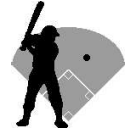


## 2025 TRI-COUNTY LEAGUE

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### 2024 BOARD OF DIRECTORS

Ashley-Hudson	Britnee Gipple	235-9203	<a href="mailto:ahballleague@outlook.com">ahballleague@outlook.com</a>
Orland	Eric Kjendalen	668-2683	<a href="mailto:orlandtigers@gmail.com">orlandtigers@gmail.com</a>
South Milford	Brad Moore	336-6265	<a href="mailto:rad300@yahoo.com">rad300@yahoo.com</a>
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Stroh	Brad Beer	316-9494	<a href="mailto:brad.stroh youthleague@gmail.com">brad.stroh youthleague@gmail.com</a>
Meeting Mediator	Mike Hamm	351-4626	<a href="mailto:mike@strohcofc.org">mike@strohcofc.org</a>

\* Each town has one, and only one, vote at Tri-County Board meetings.

\* Each town can have up to two town representatives on the Board of Directors.

### GOVERNING RULES

1. Tri-County Rules will take precedence over the baseball & softball rulebooks.
2. Baseball & Softball will be using **NFHS Rules**.
3. **Tri-County League will provide one (1) rule book for baseball & softball per town to be kept in each concession stand.**
4. All rule changes are to be presented to the Tri-County League Board of Directors. Any changes must be approved by a majority decision.
5. All judgment calls are at the umpire's discretion and are final.
6. Players may only be a regular-rostered player in one division.
7. If the age of a player is challenged by the head coach, the town has 24 hours to produce a birth certificate.
8. Any town that has two or more teams in a division will **use a draft** to balance the teams.
9. A copy of all rosters will be in every Concession Stand for the entire season.
10. A STOP the MADNESS flyer that will be distributed to spectators by the Home Team at each League game.

#### **1. 8 U Clarification:**

**The coach will pitch from the rubber at 40 ft. The coach will assume the pitch count from the player pitcher. The Coach is limited to 3 pitches to the player – unless fouled off.**

#### **2. A \$30 entrance fee per Ragball team this year.**

**15U, 12U, and 10U are not playing in Tri-County League this year.**

**All Softball teams are not playing in Tri-County this year.**

**COACHES** Any coach that threatens any coach or umpire will be suspended for the rest of the season.

1. Appeal Rule – Any appeal to the umpire **MUST** be made by the head coach **ONLY!**
2. Protest Rule- A formal statement of protest for all baseball & softball games shall be made immediately to the umpire following the guidelines listed: Baseball, pages 20-21, Rule 4.19; Softball, pages 113-114.

## REGISTRATION FEES & ROSTERS

1. **Number of teams with coaches' names and phone numbers** in each division will be turned in to Mike Hamm by April 21, 2025
2. Registration Fee for all teams in the league (except Ragball) is **\$60.00**. **\$30.00 fee per Ragball team.**
3. Team rosters include: coach's name & phone number, player's name.
4. All Registration Fees & Rosters must be turned in on or before **April 21, 2025**. Fees shall be paid by check to: Tri-County League. **Mail to: Mike Hamm, PO Box 100, Stroh, IN 46789.**
5. After rosters are turned in, **NO** players may be added.
6. The League will provide schedules to each town by April 24.

## TEAMS & AGE LIMITS

1. The age of the baseball/ragball player on April 30, 2025 is the player's age for the 2025 season.

<u>Boys Teams</u>	<u>Age limit</u>
8 U	8 max
Ragball	5-6 yr. olds (boys & girls)

## SCHEDULE OF GAMES (will be determined based on number of teams in each division)

<u>WEEKDAYS</u> @ 6 PM	<u>SATURDAYS</u>
8 U Monday	Ragball 10:30 AM

## LEAGUE TOURNAMENTS

1. We will not schedule tournaments at any town that does not have a team in that division.
2. All divisions, except ragball will have a tournament. (*Some tournaments may not start until Saturday*)

### Boys

**8 U - June 10-14 @ Stroh**  
**Double Elimination - Seeded**

3. All Tri-County League Tournament games will have 2 umpires.
4. Tri-County League Sunday games cannot start before 2:00 PM.

