

# FISHERS-HSE YOUTH BASEBALL RULES

## ALL AGE LEAGUES

Reviewed and Approved Mar 16, 2016

Play shall be governed by current High School Rules or Babe Ruth Rules as applicable with the following changes as noted below. Players will be assigned to leagues based upon grades rather than age.

### GENERAL

1. **Calendar Week.** The calendar week is Monday through Sunday.
2. **Uniform.** Each player must wear the complete uniform at all times. The complete uniform will consist of team shirt, team cap, baseball socks, and baseball pants (long). Shirts must be tucked in. If cold weather, additional clothing can be worn except that pitchers are not allowed to wear white long sleeves or a glove on their catching or pitching hand. Players not in compliance with the uniform rule for a particular game will be able to play unless denied by the Commissioner of that league.
3. **Equipment.**
  - a. Only approved BASEBALL bats are to be used. The length of the bat should not exceed the HSE supplied bats and the barrel must be 2 3/4" or less (2 1/4" for 1<sup>st</sup>/2<sup>nd</sup> grade and younger). Aluminum or wood may be used.
  - b. Every batter must have a helmet on while hitting and while on deck.
  - c. Mouth guards are RECOMMENDED but not provided by the League.
  - d. Catchers must wear **ALL** of the protective gear: a throat guard, protective cup, shin guards, chest protector, mask/skull cap and official catcher's glove. The catcher during warm-ups on the field or in the warm-up area must wear a mask. Only an adult can warm-up a pitcher without a mask.
  - e. Only the first baseman can use an over-sized glove.
  - f. The wearing of jewelry except for medical identification is not allowed.
  - g. Metal cleats will NOT be allowed below 7th grade. Ages 7th grade and above may use metal baseball spikes.
4. **Conduct.**
  - a. The team Coach is responsible for the conduct of his Assistant Coaches, players and fans. No foul language will be allowed by the players, coaches or fans. Good sportsmanship must be displayed at all times. No players should throw any equipment (helmet, bat, glove etc.). Trash talking above and beyond normal baseball chatter talk or any verbal or physical abuse of the umpire by players, coaches or fans will NOT be tolerated. A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or commissioner has the discretion to remove one or more individuals (coaches, players, fans) from the grounds for inappropriate behavior. A team and/or a player may be forfeited from a game and/or tournament for repeated violations of conduct.
  - b. No smoking on the diamond, including the dugouts.
  - c. No alcoholic beverages are permitted.
5. **Post-Game.** After the game, both teams are responsible for picking up all trash from the dugouts and stands and disposing of it in the proper trash cans or trash bags. Both teams should help with

field prep prior to the game but it is ultimately the home team's responsibility. Both teams should help with post game clean up (tarps on diamond etc.) but ultimately it is the visiting team's responsibility. Each team should make a schedule for cleaning duty similar to the drink/snack schedule. If you are not the last game of the night on your field you must have post-game meetings after you have cleared the dugout allowing the next team to take the field.

## **ROSTER**

6. An official team roster will consist of no more than twelve (12) players (unless approved by the Commissioner), One (1) Coach, Two (2) Co-coaches, and a team scorekeeper in the dugout. Only the Coach and/or Co-coach are permitted to coach the bases.
7. The official team roster will consist of only those players selected by the coach during the league draft. At the discretion of the Commissioner, if a team has less than twelve (12) players on their roster and a new player becomes available (i.e. a kid on the waiting list or a kid that moves into town after the registration cutoff) and that coach would like to fill his roster, that player may be added to complete their team roster.
8. The team roster chosen by a draft at the beginning of the season cannot change except by approval of the commissioner.
9. **Forfeited Game.** A game will be forfeited if a team cannot field, at the start of the game, (including the 10 minute grace period) a minimum of eight players. However, the Farm System can be used for a game to avoid a forfeit and or increase your game time roster up to nine players. Farm System players can only be used to bring the game time roster to a maximum of nine. If a tenth player shows up after the start of the game, the farm system player must be allowed to play the minimum number of innings. Players from the Farm System must be played **ONLY** in the outfield. Farm System players must be a current Registered Member of the HSE Youth Baseball League. See 9a for Farm System.
- 9a. **Farm System:** Any current registered participating member of the League (including Travel players) that plays in a League beneath yours is a member of your Farm System. Blue may pick up any player from their age group in White or American League or anyone in a lower age group. White may pick up any American League player from their age group or anyone from a lower age group. American may pick up from any lower age group.

