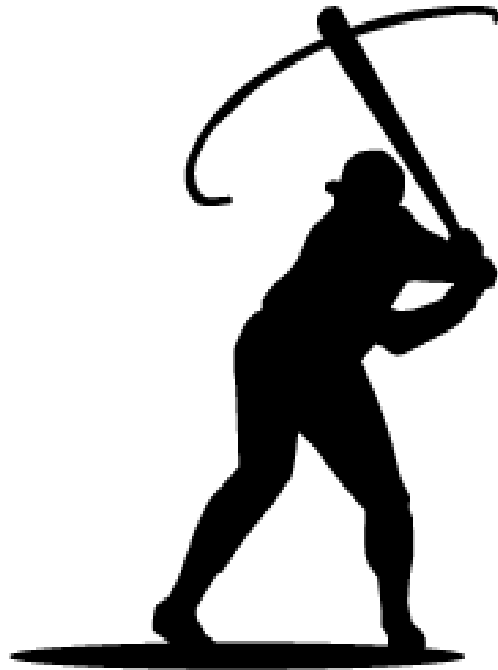


**S**outhern

**H**ills

**Y**outh

**L** league



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# **BASEBALL**

Rules and Regulation

Revised 2/1/2018

League Supervisor \_\_\_\_\_

Town President \_\_\_\_\_

Umpire / Coach \_\_\_\_\_

## BOARD OF DIRECTORS

Each community that is represented in the league shall appoint one member to serve as TOWN PRESIDENT or DIRECTOR. These directors, along with the League Supervisor and Associate Supervisor, will constitute the Board of Directors. This board will be the official governing body of the league. It will authorize the making of the schedules, conduct, tournaments, rule on player eligibility, forfeits, or any other disputes, and will legislate any rules that are necessary for the operation of the league. The League Supervisor, or in his or her absence, an Associate Supervisor, shall act as chairman of the board. Emergency decisions can be made by the supervisor, board members, and any directors available. Any board member is ineligible to vote if his or her community is involved in a dispute that is being acted upon by the board. All decisions of the Board of Directors are final.

## CONTRACTS AND PLAYERS

- (1) League teams are comprised of players from one town's school district except where there are not enough players to field team. Any player from one community may be released to another community at the written request of the parent and the player in addition, the approval of both town directors prior to the first league game.
- (2) Player eligibility is determined by the rules of the Southern Hills Baseball & Softball League.
- (3) The Supervisor, or in his or her absence, an Associate Supervisor, or Town Director has the authority to suspend indefinitely any player, coach, or manager for misconduct until such time that the Board of Directors can make a final decision pertaining to the person. Any player, coach, or manager ejected from any game for the second time shall receive a two game suspension. Any manager or coach receiving a third ejection shall be suspended for the remainder of the season. Any player, coach, or manager who has been suspended has the right of appeal to the Board of Directors. A game as defined for a two game suspension shall be a legally completed game and not just a scheduled game.
- (4) Teams may release or sign players through May 1, of each season.
- (5) Any team not having its contracts submitted to its town director will forfeit all ball games and be ineligible for the post-season tournaments. All contracts and A copy of each team's roster must be submitted to the League Supervisor one week before the start of the season.

## MANAGERS

Each League team must have a manager at least 18 years of age and out of high school unless otherwise agreed upon by the Board of Directors.

## PROTESTS

The Southern Hills Baseball & Softball League follows the rule on protests as defined by the Board of Directors.

(1) Protests may be of two types:

- A. Protests involving ineligible players.
  - B. Protests from the playing field resulting from an umpire's misinterpretation of the playing rules.
- A JUDGMENT CALL FROM AN UMPIRE CANNOT BE PROTESTED.

(2) All protests must be in writing on the Protest Form which is provided by the league. This form with the date, time, and all other items related to the protest must be filed with the League Supervisor along with a fee of \$ 15.00. If the protest is upheld, the \$15.00 is returned. If the protest is not upheld, the fee is placed in the league treasury.

(3) All protests related to player eligibility will be handled by the Board of Directors. All protests related to the rules will be handled by the Board of Directors, and a Chief Umpire. All decisions of either protest board are final and are not subject to review. Decisions rendered apply only to the individual game in question. Protests based upon a judgment call by any umpire will not be considered as a valid protest.

