

## **Southern Middle TN Baseball 11u-12u Open Division**

### **GENERAL RULES**

Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to September 1st will not be eligible, without prior approval from the league.

A 10 minute grace period in effect before the first game of the day only. The official game start time will revert back to the scheduled start time.

Any player causing a collision, not avoiding a collision or not attempting to avoid a collision, at any base, will be called out. In addition, if the collision, in the judgment of the umpire is deemed intentional, the player will be ejected from the game.

Official time will be kept by the home plate umpire and/or scoreboards where applicable, start time will also be noted on official home team score book.

Roster - Max of 15 players, 1 - Manager (Head Coach), and 3 - Coaches

Base Distance - 70 FEET

Pitching Distance - 50 feet (from the back of home plate to the center of the pitching rubber)

**Time Limit = 6 innings or 1 Hour 30 minutes, whichever comes first. No inning can start after 1:15 minutes. Any started inning will be finished whenever 1 team can be declared the winner or the inning comes to an end. If the game runs past the start time of the next game, the following game should start 5 minutes after the previous game ended.**

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

All teams must be prepared to start 15 minutes prior to their scheduled game time.

All field gates must remain closed during the game. A player is only allowed to exit the dugout onto the field (to go on deck) when the ball is dead.

Games will be called with two (2) umpires, one behind the plate, calling balls & strikes. The other will be located in an appropriate position in the field, based on current base runners. If a second umpire is unavailable, an official from the park should be asked to fill in as the second umpire. If a league official is unavailable due to other obligations, it will be left to the discretion of both coaches to be agreed upon someone willing and able to make the calls in the field. The home plate umpire can over rule any call made by the agreed upon umpire.

**Umpires use discretion, when it applies to standard baseball rules for runners interference, player interference, ground rule doubles, or other baseball plays not called out in these rules.**

### **OFFICIAL GAME**

6 inning game (6U-12U) affected but not limited to the weather, darkness, etc. shall be considered a complete game after 3 complete innings or 2 ½ if the Home team is winning. A game which is stopped after the 3rd inning, but not in a complete inning, will revert back to the last completed inning.

An official inning consists of three (3) outs or five (5) runs maximum.

**No game will end until all able players in the lineup have batted, regardless of score or time.**

### **RUN RULES**

Maximum runs scored per half inning = 5 runs. **Sixth (6th) inning = unlimited runs.** Mercy rule still in effect.

12 Runs after 3 innings

8 Runs after 5 innings

10 Runs after 4 innings

### **TIE GAME**

If there is still time remaining, the game will continue with 1 extra inning, if the game is still tied at the end of that inning, the game will end in a tie.

If the game ends in a tie, then the Pool Play - Tie Breaker Criteria will be used for Tournament Seeding

### **POOL PLAY - TIE BREAKER CRITERIA**

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|---|--|
| <ul style="list-style-type: none"> <li>• Head to Head (only when 2 teams are tied)</li> <li>• Runs Allowed</li> </ul> | <ul style="list-style-type: none"> <li>• Runs Differential (max +/- 7)</li> <li>• Coin Toss</li> </ul> |
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Note: When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to the previous criteria of Head to Head

**BAT RESTRICTIONS**

Ages 7U – 13U: No restriction on weight/length. Bat must be a baseball bat (small or big barrel), no Tee-Ball bats. Baseball bats must be with a BPF 1.15, USA, or BBCOR stamp. Wood bats are also allowed.

Illegal Bat (Penalty): If discovered by the defensive team upon appeal during the at bat, the batter will be declared out. Any subsequent outs made on a play will stand. All other actions caused by the use of the illegal bat shall be nullified. (Runners return to their last legally occupied base at the time of the pitch). The appeal must occur before the next pitch or attempted play. If improperly appealed, bat will be removed from play with no penalty assessed.

A list of illegal bats can be found at: <https://www.usssa.com/baseball/baseball-withdrawn-and-or-non-compliant-baseball-bat-models> & <https://usabat.com/decertified-bats/>

**BASEBALLS**

2 - New baseballs will be provided at the start of each game by the home field location. The home plate umpire will be in position of the baseballs during the game

All teams are responsible for retrieving foul balls, and returning them to the home plate umpire during the game. Each team will receive a game ball at the conclusion of the game.

