

2025

West Craven Tarheel League

BASEBALL

6U ☆ 8U

12U



Sanctioned with NC Tarheel Leagues
www.tarheelleague.com

POINTS OF EMPHASIS

1. The only fee to participate in Tar Heel Leagues, Inc. competition is a sanction fee of \$45.00 per team. All sanction fees are due by May 1 of the current season.
2. Tar Heel Leagues, Inc. has adopted the USA Baseball bat standard for all baseball divisions. For 8U, 10U, 12U and 15U, all non-wooden bats must be USA Baseball approved and carry the USA Baseball stamp or, must be NFHS approved and carry the BBCOR stamp (High School) for use in Tar Heel Leagues. Bats may not exceed 2-5/8 inches in diameter nor 36 inches in length. There is no rule regarding weight/length ratio.
3. Tar Heel Leagues, Inc. recognizes and utilizes USA Softball's certification process. For a bat to be legal for use in a Tar Heel Leagues, Inc. sanctioned contest it must be marked with the ASA 2000, 2004, or the USA Softball All-Games Certification mark. All bats that are approved by USA Softball, formerly known as ASA, for use in fast pitch play shall bear one of these certification markings. Additionally, any bats with one of these certification marks must not appear on the list of the USA Softball Non-Approved Bats with Certification Marks list. This list was created to alert players and coaches that a bat that was once approved for use has now been deemed no longer approved for use. Non-Approved Bat List with Certification Marks: <http://usa.softball.com/e/BB1P2000.asp>
4. The mandatory play requirement rule for all softball and baseball age divisions is as follows: Each player listed on the lineup card and present for the game must have one (1) at bat and three (3) defensive outs in the field. PENALTY: Forfeit, unless the game is shortened by the run rule. Once the mandatory play rule is met, if a player is injured or sick and there are no available substitutes, the team may use an expended player to assume the position in the lineup. If a team is using a continuous batting order, the player making the last out will assume the position in the lineup.
5. **Baseball Pitching Rule Reminder for 2024 (10U,12U,15U)** Allow any combination of 6 innings pitched (10U,12U) 7 innings pitched (15U) by the same pitcher in two games on the same calendar day.
6. In 2024 THL Inc will increase the maximum age in **Softball** to **16U**. A State Tournament will be offered if a minimum of 4 districts are available to participate.

7. **District Tournament Games:** A Two (2) hour time limit will be implemented for all ages in baseball and softball. Any inning started prior to the 2-hour mark will be completed.
8. **District Tournament Games:** In the event of extra innings or a tied game at the end of the two-hour time limit, THL Inc. will use the international tie breaking procedure by allowing the last batter in the previous inning to start at 2nd base in each teams at bat during extra innings.
9. **For District and State Tournaments:** 8U baseball and softball as well as 10U softball ten (10) players are required to start a game. 10U, 12U, 15U, baseball and 12U, 16U softball nine (9) players are required to start a game. A team may finish with less but must start the game with the required number of players.
10. Intentionally missing State Tournament opening ceremonies will carry a \$500 fine and forfeiture of 1st tournament game. A minimum of 7 players are required to attend opening ceremonies.

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PREFACE

In each recreator's heart is the professional desire to provide the youth of our land with wholesome opportunities for personal satisfaction, pleasures, and joys coupled with the development of recreative skills and appreciation. This desire is not limited merely to the individual or the group; it is founded upon the urge for maximum participation by a maximum number of individuals.

The Tar Heel Leagues, Inc. is dedicated to partially fulfill the recreator's desires. Its organizational boundaries have been conditioned to satisfy the needs and desires of local communities. It provides the opportunity for maximum participation at the local level for youths from six to fifteen years of age. Mediocrity of skill is no handicap to a local youngster; nor does mediocrity destroy the opportunities for an exceptional participant. Through its local league's controls, near equivalent teams are acquired which provide participation opportunities for all youngsters. This same organization guarantees to the exceptional youth the opportunity for participation in tournament play.

Adult volunteer leadership is a prerequisite to a sound program. Motivation objectives centered around youth benefits are assured. Quality of operation and supervision provide for safety and healthful practices by the participant. Community pride and sense of worthy accomplishment is a product of Tar Heel Leagues, Inc.

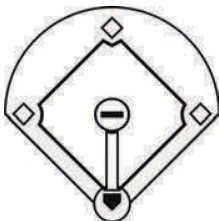
To the youngster, the parent, the neighborhood, and the community, Tar Heel Leagues, Inc. is an instrument of service; to the recreator, it is a program designed with professional principal and control. To all parties concerned, it is another step in the accomplishment of the art of living.

