

Carmel Dads' Club

7th-8th Grade League Rules

1. General Conduct of Game

1.1. Rule Interpretation

- 1.1.1. Judgment calls made by the umpire are final and cannot be protested.
- 1.1.2. Only the acting head coach of a team may request a rule interpretation.
 - 1.1.2.1. The request must be made prior to the next pitch being delivered.
 - 1.1.2.2. The acting head coach shall make the request by announcing to the head umpire "Rule Interpretation Request"
 - 1.1.2.3. Upon a request by the acting head coach for a rule interpretation, the head umpire shall call time out.
- 1.1.3. A review of the rule shall be between the head umpire, any field umpire, and the acting head coaches of each team.
- 1.1.4. Only the head umpire may request the commissioner on duty to make a rule interpretation.
- 1.1.5. Any rule not specifically addressed herein shall be governed by the rules for baseball published by the National Federation of State High School Associations.

1.2. Time Limit, Postponed and Cancelled Games

- 1.2.1. Games are seven innings when time allows.
- 1.2.2. Games are subject to a two hour time limit.
- 1.2.3. Games may exceed the time limit when necessary to complete an inning already started but no inning shall begin after time has expired. For time limit purposes, the next inning starts as soon as the 3rd out of the previous inning has been recorded.
- 1.2.4. 5 innings played constitutes a completed game (4 ½ if the home team is ahead)
- 1.2.5. In the event a game is called to end prematurely (i.e. weather) the score from the last completed inning will be used to determine the winner.
 - 1.2.5.1. The umpire may allow additional time only when a major delay has occurred.
 - 1.2.5.2. The umpire shall announce to both head coaches any extension of the time limit.
- 1.2.6. Extra innings will be allowed only if the time limit has not expired.
- 1.2.7. All games are considered final when the umpire declares the game has been completed.
- 1.2.8. Games shall be considered playable until coaches learn otherwise from the commissioner on duty.
 - 1.2.8.1. Cancelled or suspended games will be rescheduled if possible only if rescheduling will not affect other games or practices.

- 1.2.8.1.1. Canceled games shall take precedence over suspended games.
- 1.2.8.1.2. Suspended games that are not rescheduled will be considered official at the time of suspension.
- 1.2.8.1.3. Postponed games will resume at the time/inning that the game was halted.
- 1.2.8.1.4. Preference in rescheduling will be extended only if a team is in jeopardy of losing three or more regular season games to cancellation.
- 1.2.8.2. Games shall never be played when lightning or thunder is evident.
- 1.2.8.3. The league commissioner may prevent play when damage to the field or increased risk of injury to players might result.
- 1.2.9. Each team is allowed one offensive and one defensive time out per inning.
 - 1.2.9.1. A trip to the mound counts as a defensive time out.
 - 1.2.9.2. Any time a coach's discussion with a defensive or offensive player results in the delay of the game the team will be charged with a time out. (This is the umpire's call.)
- 1.2.10. Run Limits
 - 1.2.10.1. There will be a 6 run limit in innings 1 through 4. Innings 5 through 7 have no run limits

1.3. Minimum Roster

- 1.3.1. Teams will be allowed to play an official game with a minimum of 6 rostered players plus 3 call-up players obtained through the call-up system.
- 1.3.2. A forfeit will be declared only if a team cannot field eight players for a game including call-ups.
 - 1.3.2.1. If the game is forfeited, teams will play a practice game.
- 1.3.3. The goal of house league baseball is to play the game if at all possible even if it means taking players from the opposing team and playing a practice game. (The umpires should stay and call the game and all the official rules will apply. If both coaches decide to let the umpires leave and use the time as practice, the 2 hour time limit is still in effect.)
- 1.3.4. All coaches are required to use the same game lineup document which will be provided to them by the league and/or general commissioner.

1.4. Ten Run Rule

- 1.4.1. A game shall be called complete by the head umpire at the completion of the top of the fifth inning when the home team is leading by ten or more runs.
- 1.4.2. A game shall be called complete by the head umpire at the completion of the fifth inning when the visiting team is leading by ten or more runs.
- 1.4.3. While the game becomes official at that point, the teams may continue to play until the two hour time limit has been reached.

