

2021 Spring St. Matthews Baseball League Rules

	MAJORS	MINORS	8U MACHINE	7U MACHINE	COACH/TEE/WEE
AGE	12/11/10	10/9	8	7	6/5/4
FORMAT	KID PITCH	KID PITCH	MACHINE (40 MPH)	MACHINE (38 MPH)	COACH/TEE
FIELD	LOOK	SIEGEL/LOOK	McCANDLESS	MATANICH	WEINBERG/VOLL
DIMENSIONS	50/70	46/60	46/60	46/60	46/60
PLAYERS	9	9	9	10	ALL
UMPIRES	1-2	1-2	1	1	NONE
SCORE KEPT	YES	YES	YES	YES	NO
ALL STAR	YES	YES	YES	YES	NO
INNINGS	6	6	6	6	6
TIME	1:30	1:30	1:15	1:15	1:00 No half inning starts after an hour
RUN LIMIT	7	5	5	5	NO SCORE
MERCY RULE	NONE	NONE	NONE	NONE	NONE
DEFENSIVE SUBSTITUTIONS	MUST PLAY EVERY OTHER INNING	NO PLAYER CAN SIT 2x UNTIL ALL HAVE SAT (w/ pitcher exception)	NO PLAYER CAN SIT 2x UNTIL ALL HAVE SAT	NO PLAYER CAN SIT 2x UNTIL ALL HAVE SAT	ALL PLAY ENTIRE GAME
BAT ENTIRE LINEUP	YES	YES	YES	YES	YES
PITCH COUNT	85/LIMITS PLUS DAYS	75/LIMITS PLUS DAYS	MACHINE	MACHINE	COACH/TEE/TEE
STEALING	YES W/ LEAD	YES	NO	NO	NO
STRIKE OUTS	YES	YES	YES	YES	NO
INFIELD FLY	YES	YES	NO	NO	NO
BASE ON BALLS	YES	YES	NO	NO	NO
BAT STANDARD	USA	USA	USA	USA	USA
CLEATS	PLASTIC	PLASTIC	PLASTIC	PLASTIC	PLASTIC/REG SHOES
DROP 3RD KKK	YES	NO	NO	NO	NO
CATCHER REQ.	YES	YES	OPTIONAL	NO	NO
TROPHIES	1st & 2nd TOURNAMENT ONLY	1st & 2nd TOURNAMENT ONLY	1st & 2nd TOURNAMENT ONLY	1st & 2nd TOURNAMENT ONLY	ALL
MGR/COACH DEFENSIVE	DUGOUT	DUGOUT	2 FOUL TERRITORY	2 FOUL TERRITORY	FIELD
DRAFT	YES	YES	NO	NO	NO
BUNTING/FAKE BUNT AND SWING	YES/NO	YES/NO	YES/NO	NO/NO	NO/NO
CATCHER TO PITCHER LIMIT	4 INNINGS Maximum	4 INNINGS Maximum	N/A	N/A	N/A
BALK	1 warning per pitcher per game	No Balk Reset play	N/A	N/A	N/A
COURTESY RUNNER FOR CATCHER OF RECORD	YES, 2 OUTS, LAST BATTER OUT	YES, 2 OUTS, LAST BATTER OUT	N/A	N/A	NO
STOP OF PLAY	CR Rule Book	CR Rule Book	CR Rule Book "Circle Ball Control"	CR Rule Book "Circle Ball Control"	NO

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NOTE: ST. MATTHEWS HAS ADOPTED THE BABE RUTH/CAL RIPKEN OFFICIAL PLAYING RULES UNLESS OTHERWISE STATED BELOW

IN HOUSE LEAGUE RULES (LOCAL RULES):

4/5's WEEBALL/TEEBALL

1. All batters/runners remain on the field when they move from hitter to base runner.
2. No player may handle a bat until they enter the batter's box.
3. All players play defense but setup two groups that rotate infield/outfield after each inning with infield players ones assigned to get the batted ball. Players need to be spaced to promote social distancing and discourage "crowding" to the ball.
4. In the 4's no runner advanced on overthrows.
5. In the 5's a runner may advance to 2nd base on an overthrow at 1st base only.
6. Outs are not recorded.
7. Teams bat through the order.
8. Coaches on offense must take care to warn defensive coaches of a batter who hits hard or can drive the ball, and allow defense to "back up" and be ready for the hit.

