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FALL BASEBALL RULES 2008

ROOKIE 6-7 LEAGUE

AGES 6, 7 (Fall Season)

PURPOSE: Non-competitive, instructional league to learn the basic skills of baseball; i.e. positions, hitting, running, defense and sportsmanship. A safety ball (flexball) and safety base at first base will be used throughout the season.

*Batavia/Geneva Rules will apply with the following amendments:

1. An inning consists of continuous rotation of batters from all team members present from each team, or three defensive outs, whichever comes first. No score will be kept.
2. No inning will start 1 ½ hours after the start of the game. All attempts shall be made to play as many innings per game as possible within the time guideline (as identified in item no. 6 under the “All League Rules” section of this rules book and under item no. 4.10 in the “Official Playing Rules” section of this book.)
3. Pitching will be done by an adult. Pitches may be underhand, overhand or lob pitches, with the pitcher serving as the umpire. A batting tee **or soft tosses** will be utilized after six pitches, independent of balls, strikes or foul balls.
4. No strike outs or walks.
5. Every player shall be given both an infield and an outfield position every game. Every effort shall be made to play all players in every position with the season. Care must be taken in assigning the players, also keeping in mind safety, skill and ability.
6. No base advancement on an overthrow.
7. The pitcher must wear a batting helmet.
8. All team members present at the game will bat in continuous rotation, and not sit out two (2) consecutive innings.
9. Two (2) defensive coaches are permitted in the outfield, for instruction purposes only.
10. The defense may field ten (10) players, utilizing four (4) deep outfielders.
11. No leadoffs or base stealing are permitted. **(No sliding restriction removed)**

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MINOR LEAGUE

AGES 8, 9 (Fall Season)

PURPOSE: This is an early learning competitive league with the emphasis on teaching skills and sportsmanship.

*Batavia/Geneva Rules will apply with the following amendments:

1. All team members present at a game will bat in continuous rotation, and not sit out two (2) consecutive innings. With the exception of an injury, no member will sit out more than two (2) times during a six (6) inning game. (The intent is that all players present play a similar number of defensive innings per game.)
2. An innings consists of **five (5) runs** or three (3) outs. An innings stops when the third out is made or after the fifth run is scored, whichever happens first. This rule is waived for the **5th, 6th and extra innings**. NOTE: All runs will be counted if apart of an on-the-fly homerun.
3. Any player will be allowed to pitch in no more than two (2) innings per game, and in no more than six (6) innings per calendar week. **A single pitch thrown during an inning constitutes 1 inning pitch in regards to this limitation.**
4. Teams are limited to two (2) innings of 9 years old pitching during the first four (4) innings of any game. **Any appearance by a 9 yr old pitcher counts as an inning towards this limitation. For example: If you remove a 8 yr old pitcher during an inning, you must replace the pitcher with an 8 yr old yr pitcher to not count towards this limitation. If you replace an 8 yr old with a 9 yr old pitcher this will count against your 2 innings for your 9 yr olds.** Pitchers in subsequent innings may be 8 year old or 9 year old players. Pitchers may not re-enter if removed earlier, or if they have used up their (2) innings of eligibility for this game.
5. Pitchers will be allowed to pitch in back to back days, but not 3 days in a row.
6. No intentional walks.
7. No lead-offs are allowed.
8. Base stealing (2nd and 3rd base only) will be allowed. No stealing of home plate is permitted. The player must maintain contact with the base until the pitched ball has reached the batter. A player may steal no more than one (1) base after any pitched ball. No additional bases are allowed on an overthrow. (see rule 7.13)
9. There will be no Infield-Fly-Rule.,
10. One defensive coach is permitted in the outfield, for instructional purposes only.

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MAJOR LEAGUE

AGES 10, 11 (Fall Season)

PURPOSE: This is a more competitive league with emphasis on refining skills of playing baseball, improving sportsmanship while remaining instructional.