1.5. Batting Cage

- 1.5.1. Batting cage use is scheduled at O'Malia field.

- 1.5.2. Visiting teams will use the cage for 20 minutes beginning 1 hour prior to their scheduled game start time.
- 1.5.3. Home teams will use the cage for 20 minutes beginning 40 minutes prior to their scheduled game start time.
- 1.5.4. All other use is on a scheduled basis for team batting practice only.
- 1.5.5. No other use is allowed.

1.6. Team Duties

- 1.6.1. Coaches shall exchange game lineups via email by 9 PM the night before the game or at least 15 minutes (hard copy) prior to the scheduled game start time if a coach receives late notice of player(s) not attending.
- 1.6.2. All coaches are required to use the same game lineup document which will be provided to them by the league and/or general commissioner.
 - 1.6.2.1. The lineup shall include each player's full name, jersey number, batting order, and starting position.
- 1.6.3. Each team shall provide one adult scorekeeper other than the head coach.
 - 1.6.3.1. The home team shall keep the official scorebook.
 - 1.6.3.2. Scorekeepers shall be present 15 minutes prior to the scheduled start time.
 - 1.6.3.3. A legible and complete scorebook must be kept.
 - 1.6.3.4. The official start time announced by the umpire shall be noted in the scorebook.
 - 1.6.3.5. Innings pitched by each pitcher shall be properly and accurately recorded in the scorebook. (The home team coach will email the commissioner the pitchers names and number of innings pitched after each game and prior to their next game.)
 - 1.6.3.6. At the conclusion of each game both head coaches shall initial the innings pitched in the official scorebook.
 - 1.6.3.7. Once the coach has left the park, the scorebook becomes official.
- 1.6.4. Each team shall supply personnel to repair the mound, home plate area, base paths, and infield and replace the mound and home plate tarps after each game.
- 1.6.5. Each team shall be responsible for removing all trash and equipment from and sweeping their respective dugouts at the conclusion of the game.

1.7. Protests/Ejections/Suspensions

- 1.7.1. No protests of any nature are allowed.
- 1.7.2. Any player or coach ejected from a game by the umpire or commissioner on duty must immediately leave the playing field.
- 1.7.3. Any player or coach ejected from a game is automatically suspended from the next scheduled game.
- 1.7.4. Any spectator ejected from the game must immediately leave the ball park area.
 - 1.7.4.1. If the game is on a CDC facility the person must leave the CDC property.

1.7.4.2.If the game is on Carmel Clay School property, the person must leave the school property

1.7.4.3.Any spectator ejected from a game is automatically suspended from the next scheduled game.

2. Pitching

2.1. Any pitch during an inning constitutes an inning pitched

2.2. A pitcher must retire or walk the first batter faced in an inning prior to being removed except in the case of an injury.

2.3. Pitch limits are 3 innings per game. Any pitch in an inning counts towards the inning count

2.4. Only one trip to the mound by a coach is permitted in any inning.

2.5. When the starting pitcher is removed from the mound prior to the completion of an inning, he may return as a pitcher once in the same game but not in that inning.

2.6. When a pitcher other than the starting pitcher is removed from the mound prior to the completion of an inning, he may not pitch again in that game.

2.7. Call ups may not pitch

2.8. Extra innings count as innings pitched

2.9. All balks will be enforced. EACH PITCHER WILL BE ALLOWED ONE BALK WARNING PER GAME.

2.10. Any violation of rule 2 will result in forfeiture of the game by the offending team.

2.11. A PITCHER MUST BE REMOVED FROM THE GAME IF HE HITS TWO BATTERS IN THE SAME INNING. HE MAY NOT PITCH AGAIN IN THAT GAME.

3. Batting

3.1. All rostered players will bat in continuous order regardless of whether or not they have played or will play a defensive position that inning.

3.2. Any batter sustaining an injury while batting will be replaced at bat by the last batter to make an out.

3.2.1. The count of pitches and balls will remain as it was prior to the substitution.

3.3. Call-ups shall bat last in the batting order.

3.4. If a team is playing with only 8 players, the 9th batting position shall not be counted as an out and play will continue at the top of the batting order.

