

CHUBBUCK BASEBALL RULES 2024

1. The League

- a. U-10, U-12, and U-15 Leagues shall consist of 4-12 teams.

2. Insurance

- a. All leagues are required to determine that accident insurance coverage is provided for the players, coaches, official score keepers, and volunteer umpires in their league with a policy provided by the league.

3. Teams

- a. U-10, U-12, and U-15 teams shall consist of not more than 15 or less than 10 players. The names of these players shall be registered with the league player agent.
- b. At no time shall the roster include:
 - i. U-10 – no more than 8 players of league age 10
 - ii. U-12 – no more than 8 players of league age 12
 - iii. U-15 – no more than 8 players of league age 14 or 15
- c. Any number of players on the team roster may be:
 - i. U-10 – league age 9
 - ii. U-12 – league age 11
 - iii. U-15 – league age 13
- d. Age, for league purposes, means “league age”, which is the age that is attained by a player prior to September 1st of the season in question.

4. League Players

- a. Legal age of players for current season shall be:
 - i. U-10 – Players of league must be age 9 or 10, on or before April 30th.
 - ii. U-12 – Players of league must be age 11 or 12, on or before April 30th.
 - iii. U-15 – Players of league must be age 13, 14 or 15, on or before April 30th.
- b. Players cannot receive money, favors, or gratuities for playing baseball; accept money or favors for reimbursement for time lost at work while playing baseball, or for expenses incurred while playing. Such acceptance

shall not be direct or indirect, through parents, trustees, or guardians, or for future payment. Any player who has signed a professional baseball contract, or who has accepted remuneration for his services as a player shall not be legal.

- c. League officers are given the option of prohibiting players from participating on teams in other non-scholastic baseball programs. Local league policy in this matter shall be adopted in written form and made part of the Local By-Laws.

5. Selection of Players

- a. Selection of players shall be in accordance with provisions set forth in the Player Selection Plan adopted by the league.
- b. The selection of players for league teams shall be under the direction of a Player Agent who shall be selected by league officers.

6. Playing Fields

a.

<u>League</u>	<u>Distance between Bases</u>	<u>Pitching Distance</u>	<u>Home to Center of 2nd</u>
U-10	60 FT	46 FT	84 Feet 10 Inches
U-12	70 FT	50 FT	99 Feet
U-15	80 FT	54 FT	113 Feet 2 Inches

- b. The fair play area shall be within the 1st and 3rd base foul lines and a fence or marked line establishing the outfield limits of the playing area, referred to here as “Home Run Distances”.

Recommended Home Run Distances:

<u>League</u>	<u>Foul Line</u>	<u>Centerfield</u>
U-10	175 Feet	225 Feet
U-12	225 Feet	275 Feet
U-15	275 Feet	315 Feet

- c. The height of the pitchers mound above the level of home plate and the base paths,

raised by a gradual slope shall be:

<u>League</u>	<u>Mound</u>
U-10	4 inches
U-12	6 inches
U-15	8 inches

- d. There shall be a restraining line, located along 1st base and extending 3 feet beyond 1st base. This line, paralleling the 1st base foul line and 3 feet into foul territory, shall be marked with white chalk or other white material 2 inches wide. Point of origination for the restraining line from home base shall be one half of the distance between home and 1st base.

- e. The recommended distance from home plate to the backstop shall be:

<u>League</u>	<u>Home to Backstop</u>
U-10	
U-12	30 Feet
U-15	40 Feet

- f. Home Plate, the Pitchers Plate, and the Bases shall be official size as used in regulation baseball. Portable pitching mounds, meeting the correct size requirements are also approved.
- g. By local option, the catcher's box may be rectangle in shape, 43 inches wide, and 8 feet deep from the rear of home plate, being a continuation of the foul lines, in which case the line closes to the backstop shall be 16 feet in length.

7. Equipment

- a. The ball shall weigh not less than 5 or more than 5 ¼ ounces avoirdupois and measure not less than 9 or more than 9 ¼ inches in circumference. Baseballs specially manufactured and designed in such a way as to reduce injuries are approved for use in local league play.
- b. Wooden, metal, graphite, or ceramic bats, manufactured specifically for baseball, which are round and not more than 2 5/8 inches in diameter are acceptable. (U-10, U-12,U-15)

- c. The batter, players in the on-deck batting area, base runners and players coaching in the baseline coaching boxes shall be required to wear protective headgear, which gives protection to the top of the head, temples, ears, and the base of the skull.
- d. Catchers are required to wear a cup-type athletic support, mask with throat guard, chest protector, shin guards, and protective headgear which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bull pen, or else where.
- e. It is recommended that coaches make every effort to encourage the wearing of athletic supporters by all players.
- f. The use of bases with safety features, such as those with tapered sides, those that release upon sufficient impact, and the double bag at first have been approved.
- g. No jewelry shall be worn by any player, except if for Medical Identification.