6 COACH PITCH

1. Batters/runners must return to the bench if they are called out on a defensive play.
2. No player may handle a bat until they enter the batter's box.
3. Five pitches will be thrown to the batter, then the tee will be used.
4. On defense, same as 4/5's. Also, two players (pitchers) are allowed inside the area designated by the baselines, the balance of the team will be positioned outside this area. Players need to be spaced to promote social distancing and discourage "crowding" to the ball.
5. Runner may advance 1 base only on an overthrow and may not advance from 3rd to home on an overthrow.
6. Outs are not recorded.
7. Teams bat through the entire order.
8. Coaches on offense must take care to warn defensive coaches of a batter who hits hard or can drive the ball, and allow defense to "back up" and be ready for the hit.

7U MACHINE

1. A traditional catcher will not be used in 7U Machine Pitch.
2. May play up to 10 players in the field, with 4 outfielders and 2 pitchers, with one pitcher assigned to cover home.
3. Score will be kept the entire season.
4. Outs will be recorded, and the inning is over when the 3rd out is made or run limit is reached.
5. The batter is allowed 5 pitches or 3 swinging strikes per at bat. If the 5th pitch is hittable and is taken or swung at and missed, then the batter is out. If the 5th pitch is fouled, then the at bat continues until the non-fouled subsequent pitch is either
 - a. batted into fair play,
 - b. swung at and missed by batter thus resulting in a strike out, or
 - c. batter takes a hittable pitch thus resulting in a strike out.
6. Defensive coaches may position themselves in the outfield in an effort to instruct their players; they may not position themselves within the infield for instructing players. NOTE: Defensive coaches may instruct infielders from foul territory outside their respective dugouts.
7. "Circle Ball" will be played. The play does not stop until a player has control of the ball in the circle.
8. Pitcher is required to remain in the circle behind the pitching machine (a line in the circle will indicate the front of the machine) until the ball exits the pitching machine.
9. There will be a chalk line between the bases. If the umpire determines that the baserunner had advanced past the chalk line when the pitcher obtained control of the ball inside the circle, the baserunner will be awarded the next base. If the umpire determines that the baserunner had not reached the chalk line prior to the pitcher obtaining control of the ball inside the circle, the baserunner will be sent back to the prior base. If the lead runner does not reach the chalk line prior to the pitcher obtaining control inside the circle, then any runners behind the lead runner will be forced back to the previous base regardless of whether or not those runners advanced past the chalk line. In the event of a tie between the baserunner and the pitcher obtaining control of the ball inside the circle, the baserunner will be awarded the next base.
10. Offensive coach will feed the pitching machine.
11. Pitching machine may be adjusted by the umpire (or coach with umpire permission) at any time.
12. Only one base may be advanced on any overthrown balls.

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8U MACHINE

1. A traditional catcher is optional in 8U Machine Pitch.
2. If a catcher is not utilized, a team may play 9 players (which includes 4 outfielders).
3. If a catcher is utilized, a team may play up to 10 players (which includes 4 outfielders and the catcher).
4. The catcher must have his/her own equipment and cannot share his/her equipment with any other players.
5. Score will be kept the entire season.
6. Outs will be recorded, and the inning is over when the 3rd out is made or run limit is reached.
7. If a catcher is utilized, any foul ball caught by the catcher will be counted as an out against the batter.
8. The batter is allowed 5 pitches or 3 swinging strikes per at bat. If the 5th pitch is hittable and is taken or swung at and missed, then the batter is out. If the 5th pitch is fouled, then the at bat continues until the non-fouled subsequent pitch is either
 - a. batted into fair play,
 - b. swung at and missed by batter thus resulting in a strike out, or
 - c. batter takes a hittable pitch thus resulting in a strike out.
9. Defensive coaches may position themselves in the outfield in an effort to instruct their players; they may not position themselves within the infield for instructing players. NOTE: Defensive coaches may instruct infielders from foul territory outside their respective dugouts.
10. "Circle Ball" will be played. The play does not stop until a player has control of the ball in the circle.
11. Pitcher is required to remain in the circle behind the pitching machine (a line in the circle will indicate the front of the machine) until the ball exits the pitching machine.
12. There will be a chalk line between the bases. If the umpire determines that the baserunner had advanced past the chalk line when the pitcher obtained control of the ball inside the circle, the baserunner will be awarded the next base. If the umpire determines that the baserunner had not reached the chalk line prior to the pitcher obtaining control of the ball inside the circle, the baserunner will be sent back to the prior base. If the lead runner does not reach the chalk line prior to the pitcher obtaining control inside the circle, then any runners behind the lead runner will be forced back to the previous base regardless of whether or not those runners advanced past the chalk line. In the event of a tie between the baserunner and the pitcher obtaining control of the ball inside the circle, the baserunner will be awarded the next base.
13. Offensive coach will feed the pitching machine.
14. Pitching machine may be adjusted by the umpire (or coach with umpire permission) at any time.
15. If a fielder attempts to make a play on a runner, all runners may advance at their own risk.

