

UCRBL RULE BOOK



Spring 2022

I. Program Guidelines

Registration

Program Age before May 1st, 2022. All Rosters are due on UCRBL website <http://www.leaguelineup.com/ucrbl>, before April 15th, 2022. Travel Players must have asterisk* after their name. Official rosters are the ones on the website. All roster changes must go through UCRBL and no program will have access to make online roster changes. Rosters will lock (no changes allowed) on May 6, 2022.

7-8

9-10

11-12

13-15

Players may "play up" but are not allowed to play in lower age groups.

Tournaments

Each age group season shall be followed by a tournament. Each team will play 2 seeding games to complete the season and then play in a single elimination bracket. After play has continued for 2 Hours, no new inning will start.

Tie-Breakers

- 1) Head to head competition (only applies when two teams are tied)
- 2) Lowest average runs per game allowed per game played (if head to head does not apply)
- 3) Highest average runs scored per game played
- 4) Coin toss

All Star Teams

An All-Star day may be held during the season, for all groups. Two to three players from each team, depending on league size, will participate. They will abide by all age group rules. All Star Game dates will be determined by the league managers prior to the start of the regular season.

II. Organizational Responsibilities

Managers

Besides the on-field game time decisions of the manager, he must assure all safety rules for his players. They will also be responsible for games dates, times and places. He must be sure his team is in uniform with protective cups on. Managers must maintain official scorebooks at all games.

Umpire

The umpire has more to do than just call balls and strikes. He must check for protective cups, check the base and mound distances, and make sure the bases are secure. The umpire must know the rulebook inside and out and take authority of the game. Umpires must report any accomplishment or concern to the Chief Umpire. The Umpire will have complete control of the field and his decisions are final.

III. Conduct

Sportsmanship

We expect that every participant will conduct him/herself at all times in a manner that is appropriate for youth baseball. Accordingly, arguing with or complaining about umpire judgment calls (balls/strikes, out/safe or fair/foul) or any display of inappropriate behavior (to include foul language used) by coaches, managers, players, parents or spectators simply will not be tolerated. One warning may be issued by an umpire. Anyone in violation of this sportsmanship rule may be asked to leave the premises immediately by either the umpire or site director. If after five (5) minutes the offending person is not out of sight and sound of the field, the team will forfeit the game in progress. Anyone ejected from a game is suspended from participating or being a spectator at the next game.

Team head coaches/managers are 100% responsible for the conduct of their assistant coaches, players, parents and any other related spectators. Anyone who threatens an umpire, opposing coach or player (either physically or verbally) will be asked to leave immediately and may not return. Especially egregious acts will be sent to the compliance committee for further discussion and the disciplinary board of the team's Baseball Program Board and/or Rec Council which may result in permanent suspension from participating in baseball activities.

Team managers should make certain that everyone associated with their team is fully aware of the sportsmanship rules in advance of any and all games. The games should be fun for all involved, especially the **kids playing in them.**

Alcohol and Tobacco use

The sale or use of tobacco in any form is prohibited in county buildings or on county grounds. Anyone using alcohol or tobacco products in any form will be asked to leave grounds or dispose of alcohol or tobacco. If that person refuses to do so then the team that the person is represented will forfeit that game.

Any Manager or Coach, who uses alcohol and/or drugs during a game or at a practice, will automatically be removed from the Program. If a Manager and/or Coach are in violation during a game, the Umpire will instruct the offending party to leave the field. If compliance to the Umpire's orders is not forthcoming in 5 minutes the team that the offender represents will forfeit the game and be declared the loser. The opposing team will be declared the winner and will be officially recorded in the books.

Managers and or Coaches

Managers and/or Coaches shall always be respectful and courteous to fellow Managers, Coaches, and Umpires and to Players and parents of Players. Managers and Coaches will not at any time, use vulgar and/or obscene language or gestures. To do so will require mandatory and permanent removal from the Program. To strike or threaten to strike any Manager, Coach, Umpire, Player or spectator will require mandatory removal from the Program.

Base Coaches will stay within the boundaries of the First and Third Base coaching boxes if these are available. In the absence of coaching boxes all Coaches must stay in the area extending no further than 15' from the back of the base toward home plate and must remain at least 10' off the playing field during play. If it is deemed that a coach is at an unsafe or distracting distance to the Batter, Catcher or Umpire, he/she will receive a warning. A second infraction will result in ejection from the game.

