



# CITY OF EATON RAPIDS

## YOUTH T-BALL, BASEBALL & SOFTBALL LEAGUES RULE SUPPLEMENT

LEAGUE WEB SITE: [WWW.LEAGUELINEUP.COM/CITYOFER](http://WWW.LEAGUELINEUP.COM/CITYOFER)



The City of Eaton Rapids' youth sports programs will provide a fun and safe environment which promotes physical fitness, sportsmanship, teamwork, and positive parent involvement.

The following policies and procedures are to be implemented in all youth baseball and softball games, unless described differently in each league's Game Play Supplemental. Except as noted within this brochure, MHSAA rules will govern all baseball games and ASA rules will apply to all softball games.

## Divisions/Ages/Distances

**Players age determination:** opening day of the current league year.

Age Divisions	Ages	Base/Pitch Distance
T-Ball	4 - 6	50'/35'
Coach Pitch	7 - 8	60'/35'
Minor Baseball	9 - 10	60'/46'
Major Baseball	11 - 12	70'/50'
Girls FP Softball	9 – 11(12)	60'/40'

## Code of Conduct

- All Coaches must complete a Criminal History Background Check to include a Sexual Offender Registration Check
- All Coaches and Parents must sign a City of Eaton Rapids Coaches Code of Ethics Pledge
- Any verbal misconduct by coaches, players or spectators before, during or after the games will be cause for suspension based on the severity of the misconduct. The offender will be asked to leave the premises.
- Any physical abuse with another player, spectator or staff will warrant ejection from the game and suspension from further participation in any City of Eaton Rapids program, as per the Administrative Policies.
- A coach is responsible for the conduct of his/her spectators.
- Ejected players, coaches and spectators must immediately leave the premises or face forfeiture of the game.

## Park Rules

- **Howe Memorial Park is an Alcohol and Tobacco Free Park by City Ordinance**
- Consumption of alcoholic beverages at City Parks is prohibited. Alcoholic beverages are prohibited on all city, county, and Public Schools property.
- Smoking by team members and spectators is prohibited within the field of play during all scheduled league play, and all spectator areas.
- NO SOFT TOSS allowed into any fencing at Howe Field

## Roster Procedures

- The Rec1 roster provided by the City of Eaton Rapids is the official team roster for all youth baseball/softball. This roster must be carried to each game by the team coach or manager. Coaches/managers are responsible to ensure each player is eligible to play
- All Players must register through the City of Eaton Rapids

## Weather Concerns

- Rain Delays – Games delayed due to rain shall have the delay time added to the game time, not to exceed fifteen (15) minutes.
- Lighting Rule: Lighting necessitates that contest be suspended. The occurrence of lighting is not subject to interpretation or discussion. When lighting is observed or thunder is heard and the game is suspended, contestants shall not return to the playing field until lighting has been absent from the local sky and thunder has

not been heard for 30 minutes. Delays for contests scheduled for 6 p.m. or later must not exceed one hour. If the delay exceeds one hour, the game will be completed on a different night.

- Games canceled due to severe weather will be rescheduled if time permits.

## Equipment

- All players must wear protective head gear. NOCSAE approved double ear flapped helmets are required. Umpires will remove unsafe equipment from the field of play.
- Those under 18 on the field acting as base coaches must also wear head gear for every age division
- Metal spikes are NOT allowed in any league.
- Catchers must wear full protective gear, which includes mask with throat guard, shin guards, chest protector and skull cap/helmet.
- Each team provides one (1) new and used game ball at the start of each game.

## Uniforms

- Uniform shirts and hats will be provided by the City of Eaton Rapids.
- Long Baseball style pants are strongly encouraged for all age divisions.