(4) Any team that fails to show up to a game that is schedule either by the league director or mutual agreement between the two team Managers that results in a no call no show procedure, will be forced for forfeit the said game along with a mandatory fee of \$40 paid to the respected town director to cover umpire fees.

## UMPIRES

Umpires will be assigned by the town in which a team is playing. Each town should attempt to use capable and qualified individuals to umpire all league games. The home team will be required to schedule 1 qualified umpire to do the plate if the visiting team wants a base umpire they may choose an individual to do so at there own cost. **This is only for regular season play not tournament play.**

1 umpire is required for all league games.

2 umpires are required for tournament games.

3 umpires are required for championship games.

Age requirement for umpires per league are as followed.

13-15 years of age 8U through 10U league

16-18 8U through 14U league

18+ 8U through A league

## GAME BALLS

The home team will furnish to the umpire at least one new ball and one good used ball for each game. Game balls should be presented to the home plate umpire before the start of the game. The quality of all game balls should be at least that of those approved by the Board of Directors. 12U, 14U and A league will use only a diamond baseball. 8U and 10U league will use a hard covered baseball of good quality. 5U will use level 5 baseballs.

## GAME TIME

All weeknight baseball games will start at 6:30 p.m. All weekend games are scheduled by class.

- 10U = Monday @ 6:30p.m. and Saturday @ 12:00p.m.
- 12U = Tuesday @ 6:30p.m. and Saturday @ 2:00p.m.
- A League = Wednesday @ 6:30p.m. and Saturday @ 6:00p.m.
- 14U = Thursday @ 6:30p.m. and Saturday @ 4:00p.m.
- 8U & 5U = Wednesday @ 6:30p.m. and Friday @ 6:30p.m.

A forfeit cannot be declared until 30 minutes have passed from the scheduled start of the game.

A 2hr. time limit will be on all weekend games **this rule does not apply on weekday games**. Once a game reaches the 2hr. mark, the inning must be completed and game will be called.

## PLAYING FIELDS

(1) Home team managers are responsible for determining if a field is playable. It is his or her responsibility to contact the visiting manager as soon as possible and in enough time to allow the visiting manager to contact his or her players.

(2) The home team is responsible for re-scheduling any make-up games. The Home team has at the least 2 attempts to reschedule. Any make-up games not re-scheduled within 2 attempts will be re-scheduled by the affected League Director and played within 1 week. Once the League Director sets a date that is final and whichever team does not show will forfeit the game. Any game not played by the beginning of the tournaments will not be re-scheduled. Home team will take forfeit if an attempt is not made or proper procedures are not followed.

# PLAYER ROSTERS

It shall be mandatory for each manager to exchange player rosters with the opposing manager before the start of their first game with each other. If any new players are added, rosters must be exchanged again.

If a team drops below the legal number of players they may combine with another team, or add players to get them to legal numbers with the approval of the Town Supervisor and the League Director.

# PLAYING RULES

National League rules prevail except where the official Southern Hills Baseball & Softball League rules prevail. **A signed copy of these rules with the Leagues Directors Signature is required to be posted at every location in the league.**

Special playing rules:

- (1) A game cannot be started with less than 8 players. If the 8 players are present, the game can be started but the 9<sup>th</sup> position will be an automatic out. If you play with 10 in the field, there is no out for the missing 10<sup>th</sup> player. There will not be an out if you start with 9 players.
- (2) When a batter is entitled to run to first base after a dropped third strike, he or she will be declared out if he or she turns and heads to the dugout before attempting to run to first base.
- (3) The infield fly rule does not apply in Classes 12U, 10U, 8U or 5U.
- (4) Any runner shall be declared out if he or she does not ATTEMPT TO GO AROUND a fielder attempting to make a tag on the offensive player.(this means on a play at the plate also) If, in the judgment of the umpire, contact between the players result in the malicious contact, the runner can also be ejected from the game. THIS DOES NOT MEAN A PLAYER MUST SLIDE INTO A BASE; THEY MUST ATTEMPT TO AVOID MALICIOUS CONTACT WITH THE FIELDER, AND STAY WITH IN THE BASELINE AREA.
- (5) All subs MUST be reported to the other scorekeeper upon entering the ball game. FAILURE TO DO SO WILL RESULT IN AN OUT.
- (6) There will be a limit of 3 coaches allowed on the playing field during the game, with the exception of 8U and 5U.
- (7) There will be (1) umpires at all league games, (2) at all tournament games, and (3) umpires in Championship game. 8U and 10U Leagues there will be (1) umpire for league and tournament games, and (2) for Championship game.
- (8) NO PARENT will umpire behind the plate in a game their child is playing in.
- (9) The run rule in place for the leagues as follows:

