

2024

Youth Baseball/Softball Rules



Division of Parks and Recreation
7335 Ridge Road
Parma, Ohio 44129
(440) 885-8144

RULES FOR YOUTH BASEBALL / SOFTBALL PROGRAMS

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DIVISION OF PARKS and RECREATION SOFTBALL / BASEBALL OFFICE

**7335 Ridge Road
Parma, Ohio 44129**

PHONE: (440) 885-8144

**OFFICE HOURS:
8:30 a.m. - 4:30 p.m. WEEKDAYS**

MANAGER'S RESPONSIBILITIES

1. Managers accept full responsibility for any and all indebtedness incurred by his team and further agrees to abide by all rules and regulations set forth by the Parma Recreation Department and the Baseball/Softball Staff.
2. Each Manager is to apprise their team of the rules contained herein.
3. It is the Manager's responsibility to control all players at all times, before, during and after all games.
4. **Keep the Parma Recreation Department and the Baseball/Softball Staff informed as to any changes of address, telephone numbers, team name, etc.**
5. Remind all team members that when they register, they agree to accept all judgements by game officials and agree to abide by all league rules and City Ordinances.
6. **Become informed of all rescheduled contests.**
7. First Aid kits will be the team responsibility.
8. Each manager should have a copy of this Parma Baseball/Softball Rule book with them at all scheduled games and a team roster.

PHILOSOPHY

The **Philosophy** we would like to institute in the City of Parma is one of **safety, participation** and **sportsmanship**. Guidelines that we will adhere to will center around these three basic ideas.

We encourage active participation and family enjoyment of the City of Parma's facilities and recreation programs to service all our residents, youngsters to seniors.

We promote your involvement and participation, in that it will add to your physical and mental fitness as well as promote the spirit of the family.

TIM DEGEETER, Mayor
CITY OF PARMA

The City of Parma wishes to acknowledge the Parma City Schools for their cooperation in the use of their facilities to assist the Division of Parks & Recreation in bringing recreational programs to you.

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SPECIFIC RULES CLASSIFICATIONS:

1. TEAM CLASSIFICATION

A. BASEBALL

There will be four (4) leagues classified as:

E-2 - League shall be defined as having youth entering the tenth, eleventh or twelfth grades of the next school year.

F-1 - League shall be defined for youth entering the eighth or ninth grade of the next school year.

F-2 - (Overhand Pitch) - League shall be defined for youth entering the sixth or seventh grade of the next school year.

Boy's Overhand - League shall be defined for youth entering the fourth or fifth grade of the next school year.

B. SOFTBALL

There will be three (3) leagues classified as:

Sr. Girls Flat Pitch - League shall be defined for girls entering the eighth, ninth or tenth grades of the next school year.

Jr. Girls - League shall be defined for girls entering the sixth or seventh grade of the next school year.

Mini Girls - League shall be defined for girls entering the fourth or fifth grade of the next school year.

C. T-BALL / BOY'S & GIRL'S UNDERHAND

There will be five (5) leagues classified as:

Boy's Underhand Pitch - League shall be defined for youth entering the second or third grade of the next school year.

Girls Underhand Pitch - League shall be defined for girls entering the second or third grade of the next school year.

Boy's T-Ball - League shall be defined for youth entering kindergarten or first grade of the next school year.

Girl's T-Ball - League shall be defined for girls entering kindergarten or first grade of the next school year.

TOT T-Ball - League shall be defined for boys and girls 3 or 4 years of age. League specifics will be addressed by the baseball/softball staff.

2. PLAYER DEADLINE

All teams may add players to their team roster at any time during the regular season if approved by Recreation Department.

3. TEAM ROSTER

All teams should have minimum of eleven (11) players. No team may have more than sixteen (16) players on file with the Baseball Office at any one time. All team limits are subject to change at the discretion of the Baseball Director. Teams carrying less than maximum may have additional players assigned to the team by the Baseball Director.

4. FALSE NAME, GRADE OR ADDRESS

Any player, manager or coach who uses a false name, grade or address will be suspended from further league play indefinitely and may cause forfeiture of all games in which that player has played.