## General Game Play – Pre-Game Policies

- City provides scorekeepers and is the official book for Minor and Major Baseball and ASA Fast Pitch Divisions. All changes and score discrepancies must go through the City scorekeeper and both managers. If a scorekeeper is NOT present, the home team is the official book.
- Infield is to be completed prior to the listed game time for the first game of the evening ONLY. Teams will be given five (5) minutes for infield. Team listed first gets the field first.
- Players warming up, throwing and/or swinging bats must be done away from all spectator, concessions, or players bench areas.
- The pre-game conference with managers takes place prior to each game with both game officials. Ground rules and game format will be discussed, and line-ups exchanged.
- Line-up cards are due to the City scorekeeper no later than 10 minutes before game time.
- Team listed first will be the home team and assume the third base dugout.
- Only current game players and City recognized coaches are allowed in the dugout area.
- Re-entry Rule: Teams may substitute an unlimited number of defensive positions, provided that player maintains his/her position in the batting line-up.

## Pitching Warm Up

- Any player assisting in warming up a pitcher must wear a protective catcher's mask and helmet. This includes warming up pitchers in the bull pen.
- If a pitcher and catcher are warming up in the foul area of the playing field, a player or coach must be stationed to act as a protective spotter for them.
- Teams are responsible for providing a catcher to quickly warm up the pitcher between innings.
- The umpire has the right to make the pitcher forfeit his 5 warm up pitches and the catcher throw down to 2nd base if the catcher takes too long getting ready, or if no one warms up the pitcher for the catcher.

## General Game Play Policies

### *Umpires*

- Umpire(s) will be assigned for all Leagues with the exception of T-Ball. T-Ball games are to be umpired by coaches and assistant/volunteer parents.
- Should no umpires show, each team shall furnish one volunteer umpire. One volunteer will assume a position behind the pitcher to call balls and strikes and first base plays. The other shall assume a position behind the shortstop to make calls at second and third
- No games are to be cancelled if umpires are not available.
- Umpires/scorekeepers keep the official game clock and are to communicate start time to coaches/managers.

### *Game Time*

- Games must start and finish with eight (8) players.
- Game Time is Forfeit Time. No grace period is allowed.
- Games called due to time limit constitute a legal game regardless of number of innings played.
- If the time limit has NOT expired, tie games will be given one (1) inning to complete the game, using the International Tie Break Rule. If after the completion of one inning, OR IF TIME LIMIT EXPIRES, the game will be considered a tie.
- Mercy Rule: Fifteen (15) runs after 4 innings, ten (10) after 5.
- Teams may score a maximum of seven (7) runs per inning. Should a play plate more than the seventh run, the additional runs are included, and teams switch sides after the play ends.

### *Use of Players*

- Coaches must make an effort to have all players play a minimum of two innings defensively. It is recommended that players play one inning in the infield and one in the outfield.
- Use of the 10 defensive player. Ten (10) players are allowed on defense in all divisions (4 in the outfield). Major Baseball 11-12 will play 9 v 9 defensively. In T-ball and Machine Pitch, all players MUST play in traditional defensive spots.

### *Batting / Over Throws*

- Batters may not run on a dropped third strike.
- Sliding to avoid contact is encouraged at all bases in all potential tag situations. No penalties will be administered
- One team warning will be given for throwing the bat. After the warning, outs will be called.
- Overthrows -
  - Players are allowed to advance one base, at their own risk only during an overthrown ball.
    - For example, a ball overthrown to first base, a player may advance to second base. If another overthrow happens, at second base, that player cannot advance
  - Overthrows into dead ball territory – Award two bases from time of the pitch
- Ball is declared dead once all players have advanced one base.
- The ball is considered DEAD when the catcher is returning the ball to the pitcher.
- Ball becomes LIVE only when pitched.



# T-Ball Guidelines

Note: The purpose of T-Ball is to introduce young players to the game of baseball and softball. It is meant to teach the basics of fielding, throwing, hitting and base running. We encourage all coaches and players to keep this experience as positive as possible for all youth involved.

**No Score or League Standings will be kept for T-Ball**

## Equipment

- Each coach/manager will be given playing equipment at the start of each season, which is to be returned upon completion of the final game of the season.
- Safety game balls provided: Incrediball or RIF Equivalent
- Players will need their own gloves; batting helmets will be provided
- Cleats are encouraged, but not required

## Use of Players

- When batting, all players must be given an equal opportunity to bat first and last in the order. You should use a systematic method of rotating the batting order to make everything fair.
- Players shall also receive equal treatment on defense. You should use a systematic method of rotating fielding positions as well. The only exception to this is if a player does not want to play a certain position for fear of injury (i.e. first base).

