

## Rec League Playing Rules

### Chippewa – Green – Jackson – Northwest – Perry – Tuslaw Communities Eligibility Rules

No Travel teams or players from travel teams (playing during the season and tournament) will be allowed to participate.

1.The following classes are based on age for the participants. ALL players must play in their age group:

| <u>Age Group</u> | <u>Boys Class</u> | <u>Explanation</u>   |
|------------------|-------------------|--|
| 13 – 14          | F                 | Players whose 15th birthday is after, and who's 13 <sup>th</sup> birthday is before, April 30th, the year of play. |

2.A player cannot play on any travel baseball team until after the Playoffs.

Players will be eligible to play on community all-star teams during the season.

3.If a player is a 9th grader they cannot have played for their high school baseball team. All other eligibility requirements are in effect.

### Conduct

The managers and coaches have full responsibility for their team's action on the field. Managers will do their utmost to control spectators and shall be responsible for the conduct of spectators from their own team. Failure to so control may allow the umpire to suspend or forfeit the game. To handle misconduct situations, the umpire's procedure shall be as follows:

1. The umpire shall instruct the appropriate manager to control the unruly person(s).
2. If the disruption continues, the umpire halts the game and directly advises the offender to stop all disruptions.
3. The umpire has the option to forfeit the game in favor of the other team if the disruptions of the advised person(s) continues.
4. If a manager, spectator, coach or player is ejected from a game by the umpire, that manager, coach or player is suspended for his or her team's next game. If a manager, coach or player is ejected for the second time that season, he or she is suspended for the remainder of the season. A manager or coach ejected from the game by the umpire must return to his or her automobile in the parking lot normally used for the particular field for the duration of the game. A player must remain on the bench, with the coach being responsible for the player's behavior. Further action by the player may result in the player's team forfeiting the game. This decision shall be a judgment call by the umpire.
5. Arguing, poor sportsmanship or fighting with umpires, team personnel, or spectators will be prohibited and may lead to an ejection or team forfeit. This behavior may also lead to suspension by League Commissioners.
6. Any unruly display of temper or foul language or conduct detrimental to the integrity of the game by a manager, or coach, including running up a score, or player may result in disciplinary action by the umpire or league commissioners. Complaints of a coach running up a score should be directed to league commissioners.
7. No manager, coach, player or spectator shall be permitted (less than 15 ft.) behind the backstop during the progress of a game.
8. Players, managers and coaches are prohibited from calling out by name to players on opposing teams. There shall be NO negative cheering, taunting or disruptive behavior from the bench, stands, or the field, including chatter directed at a player including terms such as "hey batter" or "swing". No comments regarding opponents should be made by coaches during play. After the first warning, by the umpire, the offending team may forfeit the game. Throwing of equipment will result in a team warning for the offender and the team. Subsequent offenses will result in that player being ejected.
9. The home team shall occupy the third base bench unless they choose otherwise.
10. No coaches or umpires in a game shall be permitted to use tobacco products while a game is being played. There shall be one warning per team and any other coach seen using tobacco products shall be ejected from the playing area. Umpires using tobacco products while a game is being played will not be paid for that game.

11. The use or presence of alcohol in the playing area is strictly prohibited.

## Disciplinary Actions

1. No disciplinary action from the League shall be taken against a manager, coach, or player without prior notice given to him of such possible action intended to be taken against him. These rules constitute prior warning. Disciplinary meetings shall be heard separately from protest meetings and include the involvement of no less than 2/3 the committee members.

Disciplinary action can range from probation to suspension for a game or the season.

## Protests

### 1. MAKEUP OF THE PROTEST SUBCOMMITTEE

- a. The protest subcommittee shall consist of: baseball directors of each community, commissioner from each community, and the umpire director. The committee must review within two days of the protest being filed, or if at the end of the season, they must meet prior to the start of any playoffs or tournaments. A minimum of three subcommittee members must be present to hold a protest hearing.
- b. Any member of the protest subcommittee, including the commissioner, having a child or relative playing, managing, coaching, or who is otherwise associated with the team(s) and the class or league involved in the protest shall not be present during the discussion and voting of the protest. The Committee shall have the right to appoint such additional members as necessary to constitute a quorum. A quorum shall be at least three (3) of the eligible members of the protest subcommittee. The protest subcommittee chairman shall be appointed by the Committee and only votes to break a tie.