TAR HEEL LEAGUES, INC FIELD DIMENSIONS

AGE GROUP	PITCHING DISTANCE	BASE DISTANCE	PITCHER'S CIRCLE	BATTERS BOX	MIN. FENCE
BASEBALL					
8U	40'	60'	8' RADIUS	6' X 3'	180'
10U	46'	60'	N/A	6' X 3'	200'
12U	50'	70'	N/A	6' X 4'	200'
15U	60' 6"	90'	N/A	6' X 4'	300'

NOTES: IN THE BASEBALL AND SOFTBALL COACH PITCH DIVISIONS, A 3' HASH WILL BE DRAWN WITH CHALK OR PAINT HALFWAY BETWEEN FIRST AND SECOND BASE AND 3' HASHES WILL BE DRAWN 60' BEHIND FIRST BASE AND BEHIND THIRD BASE.

NOTES: BASEBALL PITCHING MOUNDS WILL BE A MIN. OF 6" WITH A MAX OF 10" IN HEIGHT.





GENERAL RULES

I - THE LEAGUE



A - It is strongly recommended that the league shall be the only unit of organization. However, if all the managing personnel of the leagues agree, there may be multiple organizations.

B - The league shall be a community project and as such, all those active in the project may make up the managing personnel. The personnel may include player representative, scorers, coaches, umpires, managers, grounds keepers and all elected officers.

C - Each league must be composed of two (2) to ten (10) teams. The boundary limits shall be established by local league office and will not infringe upon another community, town, or city attempting to establish a league in the Tar Heel Leagues, Inc. program. There shall be no population restrictions. Leagues with more than ten (10) teams will have two (2) All-Star teams. State President has sole authority to grant a waiver for one (1) team leagues. Waiver must be received by May 1st.

D - Several small nearby towns or communities may combine to form a league provided they meet the conditions of rule C.

E - Sanction fees for all Tar Heel Leagues, Inc. regular season leagues will be \$45.00 per team. This fee covers district and state tournament competition.

F - Each league must apply for sanction annually with application forms issued by the office of the Tar Heel Leagues, Inc. State President, and must be filed no later than May 1 of the current year.

II – BASEBALL

DIVISIONS/ ELIGIBLE PLAYERS

A. - **6U** - Any player whose seventh (7) birthday falls on or after May 1 of current year is eligible to compete in 6U play. A player must be four (4) years of age.

B. - **8U** - Any player whose ninth (9) birthday falls on or after May 1 of current year is eligible to compete in 8U play. A player must be seven (7) years of age.

C. - **10U** - Any player whose eleventh (11) birthday falls on or after May 1 of current year is eligible to compete in 10U play. A player must be eight (8) years of age.

D. - **12U** - Any player whose thirteenth (13) birthday falls on or after May 1 of current year is eligible to compete in 12U play. A player must have a minimum league age of nine (9).

E. - Dates of birth of players shall be certified by an original registration of birth, an official government photo ID, or a copy of the original registration of birth.

When such documents are not available, the League President shall forward to the Tar Heel Leagues, Inc. District Director as much documentary evidence as possible. If the District Director determines that such evidence is satisfactory, a statement to that effect will be sent to the League President which shall be acceptable in lieu of other records.

F. - Any player who wishes to change leagues from one season to another must file a "Release Form" to the League President. If approved by the League President, the form must be forwarded to the District Director and if approved by all parties, forwarded to the State President. "Release Forms" may be obtained from the State President, District Director, or from the THL website. All forms must be signed and approved by each League President(s) as well as each District Director(s). All paperwork must be completed prior to player(s) participating in any game. The State President has authority to rule in all disputes.

III - THE PLAYING FIELD

A. - **8U** - The distance between all bases must be 60 feet. The distance from the point of home plate to the front of the pitching rubber must be 40 feet. A pitching mound is not necessary.

B. - **10U** - The distance between all bases must be 60 feet. The distance from the point of home plate to the front of the pitching rubber must be 46 feet. Playing field must have pitching mound.

C. - **12U** - The distance between all bases must be 70 feet. The distance from the point of home plate to the front of the pitching rubber must be 50 feet. Playing field must have pitching mound.

D. - **15U** - The distance between all bases must be 90 feet. The distance from the point of home plate to the front of the pitching rubber must be 60 feet, 6 inches. Playing field must have pitching mound.

E - For all leagues, the home plate, the pitching rubber, bases, batter's box, and coach's box shall be the official size used in regulation baseball.

IV - OFFICIAL EQUIPMENT

A - All players must be in baseball uniforms. Uniforms shall consist of cap, shirt, pants, shoes and socks. No identification may be worn to identify any youth baseball organization other than Tar Heel Leagues, Inc. **Penalty** - Forfeiture of game.

