

NORTHVILLE BASEBALL - SOFTBALL ASSOCIATION

F LEAGUE RULES

NOTE: THESE ARE THE F LEAGUE-APPLICABLE RULES EXTRACTED FROM THE UNABRIDGED VERSION OF THE NORTHVILLE BASEBALL-SOFTBALL ASSOCIATION LEAGUE RULES. BECAUSE THIS IS AN ABBREVIATED VERSION OF THE RULES, THE ALPHABET AND NUMBER SEQUENCES MAY NOT ALWAYS FOLLOW IN CONVENTIONAL ORDER.

Except for those variations contained herein, the Official Baseball Rules, completely revised, as released through the Office of the Commissioner of Baseball shall be the Northville Baseball-Softball Association official set of rules for baseball.

I. PLAYER PARTICIPATION

- A) All uniformed players in attendance at the start of a game will:
 - 1) Hit according to a batting order submitted to the official scorer prior to the start of the game. Irrespective of whether individuals are playing in the field, all players will bat in a rotational order that will remain the same for the entire game.
 - 2) Be scheduled to play a minimum of 2 innings by the end of the 4th inning, and at least 3 innings prior to the 7th inning. Also, 1 of the innings in the field must be at an infield position.
- B) Uniformed players arriving after a game starts, but before the 3rd inning, will be inserted into the batting order after the last hitter at the bottom of the order and will play in the field as outlined in Rule I.A2.
- C) Uniformed players arriving after the start of the 3rd inning of a game will be inserted into the batting order after the last hitter at the bottom of the order and, at the discretion of the head coach may (but do not have to) play in the field the number of innings specified in Rule I.A2.
- D) A player cannot be removed from a game for disciplinary purposes. However, a head coach may discipline a player by submitting written notification to the league commissioner and the player's parents at least 24 hours prior to the start of the next scheduled game.
- E) Permissible deviations to Rules I.A through I.C are for:
 - 1) THE PROTECTION OF PARTICIPANTS FROM POTENTIALLY INFECTIOUS DISEASES.

Any player who is bleeding, has an open wound, or has blood on his uniform, clothing, or body may not practice or participate further in a game until appropriate treatment has been administered; secretions on the body are covered or removed; and the bloody clothing is removed. If these protective measures can be accomplished in what the umpire in chief would consider a reasonable amount of time, the individual does not have to leave the game.

2) INJURY - prior to or during a game:

a) INJURED BATTER

(1) INCOMPLETE TURN AT BAT - If a player cannot complete a turn at bat because of injury, he will be removed from the game. No official at bat will be recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/if the injured player is able to reenter the game, he will be placed in his original position in the batting order.

(2) HIT BY PITCH - If a player is hit by a pitch, but cannot continue as a baserunner, the turn at bat is official and will be recorded. The status of the player who was hit by the pitch will be determined by referring to Rule I.E2b.

b) INJURED BASERUNNER - When it is necessary to remove an injured baserunner from a game, the replacement runner will be the teammate who made the last out. When/if the injured player is able to reenter the game, he will be placed in his original position in the batting order.

3) ILLNESS - prior to or during a game: Use the guidance outlined in Rule I.E2.

F) Each head coach will inform the official scorer whenever there is a change in the status of a player during a game.

G) An unlimited number of free substitutions is authorized in the field.

II. OFFICIAL GAME

A) A regulation game is 7 innings.

NOTE: If the score is tied at the end of a regulation game, extra innings will be played if the time limits for the game (Rules II.C and/or II.D) have not been reached.

B) An official game consists of a minimum of 4 full innings of play unless the home team is ahead after 3 1/2 innings.