### 2. Protests involving playing rules and playing eligibility

- a. Protests shall be considered only when based on the violation of a playing rule or the use of an ineligible player. **No protest shall be considered on a decision involving an umpire's judgment.**
- b. When the protest involves the violation or application of a rule of the game of baseball, the protest must be made at the time of the infraction and before the start of the next play, by notification to the umpire and opposing manager and by notation in the appropriate place in the home team's score book, initialed by the umpire and protesting manager. If not so made, the protest will be regarded as having been waived. When the basis of the protest is the use of an ineligible player or the violation of a pitching or participation rule, the protest must be made under the two-day time limit set forth above.
- c. Detailed information supporting the protest must be filed in writing by the manager or acting manager with a member of the Protest Committee accompanied by a protest fee of \$50.00 not later than 24 hrs following the start time of the game in question. All protest fees shall be retained by the League unless the protest is upheld.
- d. The Protest Committee will meet after the filing of a protest and decision made with 24 hrs of filing, Only one representative from each team involved can participate in a protest unless the expressed approval of the protest committee is given in writing.

## Scoring

1. The visiting team scorekeeper shall verify the score and pitching eligibility at the end of each half inning with the home team scorekeeper. In the event that the visiting team fails to do so, the home team score book shall be deemed to be official. If, however, a disagreement in the score or pitching eligibility exists, play shall be halted before the start of the next inning; and every reasonable effort shall be made by the scorekeepers and managers to resolve the discrepancy. In the event they are unable to resolve the problem, the umpire shall then make the final determination by a play-by-play recap of the half inning; and his decision shall be final and shall not be the subject of a protest.
2. The home team shall note in its score book the number of innings pitched by each pitcher for both teams, inning by inning, at the bottom of the score book. The home team will have the official score book.

## Playoffs

1. All teams finishing the season shall be eligible for the playoffs. NOTE: The mercy rule for the playoffs is the same as the regular season mercy rule.
2. For all games leading up to the championship game, the home team is the higher seeded team of the two teams playing based on:
  - a. Better regular season league record (percentage champs). There is no advantage to scoring excessive runs.
  - b. Better record in head to head competition if the two teams have identical regular season league records. Coin used if still tied.
3. There is no time limit unless required by a community. However, no inning may be started after 8:15 unless the field has adequate overhead lighting.
4. All regular season rules shall apply to playoff games unless otherwise indicated in this section.
5. The championship game will be played at alternating community fields or as designated by the league commissioners.
6. Champion, and runner up teams will receive trophies
7. F League playoffs will be determined annually by the respective league commissioners. However, at a minimum, a playoff will be organized.
8. Seeding and byes will be determined by the number of teams participating. Team's win:loss percentage will determine order of seeds and byes. If two teams have the same winning percentage, head to head competition will determine slots. If no head to head meeting took place, slotting and byes will be determined by a coin flip.
9. The highest seeded team will be the home team for all playoff games excluding championship. Home team in championship game will be determined by a coin toss. Rescheduling / Make-up Game policy and Inclement Weather policy will be in effect for all playoff games

### **Inclement Weather**

1. All players are to report to the playing field for each game unless specifically notified by their manager that the game has been canceled. **Home team coaches are responsible to notify visiting team coach of rainouts as soon as possible.** In case of adverse field conditions, both coaches are to reach agreement before canceling any game. If the field can be made playable within a reasonable amount of time, even if the start of the game is delayed, an attempt to start and complete the game should be made.
2. Notify the Umpire in Chief and then the League Commissioner, after the opposing coach concurs, so the assigned umpire can be canceled. Notify the Commissioner of the cancellation.

