

**RULE BOOK**

2016



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**STERLING HEIGHTS BASEBALL CLUB**

To all Mangers,

This letter is written to address rule infractions for the upcoming hardball season.

It has come to our attention, on more than one occasion, which rules specifically outlined in our rulebook are not being followed. The baseball board feels very strongly about these rules, and they are there for the safety and fair play of the children in the Sterling Heights Baseball Program.

**As managers, you are wholly responsible for ensuring that these rules are followed.**

In the event that a manager/coach violates a rule (knowingly/unknowingly) found in the Sterling Heights Baseball Club Rulebook, he/she will receive disciplinary action, based on the infraction, by the Baseball Board. This may result in your removal as a manager/coach.

**PLEASE FOLLOW ALL THE RULES!**  
**...and in the spirit in which they are intended.**

Thank you,  
Sterling Heights Baseball Board

**STERLING HEIGHTS BASEBALL CLUB**

**BASEBALL DIVISION 2015 RULES**

The purpose of the following rules is not only for the safety of the participants, but also to provide fairness to all.

**1. GENERAL RULES:**

- 1.1. National Federation of State High School Association Baseball Rules shall be in effect except as modified below.
- 1.2. The Manager from each and every team MUST have passed the background check required by the Club and the City, prior to conducting any Club sanctioned, official scheduled practices or games. Failure to comply with this requirement will result in severe consequences, up to and including expulsion from the league. Any Manager not able to certify he/she will attend all official practices and games must have an Assistant Coach pass a background check.
- 1.3. The Manager and both Assistant Coaches from each team MUST complete the CDC concussion certification as required by State Law, prior conducting any practices or games. Certificates must be submitted to the League President for all managers prior to any official practices or games take place.
- 1.4. The Manager of each team must receive a hard copy of the Concussion information document provided by the CDC from each player and Parent/Guardian. The form must be filled out, signed and dated, and submitted to the Manager prior to any player participating in any official practice or game. The Manager must keep these documents on file for the duration of the entire season (including playoffs and All Star games).
- 1.5. Failure to comply with item 1.3 or 1.4 will result in consequences determined by the Board on a case by case basis.

**2. ORGANIZATION OF PROTEST BOARD**

- 2.1. A board member, who is appointed by the Baseball Commissioner and approved by the Baseball Board, shall chair a Protest Board. The Chairman shall then appoint a minimum of three (3) members to the Protest Board. The purpose of the Protest Board is to enforce the playing rules. The decisions made, and any penalties imposed, by the Protest Board shall be final and binding.

**3. PLAYERS ON ROSTER**

- 3.1. Each team is allowed only players on the team roster as recorded with the Sterling Heights Baseball Club. Only one manager, two coaches, and a scorekeeper are allowed on the field or player's bench at any time. Umpires will remove all unauthorized personnel from the playing field or the player's bench. All coaches shall be recorded in the team's scorebook.
  - 3.1.1. Note: There is no guarantee that any manager, or coach will be returning the following year, as there are factors that will dictate how many teams there will be and how many manager/coaching positions will be required.
- 3.2. In the 8 year old league, the League President shall assign players to a team by geographical location, with the approval of the Commissioner of that age group.
- 3.3. The managers of Age 9 thru 13 year old leagues may protect up to 7 (maximum) players from his/her last year's team, including his/her own youngster(s) who have registered. The balance of players are entered into a "pro-style" draft.