5. EQUIPMENT

- A. Mask and helmet, chest protector, leg guards, batting helmets, batting tees, game balls and bases will be provided by the Division of Parks and Recreation for all scheduled games. All catchers must wear all the catcher's equipment while catching. NO EXCEPTIONS.
- B. Necessary catcher's equipment and batting helmets may be signed out for individual practices if available.
- C. All E-2 and F-1 teams may check out necessary catcher's equipment for the summer. Check with the Baseball Office for details.
- D. Head protectors must be worn while batting and base running in all leagues except T-Ball. All E-2, F-1, F-2, Boy's Overhand, and Senior Girls players, including the on-deck batter and players and/or minors acting as coaches in the coaches box, must properly wear double ear flap NOCSAE approved batting helmets.

EFFECT: Failure to wear the batting helmet when ordered to do so by the umpire shall cause the player to be removed from the game. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be called out immediately. The ball remains live and does not remove force play situations.

- E. Additional protective equipment may be used at the player's discretion.
- F. **BASEBALL/SOFTBALL BATS** - For all leagues any bat may be used. (**Exception:** F-1 and E-2 see rule #32 SPECIFIC RULES F-1 and E-2) Exception JR. GIRLS and SR. GIRLS an official softball bat must be used.) Bats deemed unsafe by game official can not be used.

6. OTHER EQUIPMENT

All other equipment such as gloves, practice ball, bats, etc, must be furnished by the players, and/or team. Casts, (plaster, metal or other hard substance in its final form) exposed jewelry, such as wrist watches, bracelets, large or loop type earrings and neck chains, or any other item judged dangerous by the umpire may not be worn during the game. (Any exposed metal may be considered legal if covered by soft material and taped.)

7. UNIFORMS

No team shall advertise any political issue, tavern, alcoholic beverage, tobacco product or illegal substances. The Recreation Department has the final decision on all perspective sponsors and their uniforms/lettering. **Uniforms supplied through the City of Parma should not be cut or torn and must be worn properly.**

If a cap is worn, it must be the cap issued by the City of Parma and worn properly.

8. STEEL-SPIKED SHOES AND SLIDING

- A. Steel-spiked shoes are NOT permitted in ALL league classifications.
- B. Sliding - it is strongly suggested that head first sliding not be used to reduce the possibility of severe head, back and neck injuries.

9. UMPIRES and SCORERS

An umpire(s) will be furnished as arranged by the Division of Parks and Recreation.

- A. **SCORER** - Each team should furnish a scorer for each game. The umpire will furnish each team a score sheet upon request. Each scorer should keep both team's records. The score sheets are to be returned to the umpire after the game is complete. (**Exception:** F-1 and E-2 scorer should be provided.)

- B. **F-1 AND E-2 LEAGUES** - Scorer should be assigned to all games.
- C. In the absence of a scorer the home team will be the official scorer, and return completed score sheet to the Recreation Department, the next business day.
 - 1. The umpire will be in charge of the game at all times.
 - 2. The umpire will review the ground rules before each game with the managers of each team. Managers must inform their players of the ground rules.
 - 3. In all disputes, only the manager, will be allowed to discuss the situation, with the umpire.
 - 4. Umpires shall check identification of players upon request from the manager and must note results on score sheet.

10. PROTESTS

Protested games must be referred to the umpire and official scorer at the points of infraction, and must be recorded in writing, on the back of the score sheet, then presented in writing, to the Division of Parks & Recreation by 4:00 p.m. the following business day. There will be a \$15.00 protest fee which will be returned only if the protest is upheld. All protests will be ruled upon and a decision will be handed down. If the protest is turned down, the game will stand as played. All protests must be filed on the following basis:

- A. On a misinterpretation of the rules.
- B. The use of an improper player can be filed at any time prior to **conclusion of the last game of the season**, of the violating team.

Protest based solely on the judgement of an official **will not** be accepted.

Appeal Play All Leagues

There will be no appeal play for leagues. Umpire will rule when ball is dead and enforce appropriate penalty. (**Exception:** F-1 and E-2.)

