**ALL DIVISION RULES**  
     Coaches need to be able to provide a birth certificate or prove player’s age at all games if asked.  
     The age of the player as of December 31, 2018 determines what age division the player is eligible for, unless otherwise voted upon by the Blue River League.  
     Umpires shall be properly educated on the rules of the Blue River League.  
     Any Rule in question shall be referenced to the USSSA By-Laws and Rules.  
     Faceguards are required on all batting helmets for every age division.  
     No talking or chanting, of any kind, to opposing players while pitching or batting.  
     Runners MUST slide to avoid contact at all bases except 1st base.  
     Continuous batting is required in all regular season games.  
     Continuous batting allows free substitution (pitchers follow pitching rules).  
     Players arriving after the start of a game will be added to the bottom of the batting order.  
     An injured player does not count as an out, unless the batting order falls below nine players.  
     In the event of inclement weather coaches should utilize the Weather Bug app to monitor lighting strikes. If lighting is present with in a 10 miles radius of the current game, the game should be delayed 30 minutes. After the 30 minute delay is complete and no further lightning strikes have occurred game may resume play. If lightning continues coaches will need to reschedule. (See age appropriate division rules for regulation games).  
     Any player participating in the Blue River League Tournament must be included on the tournament roster and must have played in 50% or more of regular season games. A player is only allowed to be on 1 team roster per league tournament. Younger support players are allowed but need to be identified on the tournament roster.  
     All athletes, coaches, and spectators are expected to follow the Blue River League code of conduct.  
     Background checks are suggested on all individuals associated with your ball program. (Coaches, Organization Contact Person(s), Team Managers, etc.)  
     Concussion training is not required but strongly suggested.

**8&U DIVISION RULES**  
     Start time is 6:00 pm unless otherwise arranged.  
     Games MUST be completed within 1 hour.  
     Bases shall be set at 60 feet, with coaches pitching from a minimum of 30 feet  
     Limit 12 players on the field at one time, (if you would like to have more players on the field you must discuss this with the opposing team prior to the game beginning. Excess players will be placed in the outfield only).  
     Outfielders must play a minimum of 25 feet behind baselines until the ball is hit  
     3 outs or 5 runs ends inning  
     Coach pitches a MAXIMUM of 4 pitches to each batter (whether they are good or bad). If a ball is not hit after 4 pitches, batter gets 2 swings off a tee. If no hit is made from the tee, the batter is considered out.  
     A batter who hits a ball from the tee is allowed to only advance 1 base.  
     If a batter hits the ball and the ball then hits the coach pitching, the ball should be played as a live ball.  
     Leading off and stealing are prohibited.  
     A runner is to advance ONE base in the event of an over throw at 1st base. If the fielding team chooses to make an attempt to get the runner out at 2nd base and 2nd base is over thrown again, the play is then considered dead and the runner does not get to advance another base.  
     Halfway lines are in use. Runners may not advance to the next base if the ball has been returned to the pitching area.

**10&U DIVISION RULES**  
     Start time is 7:00 pm unless otherwise arranged  
     Bases shall be set at 60 feet and pitching plate shall be set 45 feet from the tip of home plate.  
     Games will consist of five (5) innings or 75 minute time limit.  
     No new inning starts after 75 minutes. (New inning starts with the final out of the previous inning.)  
     Each team must have a minimum of 9 players to start the game  
     Up to 10 players can play on the field.  
     A half-inning consists of three (3) outs or 12 continuous batters.  
     Outfielders must play a minimum of 25 feet behind baselines until the ball is hit.  
     Mercy Rule: 15 runs after 3 innings.  
     Infield fly rule is NOT in effect.  
     Dropped 3rd strike rule NOT in effect (dropped 3rd strike is an out).  
     All USSSA bat rules will be enforced for the 2018 season  
     Runners may lead off and steal 2nd and 3rd bases.   
     Home plate is CLOSED to base stealing unless a “play” is made on a “previously occupied” runner at third base. Only the “previously occupied” runner from 3rd can score. Other base runners may advance as far as third base but cannot score.  
ϖ    A “play” is any thrown attempt at 3rd base or running attempt towards the 3rd base runner.  
ϖ    “Previously occupied” is the base runner has reached the base safely prior to a “play” being made on them. Therefore a catchers thrown on a runner stealing 3rd base does not allow the runner to continue to home plate since the base was not “previously occupied”.  
     Runners on 3rd base can only lead off 15 feet (to end of the coach’s box) before the pitch. Prior to the start of the game, the umpire will give a warning to each team. If this violation takes place during the game, the base runner is out.  
     Balls and strikes will be called by a qualified umpire. (2 umpires are recommended for 10U games).  
     A pitcher can pitch only 6 outs per game, regardless of number of games per day, including tournament play.  
     A second trip to the mound requires the removal of the pitcher from the game.  
     Once you remove a pitcher in a game, he cannot re-enter as pitcher within the same game.  
     Each team is responsible to challenge any pitching violations. (Decisions on pitching violations are decided by the umpire (and tournament director if necessary). Violation of pitching rules results in forfeiture of the game, with those outs being counted towards the pitchers.  
     In the event of a balk, a pitcher will be given 2 warnings before the batter is awarded their base.  
     The California Tie-Breaker will be used for games ending in a tie, regardless of time limit.  
ϖ    California Tie-Breaker: each half-inning begins with one out, and the batting team’s last batter from the previous inning on second base. Both teams get the opportunity to bat. This continues until the tie is broken.  
     If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it will be considered a regulation game if 3 innings have been completed. The final score is determined by the last completed inning.  
     All games that cannot be declared a regulation game shall be a suspended game. When resumed, a suspended game will begin from exact point of suspension.