If a team elects to keep a ball from play during the game, a new tournament grade baseball must be given to the home plate umpire as a replacement for that game.

**PLAYER SAFETY**

**Player safety is of the utmost importance!! Use good judgement and do what's best for all the players!**

**Catchers:** Catchers should wear all appropriate protective gear including chest protector, shin or leg guards, catchers helmet with facemask and throat guard. ALL Catchers must wear hockey style mask.

**Helmets:** All offensive players shall use a double ear flap batting helmet whenever at bat, on deck, on base, or any other time outside of the dugout when the ball is live and in play.

**Metal Cleats:** Metal Cleats are not allowed in the 6U – 12U age divisions. They are allowed in the 13U – 18U divisions. **NO metal cleats on portable pitching mounds or turf fields.**

**Base Runners:** Teach all players to avoid a collision with another player. If there is a close play at a base or home plate, the runner should slide to avoid a collision, if they don't try to slide they will be called out.

**COACHES**

A maximum of four (4) coaches per team are allowed in the dugouts. Only two (2) coaches are permitted to stand outside the dugout in LIVE BALL territory defensively. All interference rules will apply should a coach choose to stand outside the dugout. The coaches must stay within the vicinity of the dugout entrance.

The Manager/Head Coach should always come to the plate meeting prior to the start of the game. The coach that attends the plate meeting will be the only coach that communicates with the umpire throughout the game concerning rule interpretations and/or protests.

**LINE-UP & BATTING ORDER**

Each team MUST prepare a written line-up, listing first and last names and numbers of all players that are available prior to each game. Players' numbers on the line-up card submitted at ground rules MUST match the players' numbers participating. Line-ups must be given to the home plate umpire at ground rules. Note: **Once the line-up is submitted at ground rules, no additions/changes can be made, unless agreed upon between the umpire and opposing coaches prior to the first pitch.**

If a player is listed on the lineup when the lineups are exchanged, is not available (late) when the game starts that player should be added to the bottom of the order. If they are still not present when their turn comes up to bat, the player will be skipped in the lineup the first time through the lineup and the team will not be penalized. If the player is still not present at the time of their second at bat, they will be removed from the lineup and will not be allowed to play in the game. The team will not take an out for this player.

If only 8 players are available, teams may start and finish a game with eight (8) players, without taking an out for the 9th spot in the line-up.

If a team has less than nine (9) players, a catcher's position must be fielded.

If the line-up drops below 8 players, the game will be considered a forfeit, but will be played.
A team can add <b>ANY NUMBER OF PLAYERS</b> from the <b>12u REC, 10u Open, or 10u REC</b> if in need of a player to help fill the field. Extreme caution must be used in determining child's ability to play in this division. In addition, player must play in the outfield and must occupy the last batting position. <b>This can ONLY be done to bring the team to 9 players.</b>
Continuous batting order, all players on the teams roster will bat, with free defensive substitution
Note: When batting a continuous batting order, if a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity. If the line-up drops below nine (9) players, teams will not take an out for the ninth player each time he is scheduled to bat.
<b>OFFENSE RULES</b>
No Slinging the bat.
<b>PENALTY:</b> The player will get <b>1 warning</b> . If the player slings the bat during the same at bat, they will be called out and all runners will return to the base they were on before the ball was pitched. The entire team will be warned after the at bat is complete. If a bat is slung after the team warning, the player will be out, and all runners will return to the base they were on before the ball was pitched.
<b>Batters may not indicate a "fake bunt" then pull back and swing, or slash bunting.</b>
<b>PENALTY:</b> If the player pulls back, and then hits (swings) or attempts to hit (swing), they will be called out.
Bunting is allowed.
Any attempt to bunt with 2 strikes, results in a foul ball or foul tip, the batter will be out.
Stealing is allowed at anytime.
Lead-offs are allowed.
Base Runners can advance on the dropped third strike.
If there is a close play at a base or at home plate, the runner must make an attempt to slide and avoid a collision with the defensive player. Any player not attempting to avoid collision, will be called out.
During play, the umpire will call "Time" and declare the ball dead when the ball is controlled by an infielder on the infield <b>AND</b> the lead runner stops, or alters his running towards the next base. Runners will be sent back to last touched base if the umpire determines the runners were not more than halfway to the next base. <b>This is a judgment call by the umpire.</b> The intent of this rule is to mitigate the "cat & mouse game" with the lead runner so the other runner can move up.
<b>Play at the plate:</b> In the event there is a play at the plate, the batter must make an attempt to get out of the home plate area, and not interfere with the throw to the defensive player.
<b>PENALTY</b> for interfering with the play at the plate, a warning will be issued, and all runners will return to the base previously touched. Second offense, the batter will be declared out, and all runners will return to the previous base touched.
<b>COURTESY RUNNERS: (9U – 18U)</b>
Courtesy runners may be used for the catcher of record at anytime. It is recommended to use the courtesy runner to keep the game moving. The courtesy runner must be the player who made the last out. If at any time, a courtesy runner is determined to be ineligible, the proper replacement (if available) shall be used without penalty. If a player become injured while running the bases, that player can have a substitute player run for them, but the injured player will not be allowed to play the field the following inning.
<b>DEFENSE &amp; FIELDING</b>
NO Intentional Walks
Nine (9) defensive players shall play in the field with three (3) outfielders
All players must play at least two (2) defensive innings.
Outfielders (3) must stay in the outfield until the ball is hit.
Note: Teams may start with 8 players. However, they must play all the infield positions.