Appeal Play F-1 and E-2

1. Missing a base.
2. Leaving a base on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making the turn at first base.
 - A. **Live.** In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left to soon on a caught fly ball, or by tagging the runner committing the violation if the runner is still on the playing field.
 - B. **Dead.** The ball appeal may be made once time has been called. Any infielder (including the pitcher or catcher), with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball.

11. GAME LENGTH AND TIME LIMITS

- A. Class E-2, F-1, and Sr. Girls leagues play seven (7) inning games.
- B. F-2, Boy's Overhand, Jr. Girls, and Mini Girls play six (6) inning games.
- C. Boy's Underhand/Girl's Underhand Leagues will play four (4) full inning games.
- D. T-Ball leagues will play three (3) full inning games.
- E. There will be no time limits.

EXCEPTIONS: Sr. Girls, Jr. Girls and Mini Girls - 1 Hr. 20 min., E-2 and F-1 - 2 Hrs., Boy's Overhand, F-2 - 1 Hr. 20 min.

For all time Limits: When time limit is reached, no new inning shall start.

- F. **Tie Games** - Games that end in a tie are recognized as official games if the required innings of an official game have been completed and time limit has been met. Standings will be determined by being awarded: Win - 2 points, Tie - 1 point.

12. POSTPONING OF GAMES DUE TO RAIN

Unless the manager is notified by the umpire (supervisor) all games will be postponed at the scheduled field, by the umpire only, in cases of rain, wet grounds, or other conditions. If the umpire is not present at the time of the second game, it signifies that this game is postponed.

13. GAMES HALTED BY RAIN, DARKNESS or OTHER CONDITIONS

In order for a game to become an official contest, the following must be true:

A. **Seven-Inning Games (F-1 and E2):**

The contest must go 90 minutes or go five (5) full innings if team “A” who had their first bats is leading; or the contest must go 4½ innings if team “B” who had their last bats is leading.

B. **Six Inning Games:**

The contest must go 60 minutes or go four (4) full innings if team “A” who had their first bats is leading; or the contest must go 3½ innings if team “B” who had their last bats is leading.

C. **Four Inning Games and Three Inning Games:**

The contest must go three (3) full innings if team “A” who had their first bats is leading; or the contest must go 2½ innings if team “B” who had their last bats is leading. (**Exception:** Three inning games must go a complete (2) innings.)

14. PITCHING and BASE DISTANCE:

LEAGUE CLASSIFICATION	PITCHING DISTANCE	BASE DISTANCE
Class E-2	60' 6"	90'
Class F-1	55'	80'
Class F-2	46'	70'
Boy's Overhand	40'	60'
Boy's Underhand	25'	50'
Sr. Girls Flat Pitch	43'	60'
Jr. Girls	35'	60'
Mini Girls	30'	55'
Girls Underhand	25'	50'
T-Ball (Boys & Girls)	25'	45'

15. FORFEITS

- A. Any team not ready to play ten (10) minutes after scheduled starting time shall forfeit the game. In cases where more than one game is scheduled at the same field, this rule only applies to the first game. The forfeit time for all other games scheduled at the field is the scheduled time or actual game time which ever is later. (**Exception:** T-Ball will begin at scheduled time.) In cases of forfeited games, a game of some magnitude should be played as determined by the supervisor or umpire.

16. PLAYER LIMIT FOR GAME

See specific league rules.

17. BENCH RULES

1. The team listed second (2nd) on schedules will be the home team and occupy the third (3rd) base bench.
2. Only team members shall occupy the benches and coaches' boxes. No person shall be allowed on the field except participating members. Violation of this rule may mean forfeiture of the game by the offending team.

18. RESIDENCY REQUIREMENTS

EACH PLAYER MUST BE A RESIDENT OF PARMA, PARMA HTS., OR SEVEN HILLS TO PARTICIPATE IN ALL LEAGUES.

- A. Non-Parma resident must pay non-resident fee.
- B. Any question concerning official residence shall be presented to the Recreation Director in writing for an official ruling.

