

**NORTHERN MIAMI COUNTY LEAGUE
COMMON DIVISION BASEBALL RULES AND REGULATIONS
January 1, 2024**

REMEMBER...THIS GAME IS FOR THE KIDS TO LEARN AND HAVE FUN!

****IT IS NOT FOR THE COACHES!****

All OHSAA rules and regulations apply within all divisions with the following local modifications and exceptions:

GENERAL RULES

- ❖ **Bats: 8U & 10U - Only USA & USSSA stamped** bats with a barrel of 2 5/8" or less
12U – USA, USSSA, & BBCOR stamped bats with a barrel of 2 5/8" or less
 - If an illegal bat is used:
 - 1st offense - the batter will be out. 2nd offense – batter and coach are ejected.
 - Bats – Definitions and Penalties – Rules 1-5-1, 2-4, & 7-4-2
 - An illegal bat does not meet the specifications of Rule 1-5. Altered bats and non-approved bats are both types of illegal bats. A batter who enters the box with an illegal bat or is discovered having used an illegal bat with the infraction being detected by the umpire or the defense prior to the next pitch is out. The ball is immediately dead and all runners return to the base occupied at the time of the pitch. If a runner was retired on the play the out stands and the runner does not return.
- ❖ Yelling at players, umpires, or parents is strictly prohibited, as is the use of any profanity.
- ❖ Only the team Manager may discuss calls with Umpires. All discussion with Umpires must be conducted in a respectful manner. Judgement calls are at the Umpire discretion. The league rules are to be the final say on calls. If a manager wishes to contest a non-judgement call with an Umpire, he should be able to produce the league rule demonstrating his issue in question.
- ❖ Each team must field a minimum of eight (8) players to avoid a forfeit. These eight players must be ready to play no later than 10 minutes following the scheduled start time. If a rostered player is not present at their turn to bat, this will be an out.
- ❖ Teams will bat their entire roster. As in the rule book, a batter who bats out of order will be removed when the error is found and the correct batter will assume the count. If found after a successful at bat occurs prior to the next pitch, the batter (now runner) will be considered out and the batting order will resume at the point where the error was made. Any movement of baserunners will be returned.
- ❖ In the case of an injured player, the team must take an out for that player's next at bat. No other outs will be taken when his spot in the order comes up. The injured player must return to the batting lineup during his next at-bat or will be considered out for the game.
- ❖ Speed up rule - A pinch runner may be inserted for the catcher when there are two outs and the catcher is on base in order for the catcher to put on his equipment. The pinch runner must be the player who made the last out of the inning. This is optional and not a requirement.
- ❖ **Teams can only pull players from the league below to prevent a forfeit.**

- ❖ **Per OHSAA handbook: Inclement Weather** – Anytime lightning or thunder can be seen or heard, teams must evacuate to available safe structures or shelters. It is mandatory to wait at least 30 minutes after the last flash of lightning or thunder is witnessed or heard to resume play.

8U BOYS

GAME LENGTH

- ❖ Games are 6 innings or the time limit of 1 HR and 30 minutes; no new inning can be started after the 1 HR and 30 minutes start time of the game. However, the start time will be considered as when the home team takes the field. **When the time limit for starting a new inning is reached, the umpire should inform both managers that this is now the last, OPEN inning.** Once a new inning is started, it should be completed (if the home team is leading, they do not need to bat in the bottom of the last inning). In the event of a tie after 6 innings, extra innings may be played until there is a winner as long as within the time limits.
- ❖ 15 run rule - A game will be considered complete and shall end after four (4) or more complete innings have been played if either team is ahead by 15 or more runs.

COACH PITCHING / FIELD MARKINGS

- The coach will pitch from between 25' and 40'. The coach needs to be no closer than the 25' line (Both feet must start on or behind the line when you start pitching).
- All fields will show lines in front of 1st and 3rd base (Not on the foul line) that measure 40' from the home plate. Infielders must stay behind these lines until the ball is hit. There will be a line halfway between 1st and 2nd, halfway between 2nd and 3rd and halfway between 3rd and home plate. These lines will be used for determining whether the runners get the next base after time is called.
- There will be a 6' tall x 12' wide rectangle around the 40' pitcher line.
- After the ball is hit – it is live until an infielder has control & requests time or the umpire feels that the runners are stopped and he can call time out. The player cannot call time out, only the umpire. Once the time is called – any runner past the halfway mark gets the next base unless the lead runner in front has not passed the mark – then all runners must go back.
- If a batted ball strikes the pitching coach, it will be declared a 'dead ball'; any runners will return to their respective base they were on at the start of the at bat and the at bat continues at that pitch count when the dead ball occurred.
- **The pitching coach must attempt to move themselves into foul territory away from the ball during the play (after the ball is hit), until play ends.**
- If at any time during the game an offensive coach accidentally interferes with the ball in play, the play is void and treated as never occurring. The players return to their previous positions, the play is 'done over', and the pitch count does not change. If the coach interferes intentionally, the batter or runner is out.

