

# BOYS "B" LEAGUE BASEBALL RULES — 2013

All Rules are National Federation High School Rules WITH THE FOLLOWING EXCEPTIONS

1. Regulation game is 6 innings. In case of inclement weather or darkness, a game is official if the trailing team has batted 4 times.
  - A. Games must start with a minimum of 8 players on a team. If a team is short-handed, it may draw from its "farm team." The "B" league coach must contact the coach of his "C" league farm team and advise him of his needs. Needed players would be drawn from the farm team. If the farm team cannot accommodate the coach's needs, the "B" league coach may then ask any other coach from the "B" league for assistance. "B" league coaches MAY NOT contact players directly.

The coach must discuss the situation with the Site Supervisor and give a full explanation of the steps followed to acquire call-up players.
  - B. Call-up players MAY NOT pitch.
  - C. If a player on the "B" team's roster shows up late or unexpectedly, the call-up player may still play, and should begin the game on defense.
  - D. All players must bat. Late-arriving players are inserted at the end of the batting order.
  - E. No player can sit out more than 1 inning at a time and must play half of the game defensively. Only 9 players can play defense at any one time.
  - F. There is a 15-minute forfeit rule; the minimum number of players must be ready to play by the time limit or the game will be forfeited; this rule will be strictly enforced (see appendix).
  - G. No new inning may start after 2 hours from the scheduled start time, NOT the actual start time.
  - H. No team may score more than 7 runs in an inning except in the 6th inning, in which a team may score unlimited runs until it is retired. In innings 1 through 5, play will be stopped once the 7th run is scored, regardless of the situation. Extra innings WILL NOT be played.
  - I. Once a game is official (see 1.), the 15-run rule will be in effect. The game will end if the trailing team is behind by 15 or more runs and has batted 4 times.
  - J. Bunting is permitted.
  - K. Leading off bases IS NOT permitted. A baserunner cannot leave a base until the pitched ball has crossed home plate. There will be one TEAM warning if a baserunner takes a lead. Any runners on that team taking a lead after the warning will be called out.
  - L. The infield fly rule is in effect (see appendix) but must be called by the umpire.
  - M. Players MAY NOT be intentionally walked.

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- N. Stealing is allowed EXCEPT of home plate. A baserunner MAY NOT steal home. When stealing bases, there is no advancement due to a catcher's overthrow. The runner will be allowed the base he was stealing only. There are NO DELAYED STEALS. One team warning will be issued if a runner delays or feigns a steal. After the warning, any runner on that team delaying or feigning a steal will be called out.
- O. A ball thrown back to the pitcher is a live ball.
- P. A player who loses his helmet while running the bases MUST stop at the next base. Any player throwing his helmet off while running the bases is automatically out. All other runners will be allowed to advance.
- Q. No player may sit out more than 2 consecutive innings unless he is injured or ill. Violation of this rule could result in a forfeit. In the event a player cannot bat due to injury or illness, his spot in the batting order will be skipped and is NOT an automatic out. An automatic out WILL be called when a team's lineup drops to less than 8 players.

### 2. PITCHING

- A. A player may not pitch more than 9 innings in a 7-day period.
- B. A player MAY NOT pitch more than 3 innings in one game; ONE pitch constitutes an inning. If a player pitches 3 innings in a game, he must rest two full days before pitching again. Example: A pitcher throws 3 innings on Monday; he may not pitch again until Thursday.
- C. Curve balls ARE NOT allowed. For the first offense, the play will be called dead and the pitch counted as a ball. A subsequent violation will result in the pitcher being removed from the mound. This is an umpire's-judgment call and cannot be protested.
- D. The strike zone will be called as top of the shoulders to bottom of the knees.
- E. Any pitcher hitting 3 batters in a game must be removed from the mound.
- F. On a dropped third strike, the batter is out and MAY NOT attempt to advance to first.
- G. There will be no balks called. Intentional walks ARE NOT allowed.
- H. 2 visits to the mound in a game by a coach will require that the pitcher be removed from the mound. A coach checking a player for injury does not count as a mound visit.
- I. Any player warming up a pitcher must wear a catcher's mask and chest protector.
- J. A player who has pitched 3 innings MAY NOT go immediately to the catcher's position. The player must sit or play another position for 1 inning before playing catcher.
- K. Pitchers must pitch from the 46-foot pitching rubber.