19. CONDUCT

- A. **The manager will be held responsible for the conduct of all players on his/her team**, before, during and after all games and may be suspended for failing to control players.

No roughhousing or disorderly conduct on the part of the players, managers or their supporters shall be tolerated. Scorer and umpires have been instructed to report any incidents of this nature. Severe disciplinary actions such as suspension and/or forfeits may result from such incidents.

Only the manager may discuss with an official any decisions, and must be done in a professional manner.

- B. **Unsportsmanlike** contact by any player with any fielder or any runner will result in an ejection.
- C. **Unsportsmanlike** conduct may result in the expulsion or suspension of a player, manager or coach and/or forfeiture of a game.
- D. **NO PLAYER, MANAGER, COACH OR SPECTATOR SHALL:**
1. At any time lay a hand upon, push, strike or threaten an official, manager, coach, player or spectator.
 2. Refuse to abide by an official decision.
 3. Be guilty of objectionable demonstrations of dissent at an official's decision by throwing gloves, bats, ball, or any other forceful action. This will result in automatic expulsion from the game.
 4. Be guilty of heaping personal verbal abuse upon any official for any real or imaginary wrong decision of judgement.
 5. No defensive player shall interfere with the batter, physically and or verbally.
 6. Be guilty of using unnecessary rough tactics in play of the game against the body and person of any opposing player(s).
 7. Be guilty of abusive verbal attack upon any player, official or spectator.
 8. Be guilty of a physical attack as aggressor upon any player, official, manager, coach or spectator.
 9. Use profane, obscene or vulgar language in any manner at any time.
 10. Appear upon the field of play at any time in any impaired condition.
 11. Be guilty of gambling upon any game or the outcome of the game with any spectator, player or opponent.
 12. Smoke while going on or coming off the field of play, or while on the field or the bench.
 13. Be guilty of discussing publicly with spectators in a derogatory or abusive manner any play decision or his personal opinion of other players during the game.
 14. Mingle or fratimize with the spectators during the course of the game, but shall remain on the players bench or on the field of play.

- E. **EJECTION OF ANYONE (including prior to, during and after games)** will result in suspension for at least the next played game and referral to the Baseball Staff. Any such person ejected may not be on the field or in the bench area during the suspension period.
- F. **RESTRICTION TO BENCH** A player may be restricted to the bench for the remainder of the game, but not ejected or suspended.

20. PARTICIPATION

- A. A player **may** participate on only **one youth team** which is affiliated with the City of Parma Recreation Department.
- B. No team may participate in more than one (1) league affiliated with the City of Parma Recreation Department.
- C. Any injured player in all leagues may be removed at anytime. If player is unable to continue an out will not be recorded.
- D. If a player is ejected/restricted during a game, an out will be recorded. (F-1 and E-2 Leagues Only)
- E. The following applies only to T-Ball, Boy's Underhand, Boy's Overhand, Girls Underhand, Mini Girls, Jr. Girls, F-2, F-1, Senior Girls and E-2.
 - 1. The entire roster of players will bat throughout the game, regardless of which players are being used defensively. The batting order must include every player that attends the said game, and does not change after player substitution in the field. Every player takes his turn at bat throughout the entire game, if player is unable to do so an out will not be recorded. **No player may bat more than once per inning.**

2. A player can not sit out defensively (2) consecutive innings.
3. A maximum of four (4) runs can be scored in a half inning. **Exception:** T-Ball/Boy's Underhand, Girls Underhand. **No game will end using a Run Rule.**
4. Half inning - A half (1/2) inning is defined as three (3) outs or four (4) runs scored, whichever comes first. (**Exception:** T-Ball entire line up, Boys Underhand and Girls Underhand 11 batters.)
5. A courtesy runner may be used for the catcher (the runner will be the player making the last out).
6. Play at any base or home plate creates a dead ball situation whether the offensive player is out or safe. No players may advance. **Exception:** A continuous double or triple play situation. This rule will be in place except for F-2, F-1, E-2, Jr. Girls and Sr. Girls.

