

CHAIN O' LAKES BOYS BASEBALL RULES

Effective: May 16, 2024

Teams play by official High School Rules, and the exceptions listed below:

RULE #1 - AGES:

Peanut B: 8 years old and under, not to turn 9 before June 1st
Peanut A: 10 years old and under, not to turn 11 before June 1st
Minor B: 12 years old and under, not to turn 13 before June 1st
Minor A: 14 years old and under, not to turn 15 before June 1st
(If in 8th grade-not to turn 16 before June 1st and MUST provide documentation)

RULE #2 - ATHLETIC SUPPORTERS: Athletic supporters, including cups, preferably of the metallic fiber or plastic type, must be worn by catchers during both practice and games. We recommend that all players wear supporters. The team coach bears ultimate responsibility for enforcement of this rule.

RULE #3 - BALLS: Minor A will use High School grade baseballs. Home teams will provide two new leather-covered balls, not vinyl. For the championship game, each team will supply one new ball.

RULE #4 - BASES:

Peanut B – 60 ft bases.....42 ft pitching rubber
Peanut A - 60 ft bases.....44 ft pitching rubber
Minor B - 75 ft bases.....48 ft pitching rubber
Minor A -75 ft bases.....54 ft pitching rubber

RULE #5 – BATS: Aluminum or composite bats must have the label **USA Baseball, USSSA, or Little League Approved**. Wood bats need not be taped; however, if they are taped, the tape shall not extend more than 18 inches from the handle. A wood bat should be 15/16” in dia. (7/8” for bats less than 30”) at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat and must be made by a known manufacturer. The “Original Wood/Metal Bat” and any other similar styled bat will be allowed.

RULE #6 - BATTERS: Peanuts: Each team is allowed only ten (10) batters per inning. Minor B: Each team is allowed only nine (9) batters per inning. **EXCEPTION:** If a pitch hits the batter or there is catcher’s interference, the batter will be allowed to take first base. Note: If the ball hits the ground first and then hits the batter ...batter takes their base. The next scheduled batter in the rotation will then become the last batter. “Rocket Roster” is an option (not mandatory) to allow all players on team in the batting line-up. If a player becomes injured and can no longer bat – it **WILL NOT** count as an out. Everyone must bat in the original batting order. Minor A: Is limited to scoring a maximum of 15 runs per inning, per team. Once 15 runs are scored, the inning will end.

RULE #7 - COACH: Only one coach is allowed at first and third bases. We do not require that a coach wear a uniform. If base coach is a player, he must wear a batting helmet.

RULE #8 - COACH PITCH: Peanuts Only: after the 4th ball, the batter's coach, or designated pitcher, will pitch to the batter. The pitcher shall stand within 2 feet of either side of the rubber while the coach or designated pitcher is pitching. This person or coach must be the designated pitcher for the entire game. The existing strike count will be used. The batter will either hit the ball or be called out on strikes; no walks. The Coach/Pitcher should pitch from as close to the rubber as possible, in an overhand motion. The Coach/Pitcher is limited to 5 pitches, after 5 pitches batter is automatically out. The pitcher shall remain on the pitching rubber until the pitch has been released. If the ball hits the Coach/Pitcher, the ball is alive. The Coach/Pitcher should make every effort to avoid being hit by the ball. The Coach/Pitcher should exit the playing field as soon as the ball is hit, or the batter strikes out.

Base runners may only advance on a HIT ball when the coach is out pitching. (NO STEALING!)

RULE #9 – COURTESY RUNNER(S): Anytime the team at bat may use courtesy runners for the pitcher and catcher (with at least two outs), and/or an injured player. The runner will not be in the regular batting lineup at the time they are placed. If no one is available, the batter who made the last out will be the runner.

RULE # 10 - DOUBLE HEADERS: The home team is who is listed as the home team on the original schedule. The home team has the option of providing umpires for the “home” game.

RULE #11 - FEES: We will set league fees at the towns meeting, before the season, and must be paid before the season starts.

RULE #12 - HELMETS: Regulation helmets must be worn whenever on-deck, batting, running bases and catching (even warming up). Catchers must also have a throat guard. Any player intentionally removing a helmet while on the field of play - the team will be given a warning. Next occurrence - player committing this infraction will be ejected!

RULE #13 - HURDLING: Hurdling of a fielder is prohibited. A runner may step over or jump over the outstretched glove of a fielder attempting to field the ball.

RULE #14 – INFIELD FLY RULE (IFR): Peanuts and Minor-B: the IFR will not be enforced. For Minor-A: the IFR is in effect even if not verbally called by the umpires.

RULE #15 - INNINGS: Peanut B will play 4 innings. Peanut A and Minor B will play five (5) innings. Minor A boys will play 6 innings. No inning can start after 7:30pm for all Peanut B games.

OFFICIAL GAME: Peanut B: 3 complete innings. All other age-groups: 4 complete innings.