## **GAME RULES**

10. **Home Team designation.** Home team designation will be determined by the designated schedule from the Commissioner. Home team will sit on the third base side and the Visitors will sit on the first base side.
11. **Pre-Game Warm-up.** To ensure games start on time, teams should be at the diamond 30 minutes before scheduled game time; the Visitors have the field for the first 15 minutes and the Home team has the field the last 15 minutes before the start of the game. No infield practice is to be taken by either team prior to the 2<sup>nd</sup> game of the night.
12. **Game Ball.** The Home team will be responsible for providing two game balls. The balls should be new or relatively white.

13. **OFFICIAL SCOREKEEPER.** The Home team is the official scorekeeper. The scorekeeper of both teams SHALL consult after each inning. Any discrepancies at the end of any inning must be resolved AT THAT TIME. Any disputes will be settled by the home plate umpire (and League Commissioner if needed).
14. **Grace Period and Forfeit.** A 10 minute grace period will be extended after the scheduled start of the game. After this grace time has passed and a team has not shown itself to be ready to play, then the game will be forfeited. A game cannot be played with less than eight (8) players. If a grace period is needed and the game is played; the official start time of the game is from the scheduled start time, not the end of the grace period.
15. **Fair Play/Guaranteed Playing Time.**  
**REGULAR SEASON:**
- a. All players, except in the case of injury/illness or disciplinary action, must play a minimum of three (3) innings in a 6-inning game (two (2) innings if his team is only in the field for five (5) or less innings).
  - b. Every player **MUST** be allowed to play an EQUAL amount of time during the regular season as all of the other players. RECOMMENDATION: (a) rotate every player into the game so no player sits on the bench more than two (2) innings or (b) a player gets to play an **ENTIRE** game in every other game (Example: if a player comes to 14 games during the season, this player must have played an entire game in at least seven (7) games.) If there are an odd number of games, multiply by 50% and round down. (Example: Player comes to 13 games, this player must have played an entire game in at least six (6) games).
  - c. A Player that was injured during the game and could not play an entire game will be considered to have played their designated innings or the entire game, whichever is applicable, for (b) above.
- \*\*\*This rule can only be suspended due to injury or disciplinary action by the coach to a player. \*\*\*
- TOURNAMENT GAMES:**
- a. All players, except in the case of injury/illness or disciplinary action, must play a minimum of three (3) innings in a 6-inning game (two (2) innings if his team is only in the field for five (5) or less innings).
  - b. **There is NO rule regarding playing an entire game in at least 50% of the games during the tournament.**
16. **Protests.** Balls, strikes and all other judgment calls by the umpire may **NOT** be protested or argued. Protests of a rule interpretation are allowed and will be settled by the umpire and/or commissioner at the time of the dispute and will be final. Any protest not lodged before the next pitch is thrown after the time of the issue in question will not be allowed or protested and the play will continue.
17. **Paying the Umpire:** The Home team is responsible for paying the umpire for the game.
18. **NO Umpire.** In the instance there is no umpire for a game, a coach from the team at bat will be the umpire or the coaches can pick a parent(s) to umpire. The coach that is pitching to his team cannot be the umpire.
19. **NO** one is allowed to stand behind the backstop.

20. **First Aid Kit.** Coaches are issued first aid kits. Coaches are responsible for having the kits available.
21. **Field Maintenance.** The fields are supposed to be dragged, plate and mound filled in, and bases lined before each game by the teams preparing to play. If the fields are not being maintained in this manner, please report this to the Commissioner. Home teams are responsible for preparing the field for play. Visitors are responsible for closing the fields.