A League = Play 7 inning games. No 10 run per inning rule. 15 runs after 5 (4 ½ if home team is leading)

14U League = Play 6 inning games. 7 run per inning rule in effect. Game run rule will be 15 runs after 4 (3 ½ if home team is leading)

12U League = Play 6 inning games. 7 run per inning rule in effect. Game run rule will be 15 runs after 4 (3 ½ if home team is leading)

10U League = Play 5 inning games. 7 run per inning rule. Game run rule will be 15 runs after 3 (2 ½ if home team is leading)

8U League = Play 4 inning games. 7 run per inning rule in effect. There is no early conclusion run rule in effect. ***Except due to rain or darkness, in this case it will go by D League early stoppage.***

A 7 run per inning rule applies to 10U, 12U, & 14U leagues, this does not apply to last inning of game. This rule is not in effect in Championship game of tournament.

(10) All players must play a minimum of 6 outs (exception- discipline of a player. Opposing coach must be informed before game begins.) This rule does not apply to games called early on run rule and in tournaments.

(11) If a game is stopped because of rain or darkness it will be restarted from that point and finished, if it is not an official game. **AN OFFICIAL GAME IN THIS SITUATION IS DETERMINED BY EACH LEAGUE AS STATED ABOVE IN THE RUN RULE SECTION.**

(12) No metal spiked shoes allowed (**EXCEPT A BASEBALL**).

(13) Single pegs on bases are optional.

(14) No tobacco products of any kind allowed on the playing field.

(15) Each manager is responsible for the conduct of their players, coaches, and fans. The use of alcoholic beverages, profane language or improper conduct will not be tolerated. Violation will be immediate ejection from the field and further disciplinary action.

(16) Any person that is asked to leave the ballpark by an umpire or authorized personnel of the ballpark must leave the park within 10 minutes or the offending team will be considered a forfeit. Umpires should not tolerate foul language by coaches, parents or players. **RESPECT THE GAME!!!**

(17) Only the official manager or the designated coaches (maximum of 3) and the participating players shall be on the playing field or the player's bench during the progress of an officially scheduled game.

(18) Only the official manager or designated coach of a team participating in a scheduled game may address the umpire on a disputed play during the progress of a game.

(19) Any of the starting players may be withdrawn and re-entered once, providing such player occupies the same batting position in the line-up. If a player becomes injured or ejected and all substitutes have played, the opposing manager may choose any player from the bench to replace the injured or ejected

player. This does not apply to a team using an all batter line up. A Starting pitcher may only be re-entered once during the game.

(20) A coach may choose to use an all batter line up for his or her game. If you use this you can sub on defense at will, and bat all of his or her players. However, if a coach uses an all batter line up and one of his or her players gets injured or ejected or has to leave the game for whatever reason, then the vacant spot in the line-up will become an automatic out.

(21) A batter hit by a pitch is awarded 1<sup>st</sup>. base only if an attempt was made by the batter to not get hit. This is the umpire's judgment.

(22) Player throwing a bat- 1<sup>st</sup>. Time = warning, 2<sup>nd</sup>. Time = out, 3<sup>rd</sup>. Time = player ejected from game.

(23) Any batter that is hit by a pitch must make an attempt to avoid contact, if batter does so, the umpire will award first base to the batter. If a ball bounces and hits batter they will still be awarded first base if an attempt is made to avoid contact, at this point the ball is dead and any base runners cannot advance past base awarded.

## EQUIPMENT

(1) Regulation baseball should be used for 5U, 8U and 10U league. Diamond brand baseball will be required for 12U league through A League.

(2) Batting helmets are mandatory from the point each offensive player steps into a live ball area.

(3) It is mandatory for catchers to wear a head protector, chest protector, and shin guards, anytime they are behind the plate.

(4) Face guard is recommended for pitchers and infielders, but are not mandatory.

