

THE BOYS AND GIRLS BASEBALL LEAGUE RULES

Board of Directors:

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The League Philosophy:

The purpose of our League is to provide a structured, yet relaxed atmosphere in which children can learn the fundamentals of baseball. We pride ourselves on being a Non-Competitive Instructional Program where winning and personal statistics are not a priority.

Parents/Guardians and all Coaches should praise the children and encourage them in all their attempts. Good sportsmanship is crucial. Jeering at Umpires, Coaches, Players, Directors, or other Parents/Guardians/Guests is unacceptable.

Safety:

Parents are responsible for providing transportation to all league practices, games and events.

Parents cannot leave their children unattended at the fields.

When children are not actively involved in the game or practice, they must remain at the field, unless parents make other arrangements.

Equipment should be put in its proper place when not in use. Equipment should not be thrown.

Bats can be swung in the on-deck circle and at home plate only. Bats are not allowed in the bench area. Indiscriminate swinging of a bat will not be permitted.

During the game every player on the offensive team, other than the batter and the on-deck hitter must remain on the bench.

All Coaches, Team Parents and Team Personnel will insure that ALL LEAGUE RULES AND POLICIES are followed! All coaches, including base coaches and outfield coaches, MUST be at least 18 years of age. Bench coaches MUST remain within 3 feet of the bench area. Base coaches MUST remain within 5 feet of the base they are coaching.

RULES AND REGULATIONS

Legal Game:

1. Games are to be played on the days and at the times scheduled. Any rescheduling *must be approved by the league president*. Any attempt to reschedule without following this procedure will result in a forfeit.
2. **Five innings will constitute a legal game, UNLESS the two-hour time limit comes into effect.**
3. If a game is called for any reason, 2 ½ innings will be considered a legal game if the home team is ahead, 3 innings if the visiting team is ahead.
4. If three or more innings have been played and the score is tied, or the game does not meet the criteria for a complete game, it will be rescheduled and played from the beginning.
5. No game will be continued later from the point where it was stopped, unless it involves an upheld protest. In the case of an upheld protest, the game will continue from the point of protest.
6. **Weather related cancellations:** An attempt will be made to contact the team manager as soon as a decision to cancel the game has been made. If possible, managers will be notified at least an hour before game time. Do not call or have your team members call the President or Board Members. Baseball can still be played in some inclement weather conditions. Since the weather is unpredictable, a game may not be cancelled until game time. Therefore, unless you are notified of a cancellation prior to game time, you and your team should be prepared to play as scheduled.

Number of Players:

1. **A team must field at least EIGHT (8) registered players to begin a game.**
 - a. **If a team does not have 8 players, that team will forfeit the game.**
 - b. A forfeit will be recorded as a 5 – 0 victory for the team that had a sufficient number of players.
 - c. If neither team can field 8 players, the game will be played at a later date, if scheduling allows it.
 - d. If a team fields only EIGHT registered players to start a game, only EIGHT batters may come to bat per inning provided there are less than 3 outs recorded. If additional team players arrive after the game has begun, they are to be added to the bottom of the batting order and 9 batters may then be allowed to bat per inning provided 3 outs have not been recorded.
 - e. **ONLY LEAGUE REGISTERED PLAYERS ARE ALLOWED TO PARTICIPATE IN PRACTICES, GAMES AND/OR LEAGUE EVENTS.**

The Playing Field:

1. The bases will be sixty feet apart in the traditional baseball configuration.

Umpires:

1. Tony Tabone will be in charge of umpires. If you have any concerns or questions about umpiring contact Gary Grinnell at (315) 246-7407.
2. There will be a paid umpire that will make all decisions.
3. The umpire will hold the baseballs to be used in the game.
4. **Coaches, Team Personnel and parents may not argue with an umpire's decision!** If someone does, he/she will be issued a warning. Should that person persist, an ejection from the field will result. The individual must go at least as far as his/her vehicle for the remainder of the game. If the individual refuses to leave, the game will be forfeited to the opposing team.
5. If a manager wishes to question a ruling, he/she should call “time out” and request a conference. The conference will consist of both managers and the umpire only. All discussions should be conducted in a **controlled** and **courteous** manner. After the ruling is discussed, the umpire will make a final decision and play will continue. If the manager is still not satisfied, a protest may be called. A protest may be lodged only if a rule interpretation is involved. Only the Head Coach or Acting Head Coach may be allowed to confer with the Umpire. **Remember a judgment call cannot be protested.**
6. A protest may be registered by phoning the league president within 24 hours of the end of the game. A written copy of the protest must be received by the league president within 48 hours.