Parents

A Parent of a player shall always be respectful and courteous to Managers, Coaches, Umpires, Players and Parents. Parents are not to at any time, enter the field of play, or use vulgar and/or obscene language, gestures to any Manager, Coach, Umpire, Player, other spectator, or be disruptive to the game. If a Parent is in violation during a game, the Umpire, with the assistance of the team Manager of the team the Parent represents, will inform the Parent that they are being disruptive to the game and please desist from the disruptive conduct. If the Parent continues to be disruptive, the Umpire, with the assistance of the Manager of the team the Parent represents, will ask the Parent to leave the field. If the Parent does not leave the field within 5 minutes the team that the offender represents will forfeit the game and be declared the loser. The opposing team will be declared the winner and will be officially recorded in the record books. Any parent removed from the field must be reported to the commissioner within 24 hours.

Players

A Player always shall be respectful and courteous to Managers, Coaches, Umpires, and other Players. Players are not to, at any time; use vulgar and/or obscene language or gestures to any Manager, Coach, Umpire, Player or spectator. If a player is in violation, one warning will be issued. If a second violation occurs the Player will be ejected from the game. All ejected players will be an out their next at bat only. The rest of the game will be no consequence.

Bat & Helmet Throwing

Anytime a Player intentionally throws a bat or helmet in anger or just playing around, a team warning will be issued and/or at the umpire's discretion the player will be removed. All ejected players will be an out their next at bat only. The rest of the game will be no consequence.

Disciplinary Procedures for parent and players

- The Manager of each team is the **only person** that should question the umpire regarding rules.
- Judgment calls (balls, strikes, fair/foul balls, safe and out) are non-negotiable.
- Once a warning is issued by an umpire for conduct either by the manager, assistant coach(es), parents or players, the second infraction will result in the immediate ejection of the manager and the other offending party (if applicable)
- Any Manager/Coach/Parent ejected from a game will also be suspended for the next game and their name will be provided to the UCRBL Compliance Committee for further review and possible additional disciplinary actions.
- Any Manager/Coach/Parent/Player ejected on Multiple occasions will be submitted to the UCRBL Compliance Committee for further review
- Any specific or general concerns with a specific umpire should be reported to the Umpire Coordinator via email. A written response will be provided generally within 48-hours.

IV. Equipment

Uniforms

Each program is responsible for their team's uniforms. Each Player on the team should have a matching jersey and hat. Any Farm players should wear their team jersey and hats. No jewelry is allowed in any age group. This includes: Piercings, watches, necklaces, bracelets, etc.

Personal Equipment (cleats, helmets, cups)

Any player may use his/her own equipment. Cleats are to be rubber plastic for all ages, metal cleats are allowed in 13-15. All batters, base runners, on deck batters must wear an approved batting helmet (face shields optional). Any minor aged base coaches must also wear a helmet. All players on the field must wear a cup. NO CUP-NO PLAY. Players may go home and get one and be placed at the bottom of the lineup with no penalty.

Catchers Equipment

All catchers in all age groups must wear a Little League Approved Helmet/Mask, chest protector, shin guards, and protective **CUP**. The catcher should be using a catcher's mitt, unless it is determined at 7-8 safer, a fielders glove may be used.

BATS

All bats must have an approved stamp, no double walled bats allowed. Composite bats/handles are allowed if they meet the below requirements.

7-8: Wood, USA, or USSSA BPF 1.15 no barrel restrictions

9-10: Wood, USA, or USSSA BPF 1.15 no barrel restrictions

11-12: Wood, USA, or USSSA BPF 1.15 no barrel restrictions

13-15: Wood, USA, USSSA BPF 1.15, or BBCOR no barrel restrictions

Field Setup/Game Balls

Each team should supply (1) new game ball, each team should also have 1 slightly used clean replacement in case of a lost ball. The Home team is responsible for having bases and mound set to proper distances and a minimum of batter's boxes and foul lines on the field of play for each game.

Umpires

The Home team pays the umpire this will be handled between the umpire association and each program if they are using a check or cash on the field. Every attempt by the league to create a balanced home and away schedule will be made. In-house umpires are allowed for all regular season games. ALL PLAYOFF GAMES MUST USE HCUA.

7-8: no umpires

9-10: 1 umpire

11-12: 1 umpire

13-15: 2 umpires

V. Ground Rules

Game cancellations

The Home team is responsible for letting the league and opponents know if the weather has affected any safe playing conditions on the field. All attempts will be made to update the website at <http://www.leaguelineup.com/ucrbl>. All cancellations should be made no later than 4:30pm on week-day games including notifying the umpire coordinator and UCRBL Scheduler. No website changes will be made after 4:30pm, and games will be a game time decision. Weekends will be 1.5 hours before game time. **Note:** umpires usually receive half pay for games cancelled at the field.