(5) No jewelry shall be worn by a player. 1<sup>st</sup> appearance = player will be called out 2<sup>nd</sup> appearance = player ejected from game. (Sweat bands and medical bracelets are permitted)

## BASEBALL LEAGUE AGE REQUIREMENTS

A League 15 - senior in High School (Senior cannot pitch.)

14U League	13 - 14 years of age
12U League	11 - 12 years of age
10U League	9 - 10 years of age
8U League	6 - 8 years of age
5U League	4 - 6 years of age (6 year olds may be placed on an 8U jr. team if

ready. Town Directors discretion)

A player for an above league must fall within these age groups by May 1 of the year signing up. If a player is younger than the age stated for a league, they can move up in leagues, with the approval of the coach, and the Town Supervisor, but a player may not be too old for a league, the player will have to move up to the next league. Once a player moves up he or she is not permitted to move back down that player will be required to remain in the said league until the player is too old. If a player plays for an OHIO HIGH SCHOOL team they will not be permitted to play 14U League they will be required to play A League.

## OFFICIAL GAME

A League Baseball	7 innings
12U & 14U League Baseball	6 innings
10U League Baseball	5 innings
8U League Baseball	4 innings
5U League Baseball	3 innings

## PLAYING DISTANCES

Baseball	Pitching	Bases	Softball	Pitching	Bases
A League	60ft.	90ft.	A League	43ft.	60ft.
14U League	54ft.	80ft.	14U League	40ft.	60ft.
12U League	48ft.	70ft.	12U League	35ft.	60ft.
10U League	42ft.	60ft.	10U League	30ft.	50ft.
8U League	35ft.	60ft.	8U League	30ft.	50ft.
5U League	35ft.	50ft.	5U League	35ft.	50ft.

## 5U LEAGUE RULES

These rules are in effect for 5U, along with the League rules stated in the front of this book.

(1) Games will be 3 innings in length.



- (2) All batters shall bat through the line up in each inning.
- (3) There is no early stoppage run rule in effect.
- (4) A max of 12 players will take the field on defence; coach may place players any were on field.
- (5) Batter gets 4 attempts to hit off the tee
- (6) Coaches may at any time after a play is dead, take a moment to instruct a player on what they are doing wrong so that young players learn the fundamentals. This should be a quick talk and not delay the game.
- (7) There is no stealing or running on dropped 3<sup>rd</sup>. strike.

## 8U LEAGUE RULES

These rules are in effect for 8U, along with the League rules stated in the front of this book.

- (1) Games will be 4 innings in length.
- (2) The per inning run rule will be 3 outs or 7 runs whichever comes first.
- (3) There is no early stoppage run rule in effect. **Except due to rain or darkness, in this case it will go by D League early stoppage.**
- (4) Defense fields 10 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9<sup>th</sup> position will be an automatic out (no out will be taken for 10<sup>th</sup>.) Once 9<sup>th</sup> position is filled by a regular player an automatic out is no longer in effect.
  - (5a) 8U junior coach will pitch entire game. Coach may stand or kneel to pitch but a foot must be on the rubber.
  - (5b) 8U senior coach will pitch 1<sup>st</sup> and 3<sup>rd</sup> innings. Coach may stand or kneel with one foot on the rubber. Kids will pitch 2<sup>nd</sup> and 4<sup>th</sup> innings with a 50 pitch count. When batter reaches 4 balls coach will then pitch and has 3 pitches. The batters swings are determined by how many strikes the batter had during the kid pitch.
- (6) When coaches are pitching, no walks will be called, and only swinging strikes will be called. A Maximum 7 pitches from coach. A batter will be called out if swings at 3 pitches or coach reaches the max pitch count of 7. A batter can foul off the 7<sup>th</sup> pitch as many times until a strike out occurs or ball is put in play.
- (7) There is no stealing or running on dropped 3<sup>rd</sup> strike.

(8) Play will be stopped when the ball reaches the Coach or player on the pitching mound. Coaches need to try to stay clear of a ball in play and only be of help on the mound to stop play. When play has been declared dead the umpire will determine if the runner was half way if so the said runner will be awarded that base, if runner was not half way the umpire will send runner back to previous base.

(9) There must be 1 umpire for each game. No parents shall umpire a game.

## 10U LEAGUE RULES BASEBALL

These rules are in effect for 10U League, along with the League rules stated in the front of this book.

(1) Games will be 5 innings in length.

(2) The per inning run rule will be 3 outs or 7 runs whichever comes first. This does not apply to last inning of the game.

