



# ***2018 Baseball Rules and Regulations***

*Revised (April 2018)*

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## **Weather Conditions**

**Rain during the day** - The ROSL Sports office will determine the field conditions and make a decision to play or cancel games by 5:00 pm of the day of games. Check the ROSL website for cancellations. Pay attention to text messages informing you of any cancellations.

**Thunderstorms with Lightning** - The game will be suspended immediately. Players should seek covered shelter or dugout. A 15-minute waiting period will occur after the last sign of lightning. If lightning continues for more than 30 minutes, the game will be cancelled.

### **Tornado Watch (Conditions exist for tornado but no sightings)**

If this is in effect prior to the game time/or during game time, game may be played but be alert for warning siren.

### **Tornado Warning (Tornado has been sighted)**

If warnings exist prior to game time, games will be cancelled.

If warnings exist during a game, the game will be suspended immediately. All persons should take cover. Managers must make sure all players have made it to safe cover. Stay in a safe place until weather conditions improve.

**Light Rain** - Games can be played during light rain if field conditions allow.

**Game Suspension Time Limit** - Games will not be called due to weather for at least 30 minutes after the game is suspended. Unless the umpire calls the game for another reason (daylight), the game can resume within 30 minutes of the initial delay, weather permitting.

**Rainout Rule** - If all baseball teams in a given league are rained out, no games will be made up from that day in that league. However, if one team completes an official game, all other teams must make up their scheduled games.

**Cancelled Games** - Postponed or abbreviated games will not be rescheduled unless the rainout limit is reached.

**Rainout Game Limit**- Only three games can be lost from the season. If a league were to be rained out more than 3 times, the 4th rainout and all further rainouts must be rescheduled.

The ROSL shall make every attempt to play each game to its completion while at the same time ensuring the safety of the players.

# **Sports Code of Conduct**

## **Players**

It is the intention of the ROSL to provide a healthy environment for the minor players while learning and experiencing the game of baseball or softball.

It is with this intention that it is required that the registered player and parent/guardian sign the Sports Code of Conduct below securing the partnership between the player, family and league.

As a **Player**, I understand that I must follow these rules as a player in good standing:

1. Play and follow its rules and regulations.
2. Show respect for authority to the officials of the game and of the league board members.
3. Demonstrate good sportsmanship before, during and after games.
4. Help parents and fans understand the league philosophy so they can enjoy the game.
5. Be courteous to opposing teams and treat all players and coaches with respect.
6. Be modest when successful and be gracious in defeat.
7. Respect the privilege of the use of public facilities.
8. Refrain from the use of drugs, tobacco, alcohol and abusive language.
9. Resist jumping on the benches.

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action that could include, but is not limited to the following:

1. Verbal warning by official, head coach, any ROSL Officer or Board of Director
2. Written Warning
3. Game suspension to players and parents
4. Game forfeit through the official or coach or board members

## **Sports Code of Conduct Coaches, Managers, and Scorekeeper**

It is the intention of the ROSL to provide a healthy environment for the minor players while learning and/or experiencing the game of baseball or softball.

It is with this intention that it is asked that the Manager/Assistant sign the Sports Code of Conduct below securing the partnership between the Manager/Assistant and league.

As a **Coach / Manager / Scorekeeper**, I recognize that coaches are role models for their team members and all participants involved in the activity, and that sports help to develop a sense of teamwork, self-worth and sportsmanship. As such, I agree to abide by the following:

1. Place the emotional and physical safety of any player ahead of a personal desire or external pressure to win.
2. Do my best to provide a safe playing environment for all participants.
3. Lead by example by demonstrating fair play and sportsmanship to all involved.
4. Provide a sports environment for my team that is free of drugs, tobacco, alcohol and abusive language and refrain from their use at all sporting events.
5. Respect the game and the league officials and communicate with them in an appropriate manner.
6. Be knowledgeable of the league rules and regulations and teach these rules to all players on my team.
7. Encourage my team members to play by the league rules and respect the rights of other players, coaches, fans and officials.
8. Be responsible for my own behavior and also the behavior of my team members, their parents and fans.

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action that could include, but is not limited to the following:

1. Verbal warning by official, head coach, any ROSL officer or Board of Director
2. Written warning
3. Game or Season Suspension
4. Game forfeit through the official or ROSL Officers/Board of Director

## Equipment

**Baseballs** - The handling of baseballs will be as follows: For the first game of the season, the home team will supply 2 new balls, and the away team will supply 1 new ball. For the rest of the games during the season, the home team will supply 1 new ball and 1 good used ball, and the away team will furnish 1 new ball. The home team will collect all baseballs at the end of the game.

**Bases** - The home team is responsible for laying out the bases for all fields except Memorial Park. Bases should be properly staked into the field using provided stakes. Umpires, prior to the start of a game, please ensure that bases are adequately secured for safe play.

**Bats** - may be made from aluminum, magnesium, ceramic, wood, or other materials approved by the ROSL. All non-wooden bats must be BBCOR certified. Below are the league specific rules for bat sizes:

### League Max Length Max Diameter Drop Weight Example

T-Ball - No bat rule

Control Pitch - 31-inch bat or less at 2 ¼ diameter only

Freehan - Any 2 ¼ or 2 5/8-inch bat; -10 max at 2 ¾ inches (max 32 inch)

Kaline - 33 in. 2 5/8 in -3 max 32 in. 29 oz. (-3)

Harwell -34 in. 2 5/8 in -3 max 34 in. 31 oz. (-3)

**Calculating the Drop Weight** - The drop weight is calculated by taking the weight (in ounces) and subtracting the length (in inches) of the bat. The drop number is the result, and will be a negative number. The resulting number is the drop weight. Weight -length = drop number Examples: 27 oz. - 30inch = -3

$$24\text{oz} - 30\text{inch} = -6$$

$$19\text{oz} - 27\text{inch} = -8$$

**On deck area** - The on deck area will be designated by the umpire prior to the start of the game. When no safe area is available behind the backstop or bench area, the on deck batter will take a position away from and behind the batter.

Only league approved bats are allowed on the deck circle. Approved donuts and weighted bats are OK to use with coach approval. No dangerous items may be permitted anywhere in the dugout, on deck area, or field.

**Bat Safety** - A baseball bat can be dangerous if used carelessly. Care must be demonstrated while using a baseball bat. Players must know their bat safety zone when preparing to use a bat. Coaches are encouraged to establish and enforce proper bat safety. Do not swing if others are nearby. Players must wear a helmet while using a bat.

**Throwing of Bats** - Players must not throw bats at any time. No warning will be given. The player will be ejected. Players throwing bats may be subject to further suspension if serious offense is noted by any coach or ROSL member. This rule will be strictly enforced by the umpires.

