALL ONLY

Section 11.05 Five (5) pitches allowed as warm-up in between innings, not to exceed 1 minute. In the event the catcher is not ready, coach will need to warm up pitcher.

Article 12. Balks

Section 12.01 In age divisions 10U and below, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play. In all other divisions, balks will be strictly enforced without warning.

Article 13. Trips (Visits) To the Mound

Section 13.01 When a team is charged with its second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

Article 14. 7U Machine Pitch

Section 14.01 At least one (1) umpire will be used. The umpire will not call strikes but will keep count of pitches.

Section 14.02 Time limit will be 1 hour and 30 minutes or seven (7) innings. Batter will complete at bat once time is completed, but the game ends after it is completed.

Section 14.03 There are NO mercy rules. This is a training league; no score is kept. No more than seven (7) runs can be scored in one inning.

Section 14.04 Machine pitch using baseball. Home team provides two (2) NEW balls per game.

Section 14.05 Up to ten (10) players will play in the field each inning: four (4) outfielders, one (1) pitcher, one (1) catcher, and four (4) infielders. NOTE: Teams must provide a catcher and they must wear all necessary equipment.

Section 14.06 Only one (1) pitcher is allowed on defense. Infielders cannot be placed on both sides of the pitching machine. Infielders must play regular infield positions (1st, 2nd, 3rd, SS).

Section 14.07 Managers will mutually agree on adjustment and speed of the machine prior to the start of the game (usually between 31-35 MPH). Small adjustments may be made to machine for batter.

Section 14.08 The machine and safety screen, if used, will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the eight-foot (8') circle, it will be considered out of play and runners will be awarded one base. NOTE: Machine is considered the pitching machine for the purpose of applying the rule. Therefore, if the ball hits the machine and rolls foul before being touched by another player and before passing either first or third base, it is a foul ball.

Section 14.09 Each player gets up to seven (7) pitches to put ball into play. If after 7 pitches, the batter does not put the ball in play, batter is out, EXCEPT when ball is hit foul on the seventh pitch. Batter may hit as many foul balls as needed to put ball in play.

Section 14.10 There are no walks; no hit batsmen

Section 14.11 Three (3) outs constitute an inning.

Section 14.12 Outs are called and recorded. Player called out shall leave the base.

Section 14.13 Players may not lead off from base; stealing is not allowed. Advancement my only take place when the ball is hit, or batter awarded a base. PENALTY: runner is out.

Section 14.14 Players should not advance past the base to which they are running when the batted ball is returned to the infield. PENALTY: runner will return to base they were running towards.

Section 14.15 One (1) ball will be played at a time. Defensive coach will collect balls from the catcher and throw back to individual feeding pitching machine to move game along faster. No loose balls behind the catcher – safety hazard.

Section 14.16 Any offensive player on the field must wear a helmet.

Section 14.17 Only one (1) on deck batter at a time.

Section 14.18 If both teams are present, no batting practice is allowed on the field. Warm-up on own side of the field.

Section 1.31 Managers should teach players good sportsmanship and respect towards opposing team.

Article 15. 8U Machine Pitch

Section 15.01 Two (2) umpires will be used, one behind the plate calling strikes and the other in the field.

Section 15.02 A machine power/mechanical failure will be handled the same as a rain out.

Section 15.03 The umpire with the agreement of both managers will set the adjustment of the machine. If an agreement cannot be reached, the umpire will set the pitching machine. The speed setting will be checked after every (1/2) inning by the plate or field umpire. If the machine is not properly adjusted, then the umpire can immediately readjust it.

Section 15.04 The pitching distance will be measured from the discharge, in front of the wheel. They may position the pitcher on either side of the eight-foot (8') diameter circle BUT not in front of the thirty-two foot (32) pitching distance; the defensive player playing the pitcher's position must have one foot INSIDE the circle at the time the ball is pitched. Player may leave the circle once the ball has left the machine. NOTE: A team may only play ONE defensive player at the pitcher position.

Section 15.05 Defensive team will play with nine (9) players on the field. Note: Teams must provide a catcher and a pitcher.

Section 15.06 The manager/coach will drop the ball into the machine for their own team when it is their turn at bat.