- C) The official start time (which is when the time limit for a game begins) will be when the first pitch is thrown. The time when the last out of an inning is made will be the start time for the next inning. No inning may start after 2 hours.
- D) Under no circumstances will an inning in league play start after 10:30 pm.
- E) To avoid unnecessary delays and to keep games moving along, the following SPEED UP rules apply:
- 1) The time between innings will be no more than 2 minutes. If a batter is delayed in being ready to hit, the umpire may call a "STRIKE" on the batter; and if the fielders are not ready to play, the umpire may call a "BALL" on the batter.
- NOTE: Before assessing a penalty, an umpire should use good judgment in determining whether a delay is caused by extenuating circumstances (e.g., injury, broken equipment, etc.). The intent is not for umpires to be looking to assess penalties, but to keep games moving along given the time constraints in each league.
- 2) Once a player enters the batter's box to hit, he may not step out of the box until completion of the turn at bat unless an injury, the necessary to avoid being hit by a pitch, or other safety measure (such as dirt on eyes) dictates leaving the batter's box. The intent is to move the game along and avoid unnecessary delaying tactics.
 - 3) Intentional walks will be indicated to the umpire who then will indicate that the batter take 1st base without having the pitcher throw 4 balls.
 - 4) When the catcher for the next inning reaches base, a replacement runner may take his place on the bases. The replacement runner will be the player who made the last out. The substitution may take place at any time during the team's at bat.
- G) A MERCY RULE will take effect when a team is ahead by 10 or more runs when the specified time limit (Rule II.C) is reached or at the end of 5 or more innings of play --4 1/2 or more if the home team is leading. Teams are limited to no more than 8 runs per inning until the 7th inning. There is no runs limit for the 7th inning.
- H) A SUSPENDED GAME shall be declared if the mercy rule (Rule II.G) is not in effect and the required innings (Rule II.B) have not been reached or if the score is tied and the specified times (Rules II.C and/or II.D) for the game have been reached. A rescheduled suspended game (see Rule IV.B) will resume at the exact point of suspension. The official scorer is responsible for maintaining the scoresheet, indicating the point of suspension of the game as well as the count on the hitter if one were at bat at the time of suspension.
- I) Teams must begin play if they have 7 or more uniformed players. However, any team

failing to have at least 8 uniformed players by 10 minutes after game start shall forfeit the game. If both teams do not have enough uniformed players 10 minutes after game start time, a forfeit is recorded for both teams. Head coaches cannot waive this rule. Teams should complete forfeited games as scrimmages. Umpire(s) may, but do not have to, work forfeited games

II GAME REGULATIONS

A) PLAYERS

- 2) No team may play any individual who has not been placed on the team roster through the league draft procedure or through assignment to the team by the Northville Baseball-Softball Association Board of Director (which could be done to complete a team roster).
- 3) In games, all players shall wear all parts of the uniform supplied by the Northville Baseball-Softball Association. No jewelry or watches may be worn, and players must have their shirts tucked in. Players not wearing all parts of the uniform may not play. EXCEPTION: If a player removed part of his uniform to comply with Rule I.EI (i.e., blood on the uniform) and no uniform replacement part is available at the game, he may continue to participate.

B) BATTER

- 1) Every hitter at bat and in the on-deck circle must wear the designated batting helmet.
- 2) The on-deck hitter must stand in the on-deck circle that is behind the batter at home plate (i.e., when a right-handed batter is at the plate, the on-deck hitter will stand in the 3rd-base-side on-deck circle and with a left-handed batter, the on-deck hitter will stand in the 1st-base-side on-deck circle.) Caution must be exercised to insure that on-deck hitter does not run behind the home plate area when a pitch is being thrown.
- 3) Hitters may use aluminum or wooden bats that do not exceed 2 3/4 inches in diameter at the thickest part and 42 inches in length.
- 4) Hitters must not throw their bats. The first time a bat is thrown, the batter will be warned not to do it again. If the player does it again, he will be ejected from the game at the next stoppage of play. If the ejected player reached base safely, he is not out. The replacement baserunner will be the teammate who made the last out.

C) BASERUNNER

- 1) All baserunners must wear the designated batting helmet during the entire time they are running the bases. If a runner intentionally removes his batting helmet while running the bases, he is out.

- 2) If a play is made on a runner at any base except 1st, the baserunner must slide, attempt to avoid contact with the fielder, or give himself up. Runners who do not slide or attempt to avoid contact will be called out.

E) CATCHER

Anyone catching must at all times wear the complete set of catcher's equipment provided for the team. Additionally, all catchers in the base-ball leagues must wear a protective cup. Also, any player catching a baseball pitcher's warm up tosses before a game, between innings, or during pitching changes must wear a mask, helmet, and throat protector.

F) PITCHER

NOTE: It is assumed that head coaches and their assistants always will act in a pitcher's best interest. The overriding desire always should be to avoid injury to a player's arm and/or body. Furthermore, the throwing of any pitches not properly taught (e.g., the curve ball) is discouraged.

