

Tri County Baseball League Rule and General Information-March 2009

Eligibility

Pee Wee teams: 2nd, 3rd, and 4th Graders

Youth teams: 5th & 6th Graders Only (With the exception of 4th graders being allowed in order to field a team). This decision must be made prior to the beginning of the season. These players are not permitted to return to a Pee Wee team. Players are eligible for one team only.

Any player must present acceptable proof of age to the league president within 7 days of a challenge.

Residency: All members of teams in the league must live within the boundaries of the town which they represent. Towns with over 1,165 residents are required to field 2 teams at each level, unless registration proves this to be impossible. If a third (or more) team(s) is needed, a vote from the league is required.

*A town may combine players with another town should they have 10 or less players on their respective roster.

Every player on a team roster will participate in each game for a minimum of 6 defensive outs and bat at least one time. If a team has more than 15 players on it's roster, then every player on that team will participate for a minimum of 6 outs and bat a least one time during the course of a week or two consecutive games. Penalties are as defined in Little League Baseball Official Rules and Regulations, section IV- The PLAYERS, (sub-section I).

Registration of Teams

Registration fees must be forwarded to league officers before the first game. The fee is **\$60.00 per team**. Coaches of all teams must provide rosters containing names, addresses, telephone numbers and birth dates of all players before the start of the season.

*\$100 dollars will be paid from the league account to the town responsible for hosting the All-Star games as well as the Championship games. This money will be used for field maintenance.

Players

Any player on a team may pitch. A player may pitch in a maximum of 6 innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning. The 6 inning rule does not apply to the All- Star game. Pitchers may pitch a maximum of 2 innings during the All- Star game.

Pitchers may pitch a maximum of 7 innings during the playoffs.

A player once removed as a pitcher may not pitch again in the same game. There is no limit on the number of pitchers used in a game.

A coach may “visit” each pitcher a total of three times. The second “visit” of an inning the pitcher must be replaced. The third total “visit” and the pitcher must be replaced.

Pitchers must pitch from the rubber, with at least one foot in contact with the rubber at the beginning of the delivery. The pitching rubber should be 6” above the level of home plate.

If a pitcher hits 2 batters in a single inning or 3 in a game then said pitcher must be removed and not permitted to pitch for the remainder of the game.

The balk rule is not in effect.

Pitchers can only take 8 warm up pitches on the first inning of pitching and 5 warm up pitches for each inning after that.

Peewee teams can use 4 players in the outfield. Both team must agree to utilize 4 outfielders. If one team does not have sufficient players to do so than both team must use 3.

Catchers

Catchers must wear mask, throat protector and catchers helmet during practice, warm-ups and games. In addition, catchers must wear shin guards, chest protector and a cup during games. Catchers must wear a catcher’s mitt (not a first baseman’s glove or a fielder’s glove).

Batting

Round Robin batting is required at both the Pee Wee and Youth levels.

A batter is out when a third strike is caught or not caught by the catcher. The Infield Fly rule is not enforced at the Pee Wee level but is in effect at the Youth level.

Batters must wear protective headgear. Clear, plastic face-guards on helmets are allowed.

Bunting is permitted and encouraged. **Slash bunting shall not be permitted. First attempt said batter shall be ruled out and baserunners shall not be permitted to advance. Second attempt shall result in automatic expulsion from the game. Contact does not have to be made for an attempt to occur.**

At the Pee Wee level, no more than 9 batters from one team may bat during that team’s turn at bat. After the ninth batter has batted and the resulting play is over (over is defined as the ball being returned to the pitchers mound by any player or an out of any kind being made) that side is retired. If the ninth batter hits a fly ball that is caught, then that shall be

considered the third out and no runners may score. If nine batters bat in one inning, play continues as if there are two outs when the ninth batter is up. This rule is in effect for four full innings. After 4 innings players may bat until three outs are actually made or the game is called. This rule does not apply to All- Star or playoff or championship games. There is no “nine- men batter” rule for Youth teams.

If a child wishes to play in the field they must bat. Failure to do so will result in an out each time that spot in the order comes up. No exceptions. If a child is injured and is able to return to the game they will be so allowed without penalty, skipping their spot in the lineup will then be permitted.

In the event a child needs to leave the game for personal reasons they may do so without penalty to the team. They may not return to the lineup. This rule is in place only when other commitments require them to leave. This rule is not to be used in the event of a child refusing to enter the game.

Runners

All runners must wear protective headgear.

When a thrown ball goes out of the field of play (into the stands, into the bench, over the backstop, beyond foul territory, etc.) the ball is dead. When such a wild throw is the first play by an infielder each runner (including the batter-runner) advances two bases from their positions at the time of the pitch; in all other cases the umpire shall be governed by the positions of the runners at the time the wild throw was made. This rule applies to a wild pitch on ball four that goes out of play. The batter should receive second base. In addition should a wild pitch occur on ball four and not go out of play it is a live ball until returned to the pitchers mound.

Exception: at the Pee Wee level, when a wild throw goes out of the field of play and is the first play by an infielder the batter- runner is awarded second base and any other runner one base if not running on the play or two bases if in judgment of the umpire the runner was at least halfway to the next base when the ball went out of play.