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- 3.4. There is NO TRADING allowed for Ages 9 and Up of their first, or second round draft picks. Later round draft picks can be requested for trade, prior to the end of the draft night, and only with the approval of the Commissioner.
- 3.5. All new players are eligible as of December 1<sup>st</sup> of the current year. Current players remain at status quo.
- 3.6. The managers of Age 14/15 year old league may protect up to 8 (maximum) players from his/her last year's team, including his/her own youngster(s) who have registered.
- 3.7. The manager's of Ages 16 year old and up league may protect up to 9 (maximum) players from his/her last year's team, including his/her own youngster(s) who have registered.
- 3.8. All players NOT reserved from the previous season shall be distributed, by draft, evenly among all teams in that age group. If the league consists of more than one age range, there shall be an equal distribution among all teams. Players shall be distributed by geographical location, if possible. This distribution shall be made by Pro-Draft (minimum of 2 rounds). "Buddy" or "would like to play for" requests are NOT guaranteed. Pro-Style Drafts will list such requests on the draft list, but it is up to the participating managers whether or not they choose to honor such requests, as they are not obligated to do so.
- 3.9. Players NOT wanting to play for last year's manager or team shall indicate as such on the registration form and go into the draft only.
- 3.10. All trades end at the close of that draft meeting. Trades must be approved by both managers, the League President and the Commissioner. Trades involving the League President must be approved by the managers involved and the Commissioner overseeing the draft. Protected players and the first two draft picks CANNOT be traded.
- 3.11. Youngsters may play in one age group higher than their age by consent of the Commissioner, team manager and parents, (this is reserved only for Brothers) but not in a lower age group, except for very special medical reasons that must be reviewed and approved by the Baseball Board.
  - 3.11.1. Younger Brothers, that are no more than one age group difference, may play up with older brothers when requested, and with the consent of the manager and Baseball Board. Younger brother will be placed on older brother's team. This will only be allowed when the brothers qualify to play in adjacent/sequential age groups.
- 3.12. Any manager NOT having a youngster in that division may select a player from last year's team roster as his/her designated child.
- 3.13. Any player who is removed by the team manager, from the team's roster, must have written and dated approval, in advance, from both the League President and the Commissioner. The removed player may not return to that team and will not be given a refund. The penalty for violation of this rule will be automatic forfeit, suspension of that team's manager, and a hearing before the protest board.

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### 4. PLAYER'S ELIGIBILITY

- 4.1. Managers are required to check for accurate date of birth of their players. Players must produce a birth certificate upon request by the Baseball Board or Parks and Recreation Department. If a player is found to be over the age limit, his team may forfeit all games in which the player has participated. Verification will be the responsibility of the team manager. The rule shall be in effect, without exception, during the regular season and playoffs. Medically handicapped children may possibly be placed in a lower age league, prior to the start of the official game season, based on prior review and the approval of the League President, Commissioner and Baseball Board.
- 4.2. No player shall play on more than one (1) recreation team with the Baseball Club. Players playing on recreation and federation teams must fulfill their obligation to the recreation team first.
- 4.3. Boys cannot participate in any games (including scrimmage) until they are through playing for their MHSAA sanctioned, Junior or Senior High School team's regular season games. These boys can and must practice with the team.
- 4.4. Any players added to a team after the draft will be assigned to the teams, in accord to draft order, filling out rosters of teams to even out the number of player on each team. They will be assigned in the order they register by the League President and approved by the Commissioner. No team or ball player will have preference. Registration will be closed, as determined by the League President and Commissioner, after regular open registration is completed. No late registration availability is guaranteed.
- 4.5. Each manager must present a roster of his team to the Baseball Board before the first game. If a manager is found playing a player that is not on a roster submitted to the League President and Commissioner, all games involving the unapproved player are forfeited, and that manager will be suspended for a minimum of one (1) year.

### 5. OFFICIAL GAMES

- 5.1. AGE GROUPS: 8 through 10 years old, the first game starting and forfeiting time is 5:45 p.m. The second game starting and forfeiting time is 7:30 p.m. or five minutes after the completion of the 5:45 p.m. (whichever is later). All games are seven (7) innings in length or as restricted by the appropriate time limit.
  - 5.1.1. No inning shall begin after 1½ hours from starting time. Any inning started before 1½ hours shall be completed. Note: If darkness causes a game to be called before a started inning can be completed, then the game is called and the score shall revert to the last full completed inning (must be 5 complete innings, or 4 1/2 innings if the Home team leads).
  - 5.1.2. PLAYOFF GAMES: This refers to all games after the regular season, including the City Championship game. All Playoff games will have NO time restriction. They will be played until seven (7) innings have been completed, unless the score is tied, then the game will continue until one team leads at the end of a completed inning.
- 5.2. AGE GROUPS: 11 and 12/13 year olds, all single games will begin at 6:15 p.m. No inning shall begin after 2¼ hours from starting time. Any inning started before 2¼ hours shall be completed. All games are seven (7) innings in length or as restricted by the appropriate time limit.

