

RBSA H-LEAGUE RULES

(Updated 8/21/2022)

PRE-GAME

1. Home team uses the first base dugout.
2. Weeknight games – Home team has the field for warm-up from 5:30-5:45 PM. The visiting team has the field from 5:45-6:00 PM.
3. Weekend games – It may be necessary to perform warm-ups on the sidelines. Time permitting, the above fifteen (15) minute guidelines will be in place for on field warm-up.
4. Home team provides a new game ball to the umpire. The visiting team provides two used balls in good condition.
5. Rainouts
 - a. Everett Road - If your field is flagged (placard covering your field number on sign out front) your **game is cancelled**. In the event that a flagged field appears playable, you may attempt to contact RBSA Field Coordinator or H-League Commissioner. In the event you cannot reach them, under no condition are you to play on a flagged field.
 - b. Richfield Woods or Town Hall - Check the sign at the field or call the rainout hotline at 330-659-9201, then press 3, then press 1. (H-League rarely has games or practices on these fields.)
** Do not give out the hotlines / telephone numbers to the parents, as they will flood the lines and other league coaches won't be able to get through.*

GAME RULES

Conduct

1. The principles of good sportsmanship shall prevail in all games by players, coaches, and spectators. In order to assure good sportsmanship, all players, coaches, and spectators shall refrain from any type of heckling, negative or derogatory comments directed at the umpires or the coaches/players from the other team. One team warning will be given by the umpire for any type of heckling, negative, or derogatory comments directed at the umpires or the coaches/players from the other team. **Once the umpire issues a warning, it is the coach's responsibility to see that the situation is defused. Call a time out if necessary. There is to be no discussion with the umpire about the warning that was issued.** After the team warning, the next incident will result in an immediate ejection of the individual involved, even if he or she was not involved in the prior incident.
2. Any coach being ejected from a game must vacate the field premises within five minutes. If not, a forfeit is declared in favor of the opposing team. The same rule applies to any player, spectator, or parent.
3. Any coach being ejected from a game will be automatically suspended for the next game. Any coach being ejected from a game twice in a season will be suspended for the remainder of that season. A player being ejected from a game twice in a season will have his/her conduct reviewed by the commissioner and be subject to suspension for the remainder of the season.
4. Parents are not permitted in the immediate vicinity of the bench or backstop area.

Batting

5. No bunting.
6. Three (3) outs, maximum of twelve (12) batters, or seven (7) runs scored in one inning constitutes a team's at bat. If both teams have the same number of players, the coaches can

agree **before the start of the game** to bat once through their lineups in lieu of 12 batters. The three (3) outs or seven (7) runs cannot be changed.

7. When the twelfth (12th) batter, or last batter on the roster for that inning, hits a fair ball, play will continue until an out is made. Any out is considered the third out. In addition, after an attempt at an out was made, play stops either (i) when the catcher has the ball and is standing at home plate or (ii) the base runners stop or the pitcher has the ball and calls time out.
8. When the twelfth (12th) batter, or last batter on the roster for that inning, puts the ball into play, all the runs shall be scored until an out is made or until play stops (see rule #8). However, the maximum of seven (7) runs per inning rule remains in effect.
9. Throwing of the bat will result in a warning being issued to the player and his team. Any additional offense by any batter of the team that was warned for intentionally throwing a bat will be called out.
10. A continuous batting order will be used, meaning that all players (bench and field) will continue to bat in the batting order.
11. All batters must wear a batting helmet with a facemask. This includes the on-deck batter. If a batter approaches the plate with a helmet without a facemask, the team will be warned, and the player must exchange his helmet for one with a facemask. Any additional offense by any batter of the team that was warned will be called out.
12. No team shall score more than seven (7) runs per inning, including the last inning of the game.
13. No bat may be used that has a barrel greater than 2 5/8" in diameter. A bat that has a barrel size of 2 5/8" must be a USA Baseball or USSSA approved bat.