B. - **8U and 10U:** The bat shall be round and made of wood or any other approved material and shall not exceed 36 inches in length or 2-5/8 inches in diameter. Bats must be USA Baseball approved and carry the USA Baseball stamp or must be NFHS approved and carry the BBCOR stamp (High School) for use in Tar Heel Leagues. There is no rule regarding weight/length ratio. Only non-wood bats must meet specifications.

C. - **12U and 15U:** The bat shall be round and made of wood or any other approved material and shall not exceed 36 inches in length or 2-5/8 inches in diameter. Bats must be USA Baseball approved and carry the USA Baseball stamp or must be NFHS approved and carry the BBCOR stamp (High School) for use in Tar Heel Leagues. There is no rule regarding weight/length ratio.

D. - **8U, 10U, 12U, and 15U:** The ball shall be NFHS approved.

E - Tennis shoes or shoes with molded rubber cleats are permitted in all Tar Heel Leagues, Inc. play. Metal cleats are only permitted in 15U baseball and 16U softball.

F. - A protective helmet bearing the NOCSAE standards stamp must be worn by all batters and must be a helmet that gives protection of temples, ears, and base of skull. Turtle shape style helmets without the ear protectors will not be approved for Tar Heel Leagues, Inc.

Helmets must be worn by all base runners in local league and tournament play.

G. - Catchers must wear a mask bearing the NOCSAE standards stamp (to include hockey style), shin guards, chest protector, athletic supporter (with protective cup) and full catcher's helmets in local league and tournament play. Use of a detachable throat protector is optional.

H. - The use of radar guns is prohibited at **ALL** games.

V - FORFEITURE

A. - Playing ineligible players shall result in forfeiture of games in which players participated illegally.

VI - PROTEST

A. - A protest based on a play which involves umpire's judgement is not permitted. The umpire's decision shall be final.

B. - The only legal protest is one which involves a misapplication or misinterpretation of playing rules, or the use of an ineligible player, and is protested at time of infraction.

C. - The protesting coach must immediately notify the umpire that he/she is protesting before the next legal/illegal pitch. The umpire shall announce that the game is being played under protest.

D. - In local league play, a protest shall be considered only if it is placed in writing and submitted to the League President within 48 hours after the rule infraction occurs.

VII - SPONSORS

Teams in local leagues shall be sponsored only by those organizations or business firms whose activities or products are not detrimental to the welfare of the community youth.

VIII - COACHES

A. - Adult coaches (18 years of age and older) will be allowed to coach at first and third base. All coaches must be dressed neat, in like manner, and must wear closed-toe shoes. Only adults listed on team roster will be allowed in dugout. Players must wear protective helmet if coaching bases.

B. - An offensive coach may call time only once per inning for the purpose of giving instructions. On the second time out, the batter on whom the violation occurred shall be removed and a pinch hitter inserted in his/her place.

C. - All team personnel shall refrain from calling opposing players by name; they may not commit any act of unsportsmanlike conduct, or they will be removed.

D. - No person will be allowed the use of tobacco or e-cigarette products inside the fences during play of game.

E. - A defensive coach may request one (1) charged conference per inning. On the second and any subsequent requested charged conference, the pitcher must be removed from the mound. This rule does not include a conference when the pitcher is removed.

F. - The only exceptions to B & E rules are in case of injury, or time is called by opposing coach or umpire.

G. - One (1) coach is allowed outside of dugout (10U-15U) for purpose of coaching defense. The coach is restricted to within 3 ft. of dugout opening and shall have nothing in their possession.

IX - PITCHING

A - In local league play, the following pitching counts and rules will apply.

Counts

9–10-year-olds – 75 pitches per week

11-12-year-olds – 85 pitches per week.

Rest

1-20, 0 days rest

21-35, 1 day rest

36-50, 2 days rest

51-65, 3 days rest

66+ - 4 days rest

If a pitcher happens to start a new batter on their 19th pitch, they can finish pitching to that batter and still be in the 1-20 category etc.



X - LIGHTNING POLICY

Tar Heel Leagues, Inc. will follow the NFHS rule book for its lightning policy. www.nfhs.org

PROACTIVE PLANNING

1. Assign staff to monitor local weather conditions before and during practices and contests.
2. Develop an evacuation plan, including identification of appropriate nearby safe areas and determine the amount of time needed to get everyone to a designated safe area.
3. Develop a criteria for suspension and resumption of play.
 - A. When thunder is heard or lightning is seen*, the leading edge of the thunderstorm is close enough to strike your location with lightning. Suspend play for at least 30 minutes and vacate the outdoor activity to the previously designated safe location immediately.
 - B. **30-Minute Rule:** Once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning is witnessed* prior to resuming play.
 - C. Any subsequent thunder or lightning* after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.
 - D. When lightning-detection devices or mobile phone apps are available, this technology could be used to assist in deciding to suspend play if a lightning strike is noted to be within 10 miles of the event location. However, you should never depend on the reliability of these devices, and thus, hearing thunder or seeing lightning should always take precedence over information from a mobile app or lightning-detection device.