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- 5.3. If a game is tied after (7) seven innings and time limit permits, the **single** game shall be continued to the time limit or a completed inning decides a winner. If the game is still tied, it will be recorded as a tie.
- 5.4. All starting times must be recorded in all scorebooks and signed by both managers and umpires during ground rules.
- 5.5. Games played at Delia Park will start and forfeit at 6:00 p.m. for the early game, and 8:30 p.m. for the late game, or five minutes after the completion of the 6:00 p.m. (whichever is later). . No inning shall begin after 2¼ hours from starting time. Any inning started before 2¼ hours shall be completed. If after seven (7) innings a game is tied, it shall be continued to the time limit or a completed inning decides a winner. If the game is still tied, it will be recorded as a tie.
- 5.6. A called game is official when it consists of 4½ innings if the home team is leading; otherwise, 5 full innings must be played. If the above innings cannot be played, the game shall be suspended and played from the exact point of suspension until completion of seven (7) innings that following Friday or Saturday. If the regular season game is tied after seven (7) innings, it will be recorded as a tie. All players on the team roster are eligible to play in the resumption of a postponement. If a player was not present at the initial start of the game prior to postponement, he must be placed at the bottom of the batting order, and is still required to comply with all innings participation rules.
- 5.7. No infield practice allowed after scheduled starting time of game.
- 5.8. Any team not showing for completion of a suspended game will forfeit that game. There are no exceptions to this rule.
- 5.9. Both teams in all Leagues games must have eight (8) players to start and complete a game. One of the players must be a catcher. If a team is unable to field eight (8) players, to start, play throughout, and complete the game with eight (8) players, then the game is forfeited.
  - 5.9.1. Exception: If agreed upon by both team managers, the game can be played with 7 players. When fielding 7 players, the opposing team would lend their last batter making an out, to play right center field as the qualifying 8<sup>th</sup> player.
- 5.10. In age groups 8 through 10 years old, they must play with ten (10) players if available. The use of the tenth player is limited to an outfielder only. The position of the four outfielders must be in a uniform arc from home plate and must be in fair territory.
- 5.11. In all ages 11 years old and up, they must play with nine (9) players, if available.
- 5.12. It shall be the responsibility of the umpire to determine the playability of the field. In case of rain, a ten (10) minute waiting period will be in effect before the game is suspended. At the umpire's discretion (should also discuss with coaches), an additional (10) minute waiting period can be put into effect prior to the umpire suspending the game for that day.
- 5.13. The following is based on field conditions and availability, umpire availability and logistics, and are subject to change on a "per occurrence" basis. If a game is cancelled on Monday or Wednesday, it will, **typically** be made up on that following Friday at the same field and time. If a game is cancelled on Tuesday or Thursday, it will, **typically** be made up on the following Saturday at the same field at 10:00 a.m. for the first game and

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- 12:00 p.m. for the second game. If only single games per night are scheduled, then Saturday make up will be at noon. The above conditions apply to the first cancellation of the week. If the second set of games is cancelled in the same week, they will be made up on a date assigned by the League President and approved by the Commissioner. Any team not able to participate in a rescheduled game will forfeit that game. If a rescheduled game is rained out, it will be the decision of the League President and the Board, to set a new date and time, if scheduling allows. **Both teams must be notified by the League President 24 hours before a rescheduled game time.**
- 5.14. GAMES: Any additional team games other than official, scheduled practice or scheduled games must have the approval of the League President, Commissioner, and Parks and Recreation. Players can only be mandated to attend officially scheduled practices and games and shall not be discriminated against if not participating in any unofficial gathering of the team.
  - 5.15. SCORES: The managers of both teams must report the score (call, text, or email, as approved by the League President) and pitching information (as applicable – see section 12) of ALL games, to the League President or his designated representative within 24 hours. TIE SCORES must be reported by both managers as well. Any scores not reported within 24 hours will be recorded as a loss for both teams.

## 6. CONDUCT AND DISCIPLINE – EJECTION/SUSPENSION

- 6.1. The Commissioner and League President **MUST** be notified in **all matters concerning conduct and discipline within the same evening of the event, and in writing within 24 hours** of the occurrence.
- 6.2. Profanity or abusive language shall not be tolerated. Violators are subject to ejection and a minimum of one-game suspension. This applies to everyone, players, coaches, managers, and spectators. The Zero Tolerance Policy shall be strictly enforced.
  - 6.2.1. When anyone other than a player is ejected/suspended, adult or otherwise, the corresponding player will be subject to suspension as well, at the discretion of the Board.
- 6.3. Smoking on the field, bench or school grounds is prohibited.
- 6.4. No corporal punishment will be tolerated. Violators will be dismissed from the club, subject to a hearing by the protest board, and subject to criminal prosecution as provided by law.
- 6.5. Fighting (on the field or premises which includes parking lots and all adjacent or surrounding areas) by a player(s), manager(s), coaches or spectators, is an automatic suspension from the next scheduled game(s), or longer, or possible expulsion from the league, at the discretion of the Board. If suspended, the offending parties will be on probation for the remainder of the season including all playoff and championship games. A second violation of this rule will be an automatic expulsion from the Baseball Club. A hearing with the Baseball Club and the guilty parties must be held prior to reinstatement. This meeting will be held at the convenience of the Baseball Board. Failure to comply will result in an additional one (1) year suspension. If only one player, manager, or coach is found to be at fault by the umpire, that person may be the

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only one suspended. Both managers must notify the League President, and the Commissioner, within 24 hours.