*Batavia/Geneva Rules will apply with the following amendments:

1. Any player will be allowed to pitch up to two (2) innings in a game and a maximum of six (6) innings in a calendar week. **A single pitch thrown during an inning constitutes 1 inning pitch in regards to this limitation.**
2. Teams will be limited to three (3) innings of an 11 year old pitching during the first five (5) innings. **Any appearance by an 11 yr old pitcher counts as an inning towards this limitation. For example: If you remove a 10 yr old pitcher during an inning, you must replace the pitcher with a 10 yr old pitcher to not count towards this limitation. If you replace a 10 yr old with an 11 yr old pitcher this will count against your 2 innings for your 11 yr olds.** Pitchers in innings after that may be ten (10) or eleven (11) years old, but may not re-enter if removed earlier, or if they have used up their four (4) innings of eligibility for this game.
3. **A Pitcher will be allowed to pitch back to back days, but not 3 days in a row.**
4. All team members present at the game will bat in continuous rotation, and not sit out two (2) consecutive innings.
5. Runner must return to a previously occupied base when a delivered pitch is not hit and is caught and the runner makes a committed movement in the direction of that base. Play stops when the pitcher receives the ball in the mound area, and the play is dead. (Intent: to stop base-path antics and speed up game.)
6. Base stealing is permitted. League rule no. 7.13 shall not apply as long as 70'0" base paths are used. When 60'0" base paths are used, then league rule 7.13 shall apply.
7. "Lead-offs" are allowed for the fall season for both Major and Pony leagues.
8. No intentional walks.
9. The "Infield-Fly" rule is in effect.
10. The "Dropped Third Strike" rule is in effect.
11. **A Pitcher will receive one warning when a balk is committed. After subsequent infractions, all base runners will be awarded a base.**

12. No curveballs will be allowed.

13. A 12 run mercy rule is in affect after 5 innings.

14. Games will be 7 innings.

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PONY LEAGUE

AGES 12,13 (Fall Season)

PURPOSE: This is a competitive league with the emphasis on more detailed and advanced skills, continuing with instruction and sportsmanship as our highest values.

Pony rules apply with the following exceptions and notations:

1. The league committee will be composed of one representative from each community participating in the league.
2. A Player may pitch no more than four (4) innings in a one game week; eight (8) innings in a two (2) game week; and eleven (11) innings in a three game week. For the purpose of counting games in a week, each week begins at 12:01 am Monday and ends the following Sunday at Midnight. For the purpose of this rule a **single pitch thrown during an inning constitutes 1 inning pitch in regards to this limitation.**
3. **Teams will be limited to three (3) innings of 13 year old pitching during the first five (5) innings of a game. Any appearance by a 13 yr old pitcher counts as an inning towards this limitation. For example: If you remove a 12 yr old pitcher during an inning, you must replace the pitcher with a 12 yr old pitcher to not count towards this limitation. If you replace a 12 yr old with a 13 yr old pitcher this will count against your 2 innings for your 13 yr olds. Pitchers in innings after that may be 12 yr olds or 13 yr olds, but may not re-enter if removed earlier, or if they have used up their four (4) innings of eligibility for this game.**
4. **Pitchers will be allowed to pitch on back to back days, but not 3 days in a row.**
5. The pitching rubber shall be 54 feet from the furthest point of home plate to the front of the pitching rubber. Bases are to be 80 feet apart.
6. Intentional walks are allowed, however, the pitcher must deliver at least four legal pitches.
7. Umpires will have complete control and authority of all games. Prior to the game, the home team or host organization shall rule on field conditions. Once the game starts, the Umpire governs delays or whether the playing field is safe. Exception: At facilities equipped with lightning detection systems, the guidelines for the detection system must be followed.
8. Metal spikes will be allowed in all league play.
9. Batting helmets and catchers helmets must be worn during play.
10. Continuous batting lineups shall be used and submitted prior to the game. No designated hitters are allowed.
11. Unlimited defensive substitutions shall be allowed.
12. Catchers may have an optional courtesy runner if they reach base or are on base with two outs in an inning. The courtesy runner must be the player who recorded the most recent out.
13. Game times are to be respected, but traffic may cause game delays or reasonable time. Forfeits for game delays are discouraged, and are only approved by the league committee.

14. The game shall end when the visiting team is behind 15 or more runs after 4 ½ innings, or after the 5th inning, if either team is behind by 15 or more runs and both teams have had an equal number of times at bat.
15. Jewelry shall not be worn, except for religious or medical medals. A religious medal must be taped down and worn under the uniform. A medical alert must be taped down, but may be visible.
16. Games stopped prior to becoming official will be resumed at the exact point they left off.
17. Unsportsmanlike conduct is behavior that is unethical or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.

Additional rules may be added as the league committee sees fit.

