

# 316-Sports Level 2 Baseball Program and Game Guidelines

ES 4/2/17

## **Article 1. Eligibility**

Section 1. The following dates will be the age cutoff date for the **2017** season. The players' age on that day will determine what age group they participate in. **Baseball -May 1, 2017**

Section 2. The league coordinator will approve each player's age by use of birth certificates at the start of each season. Each player must be on the team roster **before they play their first game to be eligible to play.**

Section 3. A new player may be added to a team roster after the date of teams' first game with the approval of the league coordinator.

## **Article 2 Team Composition**

Team(s) in 316-Sports are made of players who register for the program and then go through an evaluation process to be put on the best team for their own as well as the leagues development. Evaluations are done prior to the start of the season and players are given scores based on their performance. The league director, with the help of the coaches assemble teams to be as fair as possible to play competitively within the league.

## **Article 3 Duties of the Coach**

Section 1. Head Coach must be at least 18 years of age. Coaches are not required to wear uniforms during play. However, coaches must be dressed appropriately in athletic team gear while on the field of play or in dugouts. Coaches must wear clothing that distinguishes them from other parents and spectators. Tank Tops or sleeveless shirts of ANY KIND WILL NOT be an acceptable form of coaches clothing. Coaches that fail to comply with this policy will be restricted to the dugout area.

Section 2. The coach is responsible for exchanging lineups before each game with the other team and to meet with the umpires before the game starts.

Section 3. It is the duty of the head coach to maintain proper conduct among his team and fans at all times. Coaches will be warned by umpires to police the conduct of players and parents. Second offenses will warrant that player or parent to leave the ball park property and coach is confined to dugout. Third offense, the game is forfeited.

Section 4. Only the head coach can discuss a call with an umpire or ask for an appeal.

## **Article 4 Game and Weather Postponements**

Section 1. In case of inclement weather on game or practice days, the director is responsible for contact with players and families. The director will use reasonable judgment during threatening weather and remove his team from the field if necessary. Families of 316-Sports will be notified of any changes of the schedule at least 1 hour prior to the scheduled event. The forms of notice will be by email, text alert, and through the 316-Sports Twitter feed.

Section 2. For game day cancellations, it is the duty of the home field/316-Sports to cancel games when playing conditions are not adequate. The home field coordinator should contact Erik Shamblin at (843-276-4360) or [erik.shamblin@fbcit.org](mailto:erik.shamblin@fbcit.org) by 4:00 pm.

### **Article 5 Jurisdiction of Rules**

Section 1. 316-Sports will play National Federation of State High School Rules with the following age specific exceptions. Level 2 Directors and coaches have authority to make amendments to the rules in order to obtain the program objectives.

### **Article 6 Officials**

Section 1. Officials for each site will be scheduled by 316-Sports Referee Director. Umpires will be paid through his system of payment.

Section 2. Each team is responsible for understanding the Rules and Regulations. Please print to have on site. League umpires will have a copy and be instructed on details of the rules of the league.

Section 3. After a game has begun, assigned league officials will be responsible for discontinuing the game for any reason.

Section 4. All officials should report ejection of a player or coach to the Director.

Section 5. In the event that only one official is present for a game, that official must start the game on time and play until the second official arrives. The game cannot be protested when only one official is present.

### **Article 7 Code of Conduct**

Section 1. Coaches should always keep in mind that they are setting examples in sportsmanship and fair play and should conduct themselves accordingly. Constant yelling and abusive behavior toward players on either team is strictly prohibited. There is a ZERO tolerance for this within the realm of 316-Sports.

Section 2. Any coach not carrying out the duties and responsibilities and policies as established by the league will be subject to dismissal from the league.

Section 3. A coach will be suspended indefinitely for playing ineligible players.

### **Article 8 Protests**

Section 1. Only protests that involve an interpretation of playing rules or the use of an ineligible player will be permitted. Judgment calls cannot be protested. Protests can be made to the League Director.

Section 2. Any coach who wishes to protest should do so carefully considering the impact of poor relationships and ill feelings that could arise from the process.

### **Article 9 Unsportsmanlike Conduct**

Section 1. Players, coaches, and fans should conduct themselves in a sportsmanlike manner

at all times. This includes before, during, or after a game. Players and coaches who are ejected for unsportsmanlike conduct (throwing equipment, arguing, etc.) will be suspended for 5 days. A second ejection during the season will result in an indefinite suspension from all 316-Sports Leagues.

Section 2. Any player, coach, or fan that is ejected from a game or facility for fighting, profanity, or threatening others will be suspended indefinitely from all facilities for all 316-Sports Leagues.

Section 3. If a player, coach, fan, or official's actions become harmful and disruptive to the program, they face being suspended from their remaining games for that season.

Section 4. A player or coach who pulls a team off the field for any reason will be suspended indefinitely. If the suspension occurs in the last game of the season, an indefinite suspension may occur.

Section 5. No player, coach, official, or fan shall at any time lay a hand on, push, shove, strike, or threaten to strike another player, coach, fan, or official before, during, or after a game. Officials include umpire, scorekeeper, coordinators and designated volunteers, site staff personnel. This will result in an indefinite suspension from all Core Athletic Leagues, facilities, and programs.