Section 15.07 The coach dropping the balls into the pitching machine cannot leave the immediate area of the pitching machine. (The coach may not run with the base runners coaching them and confusing the defense). Base runners are to be coached by the first and third base coaches only.

Section 15.08 Before dropping the ball into the machine, the manager/coach will hold the ball over their head and make eye contact with the batter.

Section 15.09 The machine and safety screen, if used, will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the eight-foot (8') circle it will be considered out of play and runners will be awarded one base. **Note: Machine is considered the pitching rubber for the purpose of applying the rule. Therefore, if the ball hits the machine and rolls foul before being touched by another player and before passing either first or third base, it is a foul ball.**

Section 15.10 If the offensive manager/coach deliberately hinders the defensive team in fielding a batted ball, the batter is declared out.

(a) If the ball accidentally hits the individual feeding the machine, it will be treated as if the ball hit the umpire. It is a dead ball. Batter is awarded first base and any other runners advance one base only if forced.

Section 15.11 No walks or hit batsmen allowed.

(a) BLUE and RED Divisions: Each batter gets up to five (5) pitches or three (3) swings to put the ball into play. Batter may hit as many foul balls as needed to put ball in play.

(b) WHITE Division: If after 5 pitches the batter does not put the ball in play, the batter is out, except when the ball is hit foul on the fifth pitch. Batter may hit as many foul balls as needed to put ball in play.

Section 15.12 No bunting allowed.

Section 15.13 The catcher need not hold the ball on the third strike.

Section 15.14 Infield fly rule is not in effect.

Section 15.15 When a batted ball hit out of the infield is returned to and is in the possession of an infielder, the pitcher or the catcher, the runners may not advance past the base they are running to.

Section 15.16 No leadoffs or base stealing is allowed. PENALTY: Runners caught leading off shall be declared out. Runner must keep their foot on the base until the ball is hit.

Section 15.17 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the seventh (7th) run is attained from continuous play, only the seventh (7th) run shall be the last counted.

Section 15.18 There will be NO mercy rules for any machine pitched game.

Section 15.19 One (1) defensive coach will be allowed to stand by the catcher to help coach the catcher and return the ball to the individual feeding the machine. NOTE: The coach should allow the catcher to retrieve ball and hand off to the coach.

Article 16. 9U Special Rules

Section 16.01

(a) RED & WHITE DIVISIONS: Base stealing of all bases is allowed EXCEPT HOME BASE at any time unless a baseball play is being made on a runner.. But base runners MUST hold the base until the pitcher BEGINS their pitching motion. Penalty for violation - runner is declared OUT.

(b) BLUE DIVISION: Base stealing and lead offs of all bases are allowed EXCEPT HOME BASE on a passed ball or wild pitch or a catcher's throw to the pitcher. NOTE: Runner may take home at his own risk if the catcher throws to any base, including a dropped third strike where the catcher throws to first base. Please be aware that the runner may attempt home if dropped third strike with two outs and bases loaded, regardless of whether the catcher throws, since the runner is being forced to do so.

Section 16.02

(a) RED & WHITE DIVISIONS: Whenever a third strike is not legally caught be the catcher, the batter shall be declared automatically "out".

(b) BLUE DIVISION: The batter is NOT automatically declared "out" on a dropped third strike.

Section 16.03 Balks may be announced, but no penalty shall be assessed, no runner may advance and no out shall occur. If called, the umpire may indicate to the offender the purpose of the call.

Section 16.04 Five (5) run limit per half inning or three (3) outs whichever comes first.

Section 16.05 There shall be NO infield fly rule at ANY level of 9u baseball.

Section 16.06 An Orange Safety Base will be used at first base for all levels.

Article 17. 10U Special Rules

Section 17.01 One (1) balk warning per pitcher.

Section 17.02 A Five (5) run limit per half inning or three (3) outs whichever comes first.

Article 18. 11U Special Rules

Section 18.18

(a) RED & WHITE DIVISIONS: A Seven (7) run limit per half inning or three (3) outs whichever comes first.

(b) BLUE DIVISION ONLY: No run limit per half inning. Play three (3) outs.

Article 19. **12U – 14U Special Rules**

Section 15.20 WHITE DIVISIONS ONLY: A Seven (7) run limit per half inning or three (3) outs whichever comes first.