Uniforms:

1. In order to play, a player must wear a complete **LEAGUE ISSUED** uniform. This includes the team jersey, team cap, and **ALL WHITE PANTS ONLY, NO STRIPES.** ***Players not in full uniform will not be allowed to play. Ball caps MUST be worn facing forward properly.***

FOOTWEAR:

1. Appropriate footwear for baseball, Sneakers or Rubber Molded Cleats only, **MUST** be worn to participate in **ALL** practices, games, or League functions.

Equipment:

1. At the beginning of the season each manager is supplied with equipment. This equipment is in playable condition at the beginning of the season. If at any time during the baseball season you experience problems with any of this equipment, you must immediately report this to a board member for replacement. At no time should you use equipment that is defective.
2. **During all practices and games catchers MUST be in full catcher's** equipment.
3. **All batters and base runners MUST wear batting helmets during both practices and games.**
4. Bats will be permitted to be swung in the on-deck circle and at home plate only. Bats will not be allowed in the bench area. Indiscriminate swinging will not be permitted.
5. **EQUIPMENT SHOULD NOT BE THROWN; IT SHOULD BE PUT IN ITS PROPER PLACE WHEN NOT IN USE.**
6. **ONLY THE R.I.F. LEVEL 5 BALLS PROVIDED BY THE LEAGUE MAY BE USED FOR PRACTICES OR GAMES. NO HARDBALL BASEBALLS ARE PERMITTED!**

Injury:

1. In the event of an injury during the game, play will stop and the child will be removed from the game and replaced by another player. The injured player may later return to the game.
2. If a base runner is injured and unable to continue, the last player who failed to reach base will be substituted. The injured player may later return to the game.

OFFENSE:

1. At the beginning of the game all players present will be placed in a batting order. **Each player in the batting order must have a turn at bat before the first batter comes up a second time.** Any player who arrives after the game has started will be placed at the end of the line-up.
2. The manager or a coach of the batting team will pitch underhand, at a reasonable rate of speed, to his/her players.
 - a. He/she may pitch from the vicinity of the pitcher's area any distance from the plate at his/her risk.
 - b. The adult pitcher may not touch any batted ball. If this occurs, it will be considered a "dead ball" and the hitter will return to bat.
3. Five **FULL** swinging strikes, **no bunting is allowed**, will terminate a batter's turn. This, except for the fifth strike, includes foul balls. The player will return to the bench, but an out ***is not*** recorded.
4. **Foul balls above the batter's head that are caught by the catcher are always an out.**
5. The offensive team may station one coach at first base and one coach at third base. Coaches **MUST** be at least 3 feet from the base and may give verbal instructions only, but ***MAY NOT*** touch a runner. The coach will be issued a warning and the runner returned to that base on the first occurrence, runners will be declared out on subsequent violations if physically guided by the coach.
6. There is no leading or stealing in this league. A runner may leave base only after the batter has made contact with the ball. If a baserunner leaves a base too soon a warning to the manager and the child will result. If it happens a second time, the runner will be called out. A runner may try to advance at his/her own risk if he/she or another runner is played on.
7. Out of play is an imaginary line drawn from the end of the team benches and extending into the outfield. Any thrown ball that ends up out of play will be declared a dead ball and the runner being played on will be awarded the base that was overthrown, plus the next base. All other runners will be awarded the base they were moving towards, plus an additional base.

LAST BATTER:

No more than 9 (or 8) batters, depending on the number of players a team fields that game.

- a. When the last batter steps up to the plate, both the Umpire and Defensive coaches must be verbally notified by the Offensive team's personnel that he/she is the last batter. Failure to do so will result in an automatic out, which will end the inning.

- b. If the last batter hits a line drive or fly ball/pop up that is caught the inning ends. If the line drive or pop fly/pop up in fair territory is not caught or, if the ball is hit on the ground, the ball **MUST** be thrown to any base, **INCLUDING HOME PLATE**, ahead of the last batter to record the out, unless a base or baserunner ahead of the last batter, or the last batter is tagged. Put outs at any base, **INCLUDING HOME PLATE**, must be made by that respective base's position player. Shortstop qualifies for Second Base. The Last Batter is the same as the third out of an inning: the batter **MUST** reach First Base safely for any runs to count. If the last batter successfully reaches First Base, all baserunners that touch Home Plate **PRIOR** to the out being made count. If the out is a Force out, no runs score.
 - c. Rule 7 above is applied on an overthrow on the last batter.
 - d. After the last batter has completed his/her turn, the sides will switch even if there are not three outs.
9. Batters may not throw the bat during their At Bat. This practice poses a danger to others. The first offense will result in a warning by the umpire. A second infraction during that At Bat will result in the batter forfeiting any remaining swings for that time at bat. This will not count as an out. **HOWEVER**, if that player throws the bat in subsequent at bats in that game the player will be called out.
10. In the event of a tie game, a sixth inning will be played, if the score remains tied after the extra inning, a seventh inning will be played, **UNLESS THE TWO-HOUR TIME LIMIT COMES INTO EFFECT**. If the score remains tied after the seventh inning, the game will end in a tie.