** - At night, under certain atmospheric conditions, lightning flashes may be seen from distant storms. In these cases, it*

may be safe to continue an event. If no thunder can be heard and the flashes are low on the horizon, the storm may not pose a threat. Independently verified lightning detection information would help any uncertainty.

4. Review the lightning safety policy annually with all administrators, coaches, and game personnel, and train all personnel.
5. Inform athletes and their parents of the lightning policy at the start of the season.



8U - Baseball

Official Rules - Tournament Play

Playing Field -

- A. There shall be a chalked hash line $\frac{1}{2}$ the distance (30 feet) between first and second base. This line shall determine whether a player may advance to the next base or return to the previous base at the time of dead ball.
- B. Pitching rubber shall be in the center of an 8' radius circle.

Teams - There will be sixteen (16) 8U teams allowed in the state tournament based on district sanctioning. No district will be allowed to have more than three (3) teams.

Coaches - Coaching rules will allow only 4 adults in dugout at any time during the game.

- A. **Offense:** One coach at third base, one coach at first base, one coach pitching, and one coach in dugout for player control.
- B. **Defense:** There may be a defensive coach on the right field line and the left field line, provided they stay in foul territory.
- C. The defensive coach cannot come within 60 feet of the base during a live ball. A hash line will be marked on the foul line indicating the required distance.



PLAYING RULES

1. Coach must submit a batting order consisting of first initial, last name, and uniform number to umpire and scorer before game. All players must be listed in a batting order that will not change during said game. All players must bat in order for the entire game. In the event a player is injured (umpire will justify), scorer will be notified and said player will sit out for remainder of said game with no penalty in batting order. No player shall sit in dugout two (2) consecutive innings.

2. A maximum of five (5) runs, or three (3) outs will constitute an offensive inning.

3. Six (6) innings will constitute a game.

4. Once a team becomes mathematically eliminated, the game shall end.

5. No team shall play more than four (4) games per day in one (1) tournament.

6. No intentional bunting is allowed. No walks are allowed. Attempted bunting will constitute a strike.

7. An eight (8) foot radius circle is to be drawn around pitching plate. Defensive pitcher, with both feet in the circle, must remain inside circle, even or behind the pitching rubber, until the batter contacts ball.

8. All outfielders must be positioned at a similar radius.

9. Each batter will be allowed five (5) pitches or three (3) swings per at bat in 8U. There is no limit on the number of foul balls on 5th pitch or 3rd swing.

10. There is no infield fly rule.

11. No base stealing is allowed. A runner may leave the base once the ball reaches the plate. A runner leaving his/her base before the ball reaches the plate will result in a delayed dead ball being called by the umpire, with the runner removed and called out.

12. Base runners that miss touching a base, or leave a base early, shall be called out by the umpire upon completion of the play. A delayed dead ball shall be called by the umpire.

13. Adult Pitcher must deliver pitch in a standing position. Pitcher may not kneel on one knee.

14. A team may have a courtesy runner for the catcher at any time. The courtesy runner will be the player that made the last out.

15. The umpire's judgement will rule on the runner's position at the point time is called by either umpire. Time is called once the front runner is contained.

16. Catcher must be in a squatted catcher's position and not standing.

17. The coach who is pitching must stay in contact with the pitching rubber until the ball is released. Once the coach releases the ball, he/she cannot be involved in coaching until time is called as there are base coaches to direct runners. Coach may not deceive defensive players to get the ball thrown before time is called. **Penalty:** The ball is dead, the batter is declared out, all runners return to the base occupied before the pitch, and the lead runner is declared out. The adult pitcher should only communicate with the batter before the ball is put in play.

18. If a batted ball hits the coach who is pitching before the defensive player touches the ball, the ball is dead, with all runners advancing one (1) base if forced. If the coach who is pitching intentionally interferes, the ball is dead, the batter is declared out, and all runners return to the base occupied before the pitch except the lead runner, who is also declared out.

19. When possible, the coach who is pitching **MUST** leave the field, from either the first or third baseline, when the batted ball is put in play.

20. Batters will not be walked, nor can they advance to first base by Hit By Pitch (HBP).

21. A team must have ten (10) players to start a game and may finish with nine (9) players. A disqualified/ejected player will result in an out each time that position comes to bat.

22. Between pitches, if ball is not put into play, the coach must remain within the pitching circle.

23. Headfirst slide is allowed in 8U.

24. If a player throws a bat, the team will receive a warning. On the second offense, the ball is declared dead, the batter is out, and all runners are returned to the previous base.