### LENGTH OF GAME

22. **Game Length/Time Limit:** Age 5<sup>th</sup>/6<sup>th</sup> and under: Games are scheduled for six (6) innings or a time limit that does not allow another inning to start after 90 minutes from scheduled start time. Babe Ruth: Games are scheduled for seven (7) innings or 2 hours from scheduled start time.

Any inning starting within 15 minutes of the game-ending time limit will be considered the final inning. No additional innings are to begin after the final inning regardless of the time remaining.

23. **Complete Game.** 5<sup>th</sup>/6<sup>th</sup> Grade and Under: A complete game will consist of six (6) innings; however, a ten (10) run rule after four innings, eight (8) run rule after five innings, will apply. Babe Ruth: A complete game will consist of seven (7) innings; however, a ten (10) run rule after five innings, eight (8) run rule after six innings, will apply.
24. **Minimum Game Length.** A minimum of four (4) innings played, (3 1/2 if the home team is ahead) or a full 90 minutes played (2 hours in Babe Ruth), whichever is reached first, will constitute a complete game. If a game is suspended due to weather or darkness and has not completed the minimum number of innings to be considered a complete game, that game will be rescheduled and completed from the point where it was suspended to completion whether it is a six (6) inning game or falls within the maximum time frame. There will be no completely replayed games. See also rule regarding "Game Continuation."
25. **Weather.** Prior to the game, the coach of each team should call the SPORTS Weather line (465-8575) to see if the games have been postpone due to weather. All postponed games must be rescheduled through the League Scheduler and must include your League Commissioner.
26. **Lightning and Thunder.** If inclement weather moves in during the game, the game will immediately be terminated and all players and family must leave the field if **ANY** lightning is seen or thunder is heard. 30 minutes must pass after a lightning strike or thunder before play can resume. If it is only raining and NO lightning and/or thunder, the game can continue as long as the coaches from both teams agree that the playing conditions are safe and playable.
27. **Time Limit:** A time limit is in effect for each game. 12 and under is 90 minutes. Babe Ruth is 2 hours. See rule 28 for Championship Games. Any inning starting within 15 minutes of the game-ending time limit will be considered the final inning. No additional innings are to begin after the final inning regardless of the time remaining.
28. **Championship Game Length.** A two hour time limit is in effect for the League championship game. No inning can begin after two hours. An inning started before the time limit will be allowed to be completed. Immediately after the final out of a full inning has been executed, a new inning is deemed to have begun.

29. **Suspended Game.** If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a complete game, then the final result of that game will revert back to the previous full inning played. If the minimum has not been played the balance of the game will be rescheduled.
30. **Ties.** If a game is tied at the end of the time limit the game shall end in a tie. No extra time can be taken to break the tie. No rescheduling to determine a winner.
31. **Game Continuation.** A game that was suspended due to weather or darkness, that had not completed the minimum number of innings or game time to constitute a complete game, when continued will begin from the point where the game was suspended (i.e. runners on base, outs, runs etc. as it existed when the game was suspended) until there is a winner. This includes, keeping the same batting line up (except if a player is missing) and the pitcher situation will continue where it left off (i.e. innings and pitches pitched). The batter that was up when the game was suspended will start with a no balls no strikes count.

### REPORTING GAME RESULTS

32. At the **conclusion** of each game, EACH team will call or e-mail the Commissioner within 24 hours to report:
- The results of the game: Team name and number for winner and loser and score of the game.
  - Pitching: The names of the pitchers, their number of pitches AND number of innings pitched.
  - The name(s) of any Farm System players used.

When all the above information is in for the week, the Commissioner will then issue to all coaches the scores and league standings.

### HITTING

33. **Batting Order.** ALL PLAYERS WILL BAT. A batting order will be established prior to the start of the game. Only those players present and part of the official team roster or a player picked up from the Farm system at the start of the game can be in the batting order. This batting order will be kept for the entire game once the game has started. A player arriving after the game has started will be put at the end of the batting order. If a player is injured or becomes ill during the game and is officially removed from The game (coach informs umpire, both scorekeepers, and opposing coach) the injured or ill player cannot re-enter the game. His batting position WILL NOT result in an out as long as the team still bats / fields a full team (9 or 10 depending upon your league and age group) without him. If the players removal results in your team continuing with only 8 players, his spot in the order will be an out each time it comes around. If his removal results in your team fielding only 7 players you must forfeit the game. If your player misses his at bat due to injury or illness without having been officially removed (coach informs umpire, both scorekeepers, and opposing coach that he is permanently leaving the game) then your team batted out of order and his missed at bat results in an out.
34. **On-Deck Batter.** When a team is at bat, ALL players are to be in the dugout except for the batter at the plate and the on-deck batter. The on-deck batter must wear a helmet. All equipment will be stored inside the dugout or behind the bench at all times.