**Hitting Stick** – They are banned from ROSL games. They are dangerous to all involved. They are allowed for practices on the field only, not behind the

**Catchers Gear** - All players that catch for pitchers must wear an ROSL provided or coach approved helmet. The helmet must provide throat protection. Chest protector, knee pads and gloves are provided for each team. Please ensure proper wear of the gear by ensuring all snaps, tie downs, and clips are properly secured. Please maintain the equipment as if it were your own and return in clean condition at the end of the season. Report damaged or broken equipment to the league equipment manager as necessary.

**Athletic Supporter and Cup** - All male players must wear a protective cup, especially for catchers. Coaches, do not permit players to catch if they do not have a cup. Players must be encouraged to wear protection for their own safety.

**Cleats** - Baseball cleat rules are as follows and vary between leagues. Players cleats or shoes must be approved by the coach. Failure to comply may result in ejection or suspension. Rubber cleats only are allowed for T-Ball, Control Pitch and Freehan. For Kaline and Harwell, the player may use either metal or rubber cleats.

**Helmets** - Baseball helmets must be used in all practices and game when batting, whether provided by the ROSL or supplied by the player

### **Base Running**

Base runners are required to avoid contact with fielders in possession of the ball by sliding, avoiding the tag, or giving himself up. Any intentional contact initiated by a base runner or batter will be called out on the play and may be ejected from the game if determined by the umpire. Deliberate action by any Player to unnecessarily run over, knock down, step on, or otherwise interfere with a defending player will be cause for ejection from the game and suspension from the next two games.

To reduce the potential for lower leg or ankle injury, players must slide into bases where there is a chance for a play. If there is doubt on a play, slide. Base coaches are there to assist the runner in making the decision. Listen to base coaches and do as they say. If there is a play at a base and they runner does not slide, he may be called out by the umpire as stated above.

**Fielders** - Defensive fielders and the catcher must allow a path to the base, that the base-runner is advancing to if there is no throw to the base that the fielder is covering.

Catchers should allow runners to pass through home plate if no play is being made at home. Fake tags can lead to possible injury and should be avoided. Intentional fakes that lead to base runner injury may lead to the player being awarded the base, offender ejection from the game, and suspension from the next two games.

## All Star Games

The ROSL mid-summer All Star Game will be played for Freehan, Kaline, and Harwell Leagues. Teams are selected by nominating their top players to represent their team in the annual classic.

Up to, but not to exceed 18 players per team.

To keep interest at a high level, players will play every other inning. As an exception, pitchers may pitch two consecutive innings.

A running batting order will be used. All rostered players are in the batting line-up.

All leagues play a **7 inning** game or a **3-hour** time limit.

Games tied at the end of regulation will play the 8th inning, unless a 3-hour time limit has been reached. Games may end in a tie.

The coaches for each All Star team are picked by the league Vice President or Director in the VP's absence. Said coach may select his own assistant coaches and should consider asking other head coaches within the division.

## Playoffs and World Series

Freehan, Kaline, and Harwell teams will get seeded into a playoff series at the conclusion of the regular season. Teams are seeded according to final standings and set by the League Vice Presidents. Single game eliminations are played until there is one team from each division remaining.

A three game series is played to determine each league champion. A coin toss will determine the home team for game 1. The loser of the coin toss from game 1 will be the home team in game 2. In game 3, there will be a final coin toss to determine home team for the Championship.

There is no time limit for Division **Championship** games or **World Series** Games. All other playoff games will have a 2-hour time limit.

All mercy rules do not apply to World Series Games.

If any teams are tied at the end of the season: 1.) Head to head record 2.) Most runs scored 3.) Least amount of runs allowed 4.) Coin toss.

## All Evening Games at Worden #4 & #5

Game time is 6:15 p.m. sharp (first game). No new innings will start later than 8:15 p.m. and will cease and desist at 8:30 p.m. The second game must start by 8:35 p.m. No new innings will start later than 10:35 p.m. and will cease and desist at 10:50 p.m. so the park can be cleared. Remember—Game Time is Forfeit Time—so teams are to be at the field at the scheduled time.

## All Evening Games at Memorial Park

Game time is 6:15 p.m. sharp (first game). No new innings will start later than 8:15 p.m. and will cease and desist at 8:35 p.m. The second game must start by 8:45 p.m. No new innings will start later than 10:45 p.m. and will cease and desist at 11:05 p.m., so the park can be cleared. Remember—Game Time is Forfeit Time—so teams are to be at the field at the scheduled time.

## Hardball League General Rules

**1. Eligibility** - To be eligible to participate in the ROSL, each player must meet at least one of the following criteria:

Please see ROSL website for eligibility guidelines.

**2. Middle and High School Athletes** - Players that are on middle or high school teams should consult with the school coach to determine if playing ROSL will be a conflict to the school team. The school team is priority and participation in ROSL should not conflict with school teams. No ROSL coach can penalize players for missing practices/games in order to play for the school team.

**3. Playing Age** - Players must have reached the following ages by May 1st of the current year to be eligible to play in the following leagues:

T-Ball: 5, 6, 7

Control Pitch: 7, 8, 9

Freehan: 9, 10, 11

Kaline: 12, 13

Harwell: 14, 15, 16, 17

Note: Players have the option at ages 7 and 9 to move up to the next league.

**4. Ineligible Players** - Any player that is not officially registered to play in any game will cause that team to forfeit all of the games in which the ineligible player participated in. All players must play in half of the regular season games to be eligible to play in the playoffs. A player that is not registered with ROSL cannot practice with any ROSL team at a sanctioned practice (run by a ROSL Volunteer with a field permit).

**5. Rosters** - Teams must have a complete roster sheet on file by opening day. Rosters must contain the name, address, phone number, date of birth, and uniform number for each player. Rosters should be turned into the League Vice President.

**6. Roster Limits** - All teams with the exception of T-ball and Control Pitch, shall consist of no more than 15 players. Late registrations can only be accepted until all roster spots on teams are filled. After roster spots are filled, a waiting list will be established and players will be assigned only

**7. Managers & Coaches** - Managers are selected by the VP of each league. Managers can select coaches and scorekeepers to assist in running the team. All coaches must be at least 18 years old. Any assistant coaches that are 17 and younger must wear a helmet if on the field of play. This is due to insurance reasons.

**The names of all coaches and assistants must also be on the team roster and approved by the league Vice President.**

**8. Background Check** - All coaches, managers and scorekeepers must register for a background check to be performed. A background check must be performed before being allowed to interact with players.

**9. Umpires** - The ROSL selects the umpires and they serve the league to employ the rules and ideals of baseball. They have the authority of the league Board of Directors to enforce the rules of the game and to ensure the game is played under the guidelines of the Code of Conduct.

