

Brunswick Youth Sports

15/18 Boys League rules

High School rules: Will be observed, except where noted in these rules

Dugout Occupancy: The home team occupies the dugout along the 1st base side; The visiting team occupies the dugout along the 3rd base side.

Number of Games: We make every attempt to schedule 14 games however, weather can change this total. In case of inclement weather, season could be shortened to provide time for playoffs and a finish to all games no later than July 31

Dugout/bench area: players only along with approved Managers and coaches. Teams will clean dugout after the end of their game. No parent that has not been BYS approved may be in the dugout.

Weather: Until the game begins, the home team shall make a judgment on field playability. Once the game starts, the umpire will retain this decision. If lightning is sighted, there will be a delay of at least 30 minutes since the last reported strike

Injury: If a player sustains an open wound, the player must leave the field. If blood is on the uniform, the uniform cannot be used until cleaned (blood removed), another jersey if available, may be used

Continuous batting order: This is a Rec league and all players bat in every game. For example, if you have 14 players at a game, your batting order will include 14 batters.

Fielding time: Every player must play at least 3 innings in the field. The 3 innings in the field may be waived for a player arriving late to a game, unsportsmanlike conduct, suspension, or any other reason acceptable to the BYS board. If a Manager is using the waive rule: both scorekeepers and the other manager must be informed prior to the rule be enforced.

Game times: Games are on a 2.5 hour time limit. No new inning may be started after 2 hours 20 minutes.

Game reports: Must be turned in via email or text to commissioner no later than 9am the next morning. Report should include the manager of the opposing team in email/text along with score and the pitchers' outs per game for both teams.

Equipment

Uniforms: No metal cleats, shirts tucked in, no sleeve cut offs, no sleeve roll-ups, wear caps facing forward. No Jewelry except medically necessary and if so, must be worn under the shirt. Catchers must wear all proper equipment which includes a protective cup.

Helmets: When on the field, helmets are never to be removed unless first asking umpire for permission. Batters and catchers must wear two-flap helmets. If a player coaches a base, that player must wear the same helmet.

Bats: -3 for length (inches) vs. weight (ounces); maximum 2 5/8" diameter. BESR engraved. Penalty: If it is discovered that a bat does not comply with these specifications during use or after which bat has been used in play, the bat shall be removed from the game. It shall not be grounds for calling the batter out, ejecting the batter from the game, or grounds for any manager to protest the game. PLEASE NOTE: BYS will not be enforcing the new OHSSA 2012 HS bat rule changes. Although the bats that adhere to this rule change will be considered to comply with the leagues bat rules and therefore may be used. Bat donuts, sleeves, or similar attachments are permitted for batting warm-up but must be removed from the field when not in use.

Pitching: 30 outs maximum in any week with the week defined as Monday through Sunday. One pitch thrown is considered one out regardless of the outcome and therefore that pitcher may not pitch on the next calendar day. Pitcher cannot pitch on consecutive days. 8 warm-up pitches first time on mound and then 3 thereafter. Players must be in full uniform to warm up pitchers. Pitcher must have pivot foot on, or touching, pitcher's plate (rubber) when taking a sign. Visits to the mound- Manager is allowed 1 visit to the mound per inning. Pitcher must be removed upon managers 2nd visit to the mound occurring in the same inning.

Catcher's speed-up rule: Rule is optional - Catcher on base with two outs; Any bench player can be used as a pinch runner.

Runners: Never have to slide, but if sliding, must do so legally. A legal slide is feet first into a base to avoid contact. It is illegal to slide head first into any base unless sliding back to the base the runner last occupied (i.e. getting back to the base while leading off or getting back to the base on an over run). If the runner slides head first to advance a base, the runner is automatically out. A runner may leap over a defensive player only if the defensive player is on the ground. If out, the runner must get out of the way. At the plate if it is found that malicious contact has been made before scoring, the run does not count. If malicious contact is made after scoring, the run does count. In both instances, runner is ejected from the game. Malicious contact is at the discretion of the umpire.

Batters: One foot in the batter's box at all times; Exceptions: foul ball, ball coming at the batter, momentum after the swing. Umpire will not allow a pitch until the batter is ready. Batters stepping into the batter's box without a helmet will be called "out". If a player is ejected from a game, each time his place in the batting order comes up will be recorded as an out. Players leaving for work, injury or illness will NOT be recorded as an out.

Pre-Game meeting with the Umpire: This is the time to discuss any particular rules with an umpire and the other Manager. Only 1 coach/manager from each team can participate at plate meeting.

Innings: All games are scheduled to go 7 innings however they may be shortened for time limit, weather, darkness or mercy rule.

Complete games: Games can be called prior to 7 innings if time limit reached or weather/darkness. It is solely the umpire's decision on whether to start another inning. Managers should keep their teams hustling on and off the field to complete the game. Managers are advised to work with the umpire to

state the official starting time of the game. A game is considered complete if the losing team has batted a minimum of 5 times.

Tie game: Can occur if each team has batted five times and game is stopped due to weather, darkness. The game will be ruled official and the stats counted with each team being recorded as a tie.