Article 20. **HIGH SCHOOL Special Rules**

Section 20.18 Any ejected player must sit out the NEXT scheduled game in its entirety, in addition to the game they were ejected from.

Article 21. **Fall Ball Special Rules (BASEBALL)**

Section 21.18 RESPECT THE GAME!!

Section 21.19 Game Length: All games will be completed once time expires. Batter may complete at bat. Do not finish the inning.

(a) 7u: One (1) hour and thirty (30) minutes.

(b) 8u – HS: One (1) hour and forty-five (45) minutes.

Section 21.20 Runs per inning limits

(a) 7u – 8u: Inning ends once there are seven (7) runs or three (3) outs are made.

(b) 9u: Inning ends after three (3) runs or three (3) outs are made.

(c) 10u – HS: Inning ends after five (5) runs or three (3) outs are made.

Section 21.21 There are NO mercy rules at any age level.

Section 21.22 No games shall be forfeited. As long as both teams have a combined sixteen (16) players, the full game time shall be played.

Section 21.23 If an age group has different rules for different divisions, the lower division rule will apply, regardless of what the two teams' levels are. For example, 9u will play under White level rules. EXCEPTION: all 14u boys will play 60-foot pitching and 90 foot bases.

Article 22. General

Section 22.18 All softball games of the St. Louis West Athletic Association (STLWEST) shall be governed by the current edition of the Official Softball Playing Rules as adopted by USA Softball (mid-year interpretations do not apply), except as modified by the following sections.

Section 22.19 Free substitution shall prevail in all divisions. A player may be removed from a defensive position at any time and may re-enter the game at that position or any other position, at any time and as often as desired except for when a Manager and/or Coach makes two (2) trips to the mound to the same pitcher in the same inning, the pitcher must be removed from pitching "for that inning".

Section 22.20 For ages, 7u, 8u, and 10u, an 11-inch softball will be used. For 12u, 14u and high school age groups, a 12-inch softball will be used.

Section 22.21 Only softball bats may be used in softball games. Baseball bats, T-ball bats and "coach pitch" bats are not allowed. The first infraction for a non-softball bat being used in a game will result in the bat being removed from the game and the batter being called out. The second and subsequent infractions by the same team will result in the manager being ejected. Bat restriction violations are not the responsibility of the umpire to notice. Bat restriction violations are the responsibility of the opposing team to bring to the attention of the umpire as an appeal.

Section 22.22 All batting helmets shall be NOCSAE approved but are NOT required to have chinstraps or face guards.

Section 22.23 Face masks are allowed at any position. They are encouraged for infielders.

Section 22.24 Five (5) pitches allowed as warm-up in between innings, not to exceed 1 minute. In the event the catcher is not ready, coach will need to warm up pitcher. (USA SOFTBALL Rulebook)

Section 22.25 If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter. (USA SOFTBALL Rulebook)

Section 22.26 If the ball slips from the pitcher's hand during delivery, a ball is declared on the batter, the ball will remain live, and the runner(s) may advance at their own risk. (USA SOFTBALL Rulebook)

Section 22.27 Length of Game Run Differential (USA Softball Rulebook) 10U & OLDER AGE GROUPS ONLY

(i) 7 Inning Game 15 runs after 3 innings
(ii) 7 Inning Game 12 runs after 4 innings
(iii) 7 Inning Game 8 runs after 5 innings

Article 23. 7U Machine Pitch

Section 23.01 At least one (1) umpire will be used. The umpire will not call strikes but will keep count of pitches.

Section 23.02 Time limit will be 1 hour and 30 minutes or seven (7) innings. Batter will complete at bat once time is completed, but the game ends after it is completed.

Section 23.03 There are NO mercy rules. This is a training league; no score is kept. No more than seven (7) runs can be scored in one inning.

Section 23.04 Machine pitch using Rawlings 11-inch softball. Home team provides two (2) NEW balls per game.

Section 23.05 Up to ten (10) players will play in the field each inning: four (4) outfielders, one (1) pitcher, one (1) catcher, and four (4) infielders. NOTE: Teams must provide a catcher and they must wear all necessary equipment.