**10. Code of Conduct** - All players, coaches, managers and parents must abide by the Code of Conduct shown on page 4. The league holds this Code as a high priority and will enforce disciplinary action as necessary to uphold the expectations of the league.

**11. Uniforms** - All players are required to wear ROSL uniforms consisting of an ROSL jersey, grey baseball pants, socks and a sponsored hat. Players should wear uniform with pride and look their best while on the field. This includes wearing a forward facing hat and shirts tucked into pants. This will be enforced by umpires and coaches.

**12. Dress Code for Coaches** - All managers and coaches shall dress in a way to bring credit to their team and the ROSL. Long pants or coach's shorts, team hat, shoes and socks. Cut-off shorts, tank tops, open faced shoes; including flip flops or non-appropriate attire, are discouraged. Please use good judgment as the coaches are expected to set an example of proper attire.

**13. Jerseys and Stars' Uniforms** – They are the property of ROSL and must be returned in good condition at the end of the season. Failure to return the cleaned jersey/uniform at end of the season will result in an invoice for the value of the item. The players keep team hats, pants and socks at the end of the season.

**14. Jewelry** - Players cannot wear jewelry of any kind during games or practices. This includes watches, rings, wristbands, earrings, necklaces, etc. This is for the safety of the players and this rule will be enforced by umpires, managers, and parents. Break away necklaces are allowed.

**15. Opening Day Ceremonies** - All managers and at least half of their team must attend opening day ceremonies. Failure to do so will result in a **forfeiture** of the opening game.

**16. Pictures/Video** - Parents are not allowed on any field while a game is being played to take pictures or video. It is dangerous to the people involved and for our players being distracted.

## Player Disqualification

Any Manager may disqualify, for disciplinary reasons, any player that does not conduct themselves in a sportsmanlike manner or follow the **Code of Conduct**. The Manager must inform the League Vice President after the game in which the incident occurred, but prior to his next game. If this situation occurs a second time in any one season, the Player will not be allowed to further participate in an ROSL game until a meeting is held including the Player, the parents), the Manager, and the League Vice President to resolve the problem.

### Umpires are instructed to eject from the game:

1. Any Manager, Coach, Spectator or Player who does not conduct themselves in a sportsmanlike manner.
2. Any Player that is ejected from a game will be restricted to the bench for the remainder of the game. Exception: An ejected Player may leave the field accompanied by a parent. Any additional unsportsmanlike conduct by the ejected Player may result in an additional suspension.
3. Any Manager/Coach that is ejected from a game will be required to leave the vicinity of the playing field and may not in any way communicate with players, coaches, Umpires or spectators. Exception: An injury or medical emergency.
4. A Player, Manager or Coach that is ejected from a game is ineligible to participate in the next game played. The suspended player must attend the next game in uniform and sit on the bench.
5. Umpires will eject from the game any Player who talks back, throws equipment, or in any way does not conduct themselves in a sportsmanlike manner. Any Player disqualified for this reason will not play in the next game, but will be required to sit on the bench, in uniform. This includes playoff and world series games.
6. A defensive player making fake tags and obstructing the base runner will result in the defensive Player making the illegal action to be ejected from the game. The first offense requires a warning from the umpire the second offense ejection of the player. The base runner will be rewarded the base he was going to and one additional base.
7. Base runners - Any deliberate action by any Player to unnecessarily run over, knock down, step on, or otherwise interfere with a defending player will be cause for ejection from the game and suspension from the next two games.
8. Any Player ejected from more than two games in as season will not be eligible to participate in league all-star games, playoffs, or world series.
9. The league will review each player case individually to determine any longer term suspension for players who cannot abide by the rules of the league and follow the signed Code of Conduct.

## **Injury Procedure**

If a player, coach, manager, umpire is injured during a ROSL authorized practice, clinic, pre-game warm-up or game and the injury results in the injured person being removed from the play/field the following actions shall be taken:

**1. Serious Injury** - If it is apparent to the player's parent or guardian, coach and/or umpire that the injury is in immediate need of medical attention, the player's parent or guardian shall decide how the player should be transported to a medical treatment facility. If the player's parent or guardian are not present at the event or activity, the player's manager shall contact the Royal Oak Fire Department to respond and transport the player to the nearest Emergency Medical Facility. If an assistant manager, or coach is available, a manager should accompany the player to the Medical Facility if a parent is not available.

**2. Moderate Injury** - If the injury is not in immediate need of medical treatment but the player needs to be removed from the game, practice or event, the manager shall notify the parent or guardian as soon as reasonably possible. It shall be the parent's responsibility to seek the appropriate medical attention for their child.

**3. Undetermined Injury** - If the injury takes place and the player continues in the game but later determines that the injury is of a nature that needs medical attention it shall be the responsibility of the parent to notify the manager and ROSL as soon as reasonably possible.

**4. Injury Report** - In all injury cases, the team manager must complete an injury report and submit it to the league Vice President. The report will be reviewed by the Board of Directors.

# T– Ball Division

## General Rules



Ages: 5-7

Games: 6 innings or 1hr 30 min.

No Bat Rule

## T-Ball League Rules

Official Baseball Rules and the ROSL General Rules will be used to govern T-Ball with the following specific rules:

1. Managers are responsible for all equipment issued. Managers are responsible for equipment pick-up and return.
2. There are no protests or appeals. A protest is a poor way to decide a ball game and does not set a good example for young ball players. Managers and coaches must remember that there is a large group of youth players looking up to them to learn.
3. It is the duty of the Manager to assist the umpires whenever necessary to follow rules and control the game. It is the Manager's responsibility to help insure fair play, safety, and equal participation.
4. Defensive coaching in the diamond is encouraged to support the learning of fundamentals.
5. Playing in the field is mandatory. Each player must play a minimum of 3 innings a new team is fielded every inning on defense.

In case of absences, it is sometimes necessary to play a youth on more than one squad.

No Player may play the infield 2 innings in succession on defense.

No Player may play the same infield defensive position more than twice per game.

Managers are encouraged to play everybody at least one inning in the infield and one in the outfield.

6. Players not in the field or at bat, must remain on the bench at all times.
7. Next batter leaves bench area to play only when umpire calls "Batter Up".
8. Players should wear tennis shoes or rubber cleats. No metal cleats.
9. Only regulation caps and jerseys as provided by the ROSL are to be used at regulation games. Please discourage use of added insignias, letters and names. Only Coaches are permitted to wear "specially ordered" jerseys if they prefer.

### Games and Practices

1. Home team will supply the game ball provided by the league.
2. All Managers are encouraged to play all 6 innings each game, time permitting

Game time limit is 1 1/2 hours.

All games must be played as scheduled. There will be no forfeits. If a team cannot field 11 players, the Managers should come to an agreement for a game to be played with the available players on hand, even if this means borrowing players from the other team to field enough kids on each side.