**12&U DIVISION RULES**  
     Start time is 8:30 pm unless otherwise arranged  
     Bases shall be set at 70 feet and the pitching plate shall be set 50 feet from the tip of home plate.  
     Games will consist of five (5) innings or 90 minute time limit.  
     No new inning starts after 90 minutes (New inning starts with the final out of previous inning).  
     Mercy Rule: 10 runs after 3 innings.  
     Infield fly rule is IN EFFECT.  
     All USSSA bat rules will be enforced for the 2018 season  
     Balls and strikes will be called by a qualified umpire. (2 umpires are recommended for 12U games).  
     A pitcher can pitch a maximum of nine (9) outs per game or 15 outs per day.  
     A second trip to the mound requires the removal of the pitcher from the game.  
     Once you remove a pitcher in a game, he cannot re-enter as pitcher within the same game.  
     Each team is responsible to challenge any pitching violations.   
ϖ    Decisions on pitching violations are decided by the umpire and if necessary, tournament director. Violation of pitching rules results in forfeiture of the game, with those outs being counted towards the pitchers.  
     In the event of a balk, a pitcher will be given 1 warning before the batter is awarded their base.  
     The California Tie-Breaker will be used for games ending in a tie, regardless of time limit.  
ϖ    California Tie-Breaker: each half-inning begins with one out, and the batting team’s last batter from the previous inning on second base. Both teams get the opportunity to bat. This continues until the tie is broken.  
     If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it will be considered a regulation game if 3 innings have been completed. The final score is determined by the last completed inning.  
     All games that cannot be declared a regulation game shall be a suspended game. When resumed, a suspended game will begin from exact point of suspension.

**Regulations**

1. Registration will be from January. Fees are $65 per child for T-Ball, & 8 & Under. Fees for all other age groups are $85 per child. Fee includes: Registration cost, Uniform shirt and hat/visor.  Late registration will run January 24, 2019 to January 31, 2019 and an additional $20 charge will be assessed to each registration received within this week. An extended late registration will be available to kids just moving into the community.
2. The Recreation Director will be selecting teams and assigning coaches. They City will allow anyone paying the registration fee to participate in City Rec League. We will continue to select teams by grade first, sibling following sibling and then age. There will be no parents or potential coaches allowed to come in and find out who had signed up or assume they are automatically coaching.
3. Practice will be limited to 1 field per week, with 1 ½ hour limit, until everyone has had a chance to sign up. Using the lights for practice will not be allowed.
4. Practice time may be overridden by scheduling of any league game.
5. City Recreation Department will provide equipment (bats, balls, catcher’s gear, batting helmets, etc.) for use of City Rec League teams ONLY. The City pays League, League Tournament, Districts, and State Fees. The City is not responsible for outside tournament fees.
6. Teams playing on Milford City Rec will wear our Standard Uniforms. Standard Uniforms include: uniform shirt, black pants/shorts, purple socks, hat/visor. Shorts may be worn for t-ball and it is to the coaches discretion for the girls if they wear pants or shorts.  It is recommended but not mandatory, that if shorts are worn, proper sliding equipment be purchased by the player.
7. Absolutely NO solicitation or fundraising will be allowed by any City Rec Team.
8. All trophies won by boys/girls programs shall be returned to the City Recreation Department to be displayed at Pizza Kitchen for time depending on room in display case. After that time, trophies shall be removed from case and then (a) given to the volunteer coach or (b) recycled.
9. Men’s League games will be played on Thursday nights starting the 1st Thursday in May.
10. Sports Express will be using the fields on Wednesday nights for league play.
11. All Volunteer Coaches will be subject to a background check.
12. Parents are required to work at least ONE (1) 2 hour concession stand shift. Parents are encouraged to assist with any City ran Tournament even if their child is not participating in the tournament.

Single Fields Rentals: (which includes dragging and lining)

Rental of 1 Field- $40  
Light Usage- $10/Hr

Tournament Fees: (which includes dragging and lining before the first game only)

Tournaments come with 7 bags of chalk per 3 day tournament.

Rental of one field: $75 per day  
Damage Deposit: $500

Concession Stand Rental (Tournaments)  
1 Day- $125  
2 Days- $200  
3 Days- $275

Due to our contract with Pepsi any concession use will have to sell the city's pop. It is up to your organization how much you would like to sell the pop for. $1.25 per pop is giving in a separate check to the city at the end of the rental period.