Dropped third (3) strike rule applies. If the catcher drops the third strike, the batter is allowed to advance to first base, unless the ball was tipped, then the at bat would continue. If the bases are loaded, and the catcher drops the third strike, the batter is out, and the runners cannot advance.

The infield fly rule is in effect. The ball must be a fair fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs.

**Obstruction to a base: The defensive player CANNOT block the runner from the base or plate, without the ball. If a defensive player obstructs a runner from advancing to a base or has an impact on the play, the runner will be awarded the base, and the defensive team will be issued a warning. Second offense by the same defensive player, the player will need to be removed from that position, and the coach will need to work with the player at a later date.**

### **PITCHING RULES & LIMITATIONS**

**These player are still KIDS! Do NOT violate any of these pitching rules! You will gain NOTHING by causing a life long injury to these kids, by over pitching them to win a baseball game!**

No player regardless of age can pitch more than 10 innings in a calendar week

The calendar week is Monday through, and including, Sunday.

Balks will be called. No warnings will be given. After the second balk the umpire can decide to allow the coach to explain to the pitcher why the balk is being called without it counting as a mound visit.

Teams will track their own pitching and will verify/sign the opposing teams Pitching Chart/Scorebook after each game. Once the pitching chart is signed, it will be considered official.

If a pitcher delivers one (1) pitch in an inning he shall be charged for one-third (1/3) inning pitched.

85 Pitches will be the Maximum amount of pitches that a pitcher can pitch in a day.

Once a pitcher is removed from the mound that game, he can not return as a pitcher for that game.

No pitcher shall appear in a game as a pitcher for two consecutive days, regardless of pitch counts. That pitcher will require 1 day of rest prior to pitching in another game.

If a pitcher throws less than 40 pitches in a game, he will be eligible to pitch in the same day can but still can not exceed 85 pitches total for the day

If a game was forfeited or called before it became a regulation game and the umpire declares it "no game", the pitching eligibility is the same as it was before the "no game" was started. If a game is forfeited after it became a regulation game, all pitches and innings will count towards the pitch count.

If a pitcher reaches the maximum pitch count limit, while facing a batter, the pitcher can continue to pitch until either the batter has reached base safely or has been retired.

A pitcher can only pitch a maximum of 10 innings a week or a maximum of 85 pitches per day, there is no inning limit during tournament play, only pitch limits.

If a player pitches for more than one team, those innings, days, and pitches will count toward the 8 inning weekly maximum, 2 consecutive days of pitching, and rest days from a previous pitched game.

Mound Visits: If a coach makes a 2nd visit, to the same pitcher, in the same inning, he must remove that pitcher from the pitching position.