**No child can be dropped off at any practice or game with the Coach, unless it is extreme circumstances. Our Coaches are not to be treated as baby sitters.**

3. All postponed games can be rescheduled if both managers agree on A set time and field with permission from the league VP and after obtaining a field permit from the city of Royal Oak.

4. Managers shall NOT maintain or post game results, batting averages, standings or other statistical information on performance.

#### **Field and Fielders**

1. The playing field shall have 60 foot baselines. A regular batter's box (5'x3') shall be outlined on the ground. Managers are encouraged to outline the batter's box area either with their foot, a bat or whatever may be available. This is to encourage players to stay in the batter's box area.

2. The pitcher, who is an infielder, must field in front or on either side of the pitcher's rubber until the ball is hit. Do not have them stand on the pitcher's rubber.

3. The catcher stands behind the batter, and does not leave that position until the ball is hit. The home plate Umpire/Coach should control this.

4. Players may not stand in the base path and interfere with any base runners before the ball is hit. If this should happen, please explain to the player their error.

5. Coaches must instruct players to play the defensive positions in the proper location on the field.

6. A maximum of 5 outfielders should be in the outfield either on the grass area or a reasonable distance beyond the infield. Coaches should and are encouraged to field four players by the end of the season as the player's skills progress.

7. There is no infield fly rule.

8. Managers should make a half circle about 5 feet from home plate, anything short of that line will be ruled a foul ball.

#### **Base Running**

1. Runners must stay on a base until the ball is hit off the tee. No lead offs.

2. No base stealing. Runners may advance only on a fairly batted ball. Runners are to advance only one base on any batted ball unless the ball is hit beyond the outfielders of the defensive team. At this point, runners may advance to a second base, with the maximum limit of two bases on any batted ball. If a runner advances further than 2 bases, the runner is to be sent back to the second attained base when the play is over.

3. Runners may advance from 3rd to home plate on a fairly batted ball only.

4. When the ball is thrown to the home plate area, the ball is dead and runners must stop at the base to which they are advancing at the time the ball reaches the home plate area. The only exception to this rule is if an obvious play is being made on a runner at home, in which case the ball is still live until the play at home is over. During this time the runners may advance at their risk.

**Batting**

1. Batters will be numbered 1-18 and will bat in this order. This must be followed so that the players can easily follow the next hitter. The player following the last batter will bat first in the following game.
2. All batters must remain on the bench when not at bat. The Umpire/Coach shall call "Batter Up" to initiate a batter leaving the bench.
3. Swinging a bat in an on deck circle is not permitted for safety reasons.
4. The Umpire shall commence play by calling "Play Ball" loud enough for all players to hear. Batters are not permitted to swing prior to "Play Ball" being indicated.
5. Batters must not throw the bat. One warning will be given to the player and then the batter will be called out on the second offense. The play will be called dead and runners (if any) will return back to the base they were at.
6. There are no strikeouts in T-ball. It is the intention of T-ball to teach hitting. Every player is to bat until he hits the ball into fair territory.
7. A batted ball must go beyond five (5) feet from home plate, between the foul lines, to become a fair ball. A line should be drawn on the field to mark this five (5) foot area. Batted balls that fail to travel more than 5 feet (judgment of plate Umpire and called immediately) shall be deemed a dead ball and placed back on the tee.
8. No bunting is allowed. Batter who intentionally bunts after first warning from the umpire will be called out.
9. No more than 10 batters will come to bat in any one inning. After 10 batters have batted the team at bat will change from offense to defense.
10. All batters are to wear a helmet when batting and as a base runner.

**Home Field** - The home team will occupy the third base bench.

**Keep it Clean** - Water, sunflower seeds, and chewing gum are part of the game and will be allowed in the dugout and bench area. All teams must keep the dugouts clean and leave them in better condition than they found them. Managers must set the example and enforce this rule to keep our ball fields and dugouts clean. Please use trash cans and keep gum off of the ground and dug out walls

## **Coaches are umpires in t-ball**

1. Each team's manager is responsible for helping their own players bat, the first and third base coaches should act as umpires for those bases.
2. Each manager puts the ball in play after everyone is in position, by placing the ball on the tee and calling "Play Ball". This should be called on every swing.

# Control Pitch Division



## General Rules

**Ages: 7-9**

Games: 6 Innings or 1hr 45 min.

Bat Rule: Any 2 1/4-inch bat only.

(Max 32 inch)

# Control Pitch League Rules

Control pitch is governed and modified by the ROSL Freehan league rules with the following exceptions:

1. The playing field for Control Pitch is 65 foot baselines.

2. **Pitching** - This is provided by the Home Team Pitching Machine. Coaching of the base runners will be provided by the at bat base coaches. Seven (7) pitches will be thrown per batter, by the machine, if the batter fouls off the seventh pitch, he will receive an eighth and final pitch. Seven pitches or 3 strikes will constitute a strike out. Emphasis should be on hitting strikes and being aggressive batters rather than waiting for the perfect pitch. A back-up catcher (adult) should be provided by the offensive team to track pitches and recover passed balls to speed things up.

3. **Fielding** - The defensive team, consisting of 9 or 10 players, positions a player in the vicinity of the pitcher's mound to defend the position upon the completed pitch. Unlimited substitution at defensive positions is permitted. Players should not field the same position more than twice per game, so to promote all players having an opportunity to play the infield. Each player is to play equal number of innings in the infield, outfield, and be on the bench. No player is to play infield for the entire game. Defensive field coaching is limited to the bench. The coach may call timeout at any point to assist a player having trouble on the field. No coach can stay on the field while on defense. Catchers equipment, including catcher's mitt, must be worn by any player playing the position. Fielders should be rotated each inning, between infield, outfield and bench.

4. **Base Running** - Players may not leave the base until the ball crosses the plate. A base runner shall not lead off or steal any base, or advance on any pitched ball not batted fairly into play. Obvious or intentional infractions shall result in one warning. Subsequent infractions shall result in base runner being called out. The delayed lead-off should be taught in practice and used in games in preparation for Freehan.

4a Runners are to advance only one base on any batted ball unless the ball is hit beyond the outfielders of the defensive team. At this point, runners may advance to A second base, with the maximum limit of two bases on any batted ball. If a runner advances further than 2 bases, the runner is to be sent back to the second attained base when the play is over.

5. **Batting** - There are no walks allowed. Intentional bunting is not permitted and is discouraged by the Manager. Batting order is not determined by jersey number, but all players bat, even if not in the defensive lineup.

6. **Mercy Rule** - No more than 13 batters will come to bat in any one inning. After 13 batters have batted the team at bat will change from offense to defense.

7. On an overthrow at 1st and 3rd base the ball is dead and runners do not advance. On an overthrow at 2nd, the ball is in play.

