

# Community Baseball League



**Norton**

## Rules, Policies & Procedures

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## League Objectives

The Community Baseball League (CBL) has been organized to provide all Community boys and girls ages eleven (11) through fourteen (14) the opportunity to play organized baseball. Our objectives are to teach youths the fundamentals of the game, to encourage them to always strive to improve their abilities, to show them the values of fair play, and to help them work and play together as a team. In so doing we will help youths become better adults.

## Eligibility Rules

CBL shall consist of a group of teams from Copley-Fairlawn Athletic Association, Revere Baseball, Highland Youth Baseball, Norton Baseball Association, WABL, Chippewa Baseball Association and other communities wishing to enter and abide by these CBL rules.

The following classes are based on age for the participants in CBL. ALL players must play in their age group:

Age Group	Boys Class	Eligibility
13 – 14	F	Players whose 13 <sup>th</sup> or 14 <sup>th</sup> birthday is before May 1, of the year of play.
11 – 12	G	Players whose 11 <sup>th</sup> or 12 <sup>th</sup> birthday is before May 1, of the year of play.

1. A player in the Community Baseball League cannot play on any travel baseball team until after the Playoffs. Players will be eligible to play on tournament or community all-star teams during the season.
2. F League players whose 15th birthday is in the months of February, March, or April of the year of play may play down.
3. Any player proven to be ineligible will be expelled for the season, at the discretion of the CBL Committee. All games in which an ineligible player has participated are subject to forfeit by the Protest Committee after a proper hearing. The first test and heaviest weight shall be placed upon the parent league permitting him to play.
4. Any matters relating to player personnel, special requests for player eligibility, birth date verification, player rating, conduct of the tryouts, player draft, placement of players signing up after tryouts or after completion of the draft, and not specifically covered in this section, shall be within the sole discretion and authority of the CBL.

## Draft Rules

Drafts will be held separately by each community. All efforts will be made to balance all teams. The goal of the skill evaluation and draft process is to provide each manager an equal opportunity to assess and draft players. The purpose of drafting players every year is to provide parity between all teams. The goal and focus of the manager should not be on winning, but rather on teaching the players the fundamentals of the game of baseball. Cooperation of the managers is an essential part of this process if the baseball program is to succeed in achieving this goal. A fair and equitable draft process is the beginning of this cooperation.

The following guidelines will be used when conducting the draft:

- As much as possible players will be rated prior to the draft. The ratings must meet league approval.
- All players will be redrafted each year. There will be no frozen players from year to year.
- The child of the manager and one (1) assistant manager will be pre-assigned to that manager's team by the Community's league Commissioner after being rated and slotted in the appropriate round of the draft.

The order of the draft for each age will be determined by a separate draw and continue in a "S" pattern, so that the last team to draft in the first round will have the first pick in the second round and the first team to pick in the first round will have the last pick in the second round. Once the draft completes one age group, the next age group draft shall be the reverse of the prior round. If this creates an imbalance of numbers of players, the manager(s) leading off this age group shall be omitted from the final round. If a manager has a player pre-slotted they will skip their turn in that player's round. Siblings requested in writing by the parents to be on the same team will be drafted as a package. Both players should be slotted in their appropriate age group for the draft. When the first sibling is chosen the other will be automatically placed on the same team in the round of the draft previously determined for that age group. The team will then skip that round.

The draft should take place as soon as possible after the skill evaluations. It is suggested that each draft occur immediately after the skill evaluation of that age group, allowing the manager time to assess the player's skills.

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Assigned players may be traded subject to approval by the League Commissioner or Director of the Community Program. This approval shall not be unreasonably withheld. There will be a 30-minute time period immediately following the draft when trades can be made. After this time all rosters will be determined to be final.