8. Playing Rules

- a. The official playing rules, with the exceptions and variations contained in these rules, shall come from the "Official Baseball Rules".
- b. No more than 3 players shall "Huddle" on the playing field at any time during the game. Umpires shall discourage such gatherings when they tend to delay the game.
- c. All Leagues: Any player in the starting lineup who has been removed for a substitute may reenter the game one time (NOTE: this rule applies to Starters only).
 - i. Players shall return to the lineup in their original place in the batting order. While more than one substitute may be used in that position before the starting player is returned, no substitutions shall be made that shall alter the original batting rotation of any of the starting or substitute players.
 - ii. Once removed from the line up, pitcher may return to the lineup but shall not pitch again in the same game.

- d. In any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or ejected from the game by the umpire, the player last removed from the lineup by the manager or coach, who is otherwise eligible to play shall be used as a substitute.
 - i. When a team's last available substitute enters as part of a multiple substitution, the manager shall advise the umpire and official scorekeeper which player is to be considered "the last player removed from the line-up".
 - ii. In this instance only, the substitute player shall take the batting position of the player they replace, even though it may be a different batting position than the one he or she previously occupied.
 - iii. This rule applies to all players, including starters.

9. Pitching Rules (See BY-LAWS)

- a. **U-10** Pitchers shall not be allowed to pitch in more than 2 innings in one calendar day. Pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch in more than 3 innings.
- b. **U-10** Pitchers shall not be allowed to pitch in more than 8 innings in any one calendar week. A calendar week is from 12:01 am Monday to 12:00 midnight on the following Sunday.
- c. **U-10** Pitchers, after pitching in 2 innings on the same calendar day, shall have 40 hours of rest. Rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than 2 hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
- d. **U-12 and U-15** Pitchers shall not pitch in more than 3 innings on the same calendar day.
- e. **U-12 and U-15** when pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day.

- f. **U-12 and U-15** Pitchers shall not be allowed to pitch in more than 10 innings in any 1 calendar week. A calendar week is from 12:01 am Monday to 12:00 midnight the following Sunday.
- g. **U-12 and U-15** Pitchers shall have at least 40 hours of rest after pitching on the same calendar day in 3 or more innings.
- h. Any team member may pitch, subject to restrictions of the pitching rules.
- i. The 40 hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games, which begin more than 2 hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
- j. After throwing one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- k. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff or postponed games. Or suspended games, tie games, or exhibition games.
- l. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least 10 warm up pitches.
- m. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the penalties rules.
- n. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter until such batter is put out or reached 1st base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

10. Length of Games

- a. **U-10 League:** 6 innings in duration
 - i. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the maximum number of innings is reached.
- b. **U-10 League: COMPLETE GAMES:** If a game is called for any reason, it is a completed game if 4 innings have been completed or if the home team has scored more runs in 3 innings, or 3 and a fraction innings, than the visiting team has scored in 4 completed innings.

- c. **U-10:** If a game is called for any reason before it is a complete game, as described in Rule 10-b, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by league officials.
- d. **U-10:** If a game is called for any reason in an incomplete inning, after having reached complete game length as described in rule 10-c, and the visiting team ties the score or takes the lead in the incomplete inning, and the home team does not tie the score or retake the lead in its portion of the incomplete inning, the game shall be considered suspended game and is to be continued from the point of curtailment at the time scheduled by league officials.
- e. **U-10:** 10 run rule: If a team is leading its opponent by at least 10 runs after 4 or more complete innings have been played, or after 3 and one half innings if the home team has a 10 run lead at the end of its 3rd inning, or before the completion of its 4th inning, the game shall be terminated and the team in the lead is declared the winner.
- f. **U-12 and U-15:** Regulation games shall be 7 innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.
- g. **U-12 and U-15:** If a game is called for any reason, it shall be a complete game if 5 innings have been completed, or if the home team has scored more runs in 5 innings or 5 and a fraction innings, than the visiting team has scored in 5 completed innings.
- h. **U-12 and U-15:** If a game is called for any reason before it is a completed game as described in Rule 10-g, or when the score is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by league officials.
- i. **U-12 and U-15:** If a game is called for any reason in an incomplete inning, after having reached complete game length as described in Rule 10-g, and the visiting team ties the score or takes the lead in the incomplete inning, and the home team does not tie the score or retake the lead in its portion of the incomplete inning, the game shall be considered a suspended game

and shall be continued from the point of curtailment at the time scheduled by league officials.