(3) Early stoppage run rule will be in effect: If after 3 innings (2 ½ innings if the home team is leading) a team is ahead by 15 or more runs the game shall be declared concluded.

(4) Defense fields 9 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9<sup>th</sup> position will be an automatic out. Once 9<sup>th</sup> position is filled by a regular player an automatic out is no longer in effect.

(5) No leading off bases.

(6) Runners may steal but only after a pitched ball has passed the batter. Runner may only advance 1 base and cannot steal home. A base runner cannot steal a base while the coach is pitching.

(7) No running on dropped 3<sup>rd</sup>. strike.

(8) Infield fly rule is not in effect.

(9) Bunting is not permitted.

(10) No pitcher may pitch more than 60 pitches on consecutive days.

(11) Once the pitcher reaches a 4 ball count on the batter, a coach shall pitch the remaining strikes the batter has left. When coach is pitching only swinging strikes will be called with a MAX OF 3 pitches. If a batter swings and misses on the 3<sup>rd</sup> strike or batter does not put ball in play on these pitches (or foul last pitch off) the batter is out. Batter may foul off as many pitches as they can, till ball is put in play or a strike out occurs. Coach must pitch in a manner of a flat pitch from the pitcher's mound, no exceptions. A coach cannot walk a batter.

## 12U LEAGUE RULES BASEBALL

These rules are in effect for 12U League, along with the League rules stated in the front of this book.

- (1) Games will be 6 innings in length.
- (2) The per inning run rule will be 3 outs or 7 runs whichever comes first. This does not apply to last inning of the game.
- (3) Early stoppage run rule will be in effect: If after 4 innings (3 ½ innings if the home team is leading) a team is ahead by 15 or more runs the game shall be declared concluded.
- (4) Defense fields 9 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9<sup>th</sup> position will be an automatic out. Once 9<sup>th</sup> position is filled by a regular player an automatic out is no longer in effect.
- (5) Leading off bases is permitted.
- (6) Stealing of bases is permitted.
- (7) Running on dropped 3<sup>rd</sup> strike is permitted.
- (8) Infield fly rule is not in effect.
- (9) Bunting is permitted.
- (10) No pitcher may pitch more than 70 pitches on consecutive days.
- (11) Play will immediately stop on a BALK but no bases will be awarded. This will be a very brief instruction from the umpire in charge to correct the issue and instruct the pitcher on what he/she did wrong.

## 14U LEAGUE RULES BASEBALL

These rules are in effect for 14U League, along with the League rules stated in the front of this book.

- (1) Games will be 6 innings in length.
- (2) The per inning run rule will be 3 outs or 7 runs whichever comes first. This does not apply to last inning of the game.
- (3) Early stoppage run rule will be in effect: If after 4 innings (3 ½ innings if the home team is leading) a team is ahead by 15 or more runs the game shall be declared concluded.

- (4) Defense fields 9 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9<sup>th</sup> position will be an automatic out. Once 9<sup>th</sup> position is filled by a regular player an automatic out is no longer in effect.
- (5) Leading off bases is permitted.
- (6) Stealing of bases is permitted.
- (7) Running on 3<sup>rd</sup>. dropped strike is permitted.
- (8) Infield fly rule is in effect.
- (9) Bunting is permitted.
- (10) No pitcher may pitch more than 80 pitches on consecutive days.
- (11) A portable mound is recommended but not mandatory.

## A LEAGUE RULES BASEBALL

These rules are in effect for A League, along with the League rules stated in the front of this book.

- (1) Games will be 7 innings in length.
- (2) Early stoppage run rule will be in effect: If after 5 innings (4 ½ innings if the home team is leading) a team is ahead by 15 or more runs the game shall be declared concluded.
- (3) Defense fields 9 players, a game cannot start with less than 8 players. If 8 are present, the game can be started, but the 9<sup>th</sup> position will be an automatic out. Once 9<sup>th</sup> position is filled by a regular player an automatic out is no longer in effect.
- (4) Leading off bases is permitted.
- (5) Stealing of bases is permitted.
- (6) Running on 3<sup>rd</sup>. dropped strike is permitted.
- (7) Infield fly rule is in effect.
- (8) Bunting is permitted.
- (9) Metal cleats are permitted
- (10) No pitcher may pitch more than 90 pitches on consecutive days.