

# 2011 Community League Playing Rules

## Green – Jackson – Northwest – Perry – Tuslaw

### PLAYING RULES FOR 11/12 YEAR OLD LEAGUE

OHSAA RULES OF BASEBALL WILL BE USED TO THE 11/12 YEAR OLD LEAGUE WITH THE FOLLOWING AMENDMENTS:

- Players' safety is the top priority. If lightning is seen by anyone, teams must clear the playing field and wait 30 minutes from the last strike before play resumes.
- This is a competitive league. Records and standings are maintained. There will be an end of season tournament. Although competitive, the goal is to create a fun, learning, developmental environment for the players.
- No designated hitter is allowed. A continuous batting order rule is used to include all players.
- Free substitution between players in the field and on the bench is allowed.
- A Player Pool will be available for teams to utilize during the regular season if they expect not to have enough players for a specific game. The Player Pool shall be governed by the JBA Player Agent and all substitute players shall be assigned by the Player Agent. The Player Pool is not available for playoff games. Managers can only request players from the Player Pool if they will be short players to occupy the fielding positions (less than 9 for the 11/12 league). Players used from the pool will not be allowed to pitch, can play a maximum of 3 innings in the infield (including catcher) and must bat last in the order.
- Maximum 2  $\frac{3}{4}$  inch barrel size for all bats.
- Maximum bat drop allowed is - 6.

**The bat drop is the difference between the length and weight of the bat.**

Examples - Bat that is 31 inches long and 25 ounces in weight is a drop -6 (Legal)

Examples - Bat that is 31 inches long and 23 ounces in weight is a drop -8 (Legal)

Examples - Bat that is 31 inches long and 28 ounces in weight is a drop -3 (Not Legal)

Examples - Bat that is 28 inches long and 23 ounces in weight is a drop -5 (Not Legal)

- See following playing rules for details.

**Official Score:** Home team is official scorer. Winning manager is responsible for reporting the score.

**Reporting statistics:** Each manager is required to keep all pitching statistics available for review upon request.

## **GENERAL RULES**

1. Games are scheduled on various evenings at 6:00 p.m. and various times on Saturdays. Any postponed games are to be re-scheduled within ten (10) days by the home team with the opposing team and the league commissioner or representative.
2. Both managers will meet with the umpire 5 minutes before the scheduled start of the game.
3. The visiting team will sit on the first base side of the field and will have pre-game infield practice 35 minutes before game time for 15 minutes (5:25 – 5:40 p.m. for weekdays) if time permits. (Games may run over on Saturdays or rain delays.) The visiting team is listed first on the game and practice schedules.
4. The home team will sit on the third base side of the field and will have pre-game infield practice 20 minutes before each game for 15 minutes (5:40 – 5:55 p.m. for weekdays) if time permits. (Games may run over on Saturdays or rain delays.) The home team is listed last on the game and practice schedules.
5. Both teams are responsible for pre-game field maintenance and the storage of field equipment (i.e. umpire gear, rakes, shovels, etc.) Please help each other if the field is in bad shape.
6. The home team must furnish 2 baseballs for each game; one new baseball and one good used baseball.
7. Until all Community Schools are excused for the year, all Monday – Thursday games will include a 2 hour and 15 minute time limit. No new inning may start after 2 hours and 15 minutes of play time has passed. Fields in Green may be subject to additional constraints. Official start time will be when the umpire initially announces play ball and will be noted in the official score book kept by the home team. 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 by notifying both benches of their decision. The time limit will still be in effect if the game is tied. Once all Community Schools are excused for the year, the 2 hour and 15 minute time limit shall cease to exist.
8. The home team will provide a minimum of one qualified umpire to call balls and strikes and to call the bases. If agreed to by both managers, the umpire may delegate the home manager to provide a base umpire. The home team may also elect to supply two qualified umpires: one umpire to call balls and strikes and one umpire to call the bases. In the event no qualified umpire is present and a neighboring field has more than one umpire, one of the umpires from the neighboring field may be pulled so as to umpire the game that has no umpire. If no umpire is available from a neighboring field, the home manager will provide the plate umpire and the visiting manager will supply the base umpire. Post season games (e.g., play-off, semi-finals, championship) will have two qualified umpires provided; one umpire to call balls and strikes and one umpire to call the bases.

## **PLAYERS**

9. A team must have a minimum of eight players or the game will be forfeited.
10. Games are 7 innings. A game is considered official if five (5) innings are played or if the home team is ahead after 4 ½ innings. If the umpire stops the game because of darkness or inclement weather and the home team is ahead after 4 ½ innings, the game is over. If the game is stopped due to inclement weather or darkness before a game is considered official, the game is suspended and will be finished from that point. Every attempt should be made to play a full 7 innings so all players are able to play their 21 outs.