- j. **U-12 and U-15: 10-run Rule:** If a team is leading an opponent by at least 10 runs after 5 or more complete innings have been played or after 4 and one half innings if the home team shall have a 10 run lead at the end of its 4th inning, or before the completion of its 5th inning, the game shall be terminated and the team in the lead shall be declared the winner.

11. Schedule

- a. Scheduling and rescheduling of league games shall be the responsibility of the president/coaches and shall provide not less than 10 regular season games for each team. Leagues of the same age bracket, operated by the same set of officers or sponsors, or leagues from adjacent areas, may play an interlocking schedule.
- b. U-10, U-12, and U-15: Under no conditions shall league officers set up a schedule of games which would require a team to play more than 2 games in one day.
 - i. U-10: No game shall begin after 7:30 pm local time. No inning should begin after 9:00 pm local time.
 - ii. U-12: No game shall begin after 8:30 pm, and no innings should begin after 10:00 pm local time.
 - iii. U-15: No game shall begin after 9:30 pm, and no innings should start after 11:00 pm local time.

12. Umpires

- a. Assignment of umpires shall be the responsibility of the league officers. At any time the umpires assigned by the league fail to report or are otherwise unavailable, any other umpires used in the game shall be agreed upon by the opposing managers, preferably in writing.
- b. The use of tobacco in any form by umpires on the field is prohibited.

13. Score Keepers

- a. The official scorekeeper shall record at bats, hits, runs, errors, strikeouts, bases on balls, innings pitched in by each pitcher and scheduled starting time of games, or actual starting time if game is delayed by more than 2 hours.
- b. It is recommended that in order to be considered the winning pitcher, pitchers should complete at least 3 full innings and leave a lead that stands up for the remainder of the game.
- c. The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.

14. Sponsors

- a. Teams or leagues shall be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth.
- b. Specifically, no firm or company whose advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or be permitted to display any form of advertising in connection with the program.

15. Managers and Coaches

- a. Adult coaches may be used in either or both the 1st and 3rd base coaching boxes. Only players in uniforms shall be used as base coaches when adult coaches are not used.
- b. A coach or coaches shall not switch coaching boxes during an inning.
- c. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
- d. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of an injury, or if time is called by the opposing team or by an umpire.
- e. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.

- f. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

16. League Decisions Committee

- g. The league president shall appoint a decisions committee of not less than 5 persons to receive and resolve all protests lodged during the playing of league games, At least 3 members of the committee shall be present to render a decision.
- h. The decisions committee shall concern itself only with game protests, leaving the resolution of other matters in the hands of league officials.
- i. The decisions committee may solicit testimony and advice from any source it chooses, but actual decisions shall be based on majority vote of the members of the committee only.
- j. When feasible, the decisions committee shall make every effort to render a decision on a protest within 48 hours of receipt of the protest in written form.

17. Penalties

- k. A team failing to field at least 8 uniformed players within 15 minutes after scheduled starting time of a game, shall forfeit the game.
- l. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league because the player does not meet the requirements as to age.
- m. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by official scorer or league officers, when official score book or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the

manager shall be ineligible to participate in the next scheduled game played by the team.

- i. An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitation set forth in these Rules and Regulations or as a result of a previous rules violation or disciplinary action.
 - ii. For the purpose of interpreting this rule, a player shall not be considered in violation of the rules until at least 1 pitch has been thrown to the batter after the point of violation.
 - iii. In the event the manager of an ineligible refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made and verified, the game is subject to forfeit.
 - iv. When the ineligible status of a player is not established until completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.
- n. Illegal equipment shall be removed from the game.
- i. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officials.
 - ii. Penalty for use of illegal shoes shall be removal of shoes from the game, and if no other legal footwear is available, removal of the affected player or players from the lineup.
 - iii. Players who do not wear complete conventional uniforms, protective headgear, and catching equipment as required by these rules, shall be removed from the lineup.
 - iv. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game

following completion of the play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runner if appropriate.

- o. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

18. Protests

- p. A Protest based on a play which involves an umpire's judgment shall not be permitted.
- q. When protests are based on an interpretation of the rule, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league president or the decisions committee within 48 hours of the completion of the game.
 - i. When a protest based on the interpretation of a rule is upheld by the decisions committee, the game concerned shall be replayed from the point of protest.
 - ii. Umpires should make a public announcement to the crowd when a game is being played under protest.
- r. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.