Stealing: Runners on Youth teams may not leave the base until the ball is pitched and crosses the plate.. Runners on Pee Wee teams may not leave the base until the ball is put into play by the batter or there is a wild pitch or passed ball that goes past and behind the catcher. Youth players may steal any base or bases including home. Pee Wee players may steal any base or bases on a passed ball or wild pitch except home. Pee Wee players may steal home and any other base if a return throw by the catcher to the pitcher goes past the pitcher.

Any runner is out when-

- 1) running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball.
- 2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base.
- 3) the runner does not slide or attempt to get around a fielder **making a play on the**

runner. (A ball in the air to a base can be defined as a play on that runner. Umpires discretion must determine this.)

Runner is out when a fair ball touches the runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately in back of that infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball if no other fielder had a chance to make a play of the ball. If in the judgement of the umpire, the runner deliberately and intentionally kicks a batted ball the runner is called out for interference.

Base Coaches

Base coaches must wear protective headgear.

Coaches and players may coach either base at both the Youth and Pee Wee levels. It shall be at the teams discretion.

Games

Games will start between 5:30 and 5:45 p.m. A regulation game is 6 inning unless extended because of a tie score, or shortened because the home team is ahead after 5 ½ innings or the game is called by the umpire. If the score is tied after 6 innings, play continues until the visiting team has scored more runs than the home team at the end of a completed inning or the home team scores the winning run in it's half of the inning.

If a game is called, it is a regulation game if 4 innings have been completed or if the home team has scored more runs than the visiting team after 3 ½ innings. If a game is called (will not be restarted on another date) in an incomplete inning the score reverts to the last full inning unless the home team is at bat and is ahead or the home team is at bat and the game is tied. All games that will be continued at a later date must be restarted at the same point (count on batter, outs, etc.).

If a game is called with the score tied it shall be rescheduled and replayed (or not) at the coaches discretion. It must be rescheduled and replayed if it is necessary in order to determine a division winner.

Line-up cards must be exchanged before the game and the box scores must be kept by each team.

It is appropriate for scorekeepers to track which pitchers pitch in what innings (each scorekeeper should keep both home and away pitchers).

There will be a 15 run mercy rule which will come into affect after the completion of the fourth inning. This rule will be used in both youth and Pee Wee leagues.

No new inning will begin after 8:00 p.m. regardless of the score.

Umpires

Umpires are provided by the home teams and should meet with the opposing coaches before each game to establish the ground rules. Umpires must stand behind the catcher during the game in order to call balls and strikes. Field umpires may take any position on the playing field. Plate umpire must wear mask and chest protector (shin guards are optional). Umpires are responsible for calling games when necessary (due to darkness and/or inclement weather). Plate umpire must have knowledge of the game.

The home team must provide the umpire with two new baseballs and at least two alternate balls before each game.

Fields

Ball field dimensions should be as described in the Little League rule book. Fences, scoreboards, and flagpoles are optional. Backstops can be a maximum of 25 feet from home plate.

Protests

Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgement. In the event of a protest, the coach must immediately notify the opposing coach and the umpire that the game is being played under protest (with the exception of an illegal player, notification can be made at any point following the game) The protesting coach must notify the league President, within 24 hours. All head coaches from the differing age group (i.e. Pee Wee votes on Youth and Youth votes on Pee Wee) except involved towns will be contacted by the league President to vote. One vote from each team will be permitted.

The majority vote will be the final decision. The president votes only if there is a tie.

General Information

Open defensive substitutions. The batting lineup does not change.

A pitcher may not re-enter a game as a pitcher. Only a player in the starting line-up may re-enter a game.

Prohibited: Shoes with metal spike or metal cleats are not allowed. Players must not wear watches, rings or jewelry during a game. Plaster casts must not be worn during a game. Players may not join a team after rosters have been submitted without permission of league officers. The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches, and dugouts. Single walled metal bats are the only permitted bats. Bats barrels may not exceed 2 ¼ inches in diameter Softball bats are not allowed. Pee Wee teams will be using Riff 10 baseballs. Youth teams will be using standard Little League balls.

Cancellations: Allow ample time to notify opposing team in the event of a cancellation. Reschedule postponed game as soon as possible.

Batboys/girls are allowed

All- Star game: All-Star players are chosen by that player's coach or teammates. The number of All-Star players from each team will be determined by the league based on the number of teams at each level. Times and dates for the game will be decided before the start of the season. Pee Wee teams and Youth teams will alternate playing times of games from year to year. Every player on every All- Star team will receive a place in the batting order and bat whenever his/her turn even if that player has not played defensively or has been substituted for.

Playoffs

Playoffs will consist of the two teams with the best records in each division playing in the semifinals. The winners of those games will then play each other for their respective league championships. The host town for the championship games should hire umpires to be paid with league monies. In the event of a tie in record the following categories shall determine (in sequential order) tie situation: head to head record, division record (in the event of uneven division games third category shall be used), head to head runs scored, and total runs scored during season. A situation involving a three way tie will must first resolve a first place team. At this point the remaining teams shall need to resolve their individual tie situation. This is done by using the above listed criteria (i.e. head to head record, division record etc.)