

BOYS "C" LEAGUE BASEBALL RULES — 2013

1. Regulation game is 6 innings. In case of inclement weather or darkness, a game is official after 3 innings or 2½ with the home team in the lead.
2. Games must start with a minimum of 8 players on a team. To avoid a forfeit, a team may use a player from another 'C' league team.
3. Players recruited from another team MAY NOT pitch.
4. If a player on the "C" team's roster shows up late or unexpectedly, the recruited player may still play. The late-arriving player will be inserted into the last spot in the batting order.
5. All players must bat.
6. No player can sit out more than 1 inning on defense at a time.
7. 4 outfielders will be spread evenly across the outfield. A "short-fielder" IS NOT allowed. A coach can be positioned in the outfield to help coach the outfielders. The coach MAY NOT touch the ball or interfere with play in any way.
8. An outfielder IS NOT allowed to make an unassisted putout at a base.
9. 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).
10. No new inning may start after 2 hours from the scheduled start time, NOT the actual start time.
11. No extra innings will be played.
12. No team may score more than 6 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 6th run is scored, regardless of the situation.
13. 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 3 times.
14. Leads off of bases ARE NOT permitted. A team will be issued a warning on the first offense; any runner on the same team taking a lead after this warning will be called out.
15. The infield fly rule is in effect (see appendix) but must be called by the umpire.
16. Players MAY NOT be intentionally walked.

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17. A player may pitch a total of 7 innings in a 7-day period. All innings pitched must be documented in the scorebook.
18. A player MAY NOT pitch more than 3 innings in one game; ONE pitch constitutes an inning.
19. If a player pitches 3 innings in a game, he must rest 1 full day before he pitches again.
20. The strike zone will be called as top of shoulders to bottom of knees.
21. Any pitcher hitting 4 batters in a game must be removed from the mound.
22. Pitchers MAY NOT throw curve balls. First offense is a team warning. A ball will be called if the batter does not swing, if he swings and misses or if he hits the ball into foul territory. If the batter hits the ball into fair territory, it will be considered to be in play. On the second offense, the pitcher must be removed from the mound. This is a judgment call and cannot be protested.
23. Pitchers must throw from the 46-foot pitching rubber. Balks WILL NOT be called.
24. Batter is out on a dropped third strike; no advance to first base is allowed.
25. 2 visits to the mound in a game by a coach will require that the pitcher be removed. A coach checking a player for injury does not count as a mound visit.
26. Any player warming up a pitcher MUST wear a catcher's mask and chest protector.
27. All players are required to wear a protective cup. Catchers MUST wear a protective cup.
28. Catchers must THROW, not roll, the ball back to the pitcher.
29. Catchers MAY NOT attempt pick-off throws to any base.
30. Stealing is allowed, one base at a time. A baserunner MAY NOT advance on a catcher's overthrow.
31. Stealing of home plate IS NOT allowed. Delayed steals ARE NOT allowed.
32. A baserunner may advance on a batted ball, walked batter or batter hit by a pitch. Runners can advance as far as possible except on overthrows by the catcher and overthrows into dead-ball territory. When the ball is thrown into dead-ball territory, runners are awarded 1 extra base.
33. Tag-ups on fly balls are allowed.
34. 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.

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35. A player throwing a bat will result in a team warning. In the next instance of a player on that team throwing a bat, the batter will be called out.
36. 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.
37. Coaches are responsible for players hustling on and off the field between innings and for making positional changes quickly.
38. 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.
39. Head-first slides are not allowed. A player MAY dive headfirst back to the base he already occupies.
40. Batters MAY NOT slide into first base. A batter will be called out with no warning for sliding into first base. In the event a player slides into first base and there are other baserunners, the other runners may advance only one base.
41. Any player losing his helmet while running the bases may only advance to the next base. Any player throwing off a helmet will be called out; all other runners may advance. All baserunners MUST continue to wear a helmet until they reach the bench.
42. Each batter starts with a 0-0 count; 4 balls constitutes a walk; 3 strikes and the batter is out.
43. Players MAY NOT wear jewelry of any kind.
44. Players MAY NOT use metal cleats or spikes.
45. Any player coaching first or third base MUST wear a helmet. Coaches MAY NOT physically hold a runner or push a runner to advance. If a coach does either, the runner will be called out.
46. A point system will be used to determine the league champion; 2 points for a win, 1 point for a tie. If a team wins by forfeit, it receives 2 points in the standings.
47. Coaches MAY NOT use electronic devices of any kind when coaching bases.
48. There will be no on-deck batters with a bat in hand

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.

In the event a coach wishes to protest a call, he/she must do so before the next pitch is thrown. Dennis Passe will hear all protests and have final say.

BOYS "C" LEAGUE BASEBALL RULES — 2013; APPENDIX

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.