

Carmel Dads' Club

9th-12th 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. A game is official at the end of 4 innings are at the end of 3 ½ innings if the home team is ahead at that time.
- 1.2.3. All games are subject to a two hour time limit (this includes the playoffs but does NOT apply to the final championship games).
 - 1.2.3.1. 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.
 - 1.2.3.2. The umpire may allow additional time only when a major delay has occurred.
 - 1.2.3.3. The umpire shall announce any extension of the time limit.
- 1.2.4. Extra innings will be allowed only if the time limit has not expired.
 - 1.2.4.1. During the playoffs, extra innings will be allowed without regard to the time limit. However, the following speed-up rules will apply:
 - 1.2.4.1.1. In the 8th inning, inning starts with runner on 2nd, one out
 - 1.2.4.1.2. In the 9th and subsequent innings, inning starts with runner on 3rd base and two outs.
 - 1.2.4.1.3. Starting runner will be the last batter from the previous inning

- 1.2.5. All games are considered final when the umpire declares the game has been completed. No protests will then (ever) be allowed.
- 1.2.6. Games shall be considered playable until coaches learn otherwise from the commissioner on duty.
 - 1.2.6.1. Cancelled or suspended games will be rescheduled if possible only if rescheduling will not affect other games or practices.
 - 1.2.6.1.1. Canceled games shall take precedence over suspended games.
 - 1.2.6.1.2. Suspended games that are not rescheduled will be considered official at the time of suspension.
 - 1.2.6.1.3. Postponed games will resume at the time/inning that the game was halted.
 - 1.2.6.1.4. Preference in rescheduling will be extended only if a team is in jeopardy of losing three or more regular season games to cancellation.
 - 1.2.6.2. Games shall never be played when lightning is evident.
 - 1.2.6.3. The league commissioner may prevent play when damage to the field or increased risk of injury to players might result.
- 1.2.7. Each team is allowed one offensive and one defensive time out per inning.
- 1.2.8. Run Limits
 - 1.2.8.1. 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. A team must have a minimum of 8 players to begin or continue a game.
 - 1.3.1.1. If a team begins a game with less than 9 players, the ninth batting position will be vacated with no out.
 - 1.3.1.2. If a team is able to begin a game, but subsequently fails to field a minimum of 8 players, the game can continue if the opposing coach agrees to provide player(s) for fielding positions. However, opposing team players will play only in the outfield.
 - 1.3.1.3. For batting purposes, if a team continues with less than 8 players, vacated batting lineup positions will result in an automatic out.
- 1.3.2. 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.
- 1.3.3. A forfeit will be declared only if a team cannot field eight players for a game including call-ups.
 - 1.3.3.1. If the game is forfeited, teams will play a practice game.
- 1.3.4. 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.)

1.4. 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. The home team is responsible for collecting two games balls from the designated equipment area.
- 1.6.2. Coaches shall exchange game lineups at least 15 minutes prior to the scheduled game start time.
 - 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.
 - 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. Both teams are responsible for replacing the tarps, repairing the mound, home plate area, base paths, and infield 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. The umpires and commissioners will have absolute authority to eject a player for un-sportsman like conduct or unsafe behavior.
 - 1.7.2.1. Any player or coach ejected from a game by the umpire must immediately leave the playing field.
 - 1.7.2.2. First offense – A one game suspension will be assessed, to be served for the next schedule game. The player will not be allowed to

substitute for any team during his suspension. Probation will apply for the remainder of the season.

- 1.7.2.3. Second offense – If a player or coach is ejected from a game for a second time within the same season, he will be removed from CDC participation for the remainder of that season. Future participation in any following season will be based upon review and approval by the Baseball Steering Committee prior to the next season.
- 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.

Pitch limits are 3 innings per game. Any pitch in an inning counts towards the inning count.
- 2.3. Only one trip to the mound by a coach is permitted in any inning.
- 2.4. When the starting pitcher is removed from the mound, whether after a complete inning or prior to the completion of an inning, he may return as a pitcher once in the same game but not in that inning.
- 2.5. When a pitcher other than the starting pitcher is removed from the mound, whether after a complete inning or prior to the completion of an inning, he may not pitch again in that game.
- 2.6. Call ups may not pitch
- 2.7. Each pitcher will be allowed one balk warning per game.
- 2.8. 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 showing up after the start of the game will be added at the end of the batting order.
- 3.3. Should a player be required to leave the game, his position in the lineup will be vacated (skipped with no out).

- 3.3.1. It is the responsibility of the coach impacted to notify the opposing coach prior to the player's at bat. Once a player's position has been vacated, the player is ineligible to re-enter the game.
- 3.4. Any batter sustaining an injury while batting will be replaced at bat by the last batter to make an out.
 - 3.4.1. The count of pitches and balls will remain as it was prior to the substitution.
- 3.5. Call-ups shall bat last in the batting order.
- 3.6. 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. 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, at the discretion of the umpire, may be ejected from the game.
- 4.2. Any runner sustaining an injury while running will be replaced by the last batter not to reach base or the last batter to make an out.
- 4.3. Courtesy runner: When a catcher is on base with two outs, he may be replaced by a pinch runner, who must be the player on the bench who made the last out.
 - 4.3.1. 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.
- 4.4. Any team leading by 7 or more runs is restricted from stealing home. This rule does not apply in the playoffs.

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 the field during the first five innings of a game, subject to 5.2.1.
 - 5.2.1. Guaranteed playing time does not apply when the player arrives after the start of the game and can be affected by unexcused absences and tardiness from practices or games.

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 be selected from the 7th-8th grade league with prior approval of the player's normal team coach and if no players are available from the 9th-12th grade league.
- 6.3. Call-up players may not pitch or catch.
- 6.4. Call-up players shall bat last in the batting order.

7. Dugouts and Equipment

- 7.1. Use of an illegal bat will result in an out if the violation is detected before the first pitch is delivered to the next batter.

- 7.1.1. Legal bats may be 2 ½” or 2 5/8” barrel diameter with a length to weight ratio (drop) of no more than -3. There are no weight restrictions on 2 3/8” barrel diameter.
- 7.1.2. 2 ¾” barrel bats are not allowed.
- 7.2. A second illegal bat infraction in the same game by the same batter will result in the batter being ejected from the game.
- 7.3. Home teams shall occupy the 3rd base dugout and visiting teams the 1st base dugout.
- 7.4. All equipment not in use shall be stored inside the dugout at all times.
- 7.5. Only the on deck batter is allowed outside the dugout to warm up prior to hitting.
- 7.6. On deck batters must wear a helmet at all times while outside of the dugout.
- 7.7. No jewelry of any kind may be worn at practices or games.
 - 7.7.1. Medical Emergency jewelry is to be evaluated by coaches on a case by case basis.
- 7.8. Metal cleats are allowed; however anyone wearing metal cleats should never step on any of the protective tarps covering the pitcher’s mound and home plate.

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.** Players are required to attend team practices unless they have notified their coach that they will be absent for a valid reason.