8. Sliding should be taught and encouraged in any close play. Diving head first is not allowed and will result with 1 team warning, any 2nd offense and the runner will be out.

## Control Pitch League Rules

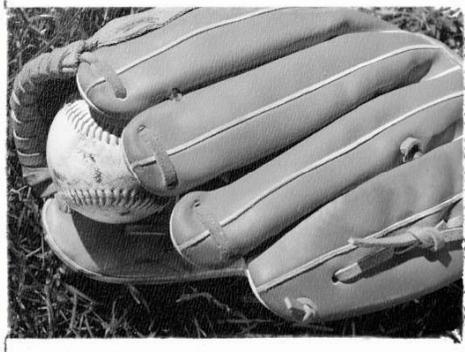
**Home Field** The home team will occupy the third base bench.

Umpires: Managers and Coaches are umpires in Control Pitch. Managers from each team must remember it is their responsibility to count pitches during their team's at-bat and call plays at the bases. NOTE: As there is no official scoring in Control Pitch and as such, no team records, volunteer umpires are not to be challenged by managers, coaches or fans. Each team's manager is responsible for the behavior of players, coaches and fans.

**Keep it Clean:** Water, sunflower seeds, and chewing gum are part of the game and will be allowed in the dugout and bench area. All teams must keep the dugouts clean and leave them in better condition than they found them. Managers must set the example and enforce this rule to keep our ball fields and dugouts clean. Please use trash cans and keep gum off of the ground and dug out walls.

# Freehan Division

## General Rules



**Ages: 9-11**

**Games: 6 Innings or 2 hours**

**Bat Rule: Any 2 1/4, any 2 5/8-inch  
bat -10 at 2 3/4 inches (max 32 inch)**

## Freehan League Rules

1. Games will be 6 innings in length. In case a full 6 inning game cannot be played due to weather or darkness, 3 1/2 innings will constitute a legal game unless the home team is behind in the game. In this case, the home team will get the last at bat.
2. The playing field for the Freehan League will have 65 foot baselines and a pitching distance of 46 feet.
3. Bats must be ROSL approved and may not be longer than 32 inches and no more than 2 3/4 inches in diameter (-10) at the thickest point. There are no weight restrictions on wood bats and bats 2 1/4 or 2 5/8 inch in diameter. See chart on page 6 for weight restrictions.
4. High School designated hitter, re-entry and pitcher removal rules do not apply.
5. All batters must be pitched to there are no intentional walks.
6. Courtesy Runners are allowed for the pitcher and catcher with 2 outs only. This is to allow time for these players to get ready for the next defensive inning and should be substituted only when the runner is ready. The courtesy runner must be the last player to be out.
7. Batting order will be continuous utilizing all eligible players. If there are less than 9 players in the game at the time, an out will be recorded for the 9th batter each at bat.
8. The infield fly rule is in effect. See page 25 for rule.
9. Base runners may not lead off or steal until the pitch crosses the plate. If a player leaves early and the umpire detects it, that runner will be called out and hitter will resume his at bat with the previous count.
10. A walked batter may advance to first base only, unless a play is made on another runner or an error occurs on the return throw from the catcher to the pitcher. If a play is made, the ball is considered live and the walked player may advance to 2nd and 3rd base.
11. A runner on third may advance home if a play is made on any runner, on a passed ball, on a wild pitch, or on an error by the catcher or pitcher on the return throw after the pitch. NOTE: When the catcher achieves control of a pitched ball (including a wild pitch in which the runner did not attempt an advance towards home), the runner on third may not advance on the catcher's throw to the pitcher, unless the throw is not completed to the pitcher (e.g. the ball is dropped). No delayed steals are allowed.
12. The batter is out on all strikeouts, whether the catcher catches the ball or not.
13. All players must play at least two defensive innings through the fourth inning. They do not have to be consecutive innings. After the bottom of the fourth inning, all players are eligible to play defense for the remainder of the game.
14. If any batter uses an illegal bat and receives one pitch, the umpire will declare that batter out. That team will receive a warning that any player that uses an illegal bat after that, that player will be ejected from that game only. Bat rule is on page 6.

**15. Governing Rules MHSSA** - The Michigan High School Athletic Association will govern the play of baseball. Exceptions and ROSL specific rules are noted below and also within each set of league rules.

**16. Minimum Players** - There must be at least 8 rostered players per team to start a game, however after the eight batter has batted an out will be recorded for that ninth player: each and every time that place comes up in the lineup.

**17. Injured or sick during game** - If at any time during the game, a team cannot play with at least 8 players, a forfeit will result. Game time is forfeit time for this. If the ninth player gets injured or becomes sick during a game, any rostered player can replace the sick or injured player. The game can continue with a minimum of 8 players. If the sick or injured player cannot be replaced and the game is continued, an out will be recorded in their spot in the lineup each time the injured or sick player comes to bat. The umpire must be notified of the sick/injured players position in the lineup.

**18. Absent Players** - Once a decision has been made prior to the start of a game that a player will not play in a game, that player may not enter the game under any circumstances. Penalty will be forfeiture of the game. The opposing manager must be notified prior to the start of a game and must sign the official score sheet acknowledging the decision.

**19. Game Roster** - A line up must be submitted with the names of each player that will play in each game. Players that will not play for whatever reason (absent, ill, suspended, vacation) must still be shown on the bottom of the roster sheet.

**20. Late Arriving / Early Departing Players** - These players will be allowed to play in a game. The manager of the opposing team must be notified at the beginning of the game in either case of late arriving or early departing players.

**21. Player Ejection** - If a player is ejected during the first 3 innings of a game, that player may be replaced by an eligible player on the bench. If a substitute player (entered game after 3rd inning) is ejected after the 3rd inning, he may be replaced by any player from the bench. If a starting player is ejected after the 3rd inning, his team will be required to play with only 8 players for the rest of the game and their spot in the batting order will be recorded as an out.

**22. Bench / Dugout Rule** - Only players, managers, coaches, and score keepers are allowed in the dugout during the game. Players not currently playing must sit on bench or stay within the dugout area during a game. Brothers, sisters, or friends may not be in the dugout at any time during a game.

**23. Missed Bases** - All missed bases must be appealed by the fielding team properly. See High School Rulebook.

**24. Home Field** - The home team will occupy the third base bench. The home team must retrieve foul balls as this is frequent at this field.

**25. Curveball** - No pitch that curves are allowed in this league.

If a curveball is detected, 1.) ball, 2.) Balk, all runners advance one base 3.) Batter is awarded first base.

- **26. Keep it Clean** - Water, sunflower seeds, and chewing gum are part of the game and will be allowed in the dugout and bench area. All teams must keep the dugouts clean and leave them in better condition than they found them. Managers must set the example and enforce this rule to keep our ball fields and dugouts clean. Please use trash cans and keep gum off of the ground and dug out walls.