- 1) Except for "protected" Travel League pitchers (see Rule III.F11), any team member may pitch.
- 2) A baseball player removed from pitching may not return as a pitcher in the same game, but may play any other position.
EXCEPTION: If a pitcher is removed from a game because of Rule I.E (i.e., blood on the person or uniform), he may reenter the game as a pitcher as soon as he is able to play again. He may not, though, reenter the game in another fielding position and subsequently pitch again in the same game. The player replacing the Rule I.EI-removed pitcher, however, may pitch a second time in the same game if the replacement pitcher stops pitching to accommodate the reentry of the Rule I. EI-removed pitcher.
- 3) A pitcher shall be allowed 5 warm-up pitches between innings.
- 4) A relief pitcher shall be allowed 10 warm-up pitches.
- 5) Balks will be called.
- 6) In the baseball leagues (see Rule III.F9a for tournaments), a player may not pitch on successive calendar days. A player is permitted to pitch successive games that are not on the same or subsequent calendar games, subject to the "per Day" and "per Week" rule below.
- 7) A head coach or his/her assistant may visit each pitcher 1 time each inning without penalty. A 2nd trip to the same pitcher in the same inning will result in the pitcher's removal from the mound. A visit to tend to an injured pitcher does not count as a trip to

the mound.

8) Within a calendar day and calendar week (12:01 am Sunday to 11:59 pm the following Saturday), a pitcher is limited to the following number of "outs" (as defined in Rule III.F10):

b) TRAVEL LEAGUES - limited to the "Per Day" and "Per Week" rules of the league in which the player is participating.

EXCEPTION: A player who is pitching for both a Travel and a House team shall comply with the "Per Week" limitations for the House League in which the player is participating.

e) F LEAGUE

Per Day: no more than 12 "outs."

Per Week: no more than 24 "outs" in the House League and no more than 36 "outs" in the House and Travel Leagues combined.

9) For other-than-House baseball tournaments:

a) A player may pitch on successive calendar days as long as he does not pitch more than 9 "outs" on any of the successive calendar days.

b) A player is limited to the following number of "outs" which may be pitched during a calendar day and for an entire tournament:

(3) 13 and 14 year old players

Per Day: no more than 27 "outs."

Per Tournament: no more than 42 "outs."

c) Head coaches desiring to deviate from the above tournament pitching limitations must receive approval from the Northville Baseball-Softball Association Board of Directors.

10) The number of "outs" assigned to a pitcher is determined as follows:

a) "Outs" are assigned to the pitcher of record at the time the put outs are made.

EXAMPLE: A relief pitcher throws 1 pitch which results in a double play. The relief pitcher is assigned 2 "outs."

b) A pitcher who delivers a baseball that is called a "BALL" or "STRIKE" by the umpire or that is put in play by a batter, is assigned an "out" toward the applicable

day, week, and/or tournament limitations irrespective of whether an actual put out is made.

EXAMPLE: A pitcher strikes out the first batter and walks the second hitter. The pitcher is assigned 1 "out" after throwing the first pitch to the first batter and a 2nd "out" after throwing the first pitch to the second hitter. If both batters reach base safely, the pitcher accumulates only 1 "out."

- c) When the pitcher of record has only 1 "out" remaining on an applicable day, week, and/or tournament limitation and multiple put outs are made during a play, the pitcher is deemed to have reached, but not exceeded, the applicable limitation(s).

11) "PROTECTED" TRAVEL LEAGUE PITCHERS - Each Travel League head coach may select up to 3 players to be "protected" pitchers for his/her Travel League team. Unless subsequently released, the "protected" players may not pitch in the House League. Each Travel League head coach shall notify the applicable league commissioner, at least 48 hours prior to the House League draft, of the names of the "protected" pitchers. A Travel League head coach may not add to the list after the 48-hour predraft deadline. However, a Travel League head coach may release a "protected" pitcher at any time prior to June 10th. If released prior to June 10th, a formerly "protected" player may pitch in the House League.

G) COACHING

- 1) SPORTSMANSHIP - Head coaches must at all times insure that the highest levels of sportsmanship are displayed by themselves, their assistant coaches, their players, and their team supporters. Rule 111.13 outlines remedies available to umpires when dealing with unsportsmanlike conduct.
- 2) Head coaches, assistant coaches, and players must remain in the dugout area when not actively participating. Non-participants in a game are not permitted in the dugout area.
- 3) Uniformed players or designated adults may be used as 1st and 3rd base coaches. If uniformed players are used as base coaches, they must wear the designated batting helmets.