25. Each team is allowed one offensive and one defensive time out per inning.

1.0 - PLAYING RULES



10U Official Rules - Tournament Play



Any rule not specifically covered in this book will be governed by the National Federation of State High School Associations.

A- Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position.

B- Optional continuous batting order:

Teams may elect to use a continuous batting order. They may bat as many players as they choose (9,10,11,12,13). A player that is in the line-up may substitute freely, defensively, as they choose (pitching rules still apply).

A player not in the line-up will be considered a SUBSTITUTE and will be allowed to enter the game one time. A starter that comes out of the game for a substitute will be allowed to re-enter one time (in the same place in the line-up for the same person that replaced him per substitution rules).

C- If a player is injured to the extent that he/she cannot continue, and his/her team does not have a substitute, he/she will be ruled out at his/her next turn at bat. At his/her second and subsequent turns at bat (after he/she comes out of the game), his/her spot in the batting order will be skipped each time he/she is due to hit.

D- Once a player misses his/her turn to bat due to injury, that player will not be allowed to return in that game.

E- If a player is ejected and the team does not have a substitute, he/she will be ruled out each time he/she is due to bat.

F- If a team is using a continuous batting order and does not have any substitutes, the player making the last out will be the courtesy runner for the pitcher and/or catcher.

G- The catcher does not have to catch the third strike. The batter is automatically out, and the ball remains in play. The base runner may advance at his/her own risk.

H- Once a pitcher starts his/her motion toward home plate, the pitcher

must deliver the ball. If the pitcher stops his/her motion, a balk will be called. There will be no penalty with no runners on base.

I- When a pitcher is in contact with the rubber with the ball in his/ her hand, the catcher is in the catcher's box ready to receive the ball, and the batter is in the batter's box, no base runners shall leave the base until the pitched ball reaches the plate.

J- A runner leaving his/her base before the ball reaches the plate will result in a delayed dead ball being called by the umpire, with the runner removed and called out.

K- A player failing to touch a base during a live ball situation will be called out by umpire by sign of delayed dead ball.

L- Mandatory play rule for **ALL** ages. Each eligible player listed on the lineup card, and present at the game, must have one (1) at bat **and** three (3) defensive outs in the field. **Penalty:** Forfeit, unless the game is shortened by the run rule. Once the mandatory play rule is met, if a player is injured or sick and there are no available substitutes, the team may use an expended player to assume the position in the lineup. If a team is using a continuous batting order, the player making the last out will assume the position in the lineup. This rule does not apply to ejections.

M.- A headfirst slide is allowed in 10U.

N.- If a player throws a bat, the team will receive a warning. On the second offense, the ball is declared dead, the batter is out, and all runners are returned to the previous base.

O.- All lineup cards presented at the pre-game conference with the umpires must include the player's first name, last name, and uniform number.

2.00 - REGULATION GAME

A. - 10U games shall be six (6) innings unless shortened or lengthened legally. If score is tied at end of six (6) innings, it shall be continued until a verdict is reached. **(See points of emphasis for District Tournament games)**

B. - Run Rule - 12 runs after three (3) innings, 10 runs after four (4) innings. The losing team must have an equal number of at bats. Coaches may agree to end a contest prior to reaching the required number of innings played.

C. - If a game is called before it becomes a regulation game it must be replayed from the exact point of interruption with the same ball and strike count on the batter and the same lineup as near as possible.

D. All tournament games must be completed: six (6) innings unless home team is ahead in 5-1/2 innings or game is called because of run rule. **(See points of emphasis for District Tournament games.)**

3.00 - PITCHING RULES

A. - Any member of a team may pitch; however, all pitchers are subject to all pitching rules.

B. - A pitcher removed from the mound, or the game, may not return to the mound in the same game.

C. - As soon as a pitcher delivers one (1) pitch to a batter he/she shall be considered as having pitched one (1) inning.

D. - No 10U pitcher will be allowed to pitch more than twelve (12) innings in each level of tournament play, but no more than six (6) innings in one day.

E. - A pitcher shall be considered ineligible if he/she makes one (1) legal/illegal pitch after reaching the pitching limitations.

F. - A team that uses an ineligible pitcher must remove the player from the mound, with the head coach being ejected from the game, and innings counted toward the pitching record.

G. - Pitchers must have at least one (1) calendar day rest after pitching in three (3) or more innings on the same calendar day. **This rule applies to both local league and tournament play and may not be waived.**

H. - A defensive coach may request one (1) charged conference per inning. On the second and any subsequent request, the pitcher must be removed from the mound. This rule does not apply on a conference when the pitcher is removed.

Official Rules - Tournament Play

Any rule not specifically covered in this book will be governed by the National Federation of State High School Associations.