21. NO SMOKING/VAPING/BEVERAGES

No smoking or beverages are permitted **on** the field by coaches, managers or players. The umpires have the right to eject any offender. It is suggested that managers adhere to this during practice sessions.

22. MEDICAL SERVICES and RESPONSIBILITY

Be advised that in the event any player is injured in any game or practice session, neither the City of Parma, the Parma Recreation Department, their employees or officers will in any way be held responsible for any injury sustained.

23. OTHER RULES and RULE CHANGES

Any Parma General or Specific Rule not covered here will be referred to the Official Baseball rules, the Amateur Softball Association Rules or the Specific Diamond Ground Rules.

All rules contained in the City of Parma Rule Book may be revised at any time for good cause at the discretion of the baseball/softball staff. Corrections may be made by the Recreation Department at any time during the season.

24. RULE INTERPRETATIONS

Any questions concerning the interpretation of any rule must be referred to the Parma Baseball/Softball Staff for clarification.

25. SPECIFIC RULES - T-Ball (Boys & Girls)

T-Ball - Exception: No score will be recorded. Game length is three (3) innings.

A. **BASE-RUNNING**

1. Lead-Offs are prohibited. Runner may be called out.
2. No base stealing.
3. No sliding into home plate (T-Ball only). Penalty - runner is out. (T-Ball only). Sliding is permitted at the other bases.
4. A batter may be called out for throwing their bat.

B. **BATTER**

May not step into the Batter's Box until the umpire has called "Batter Up", and the umpire has placed the ball on the Tee and moved to a safe place.

C. **CATCHER/THERE WILL BE NO CATCHER**

D. **COACHES**

Three coaches for each team may be on the playing field.

1. Offensive coaches have the coaching boxes in the vicinity of the first and third bases.

2. Defensive coaches should be in the outfield, on outfield grass.
3. Other coaches must be on the team bench.
4. Smoking and or any beverages on the field of play is strictly prohibited.

E. **DEAD BALL**

1. The ball is considered dead, and no runners may advance, unless more than half way to next base when a thrown ball enters into the dead ball area (home plate area).
2. The ball is not Dead on a play at home plate when a runner is trying to score from third base and a play is made for the runner.

F. **GAME LENGTH**

1. Three (3) full innings.
2. Last half of the last inning will be completed, even with Home Team ahead.

G. **INNING HALF**

T-Ball/entire line up bats. Next inning starts with base runners on base from prior inning with same number of outs.

H. **OUT**

Beside the traditional manner in which a batter and/or runner may be called out, the batter will strike out by swinging and missing the third strike or hitting a foul ball on the 3rd swing. Umpire will assist batter with a swing after striking out.

I. **PLAYER LIMIT**

Each team must use the entire roster defensively with a maximum of five (5) infielders, with one being a pitcher.

J. **OUTFIELDERS**

May not take a throw at any base to put out a runner for force.

K. **INFIELD FLY RULE**

The infield fly rule will not be used.

26. SPECIFIC RULES - Boy's Underhand/Girls Underhand

A. **BASERUNNER**

1. There will be no stealing.
2. Runner is not allowed to leave the base before the ball is hit.

B. **DEAD BALL**

1. The ball is considered dead, and no runners may advance, unless more than half way to next base when a thrown ball enters into the dead ball area (pitching mound area).

C. **PITCHING (Judgement Call)**

1. The Game Supervisor will pitch for both teams. (No bunting and no walks.)
2. To facilitate play and encourage participation in all aspects of the game, any pitched ball deemed hitable by the umpire shall be called a strike. There will be no defined strike zone. This is strictly a judgement call. A foul ball on the third strike is not an out.

D. **PLAYER LIMIT FOR GAME**

1. Ten (10) players/five outfielders (**no catcher**). Adult (only) may assist supervisor by standing at field opening or behind batter at your own risk.
2. A team must be able to field a team of at least eight (8) players who shall assume normal playing position. Failure to have at least eight (8) members present at the start of the game will constitute a forfeiture by the violating team.