### **Rescheduling / Rain Out Makeup's**

As the league is currently organized, except for the playoffs, there will be no required make-up games or completion of suspended games. A suspended game will not be counted in the standings. For the playoffs, should the need arise the procedure below will be followed for suspended and or make-up games:

Stated below is the procedure that must be followed by baseball managers for playoff make-up games:

- (A) Any make-up games may be rescheduled on the "first available date for both teams following a rain-out or cancellation based on field and umpire availability and in order of postponement.
- (B) Make-up games can be completed on an alternate day(s), if approved by the League Commissioner.

- (C) Any playoff game that is suspended prior to becoming a complete game as defined in these rules will be continued at the point of suspension with all pitching and substitution rules in effect for the game as if there was no interruption. Should a player who was in the lineup be unable to play the continued game, a player not in the game will be placed in the same position of the lineup as the player not able to continue.
- (D) If the above procedures are not followed, it may result in a game(s) being forfeited. The League Commissioners and/or Umpire in Chief, can invoke a forfeit.

## Baseball Rules

1. The Official Baseball Rules (code of rules governing the playing of baseball games by professional teams of the American League of Professional Baseball Clubs, the National League of Professional Baseball Clubs, and the leagues which are members of the National Association of Professional Baseball Leagues) shall govern the baseball, unless noted otherwise.
2. Two adults may be allowed to coach from each of the coaching boxes on 1<sup>st</sup> and 3<sup>rd</sup> base.
3. **Molded rubber cleat shoes may be worn in all classes or leagues. Metal cleat shoes are prohibited.**
4. Catchers must wear a catcher's mask, throat guard, helmet, chest protector, shin guards, and a protective cup.
5. A game in which five (5) full innings have been completed (4 1/2 if the home team leads) or the full time limit has been played and which is ended due to rain, darkness, or other unforeseen developments shall be considered a complete game.
6. There are no suspended games. (See Rescheduling/Make-up Game)
7. All games shall have a 15-minute grace starting period, and no game shall be started after 30 minutes.
8. A week is defined as 12:01 am Sunday and ending at midnight the following Saturday.
9. For purposes of pitching eligibility, an inning is defined as any appearance on the mound. If a pitcher makes an appearance on the mound in any one inning, it shall constitute one inning of eligibility.
10. For purposes of pitching eligibility, innings or part innings pitched in incomplete games SHALL count against a pitcher's allotted number of innings during the week, 72-hour period. If a suspended game is completed after the week it was started, the week of completion could be a three game week. Innings per game apply since a suspended game is one game played in two parts.
11. Each manager, when exchanging the lineups prior to the start of the game, will include the number of innings pitched for that week by each player. Violation of any pitching rules will result in forfeiture of the game. Both score books must indicate the number of innings pitched by each player.
12. **A courtesy runner may be used for the catcher if there are two outs.**
13. **An appeal *is* necessary for the umpire to call out a batter-runner who either fails to touch a base (advancing or returning) or fails to tag up properly after a fly ball.**
14. In the event an umpire ejects a player, a substitute may be inserted for the player ejected. If no substitute player is available, that player's position in the batting order becomes an automatic out.
15. Each team must field **eight (8) players** at the start of a game or a forfeit shall be declared. However, a game may be completed with as few as seven (7) players. In case of illness during the game, injury of a player, a player from the team roster to be chosen by his own manager must be reinserted into the game if available. If a player must leave a game and no substitute is available, his/her team will not be penalized for a vacant batting slot upon proper notice to the opposing team manager. If this player, for whom no substitute is available, is unable to continue while at bat, the next player in the batting order becomes the batter and starts with a new ball and strike count with no penalty. If a base runner, for which no substitute is available, is injured or unable to continue as a base runner, the last available batter must be used as a courtesy runner. **(see-rule 29)**
16. The home team shall supply two baseballs for each game. F-League: New Rawlings R100NF or equal.
17. In an attempt to dislodge the ball, a runner shall not deliberately crash into a defensive player who is clearly attempting to make a play on the ball or is in possession of the ball waiting to make the tag. For close plays at the plate, runners must slide or be called out. It is the umpires judgment if a play is "close" with impending injury.
18. A defensive player shall not fake a tag on a runner when that player does not have the ball in his possession or when a play is not imminent. Penalty: Obstruction will be called and followed by subsequent awarding of bases.
19. **ALL rules related to obstruction, or interference are to be in effect.**
20. A coach or assistant coach is allowed one visit per inning. Upon the second visit in an inning the pitcher must be removed.
21. **Pitchers cannot take the mound for a second time in a game except for the starting pitcher.**