## Game Play Guidelines

- Regulation Games will be five (5) innings, or one hour in length, whichever comes first
- Defensive team consists of ten (10) players (4 outfielders) in traditional defensive positions.
- Only two defensive coaches allowed on the field at any time
- Catchers are required to wear a catcher's mask or batting helmet
- There will be unlimited substitution for all teams.
- All Players must play a minimum of one complete inning defensively
- The entire roster or players present for the game will bat each inning. It is recommended the final batter of each inning hit a "home run," and run all four bases.
- A batter cannot strike out
- A batted ball must be struck cleanly off the tee and in fair territory.
- The ball will be declared "dead" once a batter/runner has reached first base, all other runners may advance one (1) base OR a ball hit to the outfield has returned to the infield.
- Batters may not lead off or steal
- Batters will not be called out for throwing their bats.

## Obtaining Outs

- Batter Runner and base runners shall be called out when a defensive play is made. That player must return to the bench area.
- There is no limit to the number of outs in an inning

## Advanced Hitters

- All players should initially bat off of the tee.
- At their discretion, coaches are encouraged to overhand or underhand toss the ball to players with the ability to hit coach pitching. If a player is unable to hit a pitch after three pitches, he/she must hit off of the tee.
- Coach pitching will not be allowed until after the 3<sup>rd</sup> week of the season





# Coach Pitch Guidelines (Baseball & Softball)

Note: Coach Pitch leagues are a transition between the basics of T-Ball and the traditional Baseball and Softball league. Emphasis remains on skill development, though the added element of hitting a live ball is prevalent. We encourage all coaches and players to keep this experience as positive as possible for all youth involved.

**League Standings will not be kept for Coach Pitch**

**The City will not provide an official scorekeeper for these games. Home team is official book.**

## Equipment

- Each coach/manager will be given playing equipment at the start of each season, which is to be returned upon completion of the final game of the season.
- Game balls provided: Wilson Blem Ball or equivalent raised seam ball
- Players will need their own gloves; batting helmets will be provided
- Catchers Gear Provided
- Cleats are encouraged, but not required

## Pitching Circle

An 8' diameter pitching circle will be placed around the pitching rubber for game play

## Use of Players

- Coaches must make an effort to have all players play a minimum of two innings defensively. It is recommended that players play one inning in the infield and one in the outfield.
- Use of the 10 defensive player. Ten (10) players are allowed on defense in all divisions (4 in the outfield). Outfielders are required to stay on the outfield grass until the ball is hit.

## Game Play Guidelines

- Regulation Games will be six (6) innings
- No new inning shall begin after 1 hour and 30 minutes
- All players present will be listed in the batting order and may freely substitute defensively.
- No more than 2 defensive coaches are allowed on the field.
- Offensive coaches- One allowed as the teams pitcher, the other offensive coach will assume a position behind the catcher to assist in returning balls to the mound.
- The coach will be allowed to pitch from anywhere within the pitching circle. Baseball leagues must pitch overhand, Softball must pitch underhand modified or windmill.
- The defensive pitcher must remain in the pitching circle until the ball is hit
- There is no infield fly rule

## Pitching

All games will be coach pitch. Each batter will have 5 pitches, or 3 swinging strikes to put the ball into play during their turn at bat. If the batter fails to put the ball into play after the 5th pitch, he/she is declared out.

- A batter will not be called out on strikes without swinging
- A batter cannot be walked
- A batter hit by a pitch will not be awarded first base
- A batters turn cannot end on a foul ball
- Intentional bunting is not allowed
- A batter is out on a dropped third strike (swinging)

- If a ball strikes a defensive coach, the play is ruled dead and all players advance one base

### *The Line Up*

- All players present will be listed in the batting order. Players may freely substitute defensively. Positional changes do not need tracked, however should be shared with the opposing manager as well as the scorekeeper.