## **Conduct**

The managers and coaches have full responsibility for their team's action on the field. Managers will do their utmost to control spectators and shall be responsible for the conduct of spectators from their own team. Failure to so control may allow the umpire to suspend or forfeit the game. To handle misconduct situations, the umpire's procedure shall be as follows:

1. The umpire shall instruct the appropriate manager to control the unruly person(s).
2. If the disruption continues, the umpire halts the game and directly advises the offender to stop all disruptions.
3. The umpire has the option to forfeit the game in favor of the other team if the disruptions of the advised person(s) continues.
4. If a manager, coach or player is ejected from a game, that manager, coach or player is suspended for the team's next game. If a manager, coach or player is ejected for the second time that season, he or she is suspended for the remainder of the season. A manager or coach ejected from the game must return to his or her automobile in the parking lot normally used for the particular field for the duration of the game. Further contact with the umpire after the game will result in additional game's suspension. A player must remain on the bench, with the coach being responsible for the player's behavior. Further action by the player may result in the player's team forfeiting the game. This decision shall be a judgment call by the umpire.
5. Arguing or fighting with umpires, team personnel, or spectators will be prohibited and may lead to an ejection or team forfeit.
6. Any unruly display of temper or foul language or conduct detrimental to CBL's objectives by a manager, coach, or player may result in disciplinary action by the Protest sub-committee.
7. No manager, coach, player or spectator shall be permitted (less than 15 ft.) behind the backstop during the progress of a game.
8. Players, managers and coaches are prohibited from calling out by name to players on opposing teams. There shall be NO negative cheering, taunting or disruptive behavior from the bench, stands, or the field. After the first warning, by the umpire, the offending team may forfeit the game. Throwing of equipment will result in a team warning for the offender and the team. Subsequent offenses will result in that player being ejected.
9. No coaches or umpires shall be permitted to use tobacco products while a game is being played. There shall be one warning per team and any other coach seen using tobacco products shall be ejected from the playing area. Umpires using tobacco products while a game is being played will not be paid for that game.
10. The use or presence of alcohol in the playing area is strictly prohibited.

## **Disciplinary Actions**

1. All disciplinary actions for violation in the CBL rules will be at the discretion of the CBL. In the event of a violation, the CBL shall form a committee with at least one representative from each league participating within the CBL. This committee shall then review the occurrence and agree to the appropriate disciplinary action deemed appropriate for the action. The violator will then be notified of the action against him and will have a chance to have a hearing to protest the action, if the violator disagrees with the action.
2. No disciplinary action shall be taken against a manager, coach, or player without prior notice given to him of such action intended to be taken against him. Disciplinary meetings shall be heard separately from protest meetings and include the involvement of no less than 1/2 the committee members.
3. Disciplinary action can range from probation to suspension for a game or the season.

## **Protests**

1. There will be no protests allowed during regular season play.
2. Protests will be allowed in all playoff games.
3. Protests shall be considered only when based on the misapplication of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.
  - a. When the protest involves the violation or application of a rule of the game of baseball, the protest must be made at the time of the infraction and before the start of the next play, by notification to the umpire and

opposing manager and by notation in the appropriate place in the home team's score book, initialed by the umpire and protesting manager. If not so made, the protest will be regarded as having been waived.

- b. When the basis of the protest is the use of an ineligible player or the violation of a pitching or participation rule, the protest must be made under a two-day time limit.
- c. If a coach protests it shall be his sole responsibility to immediately notify his league commissioner who will instruct that coach on procedures that follow.

## **Scoring**

1. The home team will have the official score book. The visiting team scorekeeper shall verify the score and pitching eligibility at the end of each half inning with the home team scorekeeper. In the event that the visiting team fails to do so, the home team score book shall be deemed to be official. If, however, a disagreement in the score or pitching eligibility exists, play shall be halted before the start of the next inning; and every reasonable effort shall be made by the scorekeepers and managers to resolve the discrepancy. In the event they are unable to resolve the problem, the umpire shall then make the final determination by a play-by-play recap of the half inning; and his decision shall be final and shall not be the subject of a protest.
2. The home team shall note in its score book the number of innings pitched by each pitcher for both teams, inning by inning, at the bottom of the score book. Both managers and the umpire shall sign the home team's score book at the end of the game.