- 6.6. Any spectator, manager, coach, or player that has been ejected from the game may be suspended from their next scheduled game. It is the responsibility of the manager or acting manager (coach) to ensure the ejected person does not attend the next game and report all ejected persons to the League President and the Commissioner, within 24 hours. In addition, any manager, coach or player ejected from a game may, at the discretion of the Baseball Board, be subject to umpire one baseball game at no cost to the club. Failure to comply could result in a one (1) year suspension.
  - 6.6.1. All ejected players, managers, coaches, and spectators must leave the field or park property immediately upon the request of the umpire or subject their team to automatic forfeit. The game will be suspended for a 5-10 minute delay while the violating party/ies depart. If they do not leave the premises (field and parking lot), as required by rule, the corresponding team will forfeit the game, as declared by the umpire. It's the manager's (of the team who's related to the ejected individual/s) responsibility to expedite the departure of those ejected.
  - 6.6.2. Suspension and/or ejection is defined as staying off school/park property or any other private or public property, which allows viewing before, during and after the game. The intent of this rule is to penalize the suspended person from viewing or conversing/communicating with any player(s), manager(s), coaches, or spectator(s) at the team's next game. Failure to comply could result in a one (1) year suspension.
  - 6.6.3. Throwing of equipment, baseball bats and helmets, deemed to be in frustration, or anger will not be tolerated. The umpire can eject the offender from the game and said offender may be suspended from the next scheduled game.
  - 6.6.4. Throwing of a bat by a batter swinging will result in one warning from the umpire. A second violation by the same batter, as deemed by the umpire, will result in a dead ball and the batter being called out. A third violation by the same batter, as deemed by the umpire, will result in automatic ejection from the game
- 6.7. A player is required to attend two scheduled games or practices per week. The official practice season will begin as dated on field permits distributed by the league indicate. If a player has two (2) or more unexcused absences from official practices or games, then he may be dropped from the team without refund of his money, subject to the Manager and the League President recommending dismissal to the Commissioner. (This must be done in writing, along with a complete team attendance record, and dated.)
- 6.8. No disciplinary action may be taken on a player by a manager, unless he has notified and received approval to do so, from his League President, as approved by the Commissioner, prior to the game where the action is to be taken. In all cases involving disciplinary action, the opposing manager must be notified prior to the start of the game.
- 6.9. The umpires will be monitored through the managers and League Presidents. They will report to the commissioner, who will notify the umpire in chief.
  - 6.9.1. Discussion of all baseball matters with the umpires must be made only by the team manager. No exceptions. Anyone not abiding by this requirement will be considered in violation of rule 6.11.

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- 6.10. Consumption of alcoholic beverages, or any illegal substances, on school and/or city property will not be tolerated. Violation of above will result in suspension by the League and/or police action by the city, as provided for by law.
- 6.11. No manager, coach, player, parent or spectator may harass an umpire before, during, or after a game. Violation of this rule will result in an indefinite suspension from the club, until a hearing before the Protest Board can determine the appropriate action. Criminal prosecution may be pursued as necessary and applicable. Harassment will be defined as any complaining or questioning, with regard to any calls made during a game, name calling, attempt or perceived attempt to intimidate, verbal abuse or assault, and inference or action of disrespect, in any way.

## 7. PROTEST PROCEDURE:

- 7.1. If a game is to be played under protest because of an infraction of a baseball rule, the following steps must be taken:
  - 7.1.1. The notification of intent of protest must be made immediately, before the next pitch.
  - 7.1.2. The manager of the protesting team must immediately notify the umpire(s) and opposing manager that the game is being continued under protest. The umpire will then notify both scorekeepers that the game is under protest and both books will be signed by the umpire.
  - 7.1.3. Protests of any game must be made in writing and filed with a fee of \$50.00, with the League President, no later than 24 hours after the game in which the alleged violation occurred. The letter of protest must include the date, names of umpire/s, and detail of all matters pertaining to the alleged infraction, citing which rule, or rules were violated.
  - 7.1.4. All specifics relating to a protest must be included in the scorebook; player at bat, inning, balls and strikes, name of pitcher, pitch count, number of outs, and the bases on which there were runners.
  - 7.1.5. A protest will not be accepted, or considered if it is based on a decision involving the accuracy of judgment by the umpire.
  - 7.1.6. All protests will be heard by the Protest Board and their decisions will be final. There shall be no appeal. If the protest is denied, the \$50.00 protest fee will be applied to the baseball fund.