35. **Playing with only 8 players.** A team that fields only eight (8) players must count what would be the ninth batter as an out.
36. **Speed-up Rule.** Speed-up Rule will be in effect. If your catcher (if he is catching in your next defensive half of the inning) reaches base with 2 outs, he should be replaced on base by the previous batter in your line up that is not still on base.
37. **Maximum Run Limitations.** For 5<sup>th</sup>/6<sup>th</sup> and Under only: A team may score a maximum of 6 runs per inning, excluding inning number 6 or subsequent innings after that. In inning number 6 or beyond, a team can score an unlimited number of runs. If it is clear that the fifth inning (or the 4<sup>th</sup> inning), prior to the first pitch of that inning, will be the last inning and the umpire and both coaches are aware of this, prior to the first pitch, the run limit will be lifted for this inning. A game will be called if a team is ahead by 10 or more runs after completion of 4 innings or 8 or more runs after 5 innings.
38. **Throwing Bat.** Throwing of bats by a batter is dangerous. Umpires will warn the batter and the team on the first offense. The second offense by any batter, the batter is called out.
39. **Ground Rule Double.** Any ball hit in fair territory which hits inside the outfield fence and then bounces over the fence or goes beyond the fence, the hit is a two base hit. Runners are awarded two bases and the ball is dead until the next pitch.
40. **Injury.** Any batter sustaining an injury while batting will be replaced at bat by the last batter not to reach base. If the injured player consequently will miss his next at bat refer to Rule # 33.

## FIELDING

41. **Field Positions.** Each team will use nine (9) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders (first base, second base, short-stop and third base), and three (3) outfielders.
42. **For age group 3<sup>rd</sup>/4<sup>th</sup> grade National and Under.** If the base runner is forced back towards the base by the defensive team, the base runner is NOT allowed to advance until the next pitch. However, if an attempt is made to throw the base runner out, the base runner may advance at will. This rule is to eliminate delays in the game from the fielder/runner taunting.
43. **FREE Substitution.** For 12 and under only: Any player that is not playing or has been taken out of the game can enter or re-enter the game at any time at any position. Substitutions must be reported to the other team. This rule does NOT apply to pitchers. Once a pitcher is removed, he can NOT re-enter as a pitcher later in the game. See also Rule on substituting for a base runner or batter due to injury.

## PITCHING

### The Calendar week for pitching is Monday through Sunday

44. For 12 and under only: A pitcher that hits three batters in an inning, four in a game, must be replaced with a new pitcher (or coach/pitcher for 9/10 American) to finish the inning. The replaced pitcher cannot re-enter that game as a pitcher.

## BASE RUNNING

### 45. Close Play Safety Rule:

- A. Defender cannot impede base runner in any base path.
- B. Defender must give the base runner access to all bases. He cannot block any base.
- C. Base runner must avoid contact with the defender
- D. A player not sliding when a slide is warranted and intentionally hitting another player will be ejected from the game.

*If the defender has the ball in his possession*, he may stand with his foot on the edge of the base for a force out or straddle the base in a position that allows the defender to place his glove between the base runner and the next base for a tag out, whichever is fundamentally appropriate for the play that is about to occur. He cannot block the plate with anything except his glove having the ball in it. If the defender has the ball in his possession in time, he may run up the line to tag the runner or force the runner's retreat. The defender however cannot cause a collision. If the defender has the ball in his possession, the runner must slide, give himself up, attempt to avoid the tag without making contact, or retreat to the previous base. If he cannot / does not do one of the four, he will be out. If the runner collides with a defender with the ball in his possession, he will be out even if the defender drops the ball as a result.