### **27. Game Summary Sheets and Website**

All game scores are to be reported to the league online site within 24 hours of the game completion. This is the responsibility of the winning manager. Weekly standing will be posted on the website.

**28. Official Game** - No game will be started without an umpire present. The time limit is to be enforced from the time the umpire starts the game. That will be observed as the official start time. Games that are scheduled to start at 6:15 pm cannot begin an inning after 8:15 pm. Once it is decided to start an inning, the entire inning must be completed, unless the home team is winning at the end of the top of the inning.

**29. Playoffs** - There is no time limit for Division Championship games or the World Series Games. All other playoff games will have a 2-hour time limit.

**30. Mound Visits** - For each pitcher, on the Manager's second trip to the mound in any one inning or third trip to the mound during the game, the pitcher must be removed from the pitching position. The player may be placed in any other position or be removed from the game, but may not be reinserted into the pitchers' position during that game. During said conferences from the Defensive Manager, an Offensive coach may confer with any player on the field without penalty. An Offensive coach can have one conference per inning taking no longer than 30 seconds. This is excluded when the umpire calls time out.

**31. Mercy Rule:** No more than **11** players may bat in 1 inning. After the 11th batter has batted and that play has completed, the offensive team will change to defense. This rule will not apply to the World Series or Divisional Championship.

**32. Pre-Game Practice** - For all fields, beginning 15 minutes before game time, the visiting team will take infield practice for a maximum of 6 minutes followed by the home team for another maximum of 6 minutes. The last 3 minutes is for the managers and umpires to meet and go over the ground rules. If the field is not turned over to the other team in the proper amount of time, then the team in violation will forfeit the game. All time before the game is to be used only for infield practice and teams will not conduct batting practice or use the mound to warm up pitchers. Players should keep off of the white chalk lines as best as possible during pre-game.

**33. Protests** - The protest committee will consider all protests and their decisions are final. The following protocol must be used to consider game protests.

**Protests can be made on rule infractions only.**

Protests must be brought to the attention of an Umpire at the time of the

play and before the next pitch. If the play in question is the last play of the game, the protest must be made to the Umpire before he leaves the field.

The point of interest will be noted on both score sheets and signed by both managers and the umpire.

A written protest, including the rule infraction, signed by the Manager or their designated representative and accompanied by a \$25 fee, will be submitted to the League Vice President within three days of the game's conclusion with the exception of holidays.

The Umpire will submit a signed report to the League Vice President stating all the facts pertaining to the protest within three days of the games conclusion.

**34. Manager/Umpire pre-game meeting** - Only the coach/Manager that takes the pregame meeting with the umpire can discuss any issues or problems during the game. Any other coach/score keeper/player must bring their issues through said coach.

**35. Tournament Team** - Coaches must have try-outs every year.

**36. Infield Fly Rule** - An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield Fly" if fair, for batter being out and right of base runner to advance after retouching the base.

**37. Pitching** - Pitchers will be allowed a maximum of 3 innings pitched per game. 1 pitch in an inning constitutes an inning pitched. A 4<sup>th</sup> inning pitched in a single game results in a forfeit. Further, pitchers cannot pitch 2 consecutive days in a row, exceptions to be determined by the Freehan Vice President.

# Kaline Division General Rules



Ages: 12-13

Games: 7 Innings or 2-hour time limit  
Bat Rule: **-3 (No exceptions) (2 5/8-  
inch Barrel, 33-inch length max.)**

1. Games will be 7 innings in length. In case a full 7 inning game cannot be played due to weather or darkness, 4 1/2 innings will constitute a legal game unless the home team is behind in the game. In this case, the home team will get the last at bat.
2. The playing field for the Kaline League will have 75 foot baselines and a 54 foot pitching distance.
3. Bats must be ROSL approved, no more than 33 inches and no more than 2 5/8 inches in diameter at the thickest point. A minus 3 rule applies to the bat weight and length (See Bat Chart on page 13). The bat weight can be no less than 3 ounces of the length of the bat in inches. Any bats, not supplied by the ROSL, must meet National High School Federation requirements.
4. High School designated hitter, re-entry and pitcher removal rules do not apply.
5. All batters must be pitched to. A batter may not be intentionally walked.
6. To insure maximum participation, all lineup substitutions must be made between the bottom of the third and the top of the fourth innings. Violation will result in a game forfeit.
7. A Manager may, at the start of the 7th inning of any game, re-enter any starting Player previously removed from the game. Only starters may be re-entered, and must bat in the same position in the batting order that they were in at the start of the game. Starting pitchers may not be re-entered to pitch, but may play any other position in the field. Exception: If a Player is coming late and/or must leave early, and his Manager has notified the opposing Manager prior to the start of the game, the Player may play less than his 3 complete innings and forfeit will not result. This must be noted on the official score sheet.
8. Courtesy Runners are allowed for the pitcher and catcher only if there are (2) two outs in the inning. The courtesy runner must be the last player batting out.
9. An Optional Extra Hitter may be placed anywhere in the batting order for a total of 10 batters. After 3 innings, the extra hitter is required to play in the field. At that time, a Player that played the first 3 innings in the field must complete the next 3 innings as the Extra Hitter. Each Player must stay in the original batting order. When the game is started with 10 batters, the game should be completed with 10 batters. No additional outs accessed finishing with nine batters.
10. Batters are not allowed to throw bats. If a batter unintentionally throws his bat he is given a warning by the umpire. If the same batter throws a bat again during the course of the game the player is ejected from the game. If the umpire deems that a player intentionally throws a bat that player is immediately ejected from the game.
11. If any batter uses an illegal bat and receives one pitch, the umpire will declare that batter out. That team will receive a warning that any player that uses an illegal bat after that, that player will be ejected from that game only. Bat rule is on pages 6 & 26.

## **Pitching Rules**

1. A pitcher may pitch a maximum of 4 innings. 1 pitch past 3 innings constitutes a full Inning. Pitchers who pitch 4 innings must have 60 hours of rest, starting at midnight following the completion of the game before they are allowed to pitch again.
2. Balk rule. For the first 6 games of the season each pitcher is given one warning before a balk is enforced. After the first 2 weeks, no warnings will be given. It is important for coaches to teach these young pitchers what constitutes a balk and how it is detected by the umpire.

## **Mercy Rule**

If there is a 10 run difference after 5 innings of play in a game, the game will be declared complete. This rule will be a 10 run difference in playoff games as well.

This rule will not apply in the World Series.

**Governing Rules MHSSA** The Michigan High School Athletic Association will govern the play of baseball. Exceptions and ROSL specific rules are noted below and also within each set of league rules.

**12. Minimum Players NEW:** There must be at least 8 rostered players per team to start a game. No longer will an automatic out be assessed for fielding 8 players to start and finish a game.