RULE #16 - LAST BATTER: Peanuts and Minor-B only. The last batter must hit the ball or strike out (no walks). If a pitch hits the batter or there is catcher's interference, the batter will be allowed to take first base. The next scheduled batter in the rotation will then become the last batter. If the ball is hit fair, and there are less than two outs, the base runners may continue to advance. The inning ends when home plate is tagged or the 3rd out is made. The offensive team coach must announce his last batter to the home plate umpire and the opposing coach. They must make the announcement before they make the first pitch, or the inning will end. After the first pitch to the last batter, upon discovery that they did not announce the last batter, the inning will end, and any hits' and/or runs attributed to the last batter will be nullified. If they do not make the announcement, and the inning ends, the batter will lead off the next inning. If during the last batters time at the bat, the ball goes out of bounds, "a dead ball situation," the umpire will immediately call "dead ball," all runners will advance to the base they are heading toward, and one additional base, then the inning will end. **EXCEPTION:** Peanuts: After 4th called ball, batter's coach will pitch to hitter. Pitcher must remain next to rubber until the ball is hit. The existing strike count will determine the number of pitches the coach must pitch.

RULE #17 - LEADING OFF: Peanuts: no leading off until the ball leaves the pitcher's hand. The runner is out if caught. Minors: leading off is permitted.

RULE #18 - MASK: A catcher must wear a mask during any pitcher's warm-up, whether at home plate or in the bullpen.

RULE #19 - MERCY RULE: 15 runs after three (3) complete innings or 10 or more runs after four (4) innings. Minor A is 15 runs after 4 innings and 10 runs after 5 innings.

RULE #20 - OFFENSIVE TEAM: All players must remain in the "dugout area" when their team is at a bat. Only the batter and the on-deck man are allowed on the field. If the players are not in the "dugout area," the coaches will be given a warning. The next time it happens, the umpire will call an out, which will be assessed to the team, not a player

RULE #21 - PITCHING: Peanuts & Minor B: Maximum of six (6) innings in two (2) game weeks; a maximum of nine (9) innings in a (3) game week; and a maximum of three (3) innings per game. Minor A: Maximum of seven (7) innings in two (2) game weeks; a maximum of eleven (11) innings in a (3) game week; and a maximum of four (4) innings per game. Three outs make up an inning. Minor B: no balks called, balks are a dead ball. Pitching rosters from both teams will be presented to the umpire at home plate before the game starts. If the pitcher hits 4 batters in one game, they must be pulled from that position immediately. Coach will be responsible for reporting innings pitched by each player in any given game.

RULE #22 - POSITIONS: Peanuts: must field ten (10) players. They must position the 10th player in the **OUTFIELD ONLY!** Outfielders must be separate from the infielders in a distinct arc.

RULE #23 - PROTESTS: A coach may protest a rules interpretation only (not a judgment call). Protest must be stated at the time of incidence. At the time of the dispute, the coach must notify the opposing coach of their intent to “protest” the game. All conditions at the time of the protested play must be documented in both team’s score book, in case the game needs to be replayed. The conditions are: number of outs, balls and strike count, and runner positions. Each coach should sign the opposing score book, verifying the conditions. Once these conditions are documented, the game continues based on the decision of the umpire. Under no circumstance will protest be filed after the opposing coach has left the field. Protests must be filed through the Town President to the League President. The League President will convene a meeting of the Town Presidents to discuss the protest. The protest fee is \$25.00, which will be returned if you win the arbitration.

RULE #24 - RAINOUTS: The home team umpire must decide them. Any games canceled and/or postponed during weeks 1-4 must be made up in weeks 1-4. Cancellations/postponements in week 5 must be made up by the Saturday preceding the start of playoffs. Lighting or Thunder sighted is an automatic 30 minute delay of game per sighting.

RULE #25 - RESCHEDULING: The team that needs the schedule change must make up the game at the convenience of the other team. If both coaches cannot arrive at a consensus within three (3) days of cancellation, the Town Presidents will intervene. If, after three (3) additional days with the Town Presidents meeting there is no consensus, it will go to the COL Little League Board for review. After 10 days if no consensus is reached with the COL Little League Board, the team that forced the reschedule will forfeit the game.

RULE #26 - ROSTERS: Initial Rosters: rosters must be turned in before the start of league play. Failure to turn in your roster will result in forfeiture of each successive game until they are turned into the League President. Each league team must have a copy of your roster. Lateral Moves: if a team is short of players, that team must forfeit out of the league, allowing a lateral move. Lateral moves can include players from disbanded teams from other cities. Lateral moves must be completed by June 22nd. Lateral moves for tournaments (play-offs) are prohibited. Changes: a permanent move or a non-rostered addition will require notification of the League President, after league play begins. Illegal Player: if an illegal player is discovered, after league play has begun, all previous games will be forfeited. No exceptions! No additions to the roster may be made after June 12th.

RULE #27- STARTERS RETURNING TO LINEUPS: Any starter, or their substitute, that returns to the lineup must bat in his original position in the batting order.

RULE #28 - STARTING A GAME: A team must have seven (7) roster players to start a game. Because of the ninth/tenth batter rule, some players would get to bat more than once per inning.

RULE #29 - STEALING:

There is NO stealing allowed for Peanut B.

Peanut B - 1 error per batter overthrows. Runner is allowed one base on an overthrow unless the base the runner is advancing to is overthrown.