*If the defender does not have the ball in his possession*, he cannot in anyway impede the runner's progress. He cannot stand on or around the base in a position that slows or stops the runner. He cannot be standing in the base path. If he does, the base runner can be awarded the base regardless (refer to base runner interference rule). The base runner has the right to the base path in all cases except when the defender is making a play on the ball that is in the base path. The base runner must avoid a collision with a defender making a play on the ball in his path.

The umpire(s) must determine if the base runner is out for not sliding when warranted or if the base runner is safe due to the defender being improperly positioned in the base runners path. Coaches must instruct all runners to slide anytime a play could be close. Coaches must instruct all defenders to cover their base in a way, prior to having possession of the ball that will not impede the runner. The Player Agent, League Commissioner, and Umpire Commissioner must review any violations of this rule that might warrant further consequences such as additional game suspensions.

46. **Head First Slides.** For 12 and under only: Head first slides are **NOT** allowed at any base and will result in an out unless the base runner is diving back (retreating) to the previous base.

### 47. Interference.

- a. Base runners intentionally interfering with the defensive player will be called out.
- b. Defensive players must remain out of the base paths and not block bases or home plate. If a defensive player interferes with the base runner or intentionally blocks a base or home plate, the player is automatically awarded the base he/she was heading towards.
- c. No coach may touch or assist a player between the bases during a play. This is an AUTOMATIC OUT.

48. **Over Throws.** A runner gets 2 bases if a fair ball thrown (not from the pitchers plate) becomes a dead ball

because of bouncing over or passing through a fence and reaching 'out of play' territory. This means if a runner had not yet reached first and the ball goes out of bounds he would be awarded 1st and 2nd. If a runner had already occupied 1st he would be awarded 2nd and 3rd. If he had already occupied 2nd he would get 3rd and home. Note: When two runners are between the same bases on an overthrow to dead ball territory, the lead runner receives 2 bases and the following runner is awarded one, since both runners cannot share the same awarded base. Exception: Runners between 2nd and 3rd would score because the award does not result in both runners sharing the same base. The award is to be determined from base occupied at time of pitch if it is the first throw of an infielder after the hit ball. If it is a throw by an outfielder or a subsequent play by any fielder the award is to be determined from the base occupied at time of throw. Any throw or pitch from the pitchers plate that goes out of bounds will result in the award of one base only.

**49. Injury.** Any runner sustaining an injury while running will be replaced on the base by the last runner not to reach base. If the injured player consequently will miss his next at bat refer to Rule # 33.

**50. For age group 11/12 American and Under.** If the pitcher has the ball in his possession and is standing on the pitching mound area (not the rubber), the base runner can attempt to steal if the fielding team has NOT made the runner retreat to the base. Once the pitcher is on the rubber or the defense has made the runner retreat to the base, the base runners can NOT advance until the next pitch.

**51. Interactions and Discussions with Umpires.**

Umpires are scheduled and compensated via a contracted service.

Only the Head Coach should discuss issues with umpires. If a coach has a problem with the umpire in his game, the coach should contact the League Commissioner after the game. The League Commissioner should evaluate the situation and discuss or e- mail the Director of Umpiring with his overview. The Director receives nightly calls from umpires and/or their parents. It is difficult to give adequate attention to coaches concerns as well as umpire and parent concerns. Also, please notify your League Commissioner if your umpire fails to show up for a game. This will allow the Director to call them and/or make arrangements for future games they are scheduled to umpire.

**52. Enforcement:** Any violation of the rules stated above can result in a game being forfeited and/or a Coach being suspended or removed from the league. The appropriate league commissioner has the authority to levy such action without any board approval.

**53. Appeal:** A coach may appeal a commissioner's decision outlined in the enforcement (49) section to the league. Appeal board will consist of the Board President, Player Representative and three additional commissioners. These five individuals will hear both sides of the enforcement issue and render their opinion within 24 hours of the league commissioner's original decision. These discussions may or may not be face to face. Telephone conferences may be necessary to accommodate all parties and provide direction to the players that will be affected by the outcome.