



**Land-O-Hills Baseball League
7th-8th Grade Player Pitch Rules
2014 Season (updated 5/12/14)**

Note: *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of baseball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind.*

It is also the intention of the league to maintain a fair level of play amongst all the teams within a community. "Stacking" of teams is not permitted by anyone, including coaches, commissioners and parents. Stacking refers to placing mostly 13 year olds on one team and 14's on another or selecting the most talented to play on one team and the less talented on another. Rosters should be balanced by age and talent. The commissioners will investigate all complaints and they alone will determine if and what disciplinary action will be taken. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.

Playoffs and Awards: **Playoffs and Awards:** The League playoffs will take place between July 17 and 20. The League will supply 1st and 2nd place trophies after completion of all playoff games. 3rd Place teams will receive medals. All regular season games that have a potential impact on playoff seeding must be played by July 14, 2014. Regular season games not played by July 14 do not have to be played. All teams will be seeded by their regular season league records.

Tournament Pitching Restrictions

- 3 innings per game maximum
- 12 innings total for the tournament
- One pitch constitutes an inning
- "Innings pitched" forms will be handed out prior to first tournament games
- All forms must be signed by the coaches after each game
- Forms need to be turned in after your final game each tournament day
- Violation of pitching rules will result in forfeiture of game by the offending team

The winner of the tournament is the winner of the league. Merton will host 7-8th Grade next year at Merton Primary.

1. **Rosters:** By April 30, all teams through their community commissioner must submit a team roster (via electronic media – Microsoft Word or Excel – emailed or on floppy disk) to the League Committee and to the Director designated by each community that contains the following player information: Name, City, Phone # and Date of Birth. Include uniform number for player when possible. Rosters must also include the team coach and assistants with the following information: Name, City, Phone # , Cell Phone # and email address. Include player numbers when possible. Each league head coach will receive a copy of all league rosters. Coaches may compare these rosters to game lineups. Players may be added to the roster up to June 15 by submitting a roster change

request to the League Committee. The request must include the reason for the roster change (ex. Replacing injured player, player moved into community, etc.)

Scheduling: In order to complete the schedule, all information including field availability, field locations, coaches names, phone and email address, preliminary player roster including name, DOB, address city and phone number must be completed and received by the League Committee by no later than 5 days after the league scheduling meeting (usually the last week in March or first week in April) or the team may not be included in the league schedule.

General Rules

1. Players in this league must be in 7th or 8th Grade when registration takes place in order to play. For Home Schooled children, players must not turn 15 before September 1 of the current season. The following exceptions also apply to 15 year olds only:
 - A. If the player is in the 8th grade during the current school year there are no limitations
 - B. The player may be in the 9th grade but not a player on any of his/her high school baseball teams.
 - C. In order to not overly influence the outcome of the game, the 9th Grade players may not play either the position of pitcher or catcher.
 - D. All 9th Grade players must be identified in the lineup and submitted to the opposing teams coach or scorekeeper prior to the start of each game.
 - E. Only two 9th Graders may be rostered per team.
2. **Each team must share a lineup prior to the start of each game that includes player numbers.**
3. The home team will keep the official scorebook for both teams . If the score is disputed and the coaches cannot resolve it, the umpire will be the final decision maker. The home team is also responsible for calling/emailing the final score to the designated web site (www.Monchesreclub.org) within 1 day after a completed game. Please include the team age group and game number. Every team must have an identified individual on the roster that will be responsible to report the game score. Failure to report your score (or report a cancelled, postponed or incomplete game) within 24 hours after the game is played to the website could result in a forfeit for the home team.
4. Scheduled games: Once officially scheduled, games can be cancelled or postponed only because of weather related conditions (by 5pm of game day) including heavy rain, wet, muddy, puddle field or lightning.
2. No protests allowed. Problems can be discussed at the coaches meeting at the end of the season.
3. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although the umpires should first give a warning unless the incident is intentional or flagrant.
4. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed. Arguing umpire calls will be considered unsportsmanlike conduct and after one warning, may result in ejection. Continued incidents will result in a game forfeit. It is the responsibility of each community commissioner to give a copy of these league rules to every umpire they expect to use. Umpires regardless of age are expected to read and understand these rules. Questions can be forwarded to the League Committee if need be.
5. All players present at the game must play at least two innings in the field, with the following exceptions:

- Coaches and umpires must be notified if a team member will not participate due to disciplinary actions or injury.
 - Ejections for unsportsmanlike conduct - failure to comply will result in forfeit of the game.
6. The infield fly rule is in effect and should be called by the Home plate umpire.
 7. The home team coach will decide when a game shall be suspended or discontinued due to bad weather. In no case shall a game start or continue when there is lightning in the area.
 8. A team will consist of nine (9) rostered players at all times. In the case of an injury, a team will be allowed to continue with eight (8) players. A team will also be allowed to play with less than 9 players upon agreement between the two coaches.
 9. A team will be allowed to bring up unrostered players from their 11-12 team roster in order to complete a game OR prevent a forfeited game due to missing players. No players may be currently playing for or rostered on a select team, however, players from our league team may play on a tournament only team. A maximum of 2 unrostered players may be used.