Suspended game: A game that is not completed. Games will be resumed from the point of stoppage. Scorekeepers are advised to compare scorebooks with umpire to confirm all scenarios at point of stoppage.

Rainouts: Will be scheduled for the first available time slot- NO EXCEPTIONS. If your team is rescheduled and your team cannot field enough players, then the game will be declared a forfeit. If neither team can make the game with enough players, it will be considered a double forfeit.

Game Balls: Home team supplies a new ball. Visitors supply a good used ball.

Minimum Number of players: A team may start with 8 players. Any less than 8 players is a forfeit. Managers are reminded to let commissioner know ASAP for potential forfeits so we can save the money by not paying the umpire. When additional players show up to the game, the added player must be inserted in the last spot in the batting order, etc, etc. Consequently, a team must end a game with 8 players otherwise it is a forfeit. It does not matter the consequence – leaving for work, injury, illness.

Fielding positions: With the exception of pitching rules (see above), Managers are free to insert/re-insert players into the field provided each player at the game plays the minimum of 3 full innings in the field. Innings played need not be consecutive 3 innings.

Mercy Rule: Winning team is ahead by 10 or more runs after the losing team has batted 5 times.

Balks: Balks will be called throughout the entire season. Managers should alert the umpire when a new player to the league is pitching so the umpire can make sure the player understands what a balk is.

Bases / Mound: Bases are 90 feet. Pitching distance is 60ft 6in.

Appeals during a game: If live ball, only a player on the field may appeal, remembering that the play is still in effect (runners may advance). If dead ball, only manager may appeal.

Protests – Protests will not be permitted. There is no appeal for umpire judgment calls.

Batting out of turn

1. A batter shall be called out, on appeal, when the batter fails to bat in the proper turn, and another batter completes a time at bat in his/her place.
 - a. The proper batter may take his/her place in the batter's box at any time **before** the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the batter's time at bat.
2. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire **before** the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall:
 - a. Declare the proper batter out; and

b. Nullify any advance or score made because of a ball batted by the improper batter

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, a balk, a wild pitch or a passed ball, such advance is legal.

3. When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team **before** an appeal is made, the improper batter thereby becomes the proper batter, and the results of his/her time at bat become legal.

a. When the proper batter is called out because of failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

b. When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

Note 1: The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the managers of both teams.

Note 2: There are two fundamentals to keep in mind. When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out **and** no appeal is made **before** a pitch to the next batter, **or before** any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

Example: To illustrate various situations arising from batting out of turn, assume a first inning batter order of:

Andy-Brian-Charles-Daniel-Edward-Frank-George-Hank-Irwin

Play 1- Brian bats. With the count 2 balls and 1 strike, **(a)** the offensive team discovers the error or **(b)** the defensive team appeals. **RULING:** In either case, Andy replaces Brian with the 2 and 1 count.

Play 2- Brian bats and doubles. The defensive team appeals **(a)** immediately or **(b)** after a pitch to Charles.

Ruling: **(a)** Andy is called out and Brian is the proper batter; **(b)** Brian stays on 2B and Charles is the proper batter.

Play 3- Andy Walks, Brian walks, Charles forces Brian, Edward bats in Daniel's turn. While Edward is at bat, Andy scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to 3B, The defensive team appeals **(a)** immediately or **(b)** after a pitch to Daniel.

Ruling: **(a)** Andy's run counts and Charles is entitled to 2B since these advances were not made because of the improper batter batting a ball or advancing to first. Charles must return to 2B because his advance to 3B results from the improper batter batting a ball. Daniel is called out and Edward is the proper batter; **(b)** Andy's run counts and Charles stays on 3B. Frank is the proper batter.

Play 4 – With the bases full and two out, Hank bats in Frank's turn, triples , scoring three runs. The defensive team appeals **(a)** immediately, or **(b)** after a pitch to George.

Ruling: (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning. (b) Hank stays on third and 3 runs score. Irwin is the proper batter.

Play 5 – After play (4) (b) above, George continues to bat. (a) Hank is picked off 3B for the third out, or (b) George flies out, no appeal is made. Who is the proper leadoff batter in the second inning?

Ruling: (a) Irwin. He became the proper batter as soon as the first pitch to George legalized Hank's triple. (b) Hank. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.

Play 6- Daniel Walks and Andy comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Andy, Andy is out. Daniel is removed from base, and Brian is the proper batter. If there is no appeal, and a pitch is made to Andy, Daniel's walk is now legalized and Edward thereby becomes the proper batter. Edward can replace Andy at any time before Andy is put out or becomes a runner. He does not do so, Andy flies out, and Brian comes to bat. Andy was an improper batter, and if an appeal is made before the first pitch to Brian, Edward is out and the proper batter is Frank. If there is no appeal, and a pitch was made to Brian, Andy's out is now legalized and the proper batter is Brian. Brian walks. Charles is now the proper batter. Charles flies out. Now Daniel is the proper batter, but he is on second. Who is the proper batter? **RULING:** The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.

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