### *Scoring*

- Teams may score a maximum of seven (7) runs per inning. Should a play plate more than the seventh run, the additional runs are included, and teams switch sides after the play ends.
- 7 Runs or Three outs will determine each half inning
- Each team will keep their own score book to be verified at the end of each inning
- No Mercy Rule will apply

### *Base Running/Overthrows*

- There is no leading off or stealing. Players may not advance on a passed ball.
- Courtesy runner shall be used for the catcher with 2 outs. Runner shall be the last batted out.
- Batters may not run on a dropped third strike.
- Sliding to avoid contact is encouraged at all bases in all potential tag situations. No penalties will be administered
- One team warning will be given for throwing the bat. After the warning, outs will be called.
- Overthrows -
  - Players are allowed to advance one base, at their own risk only during an overthrown ball.
    - For example, a ball overthrown to first base, a player may advance to second base. If another overthrow happens, at second base, that player cannot advance
- Ball is declared dead once all players have advanced one base.
- The ball is considered DEAD when the catcher is returning the ball to the pitcher.
- Ball becomes LIVE only when pitched.





# Minor League Baseball / ASA Girls Fast Pitch Softball Guidelines

Note: Minor League Baseball and ASA Girls Fast Pitch is the league which begins to incorporate element of player pitch baseball. However, in an attempt to keep the games on pace, there are optional coach pitch opportunities.

**League Standings will not be kept for Minor League Baseball**

**The City will provide an official scorekeeper for these games. Home team remains official book.**

## Equipment

- Each coach/manager will be given playing equipment at the start of each season, which is to be returned upon completion of the final game of the season.
- Game balls provided: Wilson A1010 or equivalent. Girls will use 11" Yellow Synthetic Ball
- Players will need their own gloves; batting helmets will be provided
- Catchers Gear Provided
- Cleats are encouraged, but not required

## Use of Players

- Coaches must make an effort to have all players play a minimum of two innings defensively. It is recommended that players play one inning in the infield and one in the outfield.
- Use of the 10 defensive player. Ten (10) players are allowed on defense in all divisions (4 in the outfield). Outfielders are required to stay on the outfield grass until the ball is hit.

## Game Play Guidelines

- Regulation Games will be six (6) innings
- No new inning shall begin after 1 hour and 30 minutes
- All players present will be listed in the batting order and may freely substitute defensively.
- No defensive coaches allowed on the field
- There is no infield fly rule

## Pitching

Strike Zone shall be the arm pits to the knees and the width of the plate plus one ball width

- Pitching Limitations. No player may pitch more than:
  - Maximum of 9 outs per game
  - One appearance on two consecutive games in a single night
  - A pitcher may not be withdrawn from that position and re-entered
  - An appearance constitutes three batters faced
- Once a pitcher has hit three players in a game, he/she shall be removed from the mound for the remainder of the game.
- An umpire may remove a pitcher if in his/her opinion, the control of the pitcher puts the batter in serious threat to injury.
- Players cannot balk in this age division, however coaches should make every effort to teach appropriate pitching techniques

## Softball

- The pitch can either be a complete windmill, modified pitch or slow pitch using ASA Rules

### **Coach Pitch Opportunities**

- After one hour of game play, or starting with the 4<sup>th</sup> inning of the game, by mutual agreement of the coaches:
- Once a player has received four (4) balls, the offensive coach will then pitch until the player receives a hit, or strikes out. The coach will then have a MAXIMUM 5 pitches to the child before he/she is declared out. Coach Pitch Rule Guidelines will now come into play

### ***The Lineup***

- All players present will be listed in the batting order. Players may freely substitute defensively. Positional changes do not need tracked, however should be shared with the opposing manager as well as the scorekeeper.

### ***Scoring***

- Teams may score a maximum of seven (7) runs per inning. Should a play plate more than the seventh run, the additional runs are included, and teams switch sides after the play ends.
- 7 Runs or Three outs will determine each half inning
- Each team will keep their own score book to be verified at the end of each inning
- Mercy Rule: Fifteen (15) runs after 4 innings, ten (10) after 5.