## 8. EQUIPMENT

- 8.1. All players must wear an official full baseball uniform in all official games, to include baseball hat, jersey, and pants and sox, as issued. Baseball pants must be white. First or last names only may be added on uniforms, but be consistent with all players on the team. (Personal name abbreviations are allowed. Example – Robert as Bobby). Any Physical, Medical or Religious request for exemption, to any part of this rule, must be made in writing, in advance to any game/s, to the League President and reviewed for approval by the Board.

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- 8.2. All players must wear a cup and supporter. A player cannot participate in any way if they are not wearing a cup.
- 8.3. No street shoes (hard soled) or tennis shoes will be allowed. Turf shoes or rubber cleated shoes must be worn. 14YO and older leagues are allowed to wear metal spike baseball shoes. A player cannot participate in any way if they are not wearing appropriate cleated shoes.
- 8.4. CATCHER'S EQUIPMENT: (Violation of this rule will result in forfeiture of the game.)
- 8.4.1. In pitch leagues (ages 9 thru 16 & UP) face mask, throat protector, full helmet with earflaps (or "Goalie style" head protection), catcher's mitt, chest protector, and shin guards must be worn.
- 8.4.2. In Coach Pitch league (age 8) the catcher must position himself near the corner of the backstop. The catcher must wear, at least, a catcher's mask at all times while on defense.
- 8.5. HELMET USAGE:
- 8.5.1. Helmets must be worn by all runners and batters at all times while involved in the field of play. If a runner's helmet accidentally falls off, the runner shall not be called out. If the umpire determines that the helmet was intentionally knocked off, the first violation will be a team warning. The second violation will be an ejection of the guilty player. The last player who made a batted out will replace the ejected player on the base(s).
- 8.6. BATS: Only wood, magnesium, graphite, and aluminum, or Little League approved composite material bats will be permitted. The Club is not responsible for use of personal bats.
- 8.6.1. Boys 9 to 12 year old: Bats must be Little League size with description and no longer than 32" and a maximum diameter of 2 3/4". Bats must be taped (friction or cloth tape) a minimum of 8" and no more than 12". Rubber coated handles are also allowed. If a batter is found using an illegal bat, the batter will be called out. The team's manager should remove illegal bats from the game.
- 8.6.2. Boys 13 years old and up: Any official baseball or little league size bat may be used as defined above in section 8.6.1 with the following restrictions:
- | <u>League</u>     | <u>Weight limitation</u>     |
|-------------------|------------------------------|
| 15 yrs old and up | -3 (or smaller minus number) |
| 14 yrs old        | -5 (or smaller minus number) |
| 13 yrs old        | -8 (or smaller minus number) |
- 8.6.3. Only bats may be used in loosening up. No devices (i.e. bat doughnuts or weights) may be added to the bat.

## 9. BATTING:

- 9.1. All players on a team will be placed in the batting order and will bat whether on defense or the bench.
- 9.2. Late arriving players will be placed in the batting order at the last batting position. Players arriving at the **start of the 5<sup>th</sup> inning (as soon as the third out of the bottom of the fourth inning is recorded)**, or later, **WILL NOT** be allowed to compete

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- 9.3. In 8 year old coach pitch, the batter will be allowed a maximum of four (4) pitches to put the ball in play. If the batter does not put the ball in play within the allowed (4) four pitches, an out will be recorded.
- 9.4. In 8 year old coach pitch; if a batted ball hits the coach/manager (pitcher) an out will be recorded.
- 9.5. Limitation on batters per inning for 8, 9 and 10 year olds:
- 9.5.1. There shall be ten batters or three (3) outs per inning. The tenth batter automatically constitutes two outs before batting. With the tenth batter at bat, the third out may be made in any normal baseball method or when a defensive player touches home plate with the ball in his possession (the overthrow rule does not apply).
- 9.5.2. In 9 and 10 year old only: If the pitch hits/walks the tenth batter, the batter will be entitled to take first base and the next batter should assume the batter's box as the last batter of the inning. The inning shall not end on a hit/walked batsman.
- 9.6. In boys baseball, 11 years old and up, there is no limit to the number of batters per inning.
- 9.7. No one player may be intentionally walked (a walk without being pitched to) more than one time per game.
- 9.7.1. If a manager orders an intentional walk, he must notify the umpire prior to the batter entering the batter's box.
- 9.7.2. The Pitcher will not physically deliver any pitches. The umpire will declare the intentional walk and the batter will take first base in accord.
- 9.7.3. The number of pitches that would constitute the walk (relative to each age group) will be added to the pitch count total of the pitcher of record.
- 9.8. "3-2" Rule in 9 – 10 year old age groups.
- 9.8.1. The batter will be out when he has two called "strikes" pitched to him.
- 9.8.2. The batter will walk to first base when he has three called "balls" pitched to him.
- 9.8.3. Ages 11 years old and up: Comply with the National Federation of State High School rules.
- 9.9. BUNTING:
- 9.9.1. There is no bunting allowed in 8 year old league. The batter is out and the ball is dead if the batter bunts.
- 9.9.2. For 9 - 10 year old age groups, an attempt to bunt with one strike which is fouled is a foul ball. An attempt to bunt a second time with one strike, and the batter misses or fouls it off, batter is out. This rule is in effect for 3 – 2 ball only.