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ALL LEAGUE RULES

1. All games must start within ten (10) minutes of scheduled time except in the case of umpiring or field difficulties.
2. All managers, coaches and players, not at bat or on deck will remain in the dugout at all times, except as allowed by specific league rules. However, a manager or coach, with an umpire's permission, may leave the dugout to confer with an umpire or a player.
3. Umpires and coaches will be responsible for keeping bats and all unused equipment off the playing field during games.
4. No smoking on or in the vicinity of the playing field, in the dugouts or stands.
5. No alcoholic beverages on or in the vicinity of the playing field.
6.
 - a) Regulation is as identified in section 4.10 of this rules book.
 - b) Scheduled weeknight games shall start at 6:00 pm (subject to change based on scheduling) and no inning shall start after 8:00 pm. (For Traveling, Colt, Pony and Major league games the umpire can waive this rule based upon available light at his sole discretion.)
 - c) On Saturdays and Sundays no inning shall start after the following times (from the scheduled start time) if subsequent game is immediately scheduled on the same field:

Rookie 6-7	1 ½ hours
Minors	2 hours
Majors	2 hours
Pony	2 hours
 - d) A new inning begins the exact moment that the third out, in the previous inning, is made.
 - e) Before the game begins, the umpire shall identify an official game clock in collaboration with the opposing coaches.
7. Pitching Rules:
Pitching Eligibility Rules for all leagues
 - 1) Pitching limitations based on a player's age shall be based on the age designated by Player Age specified on the current year's registration form (a.k.a. Player's draft age) and not the players' chronological age at the time of the game.

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- 2) A player once removed as a pitcher may not pitch again in the same game.
- 3) Pitching rule violations in any league can be subject to forfeiture of that game by the Executive Committee.

Notes:

- A. The withdrawal of an eligible pitcher after that pitcher is announced, but before a ball is pitched shall not be considered a violation. Batavia/Geneva League Officials are urged to take precautions to prevent such violations. When a violation is imminent, the potential offender shall be notified immediately.
 - B. Innings pitched in games declared “no contest” or “Regulation Drawn Games” shall be charged against pitcher’s eligibility for that week. If resumed in the following week or weeks, pitcher of record may continue up to the extent of their remaining eligibility for said game and the calendar week.
8. Coaches are encouraged to utilize players in many different positions for instructional purposes. Care must be taken in assigning players, keeping in mind safety, skill and ability.
 9. Any player who intentionally removes his safety helmet will be called out and play is treated as a hit basemen.
 10. Home team responsibilities shall include, but are not limited to, the following (Batavia Only):
 - a) Raking the field.
 - b) Lining the base paths and batters boxes prior to the game.
 - c) Placing bases prior to the game.
 - d) Providing a maximum of two (2) new game balls. If both new balls are lost during the game, then a practice ball should be used.
 - e) Securing all league equipment and locking all facilities after the game.
 - f) Promptly informing the respective league president of any concerns with fields, grounds, facilities, equipment or supplies.

Visiting team is expected to assist with all of these responsibilities. In addition, the visiting team must designate an adult to operate the concession stand at fields so equipped.
 11. Home Team will utilize the third base dugout. Visiting team will use the first base dugout.
 12. Umpires judgment will be used to protect all fielders, the base runner should attempt to slide or avoid contact at second, third and ay home plate in the event of a close play. Approved ruling in the event of failure to slide, or avoid contact, runner us out and the ball is dead, runners may not advance.
 13. Adults can coach base paths during at-bats, and for the purpose of instruction, include an eligible helmeted player in the coach’s box.

14. A game must start with a minimum of eight (8) players and may go to seven (7) as a result of an injury.
15. In order to provide a source of replacement players, Managers may call-up players from lower league teams. When a manager has knowledge that he will have less than ten (10) players for a given game, he may arrange for replacement. In the event that a manager brings up a replacement player(s), both the league official and the opposing manager (at the game time) should be notified. Replacement players must bat last in the lineup and will not play more defensive innings than a regular rostered player. Replacement players may not pitch or catch. In all cases, the replacement player cannot go over travel player limitations that are in place.
16. Only the designated Manger, or active players, can ask the umpire for a time out.
17. On-deck hitters need to be outside the filed on the same side of the baseline as the batter.
18. Any player or coach ejected form a game is not eligible to participate in the next game played. Appeals of rejections should be submitted in writing to the league president.
19. If a pitcher hits 2 batters in one inning or 3 batters in a game, that pitcher must be removed from the game.