## GUIDELINES FOR HOSTING A LEAGUE TOURNAMENT

Each town will:

1. Distribute Tournament trophies & Season Trophies.
2. Provide umpires for each game.
3. Provide an official book with scorekeeper.
4. Check each town's line-up against provided official rosters. (Provided by League officers.)
5. Flip coin at the beginning of each game to determine home team.
6. Make sure League (regular season) Rules are used for tournament play.
7. Make rain delay decision and notify teams.
8. Make sure all games start within 10 minutes of start time.
9. Provide bracket on a poster & update bracket as games are completed.

## MAKE - UP GAMES

1. All postponed games must be made-up by the start of your tournament. Games not made-up will result in double forfeit (loss for both teams).
2. Sunday games cannot start before 2:00 PM.
3. Both head coaches must have verbal confirmation about rescheduled games.
4. Contact your town representatives if make-up games are not getting rescheduled.

## GENERAL GUIDELINES FOR ALL TEAMS

1. Games for the Tri-County League will begin on Monday, April 28, 2025(depending on schedule).
2. Weeknight games will start at 6:00 p.m., unless otherwise noted. The visiting team has the field for the 30 minutes prior to game time.
3. Team Rosters and Players must be ready to play no later than 10 minutes after the scheduled game time, or if another game is in progress, 10 minutes after that game is complete. Penalty is forfeiture of game.
4. The home team's coach must notify the visiting team's coach at least 1 hour and 30 minutes before game time for rain-outs.
5. We have a 30-minute Lightning Rule. Wait at least 30 minutes after the last flash of lightning is witnessed by the umpire(s) prior to resuming play.
6. No new innings shall begin after the 2 hour time limit of a game.
7. No new inning will begin after 10:30 pm (if needed, that game would be resumed at point of incompleteness).
8. All games called due to the time limit, will be complete games. In the event of a tie game, additional complete innings will be played until the tie is broken.
9. Games called due to darkness or rain will be complete if:  
The home team is ahead after 3 1/2 innings, or 4 full innings have been completed.
10. Anything less than described in point 9 will be considered an incomplete game.  
The game will be replayed and start at 0 - 0 in the first inning.
11. Minimum Number of Players to Start a Game
  - a. A team may start a game with one (1) less player than the required number for the respective teams. Failure to meet this would result in forfeit of the game. 8 U begins with 10 players.
  - b. 8 U could begin with 9 players.
12. Every player on a Team's ROSTER that shows up in uniform to the game, must play, unless they are injured. Every player will bat through the LINE UP CARD & must be involved in three (3) defensive outs. Any team breaking this rule will forfeit the current game in which the offense occurs and have the head coach suspended from the next scheduled game. If the coach does not follow this rule, it will result in forfeiture of the next scheduled game.
13. No exceptions to the age rule are allowed.
14. **Courtesy runner is available to pitcher / catcher when 2 outs. Courtesy runner must be last recorded out.**
15. No home plate umpire shall be an immediate family member (father, mother, brother, sister, unless no other umpire over 18 is available.)
16. Coaches & players must remain behind the protective fence of the dugout at all times during live play.
17. 6 innings is a complete game.
18. Ten (10) pitches maximum for a new pitcher.
19. Five (5) pitches maximum for a returning pitcher between innings.
20. Sliding is not mandatory, but encouraged for safety.
21. No Plow rule - If deemed by the umpire as an intentional action, player will be out & ejected from game. If during tournament, player will be out & ejected from tournament.
22. Thrown Bat Rule: When it occurs, warn the offensive team only. 1<sup>st</sup> occurrence = warn offending team, 2<sup>nd</sup> + occurrence = batter is out, dead ball (no advance).
23. No leading off: If a runner leaves the base too soon, the play is dead & is called no pitch (even if on the third strike or hit). [1<sup>st</sup> occurrence = warn team; 2<sup>nd</sup>+ occurrence = out]
24. Runners missing bases: Umpires should not make the call without an appeal.
25. Batter's Box: one size for boys & girls, 4 ft. by 6 ft.
26. **All catchers must wear neck guards.**
27. Players are not allowed to wear armbands or jewelry.
28. **Alternate Rule**
  - a. An alternate player may not pitch for an upper level team.
  - b. Players may move up to the next level, but not down to a younger level.
  - c. Alternate players may play a maximum of 2 innings if regular-rostered players are available to play.