Field Preparation

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down.
3. Bases are 80 feet. The pitcher's rubber is 54 feet from home plate.

Game Rules

1. The Home Team will supply two new baseballs for each game.
2. The Home team will provide the home plate umpire or both umpires if both are paid. The visiting team will provide one base umpire unless home team provides paid umpires.
3. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach by 4:30 p.m. of game date. The home coach is responsible for verbally talking with the visiting coach—no emails, no postings on webs. Rain dates must be rescheduled within 7 days and played within 21 days or by July 14, 2012, whichever comes first. The home team coach must take the initiative to communicate to the visiting coach and is responsible for notifying the Community Directors of the date and field of choice to insure availability. If the coaches cannot agree on a time, date or place, the League Committee will determine same and notify both teams within 3 days of game day. Both teams that fail to reschedule an unplayed game within the above time constraints will be given a forfeit.
4. Games start promptly at 6:00 pm. Teams arriving more than 15 minutes late shall forfeit the game; however, this rule may be waived by mutual consent of the coaches.
5. Visiting team gets the field for the 15 minutes immediately prior to scheduled game start time.
6. No new inning may start more than 2 hours and 5 minutes after actual game start time. In case of a tie, the home team coach will determine if the game can be safely completed. Both coaches can also agree to resume a tie game at a later date or end play with a tie score.
7. Games shall consist of 7 innings. Four and one-half (4½) innings is considered a full game if the home team is ahead, five (5) if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of an inning.
8. A game can be considered over by the losing team if the winning team has a fifteen (15) run lead at the end of five (5) innings or anytime thereafter.
9. Injury rule for taking outs for injury vs. player leaving for other reasons. Use state league rule. If a player leaves the game due to an injury or illness, there is an automatic out for that player the next time his spot comes up in the batting order. His spot is then skipped on subsequent at bats. Once

the out is taken, this player may NOT return to this game. *Note: Opposing coaches should discuss with the umpire and agree upon the final disposition of the player and his removal from the game. Any exceptions made to this rule must be agreed upon by opposing coaches and umpires in the spirit of good sportsmanship.*

Pitching

1. A pitcher will pitch no more than four (4) consecutive innings per game or eight (8) innings in three consecutive calendar days. **Pitching should be limited based on Calendar Days not on 24 hour periods.**
2. Any pitch thrown by a pitcher in an inning constitutes a full inning.
3. No pitcher can re-enter a game as a pitcher once he is removed from that position.
4. Umpires must call balls and strikes from behind home plate.
5. A balk is to be called if the hidden ball trick is used.
6. A balk will also be called if the pitcher:
 - a. Fakes a throw to a base while his foot is on the rubber.
 - b. Fails to deliver the ball with his foot on the rubber after having gone through his motion.
 - c. Fails to step directly toward a base with his foot on the rubber before throwing to that base.

Base Running

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.
 - Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
 - Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base.
3. A courtesy runner is allowed at any time for the catcher. Any courtesy runner utilized should be the last out recorded.
4. If a play is made at home plate, the runner must slide or attempt to avoid contact. It is a judgment call by the umpire if the play is close enough to require a slide. The umpire must call the runner out if the runner does not slide when the umpire decides a slide was required. The catcher cannot block home plate or make a play for the runner if he does not have the ball or will not have the ball before the runner reaches the base. The umpire shall warn the catcher for the first infraction and can eject the catcher from the game for flagrant or further infractions.
5. Runners may steal any base. A runner may begin stealing before the pitch has crossed home plate.
6. If a play is made on a runner by throwing the ball, the runner may advance to the next base, including home plate, or return to the original base.
7. There are no maximum lead-off restrictions.
8. If the catcher drops the third strike, the ball is in play and the batter may attempt to reach base safely if 1st base is unoccupied or there are 2 outs. The batter can begin running any time before he steps more than (3) feet outside of any baseline. Once the batter steps more than (3) feet outside

any base line he is out. The umpire is also to call the batter out if a teammate or coach touches him before he attempts to reach 1st base.

Batting

1. No designated hitter.
2. All players present at the game must bat in common numerical order.
3. Batters must wear a batting helmet (it is also recommended that helmets have a protective face guard).

Equipment

1. Metal spikes are not allowed.
2. Catchers must wear a protective helmet, facemask, throat protector, shin guards, chest protector and cup.
3. There is no restriction on a bat's weight to length ratio; however, bats are limited to a 2 5/8" maximum barrel diameter. Any adult league bat (those with a weight to length ratio of -3) must conform to current NFHS standards (WSYBL rules).