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### 3. GENERAL

- A. All players MUST wear a protective cup. Players should not be allowed to play without one.
- B. A player not showing loyalty to his team and desire to play is subject to not playing. Coaches should use discretion in applying this rule, and must make it known to the Site Supervisor that they plan to do so. The Site Supervisor will have final say in the matter.
- C. If a batter throws his bat, there will be a team warning. The next batter on that team who throws his bat will be called out.
- D. Speed up rule: A courtesy runner for the catcher is optional and allowable with 2 outs. The replacement runner is the LAST player on the team at bat put out anywhere on the field.
- E. Coaches are responsible for players hustling on and off the field between innings and for making positional changes quickly.
- F. Baserunners should make every effort to avoid contact with fielders. If, in the judgment of the umpire, a baserunner makes intentional contact with a defensive player, he will be called out and ejected from the game. See appendix for more information.
- G. Head-first slides ARE NOT allowed. Sliding into first base IS NOT allowed. The first infraction will result in a team warning, subsequent infractions by a member of that team will result in the baserunner being called out. A player MAY dive headfirst back to the base he already occupies.
- H. Players must be in full league-issued uniform. If a player is not wearing his complete uniform, the Site Supervisor will have final say as to whether he will be allowed to play. Coaches are responsible for making sure players and parents understand this rule.
- I. Players MAY NOT wear jewelry of any kind.
- J. Players MAY NOT use metal cleats or spikes.
- K. Any player coaching first or third base MUST wear a helmet.
- L. There will be no on-deck batters with a bat in hand
- M. Coaches MAY NOT use electronic devices of any kind when coaching bases.
- N. To determine the league champion, 2 points will be awarded for a win and 1 point for a tie. A team winning by forfeit receives 2 points.

All rules above are determined and enforced in the spirit of recreation. In the event of any discrepancies, the Site Supervisor or Recreation Director(s) will have final say in the matter. Protests will be heard by Dennis Passe, Roe Woods or Joe Irovando. The Site Supervisor will provide input, with the Directors having final say.

## BOYS “B” LEAGUE BASEBALL RULES — 2013; APPENDIX

### **Pre-game Warmup Schedule:**

**Visiting** team has the field from **5:15 to 5:30 p.m.**

**Home** team has the field from **5:30 to 5:45 p.m.**

It is the coach's responsibility to have his/her players at the field on time.

**Games will start PROMPTLY at 5:45 p.m.**

### INFIELD FLY RULE

When a batted ball results in a pop-fly to an infielder in fair territory that is considered by the umpire to be easily catchable, and there are runners on first and second bases or the bases are loaded with less than two outs, the umpire will call the infield fly rule. Once called, the batter is automatically out. If the ball is not caught, the batter is still out once the infield fly rule has been called. Baserunners can advance at their own risk either after the ball is caught (by tagging up) or after the ball hits the ground (tag-up not required). It is a coach's responsibility to teach his/her players that once the infield fly rule is called, they can be put out if they continue to advance on the bases. To avoid confusion and potential additional outs, the ideal strategy is to have the baserunners immediately return to the base they are occupying when the umpire calls the infield fly rule.

### BASERUNNERS AND FIELDERS: INTERFERENCE AND OBSTRUCTION

A fielder has the right to be able to field a batted ball. A common misconception is that a baserunner “has a right to the basepath,” the misconception being that the basepath is an extremely narrow channel. A baserunner can run up to three feet inside of or outside of the ‘basepaths’ between first and second and second and third and not be called out for “going out of the basepath.” Baserunners should make every effort to AVOID a fielder making a play on a batted ball.

A baserunner who does not attempt to avoid a fielder making a play on the ball will be called for interference and declared out if, in the umpire's judgment, he did not make an effort to avoid interfering with the fielder.

However, fielders who are NOT making a play on a batted ball MAY NOT obstruct a baserunner by stationing themselves in his path or moving into his path. This will be considered obstruction, and the baserunner will be awarded the base toward which he was headed.

Similarly, a fielder MAY NOT “block” a base if he is not receiving a throw toward that base. For safety's sake, coaches should instruct players on straddling a base or positioning themselves to the side when receiving a throw to avoid injuries resulting from contact with sliding baserunners.

### 15-MINUTE FORFEIT RULE

For clarity's sake, a player is not considered “ready to play” if he is “on his way,” is in the parking lot, or is on the bench still putting on cleats or gear. When the 15-minute time limit is reached, a team must have the minimum number of players ready to begin play.