In the event of rain/lightening during the game. Umpire may call a 15-minute delay before the start of any game. During game umpire may suspend the game due to weather conditions after any 15-minute delay. Lightening will result in a 30-minute delay from the last lightning seen (all players, coaches, fans, etc. must leave field to their cars during this delay). Umpires will make all calls on ending a game due to darkness.

Game Length

No new inning should start after 2 hours. Weekday games are scheduled at 6pm.

7-8: 5 innings

9-10: 6 innings

11-12: 6 innings

13-15: 7 innings

Official Game

A game that has completed 4 innings (3 ½ if home team is ahead) will be official. This means a game called for darkness or time. If a game is called during an inning of an official game will revert to the last score of the last completed inning. If a game is called before it is an official game, it can be resumed from the point of suspension with the same lineup and players if possible. All coaches must make a good faith effort to make up and cancellations or incomplete games. Pitching rules will apply.

Forfeits

During the regular season teams must have 6 players to start and finish an official game. Any team not having 6 players after 15 mins from the scheduled start time will be declared a forfeit. You may add to the lineup if players show up late. **NOTE:** During the regular season if a team does not have enough players the game can be declared a forfeit, coaches should then discuss giving players to the other team so a practice game can still be played (Umpires are already paid for). **During Seeding and Tournament play teams must start and finish with a minimum of 8 and no players should be shared between teams.**

Farm Players

Teams may use farm players from a lower age group from **their home program** in order to prevent a forfeit or if a manager only has (8) players available up to (10) players. Any farm player who starts the game must play. You cannot send a farm player home or remove him/her from the game if other player(s) arrive. A maximum of 2 farm players may be used. Farm players must only play up one age group. They must play in the field and be in the batting lineup. He/she should wear their normal team uniform so they are easily identified and will follow their age group rules. He/she must also have a parental permission form. **Farm players can't pitch and can't be a travel player or a forfeit will be declared.**

A farm player can only be called up once a week during the regular season. During tournament farm players may be utilized in as many games as necessary to field a team of up to (10) players.

Collision Rule

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag (**umpire's discretion**). If a runner fails to do so and a collision occurs the runner is out, the ball is dead, and all other runners may not advance. If in the judgement of the umpire the collision is intentional or flagrant, the offending player may be ejected from the game and his/her position in the lineup will be recorded as an out the first time, then no penalty after. If the runner does not slide and there is no collision and the umpire rule the runner safe, the runner is **safe**.

Umpire Discussions

In the event of a discussion with the umpire, only **The Manager/Head Coach** may approach the umpire for clarification. Others will be told to leave, violations of this rule may result in a forfeit being declared and cancellation of the remainder of the game. ******NOTE:** These should be "discussions" **NOT** arguments if you have a rule to question then do it politely. If you have a problem with the umpire, please stay calm and remind your parents we are here for the kids.

Base Coaches

It is the responsibility of the Manager to assign base coaches at First and Third bases. The base coach may not ever enter the field of play or mark the field. Thus, a base coach may not grab, push or touch a player while the ball is in play. In this event, a warning will be issued. A second offense will result in the lead runner being declared out. High five's and handshakes are permitted. Any minors(players) as base coaches must wear a helmet. 7-8 may not use players as base coaches. 7-8 will be allowed a coach in the outfield or coaches may stay outside the foul lines. There can be no interference during live ball scenarios.

Base and Mound Distances

Home Team is responsible for ensuring proper distance and stability of all bases, mound, and home plate. Measurements as follows: Mound/Bases/Home-2nd

7-8: 40'/60'/84'10"
9-10: 46'/60'/84'10"
11-12: 50'/70'/99'
13-15: 60'/90'/127'3"

All batter's boxes should be 3'x6' (4" from plate)

Out-Of-Play

The umpire will discuss the out of play area and ground rules of each field during the plate meeting before all games provided by the Home Team's Manager.

On Deck Batters

All on deck batters must wear a helmet and stand out of play in a designated area (suggest cones or chalk). All other players must be on the bench except to use the restroom facilities or to warm up pitchers. All players warming up pitchers must always be in full catcher's gear.

Reporting scores

No regular season standings are kept or recorded. Playoff scores should be reported to their program or the tournament director at ucrblben@gmail.com.