11. ANY FAIR BALL ENTERING INTO THE OUTFIELD ALIGNMENT OR FIELD OF PLAY DURING AN ONGOING GAME ON THE OPPOSITE FIELD WILL BE RULED A GROUND RULE DOUBLE, INCLUDING ON THE LAST BATTER.

12. ANY FAIR BALL ENTERING THE PARKING LOT WILL BE RULED A GROUND RULE DOUBLE, INCLUDING ON THE LAST BATTER.

DEFENSE:

1. Each team member must play at least two (2) full innings in the field during each game. **IT IS STRONGLY SUGGESTED THAT A CHILD NOT PLAY THE SAME POSITION IN CONSECUTIVE INNINGS OR SWITCHING THE SAME CHILD FROM TWO DIFFERENT POSITIONS IN CONSECUTIVE INNINGS.**

2. Head Coaches may substitute freely for defensive players. Any player removed for a substitute will be allowed to re-enter the game.
3. There is no infield fly rule.
4. The defensive team will field up to ten players. The tenth player must play an outfield position. **The outfielders MUST BE AT LEAST 20 feet behind the back edge of the baseline.** Any ball fielded by an outfielder must be thrown back in from a distance of at least 10 feet from the back edge of the baseline to record an out at any base, including on the last batter. If an outfielder advances closer than 10 feet from the back edge of the baseline, the play will be ruled dead and all baserunners called safe. These distances will be at the discretion of the Umpire.
5. **Players must play and remain within their assigned positions within reason, this is at the Umpire's discretion.** The first baseman, second baseman, shortstop and third baseman must play in the dirt position of the infield behind the established baseline. The player designated as the pitcher must be in the dirt portion of the pitcher's area. Defensive players may only move forward as soon as the batter contacts the ball. **ANY BALL FIELDER WITHIN THE PAINTED CIRCLE AROUND THE PITCHER'S AREA MUST BE THROWN FROM WITHIN THE PAINTED CIRCLE TO ANY BASE, INCLUDING HOME, TO RECORD AN OUT, INCLUDING ON THE LAST BATTER.**
6. Position changes may be made only between batters. Time out *will not be* granted for any position change unless an injury has occurred.
7. **Two defensive coaches will be allowed to stand in the outfield. They must remain at least 20 feet behind the back edge of the baseline.** The coaches may give verbal instructions but may not touch the fielders or the baseball.
8. A play will be ended by throwing the ball to the adult pitcher. The adult must remain near the pitcher's area throughout the course of the play and be in readiness to take the throw. **However, when the last batter hits the ball, the adult pitcher MUST leave the field.**
9. On a throw from the outfield, that is not a throw to a base for a play on a runner, two things must occur. First, it must be an attempt to throw the ball to the adult pitcher. Second, the ball must break the plane of the infield. If these two criteria are met, the umpire will call time out and decide on whether any runners were halfway to a base or not. The lead runner determined to be halfway will be awarded the next base as will any baserunners behind the lead runner. This is a judgment call and cannot be protested.

Scorekeeping:

1. Each team will provide a scorekeeper for each game.
2. At the end of each completed inning, the two scorekeepers should compare scores. If there is any discrepancy, the umpire should be consulted.
3. If the third out is recorded at first base or as a force at another base, the run does not score.
4. On the last batter, the same rule holds true. If the out is recorded at first base or at another base, before any runner crosses home, the run does not score.
5. At the end of the game the umpire should sign the scorebooks.
6. **It is the responsibility of the winning team's Head Coach to prepare the game summary for The Citizen. If you or any of your Assistant Coaches are unable to submit a game summary, PLEASE have the opposing team's Head Coach submit the summary. The summary must be submitted by email. The email must be sent to citizensports@lee.net Attachments are NOT permitted. GAME SUMMARIES MUST BE SUBMITTED AS SOON AS POSSIBLE FOLLOWING GAMES!!!!**
 - a. When preparing the game summary, you must record the score.
 - b. Use the first and last names and accomplishments of the children to be mentioned in the remarks.
 - c. Mention as many names as possible from both teams.
 - d. The manager should also write his name and phone number in the designated area on the supplied Citizen reporting sheet. This is important in case the sports editor needs clarification about details.
 - e. When identifying your team and the opposing team in the summary you **MUST INCLUDE THE SPONSOR AND TEAM NAME FOR BOTH TEAMS.**

- **Additional Notes:**

1. There is not an all-star team or game in this league. However, there is an "Old Timers Senior Classic" Game only for children **who are not age eligible to return next year. Eligibility for this game is determined by date of birth only. THIS IS AN INVITATION ONLY GAME AND IS NOT OPEN** to those players that choose not to return before their age eligibility expires. Regrettably exceptions **CANNOT** be made. Details for this game TBA.
2. The league will hold an end of the season picnic providing hot dogs and hamburgers at a date and location to be announced. All children participating throughout the season will also receive the league trophies at the picnic along with the presentation of awards to the Coach of the Year and the Skills Competition winners.