Section 23.06 Only one (1) pitcher is allowed on defense. Infielders cannot be placed on both sides of the pitching machine. Infielders must play regular infield positions (1st, 2nd, 3rd, SS).

Section 23.07 Managers will mutually agree on adjustment and speed of the machine prior to the start of the game (usually between 31-35 MPH). Small adjustments may be made to machine for batter.

Section 23.08 The machine and safety screen, if used, will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the eight-foot (8') circle, it will be considered out of play and runners will be awarded one base. NOTE: Machine is considered the pitching machine for the purpose of applying the rule. Therefore, if the ball hits the machine and rolls foul before being touched by another player and before passing either first or third base, it is a foul ball.

Section 23.09 Each player gets up to seven (7) pitches to put ball into play. If after 7 pitches, the batter does not put the ball in play, batter is out, EXCEPT when ball is hit foul on the seventh pitch. Batter may hit as many foul balls as needed to put ball in play.

Section 23.10 There are no walks; no hit batsmen

Section 23.11 Three (3) outs constitute an inning.

Section 23.12 Outs are called and recorded. Player called out shall leave the base.

Section 23.13 Players may not lead off from base; stealing is not allowed. Advancement my only take place when the ball is hit, or batter awarded a base. PENALTY: runner is out.

Section 23.14 Players should not advance past the base to which they are running when the batted ball is returned to the infield. PENALTY: runner will return to base they were running towards.

Section 23.15 One (1) ball will be played at a time. Defensive coach will collect balls from the catcher and throw back to individual feeding pitching machine to move game along faster. No loose balls behind the catcher – safety hazard.

Section 23.16 Any offensive player on the field must wear a helmet.

Section 23.17 Only one (1) on deck batter at a time.

Section 23.18 If both teams are present, no batting practice is allowed on the field. Warm-up on own side of the field.

Section 23.19 Managers should teach players good sportsmanship and respect towards opposing team.

Article 24. 8U Division

Section 24.01 There will be NO mercy rule for any machine pitched game.

Section 24.02 Two (2) umpires will be used, one behind the plate calling strikes and the other in the field.

Section 24.03 A team shall field ten (10) defensive players. The players should be placed in the field in the following positions: one (1) pitcher, one (1) catcher, four (4) infielders and four (4) outfielders.

Section 24.04 A proper pitching machine that pitches the ball similar to a softball style pitch shall be used in all official games.

Section 24.05 A machine power/mechanical failure will be handled the same as a rain out.

Section 24.06 The umpire with the agreement of both managers will set the adjustment of the machine. If an agreement cannot be reached, the umpire will set the pitching machine. The speed setting will be checked after every (1/2) inning by the plate or field umpire. If the machine is not properly adjusted, then the umpire can immediately readjust it.

Section 24.07 The pitching distance will be measured from the discharge, in front of the wheel. They may position the pitcher on either side of the eight-foot (8') diameter circle BUT not in front of the thirty-two foot (32') pitching distance; the defensive player playing the pitcher's position must have one foot INSIDE the circle at the time the ball is pitched. Player may leave the circle once the ball has left the machine. NOTE: A team may only play ONE defensive player at the pitcher position.

Section 24.08 The manager/coach will drop the ball into the machine for their own team when it is their turn at bat.

Section 24.09 The coach dropping the balls into the pitching machine cannot leave the immediate area of the pitching machine. (The coach may not run with the base runners coaching them and confusing the defense). Base runners are to be coached by the first and third base coaches only.

Section 24.10 Before dropping the ball into the machine, the manager/coach will hold the ball over their head and make eye contact with the batter.

Section 24.11 The machine and safety screen, if used, will be in play and the ball live. If the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the 8' circle it will be considered out of play and runners will be awarded one base. **Note: Machine is considered the pitching rubber for the purpose of applying the rule. Therefore, if the ball hits the machine and rolls foul before being touched by another player and before passing either first or third base, it is a foul ball.**

Section 24.12 If the offensive manager/coach deliberately hinders the defensive team in fielding a batted ball, the batter is declared out.

(a) If the ball accidentally hits the individual feeding the machine, it will be treated as if the ball hit the umpire. It is a dead ball. Batter is awarded first base, and any other runners advance one base only if forced.

