

## Firelands Interleague Baseball 2017 Playing Rules

Each division will play by "National Federation of High School Playing Rules" with exception to the 8u-12u division will play NFHS rules with modifications as noted in the following rules.

### 1.00 – Players, Field and Equipment

**1.00 Team Insurance** is the responsibility of the individual team.

**1.01 Birthday Rule.** A player cannot turn the next age prior to May 1<sup>st</sup>. If a community is not able to produce a Birth Certificate, that game will be played under league protest. A determination of forfeit will be made by the FIB board after review of circumstances.

**1.02 Team Roster.** All teams must submit an initial roster prior to their first league game. Rosters may be updated with changes as follows;

(a) **8U – 14U.** Final roster due by June 1<sup>st</sup>.

Once a player is rostered and roster is submitted, that player may not switch and play for another FIB team.

#### **1.03 The Playing Field.**

- (a) 8U (43'mound - 60' bases).
- 10U (46'mound - 65' bases).
- 12U (50'6"mound - 70' bases).
- 14U (54'mound – 80' bases).

(b) If field dimension do not meet stated requirements, home team must delay or stop game until required dimension are corrected or risk forfeit of game.

#### **1.04 Leagues.**

(a) **8U league** - No lead offs. Stealing any base is NOT permitted. A continuous batting order will be used. NO balks will be called during league play. There is NO infield fly rule. Batter cannot run on dropped 3<sup>rd</sup> strike.

(b) **10U** – No lead offs. Stealing is permitted after the ball crosses the plate. A continuous batting order will be used. NO balks will be called during league play. There is NO infield fly rule. Batter cannot run on dropped 3<sup>rd</sup> strike.

(c) **12U - 14U** - A continuous batting order will be used.

**1.05 (a) The Home Team** shall furnish 2 league approved balls i.e. Macgregor 97, Riddell BBC, Rawlings RO/R100, Diamond DOL 1 and DOLA.

(b) **The Home Team** shall furnish and pay for at 10U, 12U, One (1) qualified umpire from an approved umpiring association. It is recommended that 1 base umpire also be used. The base umpire may be non-certified. Two (2) umpires will be used for 14U. 8U will use coaches for umpires. If no (0) umpires show for the game, both Mgrs shall try to agree on substitute umpires. If no substitutes can be agreed to, the game must be rescheduled. NOTE: Once the game begins with substitute umpire(s), NO PROTEST for this rule can be filed.

#### **1.06 The bat rule**

**8U-10U** – No Big Barrel bats. Max barrel size of 2 ¼ with no drop restrictions.

**12u-14u** - Non-wood bats can be BBCOR certified or have 1.15BPF stamp.  
Max barrel size of 2 ¾" with no drop restrictions.

##### PENALTY FOR USING AN ILLEGAL BAT

- The ball is immediately dead, the batter is out, and runners return to the base occupied at the time of the pitch. The coach is restricted to bench for the 1st time. 2nd violation, the coach is ejected.

**1.07 Uniforms.** Each team must wear full uniforms with numbers on the players' shirts.

(a) **Shoes.** No metal spikes for 8u-12u. PENALTY: Player will be ejected for the remainder of the game if metal spikes are not removed.

1. 14u CAN WEAR metal spikes.

(b) **No jewelry** is permitted to be worn by the players during the game unless for medical reason.

### 2.00 - Game Preliminaries

**2.01 Minimum players allowed.** A team may start the game with only 8 players, any less and it is declared a forfeit. When a ninth player arrives, he is inserted in the last spot in the batting order. A team that starts with 9 may end with 8 provided there are no eligible players left. If a team starts with 8 players, NO OUT is recorded for the missing player.

If a player is ejected or leaves the game for any purpose other than injury or illness an out will be recorded for every time that spot is due to bat in the order. A spot vacated due to injury or illness that cannot be filled with an eligible player will be skipped.

**2.02 Replacement players.** Players can be added by pulling up from the next lower division to obtain a team of 9 but have to bat last in the batting order and can only play in the outfield.

### 3.00 – Starting and Ending a Game

**3.01** Before game time or at the plate meeting, each team will exchange lineup cards. Once the plate meeting is concluded the lineup is official.

**3.02 Ejection** of manager, player, coach or fan from a game; he shall leave the field immediately and take no further part in the game. Manager, player or coach will serve a one (1) game suspension. This is to be served during the next game (umpire and/or opposing mgr is to notify FIB board of the ejection).

2<sup>nd</sup> ejection during season, manager, player or coach will serve a two (2) game suspension. 3<sup>rd</sup> ejection during season, manager, player or coach will be suspended for the remainder of the season. The FIB board will review future action toward the manager, player or coach.

**3.03 Regulation Game** will consist of 6 innings for 8u-10u and 7 innings for 12u – 14u.

**(a) Official Game** is 4 ½ innings with home team ahead or 5 innings with visiting team ahead. There is NO TIME LIMIT for FIB sanctioned games. If managers agree to play a game under time limits, you CAN NOT protest the game.