22. In F League, managers are required to play each and every player at least three (3) complete innings. A non-starting player, available at the start of the game, must be inserted into the game after the completion of the second inning and before the start of the third inning. Violation of this rule will result in forfeiture of the game.
23. In F League a continuous batting order will be used allowing ease of substitution. All players will be in the batting order, regardless if they are in the field in the same inning. Players may no sit more than 3 consecutive innings and no more than 4 innings per game unless a discipline issue is involved.
24. Protective headgear is to be worn by all batters, on-deck batters and base runners.
25. No intentional base on balls may be given; pitcher must deliver (pitch) ball to catcher to award an intentional walk
26. There shall be no head first sliding unless returning to a base. The penalty is that the runner shall be declared out by the umpire.
27. Any non-adult catching a pitcher at any time must wear a catcher's face mask and throat protector.
28. Games will include a 2-hour time limit. No new inning may start after 2 hours. Fields in Green may be subject to additional constraints. The home team will log in the time the game started as indicated by the umpire. If in the umpire's judgment a team is attempting to stall in order to reach the time limit they may at their discretion extend the time limit notifying both benches of their decision. The time limit will still be in effect if the game is tied.
29. If an injury forces a player to miss a scheduled time at bat, the player must sit out the remainder of the game. (See 14 and 15 above.)
30. Players may NOT wear Jewelry of any type: i.e. earrings, rings, necklaces, bracelets, watches, etc. The player will be warned by the umpire and asked to remove the jewelry. If the player fails to do so the player may be ejected by the umpire.
31. F League teams may use a player from another F League team or call up a player from a lower league when they do not have enough regular roster players to field a team of 9 players, or to be a 10<sup>th</sup> reserve player. If a reserve player is used, the roster player substituted for may not enter or reenter the game. These players will NOT be in the batting order until inserted into the game. These players may ONLY play an outfield position. A team that has at least 9 of it's roster players may not use a substitute player unless they fall below 9 roster players in a game. No more than two substitutes can be used in a game.
32. All catchers must use a catcher's mitt.

## **F – League Specific Modifications**

1. These games shall ordinarily consist of seven innings unless a tie score exists at the end of seven innings, in which case the game shall continue into extra innings until completed within the normal time limits. The maximum number of runs allowed in an inning is 5, except the last inning, which is Ten (10). If a game goes into extra innings, the maximum number of runs allowed is five (5) in extra innings.
2. Balk Rule - There shall be at least one balk warning per pitcher before an official balk may be called.
3. A pitcher may pitch a maximum of 4 innings in a day. No pitcher may pitch more than eleven innings per week. Only the Starting pitcher may be removed from the mound and reinserted later in the game one time as long as he stays in the lineup. A continuous batting order constitutes staying in the lineup. A first year 13 year old player must pitch at least one inning in the first 5 innings. This rule will be in effect during the regular season, and playoffs.
4. No pitcher may pitch more than eleven innings within a 72-hour time period. Following a game in which 4 full innings are pitched a pitcher may not pitch for at least 24 hrs following completion of that game.
5. The baseball diamond dimensions in Class F are:
 

|    |                   |                 |
|----|-------------------|-----------------|
| a. | Pitching Distance | 54 feet         |
| b. | Base Paths        | 80 feet         |
| c. | Home to Second    | <b>113 feet</b> |
6. The only approved hardball (baseball) bats in F-League will be those bats with a **maximum 2 ¾ barrel and a maximum -8 1/2 oz. drop differential between the weight and the length. -2 differential bats are not allowed. In other words only bats that are between -8.5 and -3 differential are permitted. Use of an illegal bat requires the batter to be called out. The batter must have attempted to take a pitch to be consider using the bat. Bat differential markings must be clearly visible to be legal.**
7. No players may be added to rosters after April 15<sup>th</sup> unless extenuating circumstances have been agreed to by all Community commissioners.