1.00 - PLAYING RULES

A. - Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position, including tournaments.

B. - Optional continuous batting order:

Teams may elect to use a continuous batting order. They may bat as many as they choose (9,10,11,12,13). A player that is in the line-up may substitute freely defensively as they choose (pitching rules still apply).

A player not in the line-up will be considered a SUBSTITUTE and will be allowed to enter the game one time. A starter that comes out of the game for a substitute will be allowed to re-enter one time (in the same place in the line-up for the same person that replaced him per substitution rules).

C. - If a player is injured to the extent that he/she cannot continue, and his/her team does not have a substitute, he/she will be ruled out at his/her next turn at bat. At his/her second and subsequent turns at bat (after he/she comes out of the game), his/her spot in the batting order will be skipped each time he/she is due to bat.

D. - Once a player misses his/her turn at bat due to injury, that player will not be allowed to return in that game.

E. - If a player is ejected and the team does not have a substitute, he/she will be ruled out each time he/she is due to bat.

F.- If a team uses a continuous batting order and does not have any substitutes, the player making the last out will be the courtesy runner for the pitcher and/or catcher.

G- A player failing to touch a base during a live ball situation will be handled as an appeal play.

H.- Mandatory play rule for ALL ages. Each player listed on lineup card and present at the game must have one (1) at bat **and** three (3) defensive outs in the field. **Penalty:** Forfeit, unless the game is shortened by the run rule. Once the mandatory play rule is met, if a player is injured or sick and there are no available substitutes, the team may use an expanded player to assume the position in the lineup. If a team is using a continuous batting order, the player making the last out will assume the position in the lineup. This rule does not apply to ejections.

I. - A headfirst slide is allowed in 12U and 15U.

J.-If a player throws a bat, the team will receive a warning. On the second offense, the ball is declared dead, the batter is out, and all runners are returned to the previous base.

2.00 REGULATION GAME

A. - 12U games shall be six (6) innings unless shortened or lengthened legally. 15U games shall be seven (7) innings unless shortened or lengthened legally. **(See points of emphasis for District Tournament games.)**

B. - **Run Rule for 12U:** 12 runs after three (3) innings, or 10 runs after four (4) innings. **Run Rule for 15U:** 15 runs after three

E. (3) innings, 12 runs after four (4) innings, or 10 runs after five (5) innings. The losing team must have an equal number of at bats. Coaches may agree to end a contest prior to reaching the required number of innings played.

C. - If a game is called before it becomes a regulation game, it must be replayed from the exact point of interruption with the same ball and strike count on the batter and the same lineup as near as possible.

D. - All tournament games must be completed – six (6) innings for 12U and seven (7) innings for 15U unless the home team is ahead in the bottom of the 6th inning for 12U or the bottom of the 7th inning for 15U, or the game is called because of the run rule. **(See points of emphasis for District Tournament games.)**

3.00 - PITCHING RULES

A. - Any member of a team may pitch; however, all pitchers are subject to all pitching rules.

B. - A pitcher removed from the mound, or the game, may not return to the mound in the same game.

C. - As soon as a pitcher delivers one (1) pitch to a batter he/she shall be considered as having pitched one (1) inning.

D. - 12U pitchers will be allowed to pitch 12 innings in each level of tournament play but will not be allowed to pitch more than six (6) innings in one calendar day. 15U pitchers will be allowed to pitch 14 innings in each level of tournament play but will not be allowed to pitch more than seven (7) innings in one calendar day.

E. - 12U must have at least (1) one calendar day rest after pitching three (3) or more innings on the same calendar day. 15U pitchers must have at least one (1) calendar day rest after pitching four (4) or more innings on the same calendar day. **This rule applies to both Local League and Tournament play and may not be waived.**

F. - A pitcher shall be considered ineligible if he/she makes one (1) legal/illegal pitch after reaching the pitching limitations.

G. - A team that uses an ineligible pitcher must remove the player from the mound, with the head coach being ejected from the game and the innings counted towards the pitching record.

H. - A defensive coach may request one (1) charged conference per inning. On the second and any subsequent request, the pitcher must be removed from mound. This does not apply to a conference when the pitcher is removed.

TOURNAMENT REGULATIONS

1. To be eligible to enter Tar Heel Leagues, Inc tournament play, each league must have been granted a franchise and indicated their desire to participate.

The Tar Heel Leagues, Inc. reserves the right to revoke at any time during the tournament program the privilege of a sanctioned league to participate when evidence shows that the league has violated the pledge to abide by rules for local leagues or tournament rules.

2. Leagues wishing to enter tournament competition must continue to play until eliminated. There shall be only three levels of tournament play - AREA, DISTRICT, AND STATE. Any team that is ineligible for district or state tournaments and fails to appear will be fined. The sponsoring local league will pay a \$100.00 fine before teams can participate in district or state tournaments the following year. This penalty also includes opening ceremonies for each state tournament.