Peanut A: Stealing **IS** permitted; however, a player may not steal home. Only one base per steal and no advance on overthrow. He may only score on a batted ball, a bases loaded walk, or they play on him while occupying 3rd base. He cannot score on an overthrow to 2nd base or 3rd base during an attempted steal.

Minor B: Base runner can only steal on a pitch to home plate. The runner cannot advance on a pick-off attempt unless the pick-off attempt results in an overthrow, then it is a live ball and players may advance after they have tagged/touched their original base.

RULE #30 - STEEL SPIKES: No steel spikes will be allowed.

RULE #31 - SUBSTITUTION: If a team is short in its division, a younger player can move up, but older players may not move down. Players can play in only one age group per day. Free substitution is permitted for all players; however, they must bat in the same position in the lineup. If there are no eligible subs left, a player may re-enter in an injured player's line-up position. Elk Rapids will submit their "Rookie" or peanut boy rosters before the first game, so if they want to move a younger player up, the league will have their name on file.

RULE #32 - THIRD STRIKE: Peanuts and Minor B: batters may not advance on a dropped third strike. Minor A: may advance on a dropped third strike.

RULE # 33 – THROWING THE BAT: The umpire must determine whether the bat is thrown in response to a bad call, bad hit, strike out, etc. (purposeful), or whether the bat has slipped from the batter's hands (accidental). If the bat was thrown purposefully, 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. If the bat was thrown accidentally, the player will be warned (not called out) for the first infraction. If that player throws the bat a second time, they will be called out and all runners returned to their bases. If the same player throws the bat a third time, they will be removed from the game.

RULE #34 - TIME: All games begin at 6:00pm for single games; 5:30pm for doubleheaders. Forfeit time is 30 minutes after the scheduled start time, unless a mechanical breakdown has occurred.

RULE #35 - TIME LIMIT: When two games are to be played on that field, the same night, no new inning will begin after 7:00pm of the first game. No new inning of a game will start after 9pm. On a lighted field, no new inning after 9:30pm. If a game ends in a tie, it will be completed before the end of the season.

RULE #36 - UMPIRES: Have the authority to control the game. This applies to unruly and abusive players, coaches, and fans.

First infraction: Warning is issued

Second infraction: Out is called

Third infraction: Game forfeited

Must be at least 15 years old to umpire Peanuts, 16 years of age for all divisions, and not related to the pitcher. Each team may provide an umpire for all games except League championship. The umpires may change places midway through the game. The league President will provide umpires for the championship games. Mandatory 2 umpires for all playoff games. Home team provides plate umpire, Away team brings a field umpire

RULE #37 - DAYS OF PLAY: All A teams will be played on Mondays & Wednesdays. All B teams will be played on Tuesday's & Thursdays. Friday games may be scheduled as needed.

RULE #38 - INTERNATIONAL TIE BREAKER: If there is a tie @ the end of the game, use the International tie breaker rule. The game is over in Peanut B if tied after 4 innings. No tiebreaker. For this league the rule is defined as: Last out is placed on 2nd base, team starts with 1 out, next batter in the lineup bats, must play a complete inning, repeat until tie is broken.

RULE #39 - SLIDING: Minors-base runners must slide when **the base defender is in possession of the ball** at 2nd, 3rd, or home plate. Penalty is one (1) warning per team, 2nd offense is an out.

Penalty for using an illegal bat. First time a player uses an illegal bat he/she is called out. If used again in the same game, the game is a forfeit.

POST-SEASON TOURNAMENT:

The league tournament will begin on the Monday following the end of the regular season.

No Playoffs for Peanut B

Top eight teams will participate; for seeding purposes, ties will go back to head-to-head win/loss competition; 2nd tie breaker will be a coin flip. If there is a tie for eighth place, the first tie breaker will be head-to-head win/loss competition; 2nd tie breaker will be number of runs scored in head-to-head competition (if more than one game); 3rd tie breaker will be a comparison of win/loss versus like competition; if there is still a tie, a one game playoff will be played. In Divisions with 8 or more teams, NO Forfeits, if a seeded team is unable to play, next team in line will be added to brackets.

Single elimination.

Best record has home field advantage and will bat as home team, except championship game, which will be decided by a coin flip.

All tournament games will be played as complete games, i.e., they will not be called for darkness, rain, etc. If one of these situations occurs, the game will be suspended and completed at that exact point the following night. The “mercy rule” will remain in effect.

Players must play in four (4) games for home town league during the regular season to be eligible for post season playoffs.

TOURNAMENT SEEDING

8 Teams: 1-8 2-7 3-6 4-5	2nd Round: 1/8 4/5 2/7 3/6
7 Teams: 1 bye 2-7 3-6 4-5	2 nd Round: 1 vs 4/5 2/7 vs 3/6
6 Teams: 1 bye 2 bye 3-6 4-5	2 nd Round: 1-4/6 2-3/6
5 Teams: 1 bye 2-5 3-4	2 nd Round: 1-3/4 2 bye
4 Teams: 1 vs 4 2 vs 3	2 nd Round: 1/4 vs 2/