**If a player throws 21 pitches or more and plays catcher during a game, that player will not be allowed to pitch or catch in any more games that day. If a player begins the game at catcher, and then is brought in as a relief pitcher, that player can not return to catcher during that game regardless of pitch count.**

### **REST REQUIREMENTS**

1 - 40 Pitches - 0 Days Rest

66-80 Pitches - 2 Days Rest

41 - 65 Pitches - 1 Day Rest

80+ Pitches - 3 Days Rest

2 Consecutive days of pitching will require 1 Day of Rest regardless of pitch count.

TOURNAMENT REST SCHEDULE	
1 - 40 Pitches - 0 Days Rest	66+ Pitches - 2 Days Rest
41 - 65 Pitches - 1 Day Rest	
3 Consecutive days of pitching will require 1 Day of Rest regardless of pitch count.	
PENELTY FOR VIOLATION OF PITCHING RULES	
<b>The pitching limit rules are in place to protect pitchers, THEY ARE KIDS!</b>	
A team will not be considered in violation, unless a pitcher has pitched a ball to a batter.	
If a team or coach violates any of the rules listed above, there will be NO forfeit for the 1st violation, if it is discovered during the game.	
1st violation discovered during the game: The coach will have to remove the pitcher at that time and the manager will be ejected from the rest of the current game and serve a one (1) game suspension.	
Any team or coach found in violation of the pitching rules listed above, after the game, will result in a forfeit of that game by the violating team, and the manager will serve an immediate one game suspension for the next game.	
2nd violation: Immediate game forfeit, and the manager will be suspended for 3 games or the remainder of the tournament.	
3rd violation: Immediate game forfeit, and the manager will be suspended for a minimum of 1 year, and a meeting will be held between all organizations (EWA, SWA, CG, & Bethesda) to determine if that manager can continue in the league.	
EJECTIONS	
All player ejections will be reviewed by the tournament director to determine eligibility for the remainder of the tournament. All players ejected from a regular season game will serve a 1 game suspension, and a review of the ejection will be discussed between the SMTB Directors (EWA, SWA, CG, & Bethesda) of the league, and more discipline actions may be handed down.	
Coaches, parents, or spectators ejected from a game will be suspended for 1 game or for the remainder of the tournament. Any coach, parent or spectator ejected from a game must leave the area and cannot be within 300 feet of your game. It is the sole discretion of the tournament director or League official from the home park.	
SPORTSMANSHIP	
All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgement calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.	
Player safety is of utmost importance, please review and distribute all these rules to all coaches, players, and parents.	
<b>THESE ARE KIDS, PLEASE ACT LIKE ADULTS AND ALLOW THEM TO HAVE A POSITIVE EXPERIENCE! THEY ARE NOT PLAYING FOR A SCHOLARSHIP AT THIS AGE OR IN THIS LEAGUE, IT'S JUST A GAME!</b>	
PROTESTS ARE NOT ALLOWED IN THIS AGE GROUP, THEY ARE 12 y/o KIDS!	
If there is a disagreement or issue, get your commissioner involved immediately AFTER the game. There should not be any "trials" taken place on the fields in front of 5, 6, 7, 8, 9, & 10 year old kids! They don't understand what you are arguing about. It's just a game to them and they just want to have fun.	

**RULES COMMITTEE EXPLAINED**

**Tournament Director:** The person in charge of the tournament being played.

**Southern Middle Tennessee Baseball (SMTB) Organization Directors:** 5 members total from EWA, SWA, C.G. & Bethesda. Their information is provided below.

**League Officials:** Consist of any board member of the home park.

**SMTB Organization Directors**

**Rusty Hagenbuch - East Williamson Athletics (EWA)** - EWA Baseball Commissioner

Email: Rusty@chargerit.com Phone: (615) 483-2387

**Michael Bishop - College Grove** - College Grove Baseball Commissioner

Email: collegegrovebaseball@gmail.com Phone: (615) 497-4596

**Edward Rose - South Williamson Athletics** - Vice President of Baseball

Email: ew@ewrose.com Phone: (615) 853-4076

**James Harris - Bethesda** - Bethesda Rec. Club Board of Directors, Bethesda Baseball Commissioner

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