E. **INFIELD FLY RULE**

1. The infield fly rule will not be used.

F. **INNING HALF**

11 batters will constitute a half inning. Next inning starts with base runners on base from prior inning with same number of outs.

G. **GAME LENGTH**

1. Four (4) full innings.
2. Last half of the last inning will be completed, even with the home team ahead.

H **COACHES**

Two coaches for each team may be on the playing field.

1. Offensive coaches have the coaching boxes in the vicinity of the first and third bases.
2. Defensive coaches may be in the outfield, on outfield grass.
3. Other coaches must be on the team bench.
4. Smoking and or any beverages on the field of play is strictly prohibited.

27. SPECIFIC RULES - Boy's Overhand

A. **PITCHING (Judgement Call)**

1. To facilitate play and encourage participation in all aspects of the game, any pitched ball deemed hittable by the umpire shall be called a strike. There will be no defined strike zone. This is strictly a judgement call.

B. **BASERUNNER**

1. There will be no stealing or leadoffs.
2. Runner is not allowed to leave the base before the ball is hit.

C. **STRIKE-OUTS**

1. A batter cannot advance to first base on a dropped third strike by the catcher.

D. **PLAYER LIMIT FOR GAME**

1. Each team may use ten (10) players (four of these (10) players will play in the outfield).
2. A team must be able to field a team of at least nine (9) players who shall assume normal playing positions. Failure to have at least nine (9) members present at the start of the game will constitute a forfeiture by the violating team.

- E. A pitcher may not pitch more than three (3) innings per game. (An out is considered 1/3 of an inning.)

F. **INFIELD FLY RULE**

The infield fly rule will not be used.

28. SPECIFIC RULES - Class F-2

A. PITCHING (Judgement Call)

1. To facilitate play and encourage participation in all aspects of the game, any pitched ball deemed hitable by the umpire shall be called a strike. There will be no defined strike zone. This is strictly a judgement call.

B. STEALING

1. A base runner cannot steal a base until the ball passes the batter.
2. There will be no stealing of home, unless a direct play is made on the runner at third base.

C. LEAD-OFFS

1. There will be no lead-offs in this league classification.

D. STRIKE-OUTS

1. A batter can not advance to first base on a dropped third strike or passed ball by the catcher, the batter is out.

E. WALKS OR HIT BY PITCH (HBP)

1. Walks/HBP are not mandatory. Batter has the option to take the base or have the umpire pitch beginning with a new pitch count.

F. A pitcher may not pitch more than three (3) innings per game. (An out is considered 1/3 of an inning.)

G. PLAYER LIMIT FOR GAME

1. Each team may use nine (9) players. A team may start or continue a game with eight (8) players. The vacant position in the batting order will not be an automatic out.

H. INFIELD FLY RULE

- The infield fly rule will be used.

29. GENERAL RULES - Youth Softball

A. STARTING GAME and PARTICIPATION

1. A minimum of nine (9) players must be present in order to start or finish a game.

B. EQUIPMENT and SPECIFICATIONS

1. All catchers must wear all the catcher's equipment while catching. **NO EXCEPTIONS.**
2. No full uniform is required; however, since sliding is permitted, and to avoid injuries and infections, it is suggested that players wear full length trousers, or baseball pants.
3. For all Girls Leagues any bat may be used. Bats deemed unsafe by game officials cannot be used.

30. SPECIFIC RULES - Mini Girls

- A. Eleven (11) players will constitute a defensive alignment (five outfielders).
- B. A team must be able to field a team of at least nine (9) players who shall assume normal playing position. Failure to have at least nine (9) members present at the start of the game will constitute a forfeiture by the violating team.
- C. To facilitate play and encourage participation in all aspects of the game, any pitched ball deemed hittable by the umpire shall be called a strike. There will be no defined strike zone. This is strictly a judgement call. A foul ball on the third strike is not an out.
- D. The Infield Fly Rule will not be used.
- E. The game supervisor will pitch for both teams. (No bunting and no walks.)
- F. Game length will be six (6) innings or 1 hour 20 minute time limit.