3. All Tar Heel Leagues, Inc. teams that have been sanctioned shall be eligible to enter a tournament team. Where two or more leagues operate under the same top management, each is eligible to enter a team. Under no condition may players from one Tar Heel Leagues, Inc. sanctioned league play on a team representing another Tar Heel Leagues, Inc. sanctioned league.

4. Tournament teams may be selected from all the teams in the league and shall consist of not more than thirteen (13) players.

5. No player may play in more than one (1) Tar Heel Leagues, Inc. league nor on more than one (1) All-Star team and, must play on the All-Star team in the age group in which he/she plays in the regular season.

6. Birth certificates and team affidavits must be approved by the tournament director (district tournament play) and the Tar Heel Leagues, Inc. Board (state tournament play) one (1) hour before the team's first game. Birth certificates will stay with team and must be available for tournament directors at each game.

7. Each pitcher's tournament pitching record (baseball only) must be approved by the head coach no later than 15 minutes following completed game. Failure to approve results in the tournament pitching record does not prevent the results from becoming official for the game.

8. Any player is eligible for the tournament team provided he/she has played in at least one-half of prior regularly scheduled games.

9. After the tournament teams have been selected, and the names of the players have been recorded on the eligibility affidavit, no change can be made on the playing roster for any reason, except illness or injury. Any replacement for illness or injury must be accompanied by the new player's birth certificate. The district director having authority will, if he/she approves the change, sign said statement, and attach it to the manager's copy of the eligibility affidavit.

10. If a coach shall decide that an umpire's decision is in violation

of the tournament playing rules, he/she shall make a protest to the umpire-in-chief before the next legal/illegal pitch. The chief shall immediately call a conference of the Tournament Director and Protest Committee and a decision shall be reached before play is resumed. The decision shall be final providing it does not violate any official rules. Protests not made at the time of infraction of the rule shall not be considered.

11. ALL coaches must be dressed neat, in like fashion, and must wear closed toe shoes.

12. It is mandatory for a coach from each team to be present at the state tournament coach's meeting. Teams who do not attend will be assessed a \$100 fine.

13. It is mandatory for all teams, dressed in playing jerseys, to be present for the state tournament's opening ceremonies. Teams intentionally missing State Tournament opening ceremonies will carry a \$500 fine and forfeiture of 1st tournament game. A minimum of 7 players are required to attend opening ceremonies.

14. Only 13 tournament players, four (4) adults and one (1) bat person shall occupy the team bench or dugout during the game. Only the State President can grant a waiver to exceed the maximum number of thirteen (13) players. Only persons named on the tournament team affidavit will be allowed in dugout area. If a team uses a bat person, said person must wear protective headgear. The bat person shall not exceed the age of twelve (12).

15. The home and visiting teams in each tournament game shall be determined by a toss of the coin, which will be conducted by the umpires at each pre-game conference.

16. All tournament games halted before a winner is determined shall be resumed from the exact point play was ceased with the same players in the game as near as possible.

17. There shall be an Official Scorer appointed by Tournament Director for District and State Tournament. The official Scorer following each game shall enter proper data on the reverse side of each team's eligibility affidavit.

18. Any coach, player, or spectator ejected from a game due to unsportsmanlike conduct shall not be eligible to participate in the next game of play to include next level, unless the situation warrants further suspension. Post-game ejections will carry a minimum of a two (2) game suspension. Coach and spectator must vacate the playing site.

19. Tar Heel Leagues, Inc. Board of Directors will serve as Protest Committee at all State Tournaments.

20.

21. All tournament play in area, district and state will be double

elimination.

22. No baseball team, except for 8U, may be scheduled for more than two (2) games per day. 8U teams will be allowed to play a maximum of four (4) games per day.

23. Courtesy runners for catcher or pitcher are allowed at any time. The courtesy runner cannot be active in the lineup. Expended players are eligible as courtesy runners. If a team has nine (9) or fewer players, the player making the last out is eligible as a courtesy runner for the catcher only with two (2) outs. Teams using a continuous batting order will use the last player to make an out as the courtesy runner.

24. Top team listed on the tournament bracket will be in the 1st base dugout and the bottom team on the tournament bracket will be in the 3rd base dugout.

25. Tar Heel Leagues, Inc. will follow the NFHS rule book for our lightning policy (pg. 18).

26. No amplified music or artificial noisemakers are allowed to be played or used by players, coaches, or spectators.

27. Mandatory play requirement for **ALL** age divisions: Each player listed on the lineup card and present at the game must have one (1) at bat and three (3) defensive outs in the field. **Penalty:** Forfeit, unless the game is shortened by the run rule. Once the mandatory play rule is met, if a player is injured or sick and there are no available substitutes, the team may use an expended player to assume the position in the lineup. If a team is using a continuous batting order, the player making the last out will assume the position in the lineup. This rule does not apply to ejections.