Base Running

14. No lead off by a base runner until after the ball crosses the plate. Once the ball returns to the pitcher, and the pitcher has the ball on the "mound," the runner must return to the base and he can no longer steal. Should the umpire determine that the runner left a base early, a team warning will be issued. A second offense by any runner of the same team warned will result in the runner being called out. This will be a judgment call by the umpire and **cannot** be protested.
15. The balk rule is not in effect.
16. Stealing of second and third bases is permitted. Only one base can be stolen per play. A runner cannot advance to the next base for any reason. **A runner cannot steal home.** A player starting on third at the time the pitcher has the ball on the rubber can only score in the following ways:
 - a. Bases loaded walk, hit batter, or catcher's interference.
 - b. A hit ball, batter safe.
 - c. A hit ball, batter out.
17. The infield fly rule is not in effect.
18. No head first slides are permitted, unless returning to a base, as a safety measure. The runner and the team will be warned on the first occurrence. Any additional offense by any runner of the team that was warned will be called out.
19. Non-malicious contact is required. Base runners must either slide or give up on any close play at any base (including home). A failure to attempt to slide or give up on a close play will be treated as an out.
20. Base runners may not advance on an overthrow or missed throw by the catcher to the pitcher.

Pitching

21. A pitcher may pitch a maximum of two innings per game and six innings per calendar week regardless of the number of games played. A calendar week is Sunday through Saturday.
22. An appearance in an inning (1 pitch) constitutes an inning pitched. A pitcher is limited to sixty (60) pitches per game. Forfeiting the game is the penalty for a violation of this rule. However, a pitcher may finish pitching to the batter he is facing after he reaches the 60 pitch count (i.e. a

batter comes to the plate and the pitcher has already thrown 59 pitches. The pitcher is allowed to finish pitching to that batter only, even if his pitch count exceeds 60 pitches).

23. Each team's scorekeeper must assign an adult to document the number of pitches thrown in a game. These sheets must be produced by any team if the commissioner requests them.
24. Prior to the start of the game, coaches from each team must exchange a list of pitchers who have already thrown at least 4 innings during that particular week (which shall list the number of innings already pitched for that week).
25. There will be a no re-entry rule in effect for pitchers (once a pitcher is removed from the game, they cannot come in and pitch again in that game. They may, however, play at any other position).
26. Four balls is a walk. Three strikes is an out.
27. No dropped third strike rule (batter may not go to first base).

Field Play

28. Each team is permitted to use 10 field players, 4 of these being outfielders. Players must play on the outfield grass to be considered an outfielder.
29. After two innings, all bench players will be required to enter the game in the field.
30. Except for players who play the first inning and sit out the second inning, all players must play a minimum of two innings in the field prior to being replaced.
31. All players must play a minimum of two innings in the infield per game.
32. Any player not starting in the field must start in the field the next game.
33. All catchers must wear a protective cup during the game.

General

34. Scheduled starting times for evening weekday games will be 6:00 PM and shall last two hours with no new inning beginning after 7:59 PM (or 1 hour and 59 minutes after the official starting time ~ i.e. a game starts late at 6:10 PM, no new inning may start after 8:09 PM). The umpire shall call out the official time to both scorekeepers at the start of the game. **It is the responsibility of the scorekeepers to record on the scorebook the start time of the game prior to the game starting.** Saturday games will start as scheduled and will last 2 hours. No new inning will begin after 1 hour and 59 minutes of the official starting time of that game. **If the start time is not recorded prior to the beginning of the game, the scheduled start time will be considered the official start time.**
 - a. During playoffs, the time limit rule is suspended. Games will play the full six (6) innings (5 ½ if the home team is winning). However, the mercy rule is still in effect (see rule #37), as is the 7 run limit per inning rule (see rule #14). There can be no ties.
35. Mercy rule is twelve (12) runs after five (5) innings (4 ½ innings if home team is winning).
36. Game length is six (6) innings or two-hour time limit. A game shall be considered official regardless of how many innings have been played if the two hour time limit has been reached. There can be ties.
37. You must have eight (8) players to start an official game. You have a fifteen (15) minute grace period. If after fifteen (15) minutes you are still short of eight (8), the umpire shall declare the game a forfeit. If agreed upon by both coaches, you may play the game as a scrimmage, with the umpire staying for four innings.
38. Any judgment call of the umpire cannot be protested.
39. Protest must be filed within a 24 hour time limit, in writing, to the commissioner, accompanied by a \$10.00 fee. This fee will be returned if the protest is upheld, and the game will be replayed from the point of protest. The umpire must be notified of the protest, prior to the next pitch, and both scorebooks must be appropriately marked with reference to said protest.
40. Players may only wear molded plastic spikes or tennis shoes (no metal cleats).

41. Distance between bases shall be sixty (60) feet.
42. The distance from home plate to the pitching rubber is forty-six (46) feet, as measured from the back point of home plate to the front of the pitchers rubber.
43. Little League rules will cover everything else not covered in these RBSA rules. Little League rules will not be used in place of, or in addition to stated rules herein.