MINORS AND MAJORS:

Drafts

Major's and Minor's Divisional drafts will be an open draft with teams able to select any eligible player. In the Majors, it is not required to draft all the 12-year-olds before drafting 11-year-olds or 10-year-olds. In the Minors, it is not required to draft all the 10-year-olds before drafting 9-year-olds.

Draft order will be serpentine (Example: 1st Round 1,2,3,4; 2nd Round 4,3,2,1; 3rd Round 1,2,3,4)

Siblings playing in the same league shall be picked in continuous order and placed on the same team unless noted by guardian (they choose to separate the two). Ex: Player is drafted in the 5th round; the sibling is automatically taken in the 6th round by the selecting team. Exception will be if one sibling is rated high enough to play in majors as a 10 and the other sibling is not. Guardian will be given the option to separate the two and have them play in separate leagues.

All players participating in the league should attend a pre-draft tryout for the purpose of assessment. Any player unable to attend will be moved to a blind draw category.

Managers and coach's sons/daughters will be ranked and given an assigned draft selection round for the purposes of draft selection.

Minors Player Sitting/Pitcher Exception

If at the start of a defensive inning a team's last player to sit is a pitcher who has recorded pitches in the previous inning, that pitcher will not have to sit and may continue to pitch to the maximum count limit (below) before being required to sit out.

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LEAGUE PITCHING/CATCHING RULES AND LIMITS:

MAXIMUM PITCH RULE			MINIMUM REST RULE	
League	Age	Total Pitches	# of Pitches	# of Calendar Days Rest
MAJORS	12/11/10	85	1-20	0
MINORS	10/9	75	21-35	1
8U	n/a	n/a	36-50	2
7U	n/a	n/a	51-65	3
			66+	4

Ex: 80 pitches delivered in game on Saturday at noon. Pitcher is not eligible to pitch until Thursday (4 calendar days of rest)

1. A player may not pitch in more than one (1) game in any day.
2. Any pitcher removed from the mound for any reason will not be eligible to return to the pitching position for the remaining portion of the game.
3. Catcher may catch a maximum of 4 innings and still be eligible to pitch. Partial inning is considered a full inning for the purpose of this rule.
4. The pitcher, once logging a count of 51 pitches or more in a game, is not eligible to enter the game at the position of catcher. Additionally, if the pitcher has already played the position of catcher in the game prior to playing pitcher, the pitcher cannot re-enter the position of catcher once they throw 20 or more pitches. Violation of this rule will result in removal of the catcher from that position.
5. Major League division (12/11/10) will allow for 1 balk warning per pitcher per game. If called, no offensive players will advance on the warning. All additional balks will result in the standard enforcement as written in Babe Ruth/Cal Ripken rules
6. All pitching rules/limits remain in effect when going from the end of the regular season to the start of the in-house tournament.
7. The Scorekeeper will be the source of record for the official pitch count.

