

## General BaseBall Provisions

1. Pre-Game Contact: Each coach is responsible to contact the opposing coach
  - a. To confirm that the game is still on the schedule to be played.
  - b. To confirm the location of the field.
2. Umpires: The home team coach ( or Community) is responsible for scheduling and paying one umpire and he/she will be behind the plate.
3. Rescheduling: If there is a problem with the game schedule date or weather prevents the game, please work with the opposing coach to reschedule the game.
4. Team Rosters: Team rosters must be submitted to the league by June 1<sup>st</sup>.
5. Game Balls: Each team shall provide one new or good used ball per game. Any 9" 5oz rubber center ball can be used.
6. Concussion Training: All coaches *must* complete the service training program on concussions and head injuries as required by Ohio Revised Code, Section 3707.01 *et seq.* This is the state law. The following web sites provide information and the training. Upon completion of the training, a printable certificate will be issued.
  - a. Ohio Dept. of Health: <http://www.healthyohioprogram.org/concussion>
  - b. Training: [http://www.cdc.gov/concussion/HeadsUp/online\\_training.html](http://www.cdc.gov/concussion/HeadsUp/online_training.html)
7. Play Ball! The aspiration of this summer league is to *teach* boys to play baseball. It is therefore important that all teams play every game on their schedule as friendly, competitive baseball. Please do not cancel your games but reschedule! If you are short players, borrow players from the opposing team. *Find a way to play the game!*

**Game Rules: All games will be played using Babe Ruth Rules for 8u, 10u and 12u. 14u will follow NFHS *except the following***

1. Team Line-Up: Teams must bat the entire line-up and may freely make defensive substitutions. (except pitcher)
  - a. If a player is injured during a game an automatic out will not be call for the remainder of the game.
2. Bat throwing: one warning given per player, second offense is an out.
3. Mercy Rule is 15 runs after 3. 10 runs after 4, 8 runs after 5
4. Substitute players must be brought up from a lower age division
5. NO METAL CLEATS. Exception is 14u boys
6. Courtesy Runners for catchers are allowed with 2 outs and encouraged for pace of play.
7. Games can end in a Tie.
8. All player must be no older than the maximum age of the division by May 1<sup>st</sup> of the current year.
9. Contact: All players should slide to avoid contact. Intentional contact will result in an out and may be subject to ejection (umpires discretion).
10. 8u and 12u will play on Tuesday and Thursdays . 10u and 14u will play on Mondays and Wednesdays. Note all divisions may play on Fridays for scheduling reasons.

## 8u Specific

1. Run Limitation: Each team may score until they are up 4 runs or if they are leading 4 more than their previous total.

Example : you are trailing 7-0 you can score 7 runs to catch up and then 4 more. Score is 11-7

Example : you are leading 7-0 you can score 4 more. Score is 11-0

2. Pitchers:

a. Pitching distance is 40 feet.

b. A pitcher may pitch only two (2) innings concurrently.

c. If a pitcher has four (4) balls on a batter, an offensive coach will pitch the remaining strikes to finish the count until the batter puts the ball in play or strikes out. All pitches thrown by the coach are considered strikes. No arc is permitted when a coach pitches. Coaches must pitch with at least 1 foot on the mound. Pitcher must be within 5ft of mound

e. 6 pitches warm up for new pitchers, 3 for pitchers who have already pitched in the game

3. Hitting: No batter may advance on a base on balls or "walk." Batters must either hit the ball (i.e., put the ball in play), strike out or advance if hit by a pitch by the opposing pitcher/player.

4. Bunting: A batter is permitted to bunt when a player is pitching but may not bunt when a coach is pitching.

5. Base Running:

a. Stealing or leading off is not permitted.

b. There is no dropped third strike rule.

c. There is no infield fly rule.

d. Base runners must be at least to the halfway line between bases when the ball is returned to the pitcher, if not, the runner must return to the last base touched.

E Only 1 base allowed on an overthrow when a play is made per pitch

6. Defensive players: Only 6 players are allowed in the infield. All others must be 10 feet behind base line

7. Coaches: While a team is on defense, three coaches may be in the field of play to help coach the team. One behind short, one behind second, and 1 behind the plate.