Fair Play

No one may sit out for more than two consecutive defensive innings at all age levels. In the spirit of fairness to all players at every level and in every game (even tournament games), we have determined that this rule warrants specific disciplinary action if violated. Note: Pitchers being removed during an inning are exempt from this. The head coach of the team in violation will be given a warning during the game and any player that has sit out for more than two innings should be immediately inserted into the game at any position (except pitcher or catcher), this player also must remain in the field the following inning. If an infraction is noted by either team, the coach should request a conference with the umpire in between innings. The umpire will have responsibility to issue the warning to the violating Head Coach. UCRBL official will be notified and the violating coach will be contacted to determine if he/she will be allowed to continue as a coach in the league. Each team will be responsible for keeping track of players that sit to include, name number and what innings the player sat on the beach. These shall be noted in the scorebook of record. For Tournament Championship games at all levels, an official scorer will be assigned by the league to keep the scorebook and monitor against infringements of this rule.

TRAVEL PLAYERS

Travel players will be permitted to play in all age groups. However, these players must be noted on the Team's Roster on the UCRBL website <http://www.leaguelineup.com/ucrbl> with an asterisk. Coaches should also inform the opposing team at the plate meeting of any travel players. **TRAVEL PLAYERS ARE NOT ALLOWED TO PITCH AT ANY TIME (except in 13-15 age group).** * Coach must protest player during the game and then immediately after game contact UCRBL (ucrblben@gmail.com) with the complaint so it can be turned over to the compliance committee. If a team is found to have a travel player pitch that team will forfeit their spot in the end of season tournament. *

Protests

A protest must be entered at the time of the protest. You can't protest a judgement call. There is no fee for this protest. All protests should be called into your league commissioner. Then please email the complaint after the game to ucrblben@gmail.com. The game should continue in protest and completed. After the protest has been heard the compliance committee (2 non-involved members) will vote if a tie vote then the Chairman or Co-chairman will make a tie breaking vote. This decision will be **FINAL**.

VI. Game Rules (Cal Ripken/Babe Ruth league rules apply, unless stated otherwise below)

7-8

- 10 fielders are allowed 4 outfield and 6 infield including pitcher and catcher.
- All players must appear in the batting lineup, if a player gets hurt or leaves there will be no penalty (no out).
- All coaches during any coach pitch must pitch overhand from 40' only to his players.
- Players will pitch all 5 innings. No Walks. If a player throws ball four, the coach on the mound will continue the at-bat with the current count until the batter hits or strikes out
- Pitchers will only pitch one inning per game, 1 pitch is an inning.
- During kid pitch, coach on mound will call balls and strikes. (3) strikes and you're out.
- Fielding team should supply a coach behind plate for ball retrieval.
- NO BALKS
- During coach pitch a player should receive no more than (7) pitches unless he fouls off pitch number (7).
- If a pitcher hits more than one batter, he/she must be removed as pitcher. Coach pitch for the rest of the inning
- One coach is allowed in the outfield grass but there must always be at least one coach on the bench.
- Game length will be (5) innings, not to exceed 2 hours.
- **Mercy rule is 5 runs per inning. No slaughter.**
- Catchers are limited to 3 innings per game.
- No stealing or leading of any base.
- No sliding into first base. (1st team offense-warning, 2nd team offense runner is out)
- No head first sliding at any time. (base runner is out)
- Pinch runner may be used for next innings catcher at any time. Pinch runner must be last recorded out.
- No infield fly or dropped third strike.
- No bunting or "T's" should be used in the game.
- A base runner may not advance on over throw.
- On balls hit to the outfield, runners may advance until the ball is in possession in the infield by an infielder.
- Coach on the mound has final say on all calls.

9-10

- 9 fielders allowed 3 outfielders and 6 infielders an extra outfielder may be used if agreed to by both managers during plate meeting before game
- All players will appear in the batting lineup. If a player gets hurt or leaves there will be no penalty (no out).
- Pitchers may only pitch a maximum of 3 innings per game, 1 pitch is an inning.
- NO BALKS or INTENTIONAL WALKS
- No dropped third strike or infield fly
- A ball is live until time is called by the umpire.
- Once a pitcher is removed he/she can't return to the mound, he/she may re-enter at another position.
- Pitcher may hit a maximum of 2 batters per inning, or 3 batters per game before he/she must be removed as a pitcher.
- Mercy rule is 5 runs per inning, unlimited last inning.
- There is no Slaughter Rule during regular season. 10 after 4 for seeding and Tournament
- No sliding into first base. Runner is out.
- No head first sliding. Runner is out.
- No leading off. (1st offense team warning. 2nd offense runner is out)
- Base runners may steal 1 base per batter, no further advance on an overthrow.
- Base runners must wait until ball reaches the plate to leave base (no leading).
- Base runners are not allowed to steal home.
- A pinch runner may be used for the next innings catcher or pitcher at any time, pinch runner must be the last recorded out.