DEFENSIVE POSITIONING

- ❖ The defense may field 10 players.
- ❖ The pitcher helper must start with at least 1 foot in the rectangle (No closer than the 40' mark) until the ball is hit and must wear a helmet with a facemask.
- ❖ Infielders must stay behind the 40' lines until the ball is hit.
- ❖ All outfielders must start in the grass & not advance until the ball is hit.
- ❖ Only 6 players can play infield. Only infielders can make a play in the infield (i.e.: an outfielder cannot intentionally run in on a batted ball and cover a base for a force play or to make a tag). An outfielder is allowed to back up a base and in case of an overthrow or a 'pickle' situation get involved in the play. This will be an umpire's judgment call dependent on the situation and the

result (if deemed intentional coverage on a batted ball) will be that the runner is safe on the play for the location where the outfielder was covering.

- ❖ The defensive catcher is a legitimate defensive player and can field 'short' hits. He/she is positioned directly behind home plate.
- ❖ **Each player must play in the outfield for 1 complete inning (3 outs in the same inning or 5 runs) prior to the 4th inning.** If a team has 10 or less players, all players will play defensively. If on a team with 12 players, the inning that a player is on the bench (not in the game) will be considered as his/her playing an inning in the outfield. A different player must sit out each inning. No player should sit out more than 1 inning. **Failure to meet this requirement results in forfeiture of the game.** If a player arrives after an inning is played, he/she will be considered to have played in the outfield during the inning that he/she was not present. If a player arrives in the middle of the first inning, he/she should be placed in the outfield and it will be considered that he/she played the outfield that entire inning. If he/she is placed in the infield, it will be considered that he/she played the infield that entire inning.

❖ **DURING TOURNAMENT, PLAYER ROTATION WILL NOT BE ENFORCED**

COACH POSITIONING

- ❖ While on offense, no other coach may be in fair territory except pitching coach.
- ❖ While on defense, only one coach is allowed - in the OUTFIELD.

BATTING

- ❖ There is a five (5) run limit per inning.
- ❖ Each batter shall receive a maximum of **six (6)** pitches. If the batter fouls the 6th pitch, they will receive an additional pitch. The batter will receive additional pitches as long as batter continues to foul the pitch. There will be no walks.
- ❖ All players will be in the batting order.
- ❖ It is **HIGHLY** recommended batting helmets have face masks, it will be family choice.
- ❖ Bunting / fake bunting is **NOT** allowed. If done, an out will be called.

BASE RUNNING

- ❖ Leading off and stealing is prohibited. The runner can only leave the base when the batter puts the ball in play.
- ❖ Sliding is permitted. 'Taking Out' a defensive player or spiking is strictly prohibited.
- ❖ **NO metal spikes**
- ❖ Tagging up (after a caught fly ball) is permitted.
- ❖ Running out of the base path and runner interference should be enforced.
- ❖ Infield Fly rule is not enforced.

OVERTHROWS

- ❖ Only one base is permitted on an overthrow. If the defense tries to make a play on the runner in an overthrow situation and they make an additional overthrow, the runner can advance again. This is designed to have the infield keep possession of ball and not make unintelligent consecutive throws.

10U BOYS

GAME LENGTH

- ❖ Games are 6 innings or the time limit of 1 HR and 45 minutes; no new inning can be started after the 1 HR and 45 minutes start time of the game. However, the start time will be considered as when the home team takes the field. When the time limit for starting a new inning is reached, the umpire should inform both managers that this is now the last, OPEN inning. Once a new inning is started, it should be completed (if the home team is leading, they do not need to bat in the bottom of the last inning). In the event of a tie after 6 innings, extra innings may be played until there is a winner as long as within the time limits.
- ❖ 10 run rule - A game will be considered complete and shall end after four (4) or more complete innings have been played if either team is ahead by 10 or more runs.