### ***Base Running/Overthrows***

- There is no leading off or stealing. Players may not advance on a passed ball.
- Courtesy runner shall be used for the catcher with 2 outs. Runner shall be the last batted out.
- Batters may not run on a dropped third strike.
- Sliding to avoid contact is encouraged at all bases in all potential tag situations. No penalties will be administered
- One team warning will be given for throwing the bat. After the warning, outs will be called.
- Overthrows -
  - Players are allowed to advance one base, at their own risk only during an overthrown ball.
    - For example, a ball overthrown to first base, a player may advance to second base. If another overthrow happens, at second base, that player cannot advance
  - Overthrows into dead ball territory – Award two bases from time of the pitch
- Ball is declared dead once all players have advanced one base
- The ball is considered DEAD when the catcher is returning the ball to the pitcher.
- Ball becomes LIVE only when pitched.



# Major League Baseball Guidelines

Note: The 11-12 age division is designed to further introduce baseball rules and regulations and strategies. Children will be pitching full time at this age division; however league rules have been defined to make the games as smooth as possible.

**League Standings will not be kept for Major League Baseball**

**The City will provide an official scorekeeper for these games. Home team remains official book.**

## Equipment

- Each coach/manager will be given playing equipment at the start of each season, which is to be returned upon completion of the final game of the season.
- Game balls provided: Wilson A1010 or equivalent.
- Players will need their own gloves; batting helmets will be provided
- Catchers Gear Provided
- Cleats are encouraged, but not required

## Use of Players

- Coaches must make an effort to have all players play a minimum of two innings defensively. It is recommended that players play one inning in the infield and one in the outfield.
- Teams will play 9 defensive players

## Game Play Guidelines

- Regulation Games will be six (6) innings
- No new inning shall begin after 1 hour and 30 minutes
- No defensive coaches allowed on the field
- The infield Fly rules comes into effect in this league
  - With less than two outs and runners on First and Second OR Bases Loaded.
  - Fair Fly ball that can easily be caught by an infielder
  - Batter is automatically out, all runners may advance at their own risk

## Pitching

Strike Zone shall be the arm pits to the knees and the width of the plate plus one ball width

- Pitching Limitations. No player may pitch more than:
  - Maximum of 12 outs per game
  - One appearance on two consecutive games in a single night
  - A pitcher may not be withdrawn from that position and re-entered
  - An appearance constitutes three batters faced
- Once a pitcher has hit three players in a game, he/she shall be removed from the mound for the remainder of the game.
- An umpire may remove a pitcher if in his/her opinion, the control of the pitcher puts the batter in serious threat to injury.
- Pitchers will receive two verbal warnings prior to a balk being called

### *The Lineup*

- All players present will be listed in the batting order. Players may freely substitute defensively. Positional changes do not need tracked, however should be shared with the opposing manager as well as the scorekeeper.

### *Scoring*

- Teams may score a maximum of seven (7) runs per inning. Should a play plate more than the seventh run, the additional runs are included, and teams switch sides after the play ends.
- 7 Runs or Three outs will determine each half inning
- Each team will keep their own score book to be verified at the end of each inning
- Mercy Rule: Fifteen (15) runs after 4 innings, ten (10) after 5.

### *Base Running/Overthrows*

- Stealing is allowed, however runners may not leave the base until the ball has crossed the front plane of the plate. Any base runner caught leaving early will be called out. This is a dead ball situation. No pitch and the subsequent result are declared dead.
- Players cannot steal home or advance on a wild pitch/passed ball. Players advance only if forced by walk, or hit play. **Players may advance home on a first /third steal situation.**
- Courtesy runner shall be used for the catcher with 2 outs. Runner shall be the last batted out.
- Batters may not run on a dropped third strike.
- Sliding to avoid contact is encouraged at all bases in all potential tag situations. No penalties will be administered. No head first slides
- One team warning will be given for throwing the bat. After the warning, outs will be called.
- Overthrows -
  - Players are allowed to advance one base, at their own risk only during an overthrown ball.
    - For example, a ball overthrown to first base, a player may advance to second base. If another overthrow happens, at second base, that player cannot advance
  - Overthrows into dead ball territory – Award two bases from time of the pitch
- Ball is declared dead once all players have advanced one base.
- The ball is considered DEAD when the catcher is returning the ball to the pitcher.
- Ball becomes LIVE only when pitched.