## **Playoffs**

1. All teams finishing the season shall be eligible for the playoffs in the Boys G and F Leagues.
2. Each community determines a "Community Champion" via any elimination process they choose and send that champion to the CBL playoffs. Byes, if necessary for the championship, will be determined by lot at the spring meeting.
3. Games will have no time limit.
4. All regular season rules shall apply to playoff games unless otherwise indicated in these rules.
5. The championship game will be played at alternating community fields or as designated by the CBL Committee.
6. Trophies and umpire cost shall rotate along with the community hosting the championship games.

## **Inclement Weather**

1. If the field conditions are considered playable via posted signs, web sites or so indicated on any "field hot-line" the game is to be considered as on.
2. In case of adverse field conditions occurring later in the day after such announcements, both coaches are to reach agreement before canceling any game. If the field can be made playable within a reasonable amount of time, even if the start of the game is delayed, an attempt to start and complete the game should be made.
3. Notify the Umpire in Chief and then the League Commissioner, after the opposing coach concurs, so the assigned umpire can be canceled. Notify the Commissioner of the cancellation.
4. **Lightning Rule:** A game will immediately stop at the first sign lightning, whether an umpire, coach, player or other observer sees the lightning. Safety first! All participants should seek immediate shelter. A game may resume (decision of the umpire) if lightning has not been seen for 15 minutes.

## **Rescheduling / Rain-Out Makeups**

As the league is currently organized, except for the playoffs, there will be no make-up games or completion of suspended games. A suspended game will not be counted in the standings. For the playoffs, should the need arise the procedure below will be followed for suspended and or make-up games:

- (A) Any make-up games are to be rescheduled on the "first available date for both teams following a rain-out or cancellation based on field and umpire availability and in order of postponement.

## Baseball Rules

1. OHSAA rules will be followed except where in conflict with these rules.
2. If a game follows, no new inning after 2 hours, 2.5 hours max. If no game follows, no new inning after 2:15 and finish the inning.
3. Metal cleat shoes shall be prohibited.
4. Catchers must wear a catcher's mask, throat guard, helmet, chest protector, and shin guards. Male catchers must wear a protective cup.
5. A complete game is 5 innings or 4½ if the home team is ahead.
6. A 15-minute grace period will be allowed.
7. A week is defined as 12:01 am Sunday and ending at midnight the following Saturday.
8. For purposes of pitching eligibility, an inning is defined as any appearance on the mound. If a pitcher makes an appearance on the mound in any one inning, it shall constitute one inning of eligibility.
9. For purposes of pitching eligibility, innings or part innings pitched in incomplete games SHALL count against a pitcher's allotted number of innings during the week, 72-hour period, or 12-hour period that they are pitched. If a suspended game is completed after the week it was started, those innings are charged to the current week. Innings per game apply since a suspended game is one game played in two parts.
10. Each manager, when exchanging the lineups prior to the start of the game, will include the number of innings pitched for that week by each player. Violation of any pitching rules will result in forfeiture of the game. Both score books must indicate the number of innings pitched by each player and both books must be signed by the umpire.
11. A courtesy runner may be used by the manager in two out situations for a catcher. The courtesy runner will be the last out.
12. Each team must field at least eight (8) players at the start of a game or a forfeit shall be declared. However, a game may be completed with as few as seven (7) players.
13. If a player must leave a game and no substitute is available, his/her team will not be penalized for a vacant batting slot upon proper notice to the opposing team manager. If this player, for whom no substitute is available, is unable to continue while a batter, the next player in the batting order becomes the batter and starts with a new ball and strike count. If a base runner, for which no substitute is available, is injured or unable to continue as a base runner, the last available batter must be used as a courtesy runner.
14. The home team shall supply two baseballs for each game.
  1. G-League: New Rawlings LLb1 or ASYL-1 All-star, or better
  2. F-League: New Rawlings NFHS approved or better.
15. No malicious contact rule shall be in effect.
16. A defensive player shall not fake a tag on a runner when that player does not have the ball in his possession or when a play is not imminent. Penalty: Obstruction will be called and followed by subsequent awarding of bases.
17. Pitchers cannot take the mound for a second time in a game.
18. A continuous batting order will be used. All players will be in the batting order, regardless if they are in the field in the inning they come up to bat. Players may not sit more than 1 consecutive inning.
19. Protective headgear is to be worn by all batters, on-deck batters and base runners.
20. No intentional base on balls may be given; pitcher must deliver (pitch) ball to catcher to award an intentional walk.
21. There shall be no head first sliding unless returning to a base or to any base in a run-down situation. Penalty is an out.