11-12

- 9 fielders allowed 3 outfielders and 6 infielders an extra outfielder may be used if agreed to by both managers during plate meeting before game
- All players will appear in the batting lineup. If a player gets hurt or leaves there will be no penalty (no out).
- Pitchers may only pitch a maximum of 3 innings per game, 1 pitch is an inning.
- Once a pitcher is removed he/she can't return to the mound, he/she may re-enter at another position.
- Pitcher may hit a maximum of 2 batters per inning, or 3 batters per game before he/she must be removed as a pitcher.
- A ball is live until time is called by the umpire.
- Infield fly rule is in effect.
- Intentional walks are not permitted.
- Each pitcher will receive 1 balk warning, balk is an immediate dead ball. No runners advance, no outs recorded, and no pitch recorded.
- Dropped third strike rule in effect.
- Mercy rule is 5 runs per inning, unlimited last inning.
- There is no Slaughter Rule during regular season. 10 after 4 for seeding and Tournament
- No sliding into first base. Runner is out.
- No head first sliding. Runner is out.
- Players can dive back from leading off head first.
- A pinch runner may be used for the next innings catcher or pitcher at any time, pinch runner must be the last recorded out.

13-15

- 9 fielders allowed 3 outfielders and 6 infielders including pitcher and catcher.
- All players will appear in the batting lineup. If a player gets hurt or leaves there will be no penalty (no out).
- Pitchers may only pitch a maximum of 3 innings per game, 1 pitch is an inning.
- Once a pitcher is removed he/she can't return to the mound, he/she may re-enter at another position.
- Pitcher may hit a maximum of 2 batters per inning, or 3 batters per game before he/she must be removed as a pitcher.
- Travel and high school players CAN pitch.
- A ball is live until time is called by the umpire.
- Dropped third strike in effect.
- Intentional walks are limited to 2 per game, but not to the same batter.
- MLB intentional walk rule in effect. No pitch needs to be thrown.
- Each pitcher will receive 1 balk warning, balk is an immediate dead ball. No runners advance, no outs recorded, and no pitch recorded.
- Mercy rule is 5 runs per inning, unlimited last inning.
- There is no Slaughter Rule during regular season. 10 after 5 for seeding and Tournament
- **Metal cleats are permitted, please use caution to keep toes pointed down and to avoid collisions.**
- Infield fly rule is in effect.
- No sliding into first base. Runner is out.
- Head first sliding is allowed.
- A pinch runner may be used for the next innings catcher or pitcher at any time, pinch runner must be the last recorded out.

PITCH COUNT SUGGESTIONS

<https://www.baberuthleague.org/latest-rule-changes/2017-rule-changes.aspx>

Age group	0 days rest	1-day rest	2 days rest	max
7-8	1-20	21-35	36+	50
9-10	1-40	41-65	66+	75
11-12	1-40	41-65	66+	85
13-15	1-45	46-75	76+	95

QUICK RULES CHEAT SHEET

RULE	7-8	9-10	11-12	13-15
Mound/Base	46/60	46/60	50/70	60/90
Game Length	5	6	6	7
Mercy Rule per inning	5	5	5	5
Slaughter Rule (Tournament)	NONE	NONE (10 after 4)	NONE (10 after 4)	NONE (10 after 5)
Balks	NO	NO	1 Warning per Pitcher	1 Warning per Pitcher
Cleats	Rubber	Rubber	Rubber	Metal Allowed (No metal cleats on turf fields.)
Bunting/SLASH	NO	Yes, no slash Bunting	Yes, no slash bunting	Yes
BALK (Immediate Dead Ball)	NO	NO	1 warning	1 warning
Infield Fly	NO	NO	YES	YES
Walk	NO	Yes, no intentional	Yes, no intentional	YES, limited
Dropped 3rd Strike	NO	NO	YES	YES
Batting Lineup	ALL	ALL	ALL	ALL
Fielding Lineup	10*	9*	9*	9*
Courtesy Runner	Any Time for next catcher	Any time for next pitcher or catcher	Any time for next pitcher or catcher	Any time for next pitcher or catcher
Leading	NO	NO	YES	YES
Stealing	NO	Yes 1 base per batter, no home	YES	YES
Ejections	* Player/Coach/Fan must leave immediately to parking lot (IN CAR). NO Exceptions if Ejected refuses team will forfeit the game.			
Sliding (no warning)	No Head-first, NO first base	No Head-first, NO first base	No Head-first, NO first base	NO first base
*Asterisk, please see full rules for further details.				