## 10. BASE RUNNING / STEALING:

- 10.1. 8 Year old league: No base stealing is allowed. Base runners cannot leave the base until the ball has been batted in play, or the base-runner/s is out.
- 10.2. 9 & 10 Year old leagues: Base runners cannot steal or leave the base until the ball has crossed the plate. Violators will be called out, the ball dead, and the pitch if any, will not count. If the base runner has not made an attempt to take the next base, he must return to his base by the time the pitcher has the ball in his possession on the mound and his foot on the rubber. If the runner has not returned to the base by the time the ball is pitched, he is out. There will be no delayed steal.

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- 10.3. Limitation of advancement of base runners for 8, 9 and 10 old leagues.  
 10.3.1. When a batted ball is hit into the outfield, all base runners will only be able to advance to the base they are going to, once the ball is touched, in any way, by any defensive player in the infield, as deemed by the umpire.

**11. PITCHING AND BASELINE DISTANCE**

- 11.1. The pitching mound, for 8 YR old coach pitch league, will have a 20 foot diameter circle, with the center of the circle, fifty (50) feet from home plate. The defensive pitcher must stay on the mound until the ball is hit. The acting pitcher (coach) must keep both feet inside of the circle until after the pitch is delivered. Violation of the rule by the positional player, will result in the umpire awarding a home run to the batter, however, violation of the rule by the acting (coach) pitcher, will result in the batter being called out.  
 11.2. 8 year old Coach pitch; the ball will be pitched overhand by a coach or adult assigned by the manager from the batting team.  
 11.3. The area inside a seventeen (17') foot arc, from the back of home plate between the baselines, will be considered foul territory. The arc will be treated as a foul line.

<u>LEAGUE</u>	<u>PITCH DISTANCE</u>	<u>BASELINE DISTANCE</u>	<u>HOME TO SECOND</u>
14 & UP	60 FEET 6 INCHES	90 FEET	127 FEET
12 & 13	52 FEET	75 FEET	106 FEET
11	50 FEET	70 FEET	99 FEET
9 & 10	46 FEET	60 FEET	85 FEET
8	50 FEET	50 FEET	71 FEET

**12. PITCHING RULES: Calendar week starts Monday 12:A.M. (Note: All make up, or resumption games are required to abide by pitch rules)**

<u>LEAGUE</u>	<u>MAX. APPEAR/ GAME</u>	<u>*MAX. PITCHES/ APPEAR</u>	<u>MAX. PITCHES/ WEEK</u>	<u>DAYS REST/ AFTER # OF PITCHES</u>	<u>MAX. INNINGS/ WEEK</u>
16 & UP	1	102	170	2/66 & 3/75	10
14 & 15	1	84	130	2/55 & 3/62	10
12 & 13	1	72	110	2/48 & 3/56	10
11	1	66	95	2/44 & 3/50	9
9 & 10	1	54	85	2/36 & 3/42	5

Example: A 12/13YO League pitcher has just pitched his 48<sup>th</sup> pitch in a Monday game. His next pitching eligible game would be after Wednesday, as he is required to have (2) days of rest, being Tuesday and Wednesday.

**\*When MAX pitch count is reached, the pitcher MUST be removed from the position immediately. No exceptions.**

\*A pitcher throwing 41, or more, pitches in an appearance cannot then be moved to play the Catcher's position for the balance of that game. A Catcher may, at any time, be moved to pitch in a game.

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**NOTE:** There will be no waiver of the above rules. Violation, knowingly, or unknowingly will result in possible suspension, or expulsion from the League of both team's managers/and or coaches, determined to be in violation.