### **Article 10 Team Composition**

1. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the league director. Umpires have no authority to forfeit a game. A team must field 8 players from its own roster to avoid a forfeit. In the case of a forfeit, teams can share players to play the game.
2. A team can play 10 players on defense (6 infielders and 4 outfielders).
3. Players arriving after the start of the game can be added to the bottom of the lineup without penalty.
4. Grace Period - There is a 10 minute grace period from the games scheduled start time for a team that does not have 8 eligible players. A team with less than 8 players after the grace period will forfeit the game. Grace period time begins from the scheduled game time. The

forfeiting team may then borrow players to play the game. A forfeited game is limited to one hour and fifteen minutes.

### **Article 11 Field Size - Dimensions**

1. 10U: 60 ft base paths, 46 ft pitching rubber, 10 ft. lead line that the runner cannot cross until ball has crossed home plate.
2. Outfield Fence?

### **Article 12 Length of Game**

1. The length of the game is 6 innings or 1 hour and 30 minutes.
2. Once an inning has started it must be finished, provided the home team is behind when it is their turn to bat.
3. No new inning shall be started after 1hr. and 20 minutes.
4. A new inning begins when the third out is made in the previous ½ inning.

### **Article 13 Regulation Game**

1. It is a regulation game if 4 or more innings have been played and game is called because of darkness, curfew, etc.

**Run Lead** - The run lead is in effect as follow: a 15 run lead after 3 or a 10 run lead after 4 providing the losing team has had equal number of bats.

#### **Appeal Play**

1. The appeal play is not in effect.
2. The umpire will call the infraction when play becomes dead.

**Tie Games** - Any game that is tied at the end of regulation will not continue pass the time limit, except in playoffs or championship game.

**Shoes** - Players are not allowed to wear metal cleats.

### **Article 14 Base Stealing/ Overthrows**

1. Base stealing is allowed.
2. Batted balls, unless called foul by the umpire, are live and in play until the defense stops the progress of all runners and the umpire calls time. Ball remains dead until next batter.
3. An outfielder cannot freeze a play, acquire a timeout, or make the first play on a base runner.
4. The ball must be thrown to an infielder to make a play at a base.

#### **Sliding**

1. There is not a mandatory slide rule. However, players must slide to avoid contact. Failure to do so will result in an automatic out.
2. Head first sliding is not allowed.
  - a. (Penalty) - Runner is out and ball remains live.
  - b. Dive backs to the bases (head first) are not considered head first sliding.

#### **Jewelry**

1. Jewelry is not allowed to be worn during games.
2. Jewelry is not allowed to be taped over.
  - a. (Penalty) When discovered, the player is asked to remove it. Failure to remove it will result in that player being removed from the game.

#### **Game Balls**

Game balls are the responsibility of both teams. They must be Little League or other National

Organization approved (PONY, Federation, Dixie, etc.). **Each team** will give the home plate umpire two game balls at the plate meeting and then equally send in balls when needed.

### **Bats**

No bat restrictions

### **Third Strike**

1. A batter can run on dropped third strikes.
2. The ball is live and runners can advance at their own risk.

### **Batters Helmet**

1. Batting helmets must be worn by all batters and base runners at all times.
2. Failure to wear a helmet results in player being removed from the game.
3. Bat boys must wear helmets

### **Catchers Gear**

1. Catchers must wear mask/helmet, shin/leg guards, protective cup (males), throat guard, and chest protector during all practices and games.
2. Cups are required for catching position.

**Misc. Equipment** - Mouthpieces and face masks for defensive players other than catcher are optional.

**On Deck Batters** - On deck batters are allowed to go to the opposite circle to be behind batter.

### **Pitching Limits**

1. 10U age group pitchers may not exceed 7 innings per week.
2. 10U age group pitchers may not exceed 75 pitches in one day. See [MLB PitchSmart guidelines](#)...a pitcher exceeding 65 pitches must have 4 days rest.

### **Bunting**

1. Bunting is allowed.

### **Speed Up Rules**

Speed up rules will be used for the catcher only. The last batter that is not on base may run for the catcher at anytime but it is not mandatory.

### **Playoff Determination**

In regular season played games if the score is tied at the completion of 7 innings (1 extra) or the time limit has elapsed, the game will end in a tie.

**The following system will be used for advancing and seeding of playoffs. (When necessary)**

1. We use the teams' winning percentages to determine seeds.
2. If 2 teams are tied, Head to Head winner
3. If still tied or did not play head to head, move to #5
4. If 3 teams are tied; and one defeated both other teams head to head, that team advances. IF not move to #5
5. Total Runs allowed vs other tied teams. Then if two teams tied refer back to head to head to determine who advances. If there is no head to head between those two teams go to runs allowed verses the top two teams in age bracket to determine who advances.
6. If still tied -Total runs scored verses top two teams in age bracket.
7. If still tied - Total runs allowed verses top three teams in age bracket.

8. If still tied - Total runs scored verses top three teams in age bracket.
9. If still tied - Runs scored inning by inning starting with first game of the season until one team has more runs after a complete inning starting with pool games.