Section 24.13 No walks or hit batsmen allowed.

(a) BLUE and RED Divisions: Each batter gets up to five (5) pitches or three (3) swings to put the ball into play. Batter may hit as many foul ball as needed to put ball in play.

(b) WHITE Division: If after 5 pitches the batter does not put the ball in play, the batter is out, except when the ball is hit foul on the fifth pitch. Batter may hit as many foul balls as needed to put ball in play.

Section 24.14 No bunting allowed.

Section 24.15 The catcher need not hold the ball on the third strike.

Section 24.16 Infield fly rule is not in effect.

Section 24.17 When a batted ball hit out of the infield is returned to and is in the possession of an infielder, the pitcher or the catcher, the runners may not advance past the base they are running to.

(a) A runner may only take one base on an overthrow to first base. (The runner may not advance to third base even if the defensive team makes an additional play to try and get the runner out.)

Section 24.18 No leadoffs or base stealing is allowed. PENALTY: Runners caught leading off shall be declared out. Runner must keep their foot on the base until the ball is hit.

Section 24.19 After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the seventh (7th) run is attained from continuous play, only the seventh (7th) run shall be the last counted.

Section 24.20 One (1) defensive coach will be allowed to stand by the catcher to help coach the catcher and return the ball to the individual feeding the machine. NOTE: The coach should allow the catcher to retrieve ball and hand off to the coach.

Article 25. 10U Division *(Note: 9U merged into 10U Division)*

Section 25.01 Illegal pitches, as defined in USA SOFTBALL Official Rulebook, will be called by umpire(s).

- A verbal warning will be given to the pitcher on the first offense.
- Second and subsequent offenses will result in a ball on the batter.

Section 25.02

(a) WHITE & RED DIVISIONS: The catcher need not hold the ball on the third strike. The batter is out, and runners may not advance.

(b) BLUE DIVISION: drop third strike is in effect. Batter may advance to first base if catcher drops third strike at her own risk and if first base is unoccupied with less than 2 outs.

Section 25.03

(a) WHITE & RED DIVISIONS: Stealing is allowed EXCEPT HOME PLATE on a wild pitch or passed ball or the catcher's throw to the pitcher. Note: Runners may advance to the next base at their own risk if the catcher throws to any base.

(b) BLUE DIVISION: runner may steal any base including home at any time.

Section 25.04

(a) BLUE & RED DIVISIONS: A batter who receives a base on balls cannot advance past first (1st) base until the pitcher delivers the next pitch.

(b) 10U WHITE DIVISION ONLY: There will be NO walks. Once a batter receives four (4) balls, a batting tee will be used in order to allow play to move forward. The batter will get one swing to put the ball in play. If ball is not put in play after one swing, batter is out. When the batting tee is in use, the pitcher may stand anywhere in the pitching circle but not in front of the rubber. **Note: Runners may not steal any base when the batting tee is in play.**

Section 25.05 Look back rule is in effect. (USA SOFTBALL Rulebook)

Section 25.06 After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, only the fifth (5th) run shall be the last counted.

Section 25.07 Infield fly rule is not in effect EXCEPT for BLUE DIVISION.

Section 25.08 A team shall field ten (10) defensive players. The players should be placed in the field in the following positions: one (1) pitcher, one (1) catcher, four (4) infielders and four (4) outfielders.

Article 26. 12U – 14U Divisions

Section 26.01 Illegal pitches, as defined in USA SOFTBALL Official Rulebook, will be called by umpire(s).

- A verbal warning will be given to the pitcher on the first offense.
- Second and subsequent offenses will result in a ball on the batter and the runners advance one (1) base.

Section 26.02 Drop third strike is in effect.

Section 26.03 Infield fly is in effect.

Section 26.04 Stealing is allowed.

Section 26.05 Continuous walks are allowed. (USA SOFTBALL Rulebook)

Section 26.06 Look back rule is in effect. (USA SOFTBALL Rulebook)

Section 26.07 After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, only the fifth (5th) run shall be the last counted.

Section 26.08 Metal spikes are allowed for 14U Divisions.

Article 27. 16U – 18U Divisions

Section 27.01 Metal spikes are allowed.

Section 27.02 Illegal pitches, as defined in USA SOFTBALL Official Rulebook, will be called by umpire(s).

