



2020

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13-15 League Rules

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CARROLLTON BOOSTER BASEBALL
13-15 LEAGUE RULES

1.0 Game preliminaries

1. Four balls. Three strikes. Batters may advance on dropped third strike.
2. Distances
 - a. 13-15 league - mound 60 feet, 6 inches; bases 90 feet.
3. Infield fly rule is in effect.
4. Intentional walks are allowed without pitching to the batter.
5. Metal cleats are NOT allowed at ANY time.
6. No slashing. Batter may not fake a bunt and thereafter take a full swing. Dead Ball, batter shall be called out.
7. Bat restrictions:
 - a. 13 year olds: -8 or less, USSSA or USABat certification required
 - b. 14-15 year olds: -3 or less; USSSA or USABat certification required

2.0 Starting and ending a game

1. Time Limit: 13-15: 6 innings or 1 hour and 40 minutes whichever occurs first. If an inning starts within the time limit, it must be completed. An inning is deemed started once the last out of the preceding inning has been made.
2. In case of rain, three innings constitutes an official game. Games rained out before three innings will be replayed from the beginning.
3. Mercy rule will be as follows: 12 runs after 3 innings. 10 runs after 4 innings.
4. In the event that a full six inning game is played to a tie and there is still regulation time remaining, extra innings will be played. Normal extra inning rules will apply and no extra inning will begin after the regulation time has expired.
5. If a team fields less than 7 players at anytime during the game, it will forfeit the game. If necessary to avoid a forfeit, a team may invite a player (or players) from another team to fill in (but this provision does not apply to playoff games).

3.0 The Batter/Fielder

1. There will be nine fielders and the defensive team must field a catcher at all times.
2. The head coach will submit the batting order to the official scorekeeper prior to the start of the game.
3. Playing time:
 - a. **In games between two Carrollton Boosters teams:**
 - i. Every player present by the start of the game must play in the field at least every other inning and be placed in the batting order. Players arriving late for games may be used defensively at the coach's discretion. A late arriving player will be placed at the bottom of the batting order if the team has not batted through the order.
 - ii. Fielding substitutions and batting order substitutions are independent of each other.
 - iii. No changes are allowed in the batting order once the game has begun except in case of injury, illness, or umpire's ejection. Batting out of order will be penalized in accordance with Major League rules.
 - iv. Offensively, 13-15 teams will bat straight through the order. A late arriving player is inserted at the bottom of the batting order. If you are batting 8, the insertion is in the nine hole. If you are batting 11 the insertion is in the 12 hole, etc.
 - b. **In all other games:**
 - i. Teams may bat all of their players, or they may bat 9 players and use the rest of their players as substitutes. This is at the coach's discretion.
 - ii. If a team elects to bat 9 players, Major League substitution rules apply.
 - iii. There is no minimum defensive participation requirement.

4.0 The Runner

1. Stealing is permitted.

2. Base runners may advance at their own risk as long as the ball remains in the field of play or until time is called by the umpire. Time can not be granted until the ball is returned to the infield.
3. Major league rules apply for overthrows that leave the field of play.
4. Batting helmets must be worn by all batters and base runners while on the field of play and play is ongoing (time is not called). Any base runner intentionally (umpire's judgment) removing his helmet while play is ongoing will be called out.
5. The catcher must be replaced by a courtesy runner with two outs. Last batted out is the courtesy runner.
6. **Crash Rule:** Any base runner that crashes (a crash is a collision with significant force. Incidental contact is not a crash. This distinction is an umpire's judgment call) into the catcher or any other fielder will be called out regardless of whether or not the fielder has the ball (ball is dead). If the contact is deemed intentional (umpire's judgment) the runner will also be ejected from the game. Base runners must either 1) slide, 2) run around the fielder, 3) allow themselves to be tagged, or 4) return to their previous base. If the fielder blocks the base path without the ball in his possession and is not in the process of receiving a throw, obstruction will be called and the runner will be awarded the base.

Point of Emphasis

THIS IS A SAFETY RULE it is designed to address the significant size disparity between players in our leagues. What we intend is that *any* crash will result in an out. Base runners must avoid a crash into a fielder making a play at home or any base. In the event there is an obstruction, either in the field, at a base or by the catcher, it is the umpire's judgment call as to the obstruction. But if there is a crash into an obstructing fielder, no obstruction is called and the base runner will be called out (umpire's judgment call on the crash). Base runners have an affirmative duty to either 1) slide, 2) run around the fielder, 3) allow themselves to be tagged, or 4) return to their previous base.