**13. Injured or sick during game** - If at any time during the game, a team cannot play with at least 8 players, a forfeit will result. Game time is forfeit time for this. If the ninth player gets injured or becomes sick during a game, any rostered player can replace the sick or injured player. The game can continue with a minimum of 8 players. The umpire must be notified of the sick/injured players position in the lineup.

**14. Absent Players** - Once a decision has been made prior to the start of a game that a player will not play in a game, that player may not enter the game under any circumstances. Penalty will be forfeiture of the game. The opposing manager must be notified prior to the start of a game and must sign the official score sheet acknowledging the decision.

**15. Game Roster** - A line up must be submitted with the names of each player that will play in each game. Players that will not play for whatever reason (absent, ill, suspended, vacation) must still be shown on the bottom of the roster sheet.

**16. Late Arriving / Early Departing Players** - These players will be allowed to play in a game. The manager of the opposing team must be notified at the beginning of the game in either case of late arriving or early departing players.

**17. Player Ejection** - If a player is ejected during the first 3 innings of a game, they may be replaced by an eligible player on the bench. If a substitute player (entered game after 3<sup>rd</sup> inning) is ejected after the 3<sup>rd</sup> inning, they may be replaced by a player from the bench. If a starting player is ejected after the 3<sup>rd</sup> inning their team will be required to play with only 8 players for the rest of the game and their spot in the batting order will be recorded as an out.

**18. Players Missing Bases** - All missed bases must be appealed by the fielding team properly. See High School Rulebook.

**19. Bench / Dugout Rule** - Only players, managers, coaches, and score keepers are allowed in the dugout during the game. Players not currently playing must sit on bench or stay within the dugout area during a game. Brothers, sisters, or friends may not be in the dugout at any time during a game.

**20. Home Field** The home team will occupy the third base bench, with the exception of Worden #4, where the home team will occupy first base. The home team must retrieve foul balls as this is frequent at this field.

**21. Keep it Clean** Water, sunflower seeds, and chewing gum are part of the game and will be allowed in the dugout and bench area. All teams must keep the dugouts clean and leave them in better condition than they found them. Managers must set the example and enforce this rule to keep our ball fields and dugouts clean. Please use trash cans and keep gum off of the ground and dug out walls.

**22. Game Summary** All game scores are to be reported to the league VP within 24 hours of the game completion. This is the responsibility of the winning manager. Weekly standing will be posted on the website.

**No game will be started without an umpire present.** The time limit is to be enforced from the time the umpire starts the game. That will be observed as the official start time. Games that are scheduled to start at 6:00pm cannot begin an inning after 8:00pm. Once it is decided to start an inning, the entire inning must be completed, unless the home team is winning at the end of the top of the inning.

1. **Playoffs:** There is no time limit for Division Championship games or the World Series Games. All other playoff games will have a 2-hour time limit.
2. **Mound Visits:** For each pitcher, on the Manager's second trip to the mound in any one inning or third trip to the mound during the game, the pitcher must be removed from the pitching position. He / She may be placed in any other position or be removed from the game, but may not be reinserted into the pitchers' position during that game. During said conferences from the Defensive Manager, an Offensive coach may confer with any player on the field without penalty.

An Offensive coach can have one conference per inning taking no longer than 30 seconds. This is excluded when the umpire calls time out.

**26. Game Times** - See Schedules for all field locations and game times.

**27. Pre-Game Practice** - For all fields, beginning 15 minutes before game time the visiting team will take infield practice for a maximum of 6 minutes followed by the home team for another maximum of 6 minutes. The last 3 minutes is for the managers and umpires to meet and go over the ground rules. If the field is not turned over to the other team in the proper amount of time, then the team in violation will forfeit the game. All time before the game is to be used only for infield practice and teams will not conduct batting practice or use the mound to warm up pitchers. Players should keep off of the white chalk lines as best as possible during pre-game.

**28. Protests** - The protest committee will consider all protests and their decisions are final. The following protocol must be used to consider game protests.

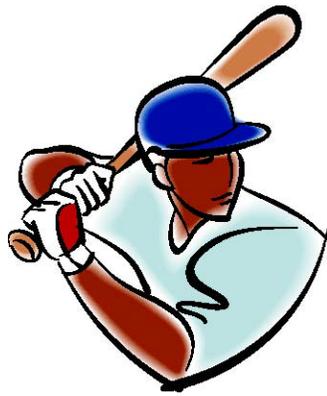
- . **Protests can be made on rule infractions only.**
- . Protests must be brought to the attention of an Umpire at the time of the play and before the next pitch. If the play in question is the last play of the game, the protest must be made to the Umpire before he leaves the field.
- . The point of interest will be noted on both score sheets and signed by both managers and the umpire.
- . A written protest, including the rule infraction, signed by the Manager or his designated representative and accompanied by a \$25 fee, will be submitted to the League Vice President within three days of the game's conclusion with the exception of holidays.
- . The Umpire will submit a signed report to the League Vice President stating all the facts pertaining to the protest within three days of the games conclusion.
- .

**29. Tournament Team:** Coaches must have try-outs every year.

**Infield Fly Rule** - An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield Fly" if fair, for batter being out and right of base runner to advance after retouching the base.

# Harwell Division General Rules



Ages: 14-17

Games: 7 Innings or 2-hour time limit

Bat Rule: **-3 (No exceptions)** (2 5/8

Barrel, 34 inch max) Wood bats  
allowed (34 inch max)

## **Harwell League Rules**

1. Games will be 7 innings in length. In case a full 7 inning game cannot be played due to weather or darkness, 4 1/2 innings will constitute a legal game providing the home team is ahead at the time. In this case, the home team will get the last at bat.
2. The playing field for the Harwell League will have 90 foot baselines and a 60 1/2 foot pitching distance.
3. To insure maximum participation, all lineup substitutions must be made between the bottom of the third and the top of the fourth innings. Violation will result in a game forfeit.
4. A Manager may, at the start of the 7th inning of any game, re-enter any starting Player previously removed from the game. Only starters may be re-entered, and must bat in the same position in the batting order that they were in at the start of the game. Starting pitchers may not be re-entered to pitch, but may play any other position in the field. Exception: If a Player is coming late and/or must leave early, and his Manager has notified the opposing Manager prior to the start of the game, the Player may play less than his 3 complete innings and forfeit will not result. This must be noted on the official score sheet.
5. Courtesy Runners are allowed for the pitcher and catcher only if there are (2) two outs in the inning. The courtesy runner must be the last player batting out.
6. An Optional Extra Hitter may be placed anywhere in the batting order for a total of 10 batters. After 3 innings, the extra hitter is required to play in the field. At that time, a Player that played the first 3 innings in the field must complete the next 3 innings as the Extra Hitter. Each Player must stay in the original batting order. When the game is started with 10 batters, the game must be completed with 10 batters, otherwise the vacant spot in the line-up will be recorded as an out.
7. If a player is not injured, the player must play at least 3 innings in the field. Failure to play all players at least 3 innings will result in a forfeit Unless there is a mercy.