31. SPECIFIC RULES - Junior Girls, Senior Girls

- A. Ten (10) players will constitute a defensive alignment (four outfielders). A team may start or continue a game with nine (9) players.

- B. To facilitate play and encourage participation in all aspects of the game any pitched ball deemed hittable by the umpire shall be called a strike. There will be no defined strike zone. This is strictly a judgement call. A foul ball on the third strike is not an out.
- C. The ball shall be pitched using an underhand delivery (no windmill). In the JR Girls league a flat or arc pitch is acceptable. In the SR Girls league a flat pitch is desired.
- D. WALKS - are not mandatory. Batter has option to take the walk or have a new count with umpire pitching.
- E. Infield fly rule will be used.

32. SPECIFIC RULES - F1 and E2

- A. The rules for F-1 and E-2 Leagues will be the Official Baseball rules, with the exception of the following ...
- B. **Pitching Rule:**
 - 1. It is recommended that a pitcher pitch no more than ten (10) innings in three consecutive days. (One out constitutes one third (1/3) of an inning.)
 - 2. Pitchers may re-enter into the pitching position one (1) time during a game.
- C. A team may start or continue a game with eight (8) players.
- D. A runner for the catcher or injured player may be used anytime they reach base. This runner will be the last occurring runner/batter out of the inning in play, or the last out of the previous inning.
- E. A batter can not advance to first base on a dropped third strike or passed ball by the catcher, the batter is out (F-1 only).
- F. Any non wooden bat with less than a -3 performance factor (i.e. -4, -5, -6 ...) will be illegal. Wooden bats may be used.
- G. Players must be added to the end of the batting order at any time.
- H. A maximum of four (4) runs can be scored in a half inning.

- I. No run rule will be in effect.
- J. Regardless of score, home team should bat in the last inning if behind.
- K. If a player is ejected during a game, an out will be recorded for that position in the batting order.
- L. **Steel-Spiked Shoes and sliding**
 - 1. Steel-spiked shoes are NOT permitted in ALL league classifications.
 - 2. Sliding - it is strongly suggested that head first sliding not be used to reduce the possibility of severe head, back and neck injuries.
- M. If a cap is worn, it must be the cap issued by the City of Parma and worn properly.

N. **Team Adult Supervision**

All teams must have a designated responsible adult (**25 years of age or older**) present for all games. **These individuals must be on the players bench during each game, sign in prior to the game and serve in a supervisory role.** If no designated adult is present the game will not begin (or continue) and will be considered a forfeit. We will require that this individual sign the official score sheet and provide a daytime telephone number. This is a final effort on behalf of the Parma Recreation Department to control the actions of some players on and off the field.

33. LIGHTNING/THUNDER and INCLEMENT WEATHER/GUIDE

RECOGNITION

Since the average distance between successive lightning flashes is approximately 2 to 3 miles, any time that lightning can be seen or thunder heard, the risk is already present. Weather can be monitored using the following methods:

- **Monitor Weather Patterns** - Be aware of potential thunderstorms by monitoring local weather forecasts and by scanning the sky for signs of potential thunderstorm activity.
- **Flash to Bang** - This method is used to assess how far away lightning is striking. It is determined by counting the number of seconds it takes to hear a clap of thunder after witnessing a flash of lightning. The number of seconds is then divided by five to get the distance, in miles, to the lightning flash. Generally, a 30-second or less flash-to-bang count suggests it is advisable to move the athletes from the field to a safe shelter.

MANAGEMENT

- **Evacuation** - If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to a safe area.
- **Thirty-Minute Rule** - Once lightning has been recognized, competition shall be suspended until at least 30 minutes after the last flash of lightning is witnessed or thunder is heard. Given the average rules of thunderstorm travel, this would allow the storm to move 10 to 12 miles away from the area and significantly reduces the risk of local lightning flashes. Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock and another count shall begin.

2024

MAY

SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

JULY

SUN	MON	TUES	WED	THURS	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

JUNE

SUN	MON	TUES	WED	THURS	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23 30	24	25	26	27	28	29

AUGUST

SUN	MON	TUES	WED	THURS	FRI	SAT
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31