- d. Alternate players cannot start a game if regular-rostered players are available at the start of the game.
- e. Alternates are still alternates for league tournaments.
- f. When using an alternate, you cannot roster more than the following number of players:  
11 players for Baseball 8U.
- g. Alternates can be any player from the level below from that town.

**29. Injured player** – If there is a player injured during the game who cannot bat at their turn they will exit the game and not be able to return. No “out” will be given unless there is not enough players to field a team.

**30. League standings at the end of season will be determined by team record.** Ties will be decided by:

- a. win-loss record between affected teams
- b. in the case of a two-way tie, there will be a play-off game.
- c. in the case of a three or more - way tie, total runs scored between affected teams will determine winner.

**NO CONTINUATION RULE** - max six (6) run rule applies to all.

**BAT RULE** - USA or USSSA composite bats are permitted unless outlawed. 8U players may use t-ball bats.

## UMPIRE

**Behind the plate** umps ages:

8 U must be at least 14 years old

**Field Umps:**

8 U must be at least 14 years old

1. Umpires shall sign the visitor’s scorebook for every game.
2. Umpires will check bats before the game. No composite bats allowed.
3. Meet with coaches before game, pitching distance, batter’s box, out of play, no leading off, throwing bat, maximum innings per pitcher, mercy rule, scoring rules (maximum of six or unlimited), umpire covers which base.
4. Umpire can add minutes for excessive time delay or injury.

## OUTLAWED EQUIPMENT:

a. **Any USA or USSSA bats that are outlawed** - There is no penalty if illegal bats are caught before the game. If caught during the game, but before used the coach is suspended 2 games. If used in a game the coach is suspended for the rest of the season. The coach cannot be at the games, or in the ball park.

b. **Metal cleats**

## BASEBALL: GENERAL RULES

The league will follow the **NFHS Rules** with the additional provisions:

8 U plays with 10 players on the field. They could begin with 9 players.

1. No leading off. If a runner leaves the base too soon, the play is dead & is called no pitch (even if on the third strike or hit). Each team shall receive 1 warning, the next player will be called out at next violation.
2. No vinyl or rubber-covered baseballs.
3. The balk (for the pitcher) will not be enforced.
4. No stealing for 8 U.

### **8U ONLY:**

#### **1. Player Pitch Rules**

- a. A player will pitch to the batter from the rubber at 40 ft.
- b. Players will pitch all innings.
- c. 8 U Pitchers may pitch a maximum of two (2) innings per game (6 outs).
- d. Pitch/Coach should stay on field but must stay out of the play once the ball is hit. Ball should be thrown back to player, not coach on field.
- e. The umpire will call each pitch ball/strike. A strike is called even if the batter doesn’t swing at a pitched strike.

**1. Coach comes in to complete an at bat when the pitcher has reached 4 balls pitched to the batter.**

**The coach will pitch from the rubber at 40 ft. The coach will assume the pitch count from the player pitcher. The Coach is limited to 3 pitches to the player – unless fouled off.**

The coach's pitches will be called balls or strikes by the umpire.

No HBP by the coach, only HBP when player is pitching.

No walks will occur from any pitcher (coach or player)! Batter will be out or get a hit!

**Rules for all innings regardless of the pitcher.**

- a. **There will be NO stealing allowed and NO leading off.**
- b. Regular baseballs will be used.
- c. **A maximum of six (6) runs can be scored each at bat. There is no continuation.**
- d. A runner may advance ONE base on an over/under throw of a ball that has been hit in fair play in pursuit of a runner at a base. If the runner is running to any base and the ball is overthrown to the base that the runner is going to, the play is dead and the runner gets to advance one base. If the runner is running towards 1st base and the ball is an overthrow to any other base, then the rule does not apply. Because the throw wasn't in pursuit of the runner.
  - i. **Over/under throw is defined as a ball thrown in pursuit of a runner that is deemed un-catchable by the umpire. If the ball is touched by the fielder catching the ball, the play is still live and runners may advance at their own risk.**
  - ii. **Umpires MUST communicate when the overthrow rule is being called and advance runners as defined in section (d.).**
- e. **A runner may NOT advance if any player overthrows the pitcher.**
- f. Four outfielders will be used. Ten players on the field.