BATTING/DEFENSE

- ❖ There is a six (6) run limit per inning.
- ❖ All players will be in the batting order.
- ❖ Free substitution is permitted (except for Pitcher). Each player must play a minimum of 2 defensive innings.
- ❖ 10 Total Defensive Players
- ❖ Bunting is allowed.

BASE RUNNING

- ❖ Leading off is prohibited. Runner must wait until the ball crosses the plate before leaving the base.
- ❖ Runner at 3rd may not steal home on a throw back from catcher to pitcher.
- ❖ Sliding is permitted. 'Taking Out' a defensive player or spiking is strictly prohibited.
- ❖ Tagging up (after a caught fly ball) is permitted.
- ❖ Running out of the base path and runner interference should be enforced.
- ❖ Infield Fly rule is not enforced.
- ❖ A batter may not advance on a dropped third strike missed by the catcher. He/she is out.
- ❖ The batter is out if the catcher holds on to or catches a tipped third strike

PITCHING RULES

- ❖ Distance is 46'
- ❖ A pitcher can pitch 3 innings per game. 1 pitch constitutes an inning. A pitcher can throw no more than 6 innings in 2 consecutive days. A pitcher who has only thrown 1 or 2 innings can come back in and throw additional innings so as long as they do not throw more than 3 innings in that game.
- ❖ NO Balks
- ❖ If a manager takes 2 trips to the mound in the same inning, the pitcher must be removed. Calling time out and going on the field and/or calling the pitcher to you near the dugout to talk is also considered a 'trip to the mound'. This is an umpire's judgement call. If you switch pitchers between innings, this is not considered a 'trip to the mound'.

EQUIPMENT

- ❖ The catcher should use proper equipment including protective cup & throat protector.
- ❖ **NO metal spikes**
- ❖ Helmets must be worn by all batters, runners & players in the on-deck circle.

12U BOYS

GAME LENGTH

- ❖ Games are 6 innings or the time limit of 1 HR and 45 minutes; no new inning can be started after the 1 HR and 45 minutes start time of the game. However, the start time will be considered as when the home team takes the field. When the time limit for starting a new inning is reached, the umpire should inform both managers that this is now the last, OPEN inning. Once a new inning is started, it should be completed (if the home team is leading, they do not need to bat in the bottom of the last inning). In the event of a tie after 6 innings, extra innings may be played until there is a winner as long as within the time limits.
- ❖ 10 run rule - A game will be considered complete and shall end after four (4) or more complete innings have been played if either team is ahead by 10 or more runs.

BATTING/DEFENSE

- ❖ There is a six (6) run limit per inning.
- ❖ All players will be in the batting order.
- ❖ Free substitution is permitted (except for Pitcher). Each player must play a minimum of 2 defensive innings.
- ❖ 9 Total Defensive Players
- ❖ Bunting is allowed.

BASE RUNNING

- ❖ Sliding is permitted. 'Taking Out' a defensive player or spiking is strictly prohibited.
- ❖ Leading off is permitted.
- ❖ Tagging up (after a caught fly ball) is permitted.
- ❖ Running out of the base path and runner interference should be enforced.
- ❖ Infield Fly rule is in effect.
- ❖ A batter may advance on a dropped third strike missed by the catcher.
- ❖ The batter is out if the catcher holds on to or catches a tipped third strike

PITCHING

- ❖ Distance is 52'
- ❖ A pitcher can pitch 4 innings per game. 1 pitch constitutes an inning. A pitcher can throw no more than 7 innings in 2 consecutive days. A pitcher who has only thrown 1 or 2 innings can come back in and throw additional innings so as long as they do not throw more than 4 innings in that game.
- ❖ BALKS: The balk rule is in full effect. Warnings are at the Umpire's discretion.
- ❖ If a manager takes 2 trips to the mound in the same inning, the pitcher must be removed. Calling time out and going on the field and/or calling the pitcher to you near the dugout to talk is also considered a 'trip to the mound'. This is an umpire's judgement call. If you switch pitchers between innings, this is not considered a 'trip to the mound'

EQUIPMENT

- ❖ The catcher should use proper equipment including protective cup & throat protector.
- ❖ **NO metal spikes**
- ❖ Helmets must be worn by all batters, runners & players in the on-deck circle.