8. Game is 6 innings or 90 minutes. Whichever comes first. No new inning may start after 90 min. In the event of darkness, rain, or any other unforeseen event, if a game has completed the 4<sup>th</sup> inning it is considered completed

9. Bases are 60 feet

10. Bat rules for 8u boys: no restrictions except it must be a stamped baseball bat or teeball bat

## 10u specific

1. Run Limitation: Each team may score until they are up 5 runs or if they are leading 5 more than their previous total.

Example : you are trailing 7-0 you can score 7 runs to catch up and then 5 more. Score is 12-7

Example : you are leading 7-0 you can score 5 more. Score is 12-0

2. Pitchers:

a. Pitching distance is 46 feet.

b. A pitcher may pitch only three (3) innings concurrently.

c. 6 pitches warm up for new pitchers, 3 for pitchers who have already pitched in the game

3. Base running:

Stealing Runners may lead off or steal after the ball crosses the plate.

If a runner leaves early, a no pitch is called, and the runner is called out. 1 team warning (umpires call)

Runners may only Steal 1 Base per pitch even if there is an overthrow.

Stealing home is allowed

Batters who are walked must wait 1 pitch after being walked before attempting to steal

Mandatory slide rule at home plate when a play is being made (no head first at home)

Runners may advance, at their own risk, 1 base per overthrow until the pitcher has the ball in the circle. An overthrow to the pitcher doesn't allow runners to advance. All overthrows are umpire discretion.

No dropped third strike

Infield fly rule is in effect

A maximum of 10 Players are allowed on the field, of which only 6 maybe infielders. All others must start the play 10 feet behind the base line

Game is 6 innings or 105 minutes. Whichever comes first. No new inning may start after 105 min.

In the event of darkness, rain, or any other unforeseen event, if a game has completed the 4<sup>th</sup> inning it is considered completed.

Bases are 60 feet.

Bat rules: bats with a usssa stamp can have barrel sizes up to 2 5/8 and up to drop 12. Bats with usa stamp can have barrel sizes up to 2 5/8 up to drop 12

Overthrows. Runners may advance at their own risk on over throw 1 base. Ball out of play runner is awarded the base they were going to plus one additional base

## 12u Specific

1. Run Limitation: Each team may score until they are up 6 runs or if they are leading 6 more than their previous total.

Example : you are trailing 7-0 you can score 7 runs to catch up and then 6 more. Score is 13-7

Example : you are leading 7-0 you can score 6 more. Score is 13-0

2. Pitchers:

a. Pitching distance is 50 feet.

b. 6 pitches warm up for new pitchers, 3 for pitchers who have already pitched in the game

c. Balk rule is in effect. 1 warning is given per pitcher

d. A pitcher may pitch only three (3) innings concurrently.

3. Base running:

Stealing home is allowed

Leading off is allowed

Mandatory slide rule at home when a play is being made.

Dropped third strike in effect

Infield fly rule in effect

A maximum of 9 Players are allowed on the field, of which only 6 maybe infielders. All others must start the play 10 feet behind the base line

Game is 6 innings or 120 minutes. Whichever comes first. No new inning may start after 120 min.

In the event of darkness, rain, or any other unforeseen event, if a game has completed the 4<sup>th</sup> inning it is considered completed.

Bases are 65ft

Bat rules: bats with a usssa stamp can have barrel sizes up to 2 5/8 and up to drop 12. Bats with usa stamp can have barrel sizes up to 2 5/8 up to drop 12

## 14u specific

1. Run Limitation: Each team may score until they are up 7 runs or if they are leading 7 more than their previous total.

Example : you are trailing 7-0 you can score 7 runs to catch up and then 7 more. Score is 14-7

Example : you are leading 7-0 you can score 7 more. Score is 14-0

2. Pitchers:

a. Pitching distance is 54 feet.

B Pitchers may only throw upto 80 pitches per game (can finish the batter)

c. 6 pitches warm up for new pitchers, 3 for pitchers who have already pitched in the game

Game is 7 innings or 120 min. Whichever comes first. No new inning may start after 120 min.

In the event of darkness, rain, or any other unforeseen event, if a game has completed the 4<sup>th</sup> inning it is considered completed.

Bases set at 80 feet

Bat rules: bats with a usssa stamp can have barrel sizes upto 2 5/8 and upto drop 9. Bats with usa stamp can have barrel sizes upto 2 5/8 upto drop 9. BBCOR stamped bats upto 2 5/8 drop 9.