4. Runners

4.1. Runners must avoid contact at 2nd and 3rd base and at home plate when there is a defensive play made at that base.

4.1.1. A team with a runner on third base and leading by six or more runs may not steal home on an overthrow from the pitcher to the catcher.

4.1.2. Runners may advance only one base on an overthrow that goes outside the foul lines (i.e. overthrow to 1B, 3B). Runners may continue to advance as long as the play is within the field of play

- 4.1.3. No head first slides are allowed unless the runner is returning to a base.
- 4.1.4. Failure of a runner to slide and makes contact when a defensive play is being made will result in the runner being called out if contact is made with the defensive player. These are judgement calls to made by the umpire.
- 4.1.5. If a base runner does not slide and makes an obvious attempt to make contact with the defensive player, he shall be called out and may be removed from the game by the umpire. (These are considered judgment calls by the umpire.)
- 4.2. Any runner sustaining an injury while running the bases will be replaced by the last batter to make an out.
- 4.3. The use of hit sticks/swing sticks are not approved for use unless approved by both the 7th/8th league and general commissioner.
- 5. **Guaranteed playing time**
 - 5.1. The goal of the house league is equal playing time for all players.
 - 5.2. Each and every player must play no less than 3 innings in a game unless the game is completed early.
 - 5.3. In games where long innings indicate a four or five inning game each player should play approximately one hour.
 - 5.4. All players must play 2 complete official games over the course of the season.
 - 5.5. Guaranteed playing time can be affected by unexcused absences and tardiness from practices or games. (Any player attendance issues need to be discussed with the commissioner prior to any action being taken. This will allow for consistency throughout the league.)
- 6. **Call-ups**
 - 6.1. Call-up players shall be selected from the same grade level as the absent player whenever possible.
 - 6.2. Call-up players may not pitch or catch.
 - 6.3. Call-up players shall bat last in the batting order.
- 7. **Dugouts and Equipment**
 - 7.1.1. Only the head coach, two assistants, and the scorekeeper are permitted in the dugout or the playing field area during the game.
 - 7.1.2. Base coaches shall remain within the confines of the coaching boxes.
 - 7.1.3. Defensive coaches may be outside the dugout but shall remain along the dugout fence.
 - 7.2. Home teams shall occupy the 3rd base dugout and visiting teams the 1st base dugout.
 - 7.3. The dugout is limited to players listed on the lineup (no one else including friends, siblings or players from other teams), the head coach, two assistant coaches, one batboy, and one scorekeeper. (The bat boy/girl should have a helmet on and remain in the dugout while the game is in play.)
 - 7.4. All equipment not in use shall be stored inside the dugout at all times.
 - 7.5. On deck batters must wear a helmet at all times while outside of the dugout.
 - 7.6. Only the batter at the plate and on deck may have a bat in their possession.

- 7.7. All swings by the batter on deck must come from the inside fence and away from the dugout entrance/exit so as to avoid injury of any nearby players.
- 7.8. No jewelry of any kind may be worn at practices or games.
 - 7.8.1. Medical Emergency jewelry is to be evaluated by coaches on a case by case basis.
- 7.9. Metal cleats are allowed.
- 7.10. Only metal bats with a maximum -3 length to weight ratio are permitted.
All wood bats are acceptable.
- 7.11. Only the 1st baseman is permitted to use an oversize “first baseman glove”.

8. Practice

- 8.1. Team practices on CDC fields are per scheduled times and field assignment only.
- 8.2. It is the coach’s responsibility to prep the field following practice including raking, filling holes, replacing tarps, returning tools to proper storage areas, and locking gates and turning off lights where and when applicable.
- 8.3. **FIELDS ARE CLOSED TO PRACTICE WHEN WET.** (There is plenty of green space to still toss the ball and practice. Please do not use any material to try and “dry” the field for practice.)
- 8.4. Players are required to attend team practices unless they have notified their coach that they will be absent for a valid reason.

Other Notables:

- No dogs or pets of any kind are permitted on CDC property.
- Vehicles are not permitted to drive through or park near the fields or clubhouse.
There is plenty of parking available in designated areas.