11. Any player removed from the game may re-enter the game. A player late to a game must be entered at the bottom of the batting order. No player may sit for more than 2 consecutive innings.
12. Each player must play at least 3 innings in the field, one (1) inning at a time (no substituting in the middle of innings unless due to injury) unless an umpire calls a game due to inclement weather or darkness.
13. All players present at the game will bat.
14. Players who will be catching must wear a protective cup at all times when playing defense in the field.
15. Players are not to use any broken equipment.
16. Players are not to wear any metal spikes.
17. Players (Pitchers excluded) and Batters are permitted to wear sunglasses. A Pitcher may only wear glasses if they are prescription glasses.
18. Dug-out is limited to Manager and Coaching staff only.

#### **HITTING AND RUNNING BASES**

19. Batting helmets must be worn and fastened at all times while batting and running the bases.
20. Warm up donuts are permitted.
21. One on deck batter is permitted. The on deck batter must wear a batting helmet and be in a designated area. NO players are permitted to swing a bat for any reason outside of the fences playing area or swing a bat in the dugout.
22. Bat boy or girl is permitted and must wear a batting helmet with a fastened chin strap.
23. If first base is occupied with less than 2 outs, the batter cannot advance on a dropped 3<sup>rd</sup> strike.
24. There is a maximum of five (5) runs per inning, except the last inning, which is ten (10).

This rule is in effect for all games (regular season and playoffs).

If the game goes into extra innings, the maximum number of runs allowed is five (5).

Throughout the regular season, if it appears the entire 7 innings will not be played, the umpire may notify each manager that the inning about to be played will be the last inning. The 10 run rule will become effective for this inning and the game will be over after the inning is completed.

25. NO INTENTIONAL HEADFIRST SLIDES but the players are allowed to dive back to a base!!
26. Anytime there is a play at home plate, the runner must slide or avoid contact and the catcher must yield a piece of home plate. To constitute a play at the plate, the catcher MUST BE at home plate and not three or four feet down the third base line and the ball must be in the direct vicinity of home plate. This is a judgment call by the umpire and his ruling is FINAL!! This includes plays at the bases. Runner must slide or avoid contact. No running over a fielder.

27. Lead offs, Pitcher pick offs / balks will be incorporated from the beginning of the season. One warning per pitcher will be allowed and is the judgment of the umpire.

## **PITCHING**

28. Within the first 3 innings, an 11 yr old pitcher must start and complete one inning (3 outs or 5 runs.) Failure to follow the above rule will result in the offending team forfeiting the game. Manager must notify opposing manager when their 11 yr old pitcher is scheduled to pitch.
29. During the game, ONLY the starting pitcher may be removed and return to the mound (1 time) for the rest of the game. The starter must remain in the lineup in order to be reinserted on the mound. A continuous batting order constitutes remaining in the lineup.
30. Pitchers may pitch a total of (8) innings a week and a maximum of three (3) innings in a game. Pitchers may pitch no more than three (3) innings in a day. Suspended games do count as innings pitched. Sunday is considered the start of each week. Pitchers may pitch on consecutive days but no more than a total of six (6) innings combined in any two consecutive days. If a pitcher pitches two consecutive days then he/she must rest the 3rd day. If a team plays a double header for any reason, the maximum innings any pitcher can throw is 3 innings for the day.
31. One (1) pitch during an inning constitutes an inning pitched for the week and game pitching limitations but not for the 11 year old pitching requirement. An 11 year old must complete one (1) full inning (3 outs or 5 runs) to fulfill the requirements of Rule 28.
32. Any innings pitched in a cancelled game do count as innings pitches.
33. A manager or designated coach may visit the mound only once to visit the same pitcher in the same inning. If a second visit to the same pitcher in the same inning is made, the pitcher has to leave the mound.
34. The pitcher may NOT wear any wristbands or batting gloves on either hand or arm while pitching. No white, grey or yellow under garment of any kind is permitted to be worn by a pitcher while on the mound.
35. Only 6 pitchers may be used in one game.

## **MANAGERS AND COACHES**

36. Managers and coaches shall refrain from making calls such as "ball", "strike", "safe", "out", before the umpire has made the call. First violation shall result in a warning; the second violation shall be removal from the game and a minimum one game suspension.
37. Any discussions with the umpire shall include both managers and all umpires.
38. There are to be **NO** tank tops, **NO** tobacco products, **NO** alcoholic beverages and **NO** profanity permitted in the area of the game before, during or immediately after.
39. Any manager, assistant manager or coach who is ejected from the game by the umpire will receive an AUTOMATIC two game suspension of the next regularly scheduled games. The ejected manager/coach, along with the other manager/coach and the umpires will submit a game report to the Board of Trustee in charge of umpires within two days of a game. The individual mentioned previously will then be required to attend a Board of Trustees meeting to review the situation and to determine what further action will be taken.

**40.** These rules are made for the good of the league and in the best interest of the players.

**41.** Any manager, including All-stars, must attend a minimum of 80% of their teams' games played; except for unexpected illness. Any manager not doing so, will not be eligible to manage at the next level.

ADOPTED 01-06-91

REVISED 03/2011