H) GENERAL

- 1) The type of ball and the base and pitching distances to be used are:

<u>BALL TYPE</u>	<u>BASES</u>	<u>PITCHING</u>
hard baseball	80'	54'
- 4) 1st baseman's gloves and catcher's mitts may only be used at their designated positions. Fielders gloves may be used at any position.
- 5) Rubber-soled, rubber-cleated, or metal-cleated shoes may be worn.

I) UMPIRES

- 1) Except for the variations contained in these League Rules, each umpire's actions will be governed by the official baseball rules adopted by the Northville Baseball-Softball Association for its leagues.
- 2) All ball/strike and judgment calls made by an umpire are final and may not be disputed. Head coaches may, however, ask for clarification of -call or calmly discuss the interpretation of a rule. The intent is for sportsmanlike conduct to prevail. ANY HEATED ARGUING SHALL NOT BE TOLERATED.
- 3) CONSEQUENCES FOR UNSPORTSMANLIKE CONDUCT - As outlined in Rules III.c-1 and 111.12, sportsmanlike conduct is expected. The penalty for unsportsmanlike conduct (e.g., throwing equipment in anger, obscene or abusive language or gestures, fighting, disputing ball/strike or judgment calls, etc.) by a coach, player, or spectator may be a warning or ejection from the game and playing area, depending on the severity of the incident. A second occurrence of an unsportsmanlike act by an individual should, under most circumstances, result in the ejection of the offender from the game (if applicable) and playing area. The intent is not for umpires (whose conduct must also be above reproach) to be looking to issue warnings or ejections. but that the coaches players, and spectators should act appropriately as the participants develop their human skills while learning to play baseball.

J) OFFICIAL SCORER

- 1) The home team will provide the official scorer. The visiting team also will provide its own scorer who will compare scoresheets throughout the game with the official scorer.
- 2) The official scoresheet must be signed by the umpire(s) and both head coaches. Within 48 hours of completing a game, the winning head coach must inform the league commissioner of the score of the game. The home team head coach will keep the official scoresheet for review, if requested, by the league commissioner.
- 3) As a minimum, an official scoresheet must contain the:
 - b) Date, time, and place of the game.
 - c) First and last names and uniform numbers of all players.
 - d) Number of innings pitched by each pitcher.

IV. SCHEDULES

- A) All games must be played on the dates indicated in the published league schedule. The league commissioner is the only person authorized to reschedule a game.
- B) Each league commissioner is responsible for rescheduling and ~ the time for any cancelled or suspended game in his/her league with the Scheduling Coordinator of the Northville Baseball-Softball Association Board of Directors. Commissioners should strive to reschedule games within 1 week of the original dates and shall notify the Recreation Department and the Director of Umpires of the new dates and times. A rescheduled game date is binding on both teams. Failure of either team comply with the new schedule will result in a forfeit.

C) **RAINOUT PROCEDURE and FIELD PLAYABILITY**

- 1) **UNTIL 4 PM** - The Northville Community Recreation Department will make the initial decision each day as to the playability of the ball diamonds. If they feel inclement weather will preclude play, they will cancel games on the affected fields and announce their decision via a telephonically recorded message. If it is possible that some or all of the fields may be playable, the Recreation Department will not cancelled the applicable games. If games are not cancelled, the teams and umpires will report at the appropriate time to their assigned fields.
- 2) **AFTER 4 PM UNTIL GAME TIME** - The two head coaches and the umpire(s) together will decide on the playability of their particular diamond prior to the handing over of the lineup cards. **SAFETY** shall be the overriding factor considered when deciding whether to play a game.
- 3) **AFTER THE HANDING OVER OF LINEUP CARDS** - Once the umpire in chief has received the lineup cards, the umpire(s) are solely responsible for deciding whether a field is playable. The umpire(s) should take the head coaches' advice and opinions into account. Again, **SAFETY** shall be the overriding factor considered when deciding whether to continue play.

V. **PROTESTS AND PENALTIES**

League games may not be protested. However, official complaints may be written to the Northville Baseball-Softball Association Board of Directors. The Board will consider action on complaints about such items as player eligibility, player participation, pitcher eligibility, etc. For complaints involving umpire decisions, the Board will rarely, if ever, revise calls. Repeatedly bad decisions and poor performance by a particular umpire should be brought to the attention of the applicable league commissioner and the Director of Umpires for their prompt consideration.