28. **Teams must be on-site and ready to play a minimum of 30 minutes before their scheduled game time.**

29. **A maximum of 30 minutes rest period for back-to-back games at the District and State Tournaments.**

30. **State Tournament Only:** A short devotion will be held on Sunday morning no earlier than one (1) hour prior to the start of championship games.

31. Beginning with the 2022 season, the admission fee for all district tournaments will be \$6.00 for adults and \$4.00 for children; \$1.00 of the adult fee will be returned to Tar Heel Leagues, Inc. for the Scholarship Program. The admission fee for all state tournaments will be \$7.00 for adults and \$4.00 for children; \$2.00 of the adult fee will be returned to Tar Heel leagues, Inc. for general operating expense usage and for the Community Assistance Fund. The established admission fee ages for all district and state

tournaments are as follows: 6 & Under – Free; Ages 7 to 12 – Children; Ages 13+ - Adult.

32. Standardized Times for Thursday of State Tournament Competition: 10:30am – Tournament Affidavits and Birth Certificates Verified; 11:00am – Coaches Meeting; 1:00pm – Opening Ceremonies; 4:00pm – First Games Begin

UMPIRES

A. - It is recommended that two (2) umpires work each game in local leagues.

B. - It is recommended that three (3) umpires work all district and state tournament games, except for 8U Baseball and Softball games. All umpires that work district and state tournaments must be dressed in navy blue, light blue, or black shirts, gray pants and must be 18 years of age.

C. - Any umpire selected to work district or state tournaments must register with Tar Heel Leagues, Inc.

D. - Umpires will be selected by the State Umpire-In-Chief, at the annual June meeting of the Tar Heel League, Inc. Board of Directors, for the purpose of officiating state tournament games.

E. - Umpire-In-Chief will assign all umpires per game at each state tournament site.

F. - Umpires will not be allowed to officiate any game when a family member is involved in the game. This rule also applies to district and state tournaments.

G. - The rate of pay for each umpire at all state tournaments is as follows: 8U Baseball and Softball - \$40.00 per game; All Girls' Softball - \$55.00 per game; 10U Baseball - \$55.00 per game; 12U and 15U Baseball - \$65.00 per game.

H. - The use of a Tar Heel Leagues, Inc. training video to certify umpires will be allowed, provided it is approved by the District Director and supervised by a local league representative.

SAFETY

Any player wearing a protective cast or medical device will be required to submit a form signed by a Physician, the player's Parent or Guardian and the player's Head Coach. This form must be filled out, signed by all required parties and made available before any child will be allowed to participate.

The form is available for download from the North Carolina High School Athletic Association web site. The link to the form is listed below.

Prescribed Appliance Form

<http://www.nchsaa.org/> or www.tarheel leagues.com

Any forms that appear on the NCHSAA web site are acceptable for use with Tar Heel Leagues, Inc. and are available on the NCHSAA Forms page listed below.

<http://www.nchsaa.org/>

Rules specific to West Craven Tarheel League

1.00 – SUBSTITUTIONS

No substitution rules will be enforced.

2.00 – MINOR/MAJOR PITCHING

Minor/Major coaches must pitch a 9 or 10 year old for at least 2 innings per week.

No leads or base stealing until the ball crosses home plate. 9-10 year olds, closed bases. 11-12 year olds open bases.

3.00 COACH SELECTIONS

For all people wishing to coach, a background check will be completed. If you have any pending criminal charges or any charges from the last 5 years, you will not be allowed to coach in any capacity.

4.00 – ALLSTAR COACH AND PLAYER SELECTIONS

COACH SELECTION

The winning team of the season's coach will be given the opportunity to coach the Allstar team for the year. If they do not wish to coach, the WCTL board will vote on who will coach the team.

ALLSTAR PLAYER SELECTION

Minor/Major

Minor/Major coaches will each nominate 8 players from their team for consideration. Of the 8 players, 4 must be from the 9-10 year old players and 4 will be from the 11-12 year old players. One Allstar team of no more than 12 players will be formed with minor players, and one team of no more than 12 players will be formed with major players.

Rookie

Rookie coaches will each nominate 4 players from their team for consideration. One team of no more than 12 players will be formed with rookie players.

SELECTIONS

Once coaches have turned in their nominations, coaches will sit down with (some or all of) the members from the WCTL board for discussion and voting on final player selections. This process will be the same for both minor/major and rookie divisions. The meetings will take place separately for the sake of time.