- A verbal warning will be given to the pitcher on the first offense.
- Second and subsequent offenses will result in a ball on the batter and the runners advance one (1) base.

Section 27.03 Drop third strike is in effect.

Section 27.04 Infield fly is in effect.

Section 27.05 Stealing is allowed.

Section 27.06 Continuous walks are allowed. (USA SOFTBALL Rulebook)

Section 27.07 Look back rule is in effect. (USA SOFTBALL Rulebook)

Section 27.08 After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, only the fifth (5th) run shall be the last counted.

Article 28. Fall Ball Special Rules (SOFTBALL)

Section 28.01 RESPECT THE GAME!!

Section 28.02 Game Length: All games will be completed once time expires. Batter may complete at bat. Do not finish the inning.

(a) 7u - HS: One (1) hour and thirty (30) minutes.

Section 28.03 Runs per inning limits

(a) 7u – 8u: Inning ends once there are seven (7) runs or three (3) outs are made.

(b) 10u – HS: Inning ends after five (5) runs or three (3) outs are made.

Section 28.04 There are NO mercy rules at any age level.

Section 28.05 No games shall be forfeited. As long as both teams have a combined sixteen (16) players, the full game time shall be played.

Section 28.06 If an age group has different rules for different divisions, the lower division rule will apply, regardless of what the two teams' levels are. For example, 10u will play under White level rules.

If a Park does not adhere to St. Louis West Athletic Association rules pertaining to the park (such as wrong base or pitching distance, no mound, lights) and does not fix in a timely manner to play the game, the visiting team will have the option to be awarded a forfeit. The visiting manager should notify the President of the STLWEST via email and situations will be logged and addressed. If an Association does not adhere to the umpire requirements (attire or number of umpires) the game shall be played. The visiting manager should notify the President of the STLWEST via email and situations will be logged and addressed.

2023 Rule Amendments are highlighted for your convenience.

Keith Ellis

President

St. Louis West Athletic Association

Softball

Age	Pitching Restrictions	Infield Fly Rule	Runs Per Inning	Stealing	Drop 3rd Strike	Spikes	Pitching / Bases
7U	N/A	No	7	No	Out	No	40'/55'
8U	N/A	No	7	No	Out	No	40'/55'
10U (White/ Red)	None	No	5	Yes**	Out	No	35'/60'
10U (Blue)	None	Yes	5	Yes	Yes	No	35'/60'
12U	None	Yes	5	Yes	Yes	No	40'/60'
14U	None	Yes	5	Yes	Yes	Yes	43'/60'
16U	None	Yes	5	Yes	Yes	Yes	43'/60'
18U	None	Yes	5	Yes	Yes	Yes	43'/60'

* 8U - NO WALKS OR HIT BATSMEN ALLOWED, HITS AND STRIKEOUTS ONLY. STRIKES CAN BE CALLED OR SWINGING.
** 10U – Stealing is allowed EXCEPT for home base.

Baseball

Age	Innings Pitched Per Game	Runs Per Inning	Stealing	Drop 3rd Strike	Infield Fly Rule	Spikes	Pitching / Bases Distance
7u/8u	n/a	7	No	Out	No	No	40'/55'
9u (Red/White)	3	5	Yes (no leadoffs)	Out	No	No	45'/65'
9u (Blue)	3	5	Yes	Yes	No	No	45'/65'
10u	4	5	Yes	Yes	Yes	No	45'/65'
11u (White/Red	4	7	Yes	Yes	Yes	No	50'/70'
11u (Blue)	4	None	Yes	Yes	Yes	No	50'/70'
12u (White)	5	7	Yes	Yes	Yes	No	50'/70'
12u (Blue/Red)	5	None	Yes	Yes	Yes	No	50'/70'
13u (White)	5	7	Yes	Yes	Yes	Yes	54'/80'
13u (Blue/Red	5	None	Yes	Yes	Yes	Yes	54'/80
14u (White)	7	7	Yes	Yes	Yes	Yes	60'6"/90'
14u (Blue/Red)	7	None	Yes	Yes	Yes	Yes	60'6"/90'
HS	None	None	Yes	Yes	Yes	Yes	60'6"/90'