ADDITIONAL RULES AND PENALTIES FOR ALL LEAGUE DIVISIONS

SUSPENSION (1ST OFFENSE)

If a Manager, Coach or player is suspended or removed by an umpire or league official they will not be allowed to participate in their next official game. In the case of the player, the player will be allowed to sit on the bench for the game but will not be allowed to participate or coach a base during the suspension. In the case of the Manager or Coach they will not be allowed to be on the field or in the dugout and are not allowed to manage or coach from outside of the field. They will be allowed to watch the game from the stands.

SUSPENSION (2ND OFFENSE)

If a Manager, Coach or player is suspended or removed for a second time they will not be eligible to participate in the league until a review is completed by the assigned board committee. The minimum suspension will be 1 game and the maximum suspension can be as much as the entire season. All parties will be given a fair and timely hearing by the committee and all committee rulings will be final.

TIME LIMITS

No new innings may start after the allotted time limit has expired with the exception or 10:00PM whichever is achieved first. A new inning begins at the time the third out was recorded in the bottom half of the previous inning. There are no grace periods for time limits.

For example: 1:30 time limit. Last out of the previous inning recorded at 1:29, new inning will be played, unless game is mathematically out of reach in divisions with run limits per inning.

All games stopped due to time limitations are considered official.

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USA BATS

Only USA stamped bats may be used. USSSA stamped bats are strictly prohibited. Images of each are available on our home page. It is the responsibility of each coaching staff to ensure that all players on their team are using only USA stamped bats.

First Offense:

Any batter having been found to have used a USSSA bat at any point during his at-bat or after reaching a base by walk or hit, shall be called out and runners, if any, shall return to their previous base. Inquiry by an opposing team on the use of such bat must be made by the opposing team before the next batter is pitched to. If the umpire determines an illegal bat was used, this will constitute a first offense, the runner shall be called out and runners, if any, shall return to their previous base. The division commissioner shall be notified of any such violation as soon as possible and shall be made part of the Scorekeeper's official record.

Additional Offenses:

Inquiry by an opposing team on a subsequent use of an illegal bat must be made by the opposing team before the next batter is pitched to. If the umpire determines an illegal bat was again used, this will constitute a second offense, the runner shall be called out and runners, if any, shall return to their previous base. The division commissioner shall be notified of any such violation as soon as possible and shall be made part of the Scorekeeper's official record. Additional offenses beyond a first offence, may result in penalties as the division commissioner deems fit at any time, including but not limited to having the game forfeited against the offending team. The commissioner will determine the penalty in his sole discretion taking into account all relevant facts and circumstances.

PITCH COUNT VIOLATIONS

It is the express policy and desire of St. Matthews Baseball to ensure pitchers receive adequate rest based upon the above pitch count chart. This is because young people's pitching arms, still growing and developing, need such rest to properly adjust and safely play the position of pitcher during the season. It is the responsibility of each coaching staff to ensure that all pitcher counts are tracked, and that pitchers are not utilized in violation of the above chart. The official pitch count is kept by the Scorekeeper, and it is the coaching staff's responsibility to confirm the official count with the Scorekeeper when needed. Inquiry by an opposing team of a pitch count violation must be made before the conclusion of the game.

St. Matthews Baseball has a zero-tolerance policy for violation of the pitch count rules. Any team found to have violated the quantity and rest requirements as described above, shall forfeit the game in which such violation occurred. This may occur at any time, either during a game or following a game, using the Scorekeeper's count as the official pitch count of record.

OTHER OFFENSES OR VIOLATION OF RULES

Inquiry by an opposing team of any other possible rule violation must be made before the conclusion of the game. The division commissioner shall be notified of any such offense(s) as soon as possible and shall be made part of the Scorekeeper's official record. Any violation of these rules may result in penalties as the division commissioner deems fit at any time, including but not limited to, being penalized an out, being penalized a run, and/or having the game forfeited against the offending team. The commissioner will determine the penalty in his sole discretion taking into account all relevant facts and circumstances, and such penalty may be decided at any time, either during or following a game.

PLAYER LATE ARRIVALS, EARLY DEPARTURE, INJURY

Any player in the lineup required to leave the field/game for any reason will be considered removed from the lineup without penalty to the team. Any player arriving after the first pitch will be added to the batting order in the last spot and will become an eligible defensive player. Any defensive player removed from the game for any reason may return to any defensive position upon their readiness (e.g. injury).