5.0 The Pitcher

1. Balks will be called.
2. Pitching restrictions: 75 pitch maximum; 3 days' rest after pitching more than 3 outs in a game. (A pitcher who pitches for 3 outs or fewer in a game is not required to rest before pitching in another game.)
 - a. Pitch counts will be recorded inning by inning by the official scorekeeper. It is the responsibility of the coach to keep track of pitch counts.
 - b. A pitcher who reaches his pitch count will be allowed to finish the batter's at-bat but must be removed immediately thereafter.
3. Once a pitcher is removed from the mound, he cannot return as a pitcher within the same game.
4. On the second trip to the mound by a coach in the same half-inning, the pitcher must be removed from the mound. For the purposes of this rule, a half-inning is deemed started once the first pitch of the half-inning is thrown. It is considered a trip to the mound if a coach crosses a foul line, except in the event of an injury.

6.0 Other Rules

1. Major league baseball rules and park rules will apply in all situations not addressed in the league rules.
2. Team shirts and caps must be properly worn by all players in the field or dugout except the catcher who may choose not to wear a cap. A player is ineligible and cannot play in the game if he does not have a team shirt and cap before his first turn at bat or first turn to play in the field. Ineligible players should remain with their team in the dugout.
3. Players using abusive language, throwing equipment, or slamming dugout gates are subject to ejection by the umpire without warning. A coach may bench a player who violates this rule even where no ejection occurs. The head coach shall promptly inform the league coordinator as to the circumstances leading to the benching of any player. The league coordinator may also discipline players who engage in this type of unsportsmanlike conduct.
4. Home teams will use the 3rd base dugout. Visiting teams will use the 1st base dugout. After each game, each team must clean their dugout and return league bats, helmets, and catcher's gear to the league equipment bag. Post-game team meetings may not be held on the field of play or in the dugouts unless there is no other game scheduled on that field for the day.
5. Only players, head coaches and their designated assistants, and league officials are permitted in the dugout. All coaching assistants must be at least 18 years old. A maximum of three (3) non-players

- (head coach and all assistants) will be allowed in each team dugout. For the team in the field, one coach will be permitted to sit/stand in the area between the dugout and home plate (i.e. to call pitches).
6. Dugout gates must be closed and latched while play is ongoing. Only the on-deck batter is allowed in the on-deck circle. Remaining players must be in the dug outs. Bats may not be swung in any other part of the dugout area.
 7. Coaches must not enter the field of play (fair territory) until time has been called by the umpire. One coach may sit on a stool or bucket to call pitches. Another coach may be near the dug out gate.
 8. Only the head coach may discuss an issue with the umpire. In the absence of the head coach an acting head coach may have such discussions.
 9. Coaches may not agree to circumvent any rule. In a situation where coaches agree to violate a rule where the penalty is a forfeiture of the game, both teams will be awarded a forfeiture.
 10. An official protest may be filed if the head coach (or acting head coach) disagrees with an umpire's interpretation of the rules of the game. Protests may not be filed regarding an umpire's judgment call. Protests must be filed before another pitch is thrown. Time is suspended while the protest is being made. A protest arising on a game ending play must be filed within 10 minutes following the end of the game. If the league coordinator is present he will attempt to rule on the protest immediately. If the league coordinator is absent or cannot rule on the protest immediately, an entry must be made in the score book describing the situation exactly (inning, outs, balls/strikes, runners on base, time on game clock, etc.), the ruling by the umpire, and the alleged misapplication of the rules. In all protested games, the decision of the league coordinator is final unless his/her decision violates a specific rule of the Booster's Club. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the Commissioner of Baseball the violation adversely affected the protesting team's chances of winning the game. If the protest is upheld, the game will be replayed from the time of the protest. The umpire will add time to the game clock if necessary to make up for lost time.
 11. Any batted ball that strikes an overhead object (excluding backstop) in fair territory will be played as a ground ball. If the ball travels over the outfield fence after striking the object it is a home run.
 12. Any player wearing a hard cast or splint or any part of his arm or leg is ineligible.
 13. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.