**Pitching Rules**

1. A pitcher may pitch a maximum of 7 complete innings in any one game. A pitcher must have a minimum of 72 hours of rest if he throws one pitch beyond 5 innings of play. One pitch thrown constitutes one complete inning. Violation will result in forfeiture. 72 hours of rest will begin at midnight on game day.
2. Automatic walks are motioned to the umpire by the defensive manager or pitcher.
3. Registered players turning 17 years of age prior to May 1, are not eligible to pitch in the Harwell League.

**Mercy Rule**

1. If there is a 10 run difference after 5 innings of play in a game, the game will be declared complete. This rule will be 10 runs for Playoffs as well.
2. This rule will not apply in the World Series.

**1. Governing Rules MHSSA** - The Michigan High School Athletic Association will govern the play of baseball. Exceptions and ROSL specific rules are noted below and also within each set of league rules.

**2. Minimum Players** - There must be at least 8 rostered players per team to start a game, however after the eighth batter has batted an out will be recorded for that ninth player: each and every time that place comes up in the lineup.

**3. Injured or sick during game** - If at any time during the game, a team cannot play with at least 8 players, a forfeit will result. Game time is forfeit time for this. If the ninth player gets injured or becomes sick during a game, any rostered player can replace the sick or injured player. The game can continue with a minimum of 8 players. If the sick or injured player cannot be replaced and the game is continued, an out will be recorded in their spot in the lineup each time the injured or sick player comes to bat. The umpire must be notified of the sick/injured players position in the lineup.

**4. Absent Players** - Once a decision has been made prior to the start of a game that a player will not play in a game, that player may not enter the game under any circumstances. Penalty will be forfeiture of the game. The opposing manager must be notified prior to the start of a game and must sign the official score sheet acknowledging the decision.

**5. Game Roster** - A line up must be submitted with the names of each player that will play in each game. Players that will not play for whatever reason (absent, ill, suspended, vacation) must still be shown on the bottom of the roster sheet.

**6. Late Arriving / Early Departing Players** - These players will be allowed to play in a game. The manager of the opposing team must be notified at the beginning of the game in either case of late arriving or early departing players.

**7. Player Ejection** - If a player is ejected during the first 3 innings of a game, he may be replaced by an eligible player on the bench. If a substitute player (entered game after 3rd inning) is ejected after the 3rd inning, he may be replaced by any player from the bench. If a starting player is ejected after the 3rd inning, his team will be required to play with only 8 players for the rest of the game and their spot in the batting order will be recorded as an out.

**8. Bench / Dugout Rule** Only players, managers, coaches, and score keepers are allowed in the dugout during the game. Players not currently playing must sit on bench or stay within the dugout area during a game. Brothers, sisters, or friends may not be in the dugout at any time during a game.

**9. Missed Bases** - All missed bases must be appealed by the fielding team properly. See High School Rulebook.

**10. Home Field** - The home team will occupy the third base bench, with the exception of Worden #4, where the home team will occupy first base. The home team must retrieve foul balls as this is frequent at this field.

**11. Keep it Clean** - Water, sunflower seeds, and chewing gum are part of the game and will be allowed in the dugout and bench area. All teams must keep the dugouts clean and leave them in better condition than they found them. Managers must set the example and enforce this rule to keep our ball fields and dugouts clean. Please use trash cans and keep gum off of the ground and dug out walls.

**12. Game Summary Sheets and Website** - **All game scores are to be reported to the league VP within 24 hours of the game completion. This is the responsibility of the winning manager. Weekly standing will be posted on the website.**

**13. Game Lengths / Time Limits** - The following game lengths will be played for the leagues shown.

**Playoffs** - There is no time limit for Division Championship games or the World Series Games. All other playoff games will have a 2-hour time limit.

**No game will be started without an umpire present.** The time limit is to be enforced from the time the umpire starts the game. That will be observed as the official start time. Games that are scheduled to start at 6:15 pm cannot begin an inning after 8:15pm. Once it is decided to start an inning, the entire inning must be completed, unless the home team is winning at the end of the top of the inning.

If any batter uses an illegal bat and receives one pitch, the umpire will declare that batter out. That team will receive a warning that any player that uses an illegal bat after that, that player will be ejected from that game only. Bat rule is on page 6 & 31.

#### **All Evening Games at Worden #4 & #5**

Game time is 6:00 p.m. sharp (first game). No new innings will start later than 8:00 p.m. and will cease and desist at 8:30 p.m. The second game must start by 8:35 p.m. No new innings will start later than 10:35 p.m. and will cease and desist at 10:55 p.m. so the park can be cleared. Remember—Game Time is Forfeit Time—so teams are to be at the field at the scheduled time.

#### **All Evening Games at Memorial Park**

Game time is 6:15 p.m. sharp (first game). No new innings will start later than 8:10 p.m. and will cease and desist at 8:30 p.m. The second game must start by 8:45 p.m. No new innings will start later than 10:45 p.m. and will cease and desist at 11:15 p.m., so the park can be cleared. Remember—Game Time is Forfeit Time—so teams are to be at the field at the scheduled time.

**15. Pre-Game Practice** - For all fields, beginning 15 minutes before game time the visiting team will take infield practice for a maximum of 6 minutes followed by the home team for another maximum of 6 minutes. The last 3 minutes is for the managers and umpires to meet and go over the ground rules. If the field is not turned over to the other team in the proper amount of time, then the team in violation will forfeit the game. All time before the game is to be used only for infield practice and teams will not conduct batting practice or use the mound to warm up pitchers. Players should keep off of the white chalk lines as best as possible during pre-game.

**16. Protests** - The protest committee will consider all protests and their decisions are final. The following protocol must be used to consider game protests.

- . **Protests can be made on rule infractions only.**
- . Protests must be brought to the attention of an Umpire at the time of the play and before the next pitch. If the play in question is the last play of the game, the protest must be made to the Umpire before he leaves the field.
- . The point of interest will be noted on both score sheets and signed by both managers and the umpire.
- . A written protest, including the rule infraction, signed by the Manager or his designated representative and accompanied by a \$25 fee, will be submitted to the League Vice President within three days of the game's conclusion with the exception of holidays.
- . The Umpire will submit a signed report to the League Vice President stating all the facts pertaining to the protest within three days of the games conclusion.

**17. Tournament Team** - Coaches must have try-outs every year.

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**18. Infield Fly Rule** - An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield Fly" if fair, for batter being out and right of base runner to advance after retouching the base.