**Also, the pitcher of record involved in the rules violation will not be allowed to pitch in his next eligible game.**

- 12.1. Delivery of a single pitch from the mound including warm-up constitutes pitcher of record for that inning.  
 12.2. In all baseball league games, innings pitched and pitch count will be recorded in both of the team's scorebook each game.  
 12.3. All pitchers of record (for both teams), along with their pitch counts for that game will be reported with the game scores, by both teams, to the League President. Copy of this reporting is to be made to all team managers in the respective league the evening of each game.  
 12.4. Legal delivery is defined as being pitched over handed or sidearm with the ball always being waist high or above.  
 12.5. Coach visits to the mound are limited to one per pitcher, per inning. A second visit to the same pitcher in the same inning requires a pitching change.  
 12.6. Strike Zone:  
 12.6.1. For 9 and 10 year olds shall be from the armpits to the knees and one (1) inch on beyond each side of the plate.  
 12.6.2. For 11 and up, it shall be from the armpits to the knees and the width of the plate.  
 12.7. A curve ball is NOT allowed for ages 15 and under. The umpire can call the pitch a ball if deemed a curveball.  
 12.8. Balk rule shall be in effect in all leagues except 10 year olds and below. 11 year olds will be given one warning for "minor" violations, prior to being penalized by rule. "Major" or blatant violations can be called and penalized without warning, as deemed by the umpire. 12/13 year olds and up will receive no warnings, as balks will be called by standard rule.  
 12.9. 9 and 10 year old leagues only: If a pitcher hits two (2) batters in an inning, he shall be removed from the pitching position. He **MUST** still comply with the substitution rule.  
 12.10. The pitcher's glove shall be of a solid color and may not be white or gray. No pitcher shall wear sweatbands, or white or gray long sleeve shirts under his team uniform, nor can he use a batting glove.

**13. SUBSTITUTIONS AND MINIMUM INNING RULE**

- 13.1. **All players MUST sit out (1) inning before any player sits out a second inning.** (The only exception to this would be if a **Starting Pitcher** is still under his allowable pitching requirements and he becomes the last player that would have to sit out his first inning. In this case, the Starting Pitcher will be allowed to continue to play until he reaches a MAX of any pitching limitation, and a teammate would be allowed to sit for his second inning. When the Starting Pitcher reaches any MAX pitching limitation, he must immediately be pulled from the game and fulfill his sitting requirement.  
 13.2. **All players MUST play (3) (full) complete defensive innings before the start of the seventh inning.**  
 13.3. The opposing scorekeeper must be notified of all player changes.  
 13.4. A manager may insert the player that made the last batted out as a substitute baserunner for any pitcher (of record – he must have thrown the last pitch defensively) or catcher that reaches base, at any time during that team's batting. This is for purposes of expediting transitions between innings (getting the pitcher warmed up and the catcher's gear on).

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- 13.5. If a defensive player is injured or ejected from the game and all players have already participated in the game, his manager will pick the player to replace the injured or ejected player.
- 13.6. If a player is injured, or taken ill during a game and cannot bat, that player will not be counted as an out when it's his turn to bat. If a player leaves a game, whether voluntarily or by ejection, that player's turn at bat will be counted as an automatic out. Any abuse or attempt to manipulate this rule for a perceived advantage, as judged by the umpire, will result in a minimum of one game suspension of the violating team's manager.
- 13.7. Scorebooks: All pitcher's number and name, pitch counts for each inning by each pitcher, running total of pitches by inning per pitcher, batting orders, and any changes must be recorded in each team's scorebook for both teams. Both managers are responsible to have their scorekeeper reconcile pitch counts and scores, etc. in their scorebooks with the opposing team's scorekeeper after each inning.