22. Any non-adult catching a pitcher at any time must wear a catcher's face mask and throat protector.
23. Players may NOT wear jewelry of any type: i.e. earrings, rings, necklaces, bracelets, watches, etc.
24. Slug or Slap Bunting is permitted but only if the batter remains in the bunting position. A Batter cannot show bunt and then get back into the hitting position and take a full swing. Batter is ruled out and any runners on base return to previous base. *(added 2018)*
25. Call ups may only occur if less than 9 players. This includes regular season and playoffs. *(added 2018)*

## G – League Specific Modifications

1. These games shall consist of seven innings unless a tie score exists at the end of seven innings, in which case the game shall continue into extra innings until completed. The game shall be called when a 15 run differential exists at the end of five full innings (4 1/2 if the home team leads (or 10 runs at any time after six full innings (5 1/2 if the home team leads).
2. To promote full games in G-League, no team shall score more than **six (6) runs** in any one inning except for the final inning which run count is not restricted. This rule is inclusive with and shall not supersede the mercy rule listed in Rule #1.
3. No pitcher may pitch more than **80 pitches** per game. No pitcher may pitch more than seven innings in a two-game week or more than **nine innings** per week. He may not pitch on consecutive days, **except in the playoffs**. This rule will be in effect during the regular season. No pitcher may pitch more than **80 pitches** during any **playoff game**.
4. Balk Rule - There shall be one balk warning per pitcher before an official balk may be called.
5. The baseball diamond dimensions in Class G are:
  - a. Pitching Distance 50 feet
  - b. Base Paths 70 feet
  - c. Home to Second **99 feet**
6. Only approved Little League Baseball bats 2 1/4" with a -12 (maximum) differential or 2 5/8" and 2 3/4" with a -10 (maximum) differential (wood or aluminum) shall be permitted in G League (i.e. a 2 3/4" bat with a differential of -11 or -12 would be illegal, but a -8 or -9 would be acceptable). Attempted use of an illegal bat will result in the batter being called out.

## F – League Specific Modifications

1. These games shall ordinarily consist of seven innings unless a tie score exists at the end of seven innings, in which case the game shall continue into extra innings until completed. The game shall be called when a ten run differential exists at the end of five or six full innings (4 1/2 or 5 1/2 if the home team leads).
2. To promote full games in F-League, no team shall score more than **seven (7) runs** in any one inning except for the final inning which run count is not restricted. This rule is inclusive with and shall not supersede the mercy rule listed in Rule #1. *(added 2016)*
3. No pitcher may pitch more than seven innings in any two consecutive games of a week or more than **85 pitches** in one game. He may not pitch on consecutive days, except in the playoffs. No pitcher may pitch more than **nine innings** per week. The limit of innings shall not apply to extra inning games provided the pitcher is pitching at the conclusion of the seventh inning. This rule will be in effect during the regular season, playoffs, and **Championship game**.
4. Balk Rule - There shall be one balk warning per pitcher before an official balk may be called.
5. The baseball diamond dimensions in Class F are:
  - a. Pitching Distance 55 feet
  - b. Base Paths 80 feet
  - c. Home to Second **113 feet**
6. Only approved hardball (baseball) bats in F-League will be bats with a **maximum 2 3/4 barrel and a maximum 10 oz. drop** differential between the weight and the length. Attempted use of an illegal bat will result in the batter being called out.