## **RAGBALL GUIDELINES**

**The coaches from both teams should discuss interpretation of these rules prior to the start of the game.** Ragball is

to be a non-competitive game to teach young players sportsmanship.

1. **The age bracket for Ragball players is 5-6 year olds.**
2. Games will last six (6) innings, with a **one hour and 15 minute time limit.** Coaches will try to end the game at the end of a complete inning.
3. The ball will be pitched by a coach or assistant of the team at-bat. A player must field for this position. The coach must stay out of play once the ball is hit.
4. No score is kept.
5. Each team will have four (4) outs or one time through the batting order, whichever comes first.
6. Helmets are needed for all ragball players when batting or running the bases.
7. **Each batter is allowed 3 swings or 8 pitches. Fouls, bunts, & "easy" hits count as a swing.**
8. A ten foot arc will be drawn from home plate. Any hit not going out of the arc will be counted as a swing.
9. Maximum: 6 infielders, 15 total fielders (when possible).
10. Infielders must be 35 feet from home plate.
11. Only ragballs will be used at games and practices.
12. Catchers will wear masks.
13. First base and pitcher's positions must be occupied by new players each inning.
14. Any player throwing the bat will be called out.
15. Runners advance 1 base per hit unless, the ball is hit into the outfield, then runners may advance until the ball is in the infield.
16. Runners may not steal, lead-off or advance on an overthrow.
17. Coaches may remain on the field. They may not interfere or touch the ball during an active play.

## TRI-COUNTY LEAGUE CODE OF CONDUCT

The board of Tri-County League has mandated the following Code of Conduct. All board members, managers, coaches and umpires will read this Code of Conduct and sign in the space provided below acknowledging that he/she understands and agrees to comply.

### No Board Member, Manager, Coach, Player, Umpire or Spectator shall:

1. At any time, lay a hand upon, push, shove, strike, or threaten to strike anyone. This includes umpires, coaches, managers, players, and/or spectators.
2. Heap verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
3. Disagree with an official's decision by throwing equipment or other unsportsmanlike action.
4. Use unnecessarily rough tactics in a game against the body of an opposing player.
5. Use profane, obscene or vulgar language in any manner at any time.
6. Appear anywhere on a Tri-County League complex in an intoxicated state. Intoxicated - defined as an odor or behavior issue.
7. Use tobacco while on the playing field or in any dugout and abide by any other town regulations.
8. Speak disrespectfully to or of any player, manager, coach, official or representative of the league.
9. Be guilty of tampering or manipulation of any league rosters, schedules, or official score books.
10. Challenge an umpire's authority. The umpire has the authority and discretion during a game to penalize the offender according to the infraction up to and including removal from the game.

(Adopted January 23, 2010)

## STOP the MADNESS

Because of unsportsmanlike conduct & the behavior of spectators & coaches toward umpires & coaches, we are finding it difficult to recruit coaches & umpires for our games. The poor behavior is also a negative influence on the conduct of the players. Tri-County League is deeply concerned that we will not be able to get coaches or umpires if this behavior continues.

We are asking YOU to help. Guard your behavior. Police your own actions before Law Enforcement is called. This is not just a Tri-County problem. You have probably seen what is happening on every level of sports. Let's work together to **STOP the MADNESS**. Our children's futures, and the future of our League depends on us.

**Directing negative comments or actions toward players, coaches, umpires, or spectators will not be tolerated. Any person exhibiting negative behavior may be removed from the premises.**

**We expect all of our participants and spectators to refrain from any negative comments or actions, regardless of the heat of the moment.**

Just as players are learning to play, so are coaches learning to coach, umpires are learning to umpire. These coaches and umpires deserve our respect and support for providing this opportunity for our children.