**(b) Mercy Rule.** 15 run differential after 3 ½ innings with Home team ahead or 4 innings with visiting team is ahead. 10 run differential after 4 ½ innings with Home team ahead or 5 innings with Visiting team ahead. The maximum number of runs per inning is 7.

**(c) Weather or Darkness** interferes with play so that the game is called (ended) by the umpire, it is an Official Game IF;

**(1)** Five full inning have been played, or if the home team has scored an equal or greater number of runs in the four and a fraction turns at bat than the visiting team has scored in five turns at bat;

**(2)** Play has gone **beyond four full innings** and the game is called when the teams have not had an equal number of completed terms at bat, the score shall be the same as it was at the end of the last completed inning (i.e. in the 6th inning go back to end of 5th, in 7th inning go back to end of 6th inning); except that if the home team in its half of the incomplete inning, scores a run (or runs) which equal or exceeds the opponent's score, the final score shall be as recorded when the game is called.

**(d) Lightning Safety.** From the time of thunder or lightning flash is observed, play SHALL be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.

**3.04 Suspended Game.** When a regular season game is interrupted or suspended for any reason and the game cannot be resumed that date, the game will be SUSPENDED if the team behind in the score has not completed its turn at bat in the fourth inning.

When a game HAS gone beyond the fourth inning, it is a complete game, subject to this EXCEPTION:

**(1)** The game has gone 4 innings and the visiting team has scored one or more runs to tie the score or take the lead and the home team has not re-taken the lead and the game is called while an inning in progress but before it is completed.

When a suspended game is completed, it shall be continued from the point of suspension with batting orders and lineups the same. Substitutions may be made. Any player that may have been suspended from the original contest is suspended and not able to play in the resumed game. The FIB requires that a suspended game be continued prior to the next meeting of the teams. Play the remaining inning(s) before the start of your scheduled game.

### 3.05 Forfeited game

**(a)** If a team forfeits more than three (3) games during the present season, the team (manager, coaches, and players) will be suspended from the FIB for the following season.

### 4.00 – The Runner

**4.01 (a) NO MALICIOUS CONTACT** is in effect. Malicious contact is defined as contact between a runner and fielder where there is deliberate intention of the runner to injure the fielder to keep from being tagged out by the fielder. Runners are not required to slide, but if a runner elects to slide, their slide must be legal. Jumping, hurdling and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. If fielder is not lying on the ground, all those attempts are illegal. No player will initiate any contact with another player. PENALTY: The player is out and if in the judgment of the umpire, such contact is deemed to be flagrant, the offending player will be ejected. Legal slide on

a force play, the runner shall slide on the ground in a direct line between the two bases, or away from the fielder to avoid making contact or altering the play of the fielder. With less than two (2) outs, the runner is declared out as well as the batter-runner. Any other base runners shall be returned to the bases they occupied at the time of the pitch. With two outs, the runner shall be declared out and the batter-runner credited with a fielder's choice. Violations result in outs; flagrant violations result in ejection.

## **5.00 – The Pitcher**

### **5.01 Innings Pitched.**

**14u:** No player may pitch more than a total of four (4) innings in a game. (NOTE- The throwing of one pitch constitutes an appearance/inning). Penalty shall be forfeiture of game in which violation occurs.

**12u:** No player may pitch more than a total of three (3) innings in a game. (NOTE- The throwing of one pitch constitutes an appearance/inning). Penalty shall be forfeiture of game in which violation occurs.

**10u:** No player may pitch more than a total of two (2) innings in a game. (NOTE- The throwing of one pitch constitutes an appearance/inning). Penalty shall be forfeiture of game in which violation occurs.

**8u:** No player may pitch more than a total of one (1) innings in a game. (NOTE- The throwing of one pitch constitutes an appearance/inning). Penalty shall be forfeiture of game in which violation occurs. The first three (3) innings will be modified kid-pitch, the last three (3) innings will be coach-pitch.

**5.02 – Breaking balls – 8u-12u** Pitchers should not throw breaking pitches (curveballs, sliders, etc.).

**5.03 – Return Rule -** The starting pitcher may be removed as pitcher and return as pitcher once per game provided it does not violate the innings pitched rule.

## **6.00 – Scoring – Record Keeping**

**6.01 Official Scoring.** The home team will have the official score.

**6.02 Reporting Score.** The home team is responsible for recording the official score on the league web site. Winning team needs to record score within 24 hours from game time.

**6.03 Rainouts.** Home team must inform (email or text) league commission that game has been rained out. All makeup games need to be RESCHEDULED (not played) within 5 days of the regular season postponed game. If a mutual date cannot be reached, the league commission or a FIB officer will reschedule the game. Games not rescheduled are recorded as a double forfeit.

**6.04 Minimum Games.** Minimum number of **league** games that need to be played during a season to qualify for the post-season tournament is 90% of the scheduled games.

## **7.01 - Suggested Speed-up Rules**

**7.01 COURTESY RUNNERS** With two (2) outs the team at-bat may use a courtesy runner for the catcher to help speed up the game. The last batter who did not reach base safely during that inning shall be used.