## 14. BASEBALL GROUND RULES

- 14.1. Playing area: The field of play will be that area inside an imaginary line beginning at the corners of the backstop and extending beyond the outfield, running parallel to the foul lines. The area defined above may be modified by obstacles and fences that are offset from the backstop. The position of the player, not the ball, will be used to determine if the ball is out of the playing area.
- 14.2. No one, other than the on-deck batter, is allowed in the area between the end of the bench and the corner of the backstop. **NO ONE IS ALLOWED BEHIND THE BACKSTOP.**
  - 14.2.1. All spectators are required to be either in the stand (where available), or a minimum of 6 feet outside of the extended backstop line, beyond the players bench.
- 14.3. On a close play at any base or home plate, a base-runner must slide or give himself up or he will be called out. It will be the umpire's discretion as to what is a close play.
- 14.4. A defensive player has the right to acquire position to retrieve, or catch the ball, anywhere within the field of play during a live ball. In cases where this positions the defensive player in the baseline, a base-runner must not interfere with the defensive player's right to play the ball, and must avoid any contact by running around the defensive player while staying within 3' of the baseline. The defensive player may NOT unnecessarily, exaggerate, or embellish his positioning, while fielding a ball, to gain and advantage, or interfere with a base-runner.
- 14.5. OVERTHROWS:
  - 14.5.1. Age groups 9 to 18: When a thrown ball (not pitched) leaves the field play (that area outside the imaginary line from the corner of the backstop beyond the outfield parallel to the foul lines) the umpire shall immediately declare the ball out of play. The umpire shall award all base runners two (2) bases. The ball is dead and runners may not be put out when advancing to awarded base.
  - 14.5.2. 8 YR olds: A RUNNER OR BATTER RECEIVES NO EXTRA BASES ON AN OVERTHROW. On overthrows to first, third, or home plate, the runners/batter will be awarded only the base they are going to. An overthrow is defined as a thrown ball, which goes uncaught and passes the first or third base foul line. The above rule does not apply in a tenth batter situation.
- 14.6. BASE COACHES:
  - 14.6.1. In all age groups: The batting team may have a coach stationed in foul territory near first and third base. The purpose of this coach is to vocally direct the runners to the appropriate base. If the coach touches, pushes, holds, or otherwise physically restrains or directs the base runner while the ball is in play, the runner will be called out.

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- 14.6.2. Outfield coaches used in 8YR, 9YR and 10YR olds: The fielding team may use two (2) outfield coaches standing behind the outfielders at all times. These coaches are there for instructional purposes only. Outfield coaches are responsible to not come in contact with any ball, hit or thrown. If any live ball comes in contact with an outfield coach, the batter will be awarded a home run and all base runners will score.
- 14.7. Illegal Directions: The managers, spectators or players may not yell or otherwise give critique, comments or directions to the opposing team. (Example – yelling at batter to swing). Any violation of the rule shall cause the offended team to receive the result of the play that the umpire determines would have occurred without the verbal interference. The person(s) guilty of the violation may be ejected from the game (if flagrant), or suspended by the Board, upon review.
- 14.8. Infield fly in 8 Yr Coach Pitch: The "infield fly" rule does not apply to this age group.
- 14.9. Infielders in 8 Yr Coach Pitch: The position of the infielders shall be in fair territory outside of the base lines (excluding the pitcher – refer to rule #11 for the pitcher) until the ball is hit. The base line is an imaginary line between 1<sup>st</sup> base and 2<sup>nd</sup> base (for the first and second basemen) also 2<sup>nd</sup> base and 3<sup>rd</sup> base (for the shortstop and third basemen). Any violation of this rule will result in the batter being awarded a home run and all base runners will score.
- 14.10. Passed Balls: When a pitched ball leaves the field of play (beyond the imaginary line extended from corners of the backstop), all runners will be awarded one (1) base. If the base runner was attempting to steal on the pitch, he shall be awarded only the base he was attempting to steal. If a runner was on third base at the time of the pitch, the runner will be awarded home (Except 9 and 10year olds – No passed balls.).
- 14.11. Minor changes to the aforementioned ground rules, if required by field conditions, may be made by the umpire with proper notification to both team managers or appointed representatives. The notification must be given prior to the beginning of the game, or immediately, if it become necessary to alter these during the course of the ball game.
- 14.12. All leagues: Each team will provide 1 game ball. The home team will be responsible for setting up the field for play and occupy the third base side of the field.
- 14.13. The mercy rule shall be in effect for all pitch leagues **EXCEPT 8 YR COACH PITCH.**
- 14.14. All innings must be completed unless the home team has the lead.
- 14.15. 9/10 & 11 Year olds - 13 runs after five (5) innings
- 14.16. 12/13 Year olds and up – 12 runs after five (5) innings.
- 14.17. 14 Year olds and Up – 10 runs after five (5) innings.
- 14.18. No mercy rule for Playoff Games
- 14.19. No mercy rule for the City Championship Game
- 14.20. There are no Appeal Plays. Example: If the umpire judges that a player leaves a base early while tagging up on a fly out, or misses touching a base while advancing on the base paths, the umpire will call that player out. In games where there are more than one official, the team Manager may ask that they consult with one another, but there is no appeal play.
- 14.21. Michigan High School rules give a maximum limit of 20 seconds between pitches. Batters must enter batter's box within 20 seconds.



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14.22. Specified warm-up areas will be used at Delia Park. Teams are to warm up in the areas or on the field only.