3. Once a player is assigned to a team, that player must remain on that team for the duration of their eligibility in the program.

*******SUPPLEMENTAL RULES*******

- ONLY THE HEAD COACH CAN QUESTION CALLS OR CONFER WITH THE UMPIRE.
- **UNBALANCED SCORES:**
ONCE THE SCORE BECOMES A DIFFERENTIAL OF 15 RUNS OR MORE, ANY BALL HIT BY THE TEAM LEADING WILL RESULT IN ONE BASE AT A TIME ON BALLS HIT TO THE INFIELD, INCLUDING ON THROWS OUT OF PLAY AND TWO BASES ON BALLS HIT TO THE OUTFIELD FOR ALL BASERUNNERS AND INCLUDING THE LAST BATTER, AND ON THROWS OUT OF PLAY, UNTIL THE SCORE DIFFERENTIAL BECOMES LESS THAN 15 RUNS. ON DEFENSE, ALL BALLS FIELDED BY AN INFIELDER OF THE TEAM AHEAD WILL BE THROWN BACK TO THE ADULT PITCHER RATHER THAN TO A BASE TO RECORD AN OUT, UNTIL THE SCORE DIFFERENTIAL BECOMES LESS THAN 15 RUNS. BOTH TEAMS MUST ALERT THE UMPIRE OF THE UNBALANCED SCORE!
- **HEAD FIRST SLIDING IS STRICTLY PROHIBITED AND WILL RESULT IN AN AUTOMATIC OUT!!!!**
- **SLIDING OF ANY TYPE INTO 1ST BASE IS ALSO STRICTLY PROHIBITED AND WILL RESULT IN AN AUTOMATIC OUT!!!!**
- **FEET FIRST SLIDING IS PERMITTED AT 2ND BASE, 3RD BASE, AND HOME, ONLY IF A PLAY IS BEING MADE AT THAT BASE. ANY VIOLATION RESULTS IN AN AUTOMATIC OUT!!!!**
- **EACH TEAM MUST HAVE A COMPETENT ADULT BENCH COACH TO ENSURE THE FIRST BATTER IS PROPERLY EQUIPED AND PREPARED FOR THEIR TURN AT BAT AND THE FOLLOWING PLAYERS ARE ALSO PROPERLY EQUIPED AND IN THE ON-DECK AREA TO KEEP THE GAME FLOWING SMOOTHLY.**
- THERE IS A TWO (2) HOUR TIME LIMIT, FROM THE SCHEDULED GAME TIME, ON ALL GAMES. IF THE HOME TEAM IS BEHIND AFTER TWO HOURS, THEY WILL FINISH THEIR TURN AT BAT.

- **ONLY THOSE PLAYERS WHO HAVE BEEN REGULAR PARTICIPANTS, (PLAYING IN AT LEAST 60% OF THEIR TEAMS GAMES) IN OUR PROGRAM ARE ELIGIBLE FOR THE SKILLS COMPETITION, THE OLD TIMERS GAME AND THE END OF THE SEASON TROPHY.**
- **FAILURE OF ANY COACH, TEAM PARENT OR TEAM PERSONEL TO ENFORE ANY AND ALL LEAGUE RULES AND POLICIES MAY RESULT IN A ONE GAME SUSPENSION.**
- **THE HEAD COACH IS RESPONSIBLE FOR ALL OF THEIR TEAM'S PERSONNEL, INCLUDING BUT NOT LIMITED TO, ASSISTANT COACHES, BASE COACHES, BENCH COACHES AND TEAM PARENTS, THAT THEY ALL KNOW AND WILL ABIDE BY ALL LEAGUE RULES, POLICIES AND THE CODE OF CONDUCT.THE RULES ARE AVAILABLE ON THE WEBSITE. EACH HEAD COACH IS ALSO RESPONSIBLE FOR SUBMITTING COACHING CODE OF CONDUCT FORMS FOR ALL OF THEIR PERSONNEL.**

- **PLEASE VISIT OUR WEB SITE**
www.bagbaseball.org

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