

## **Firelands Interleague Baseball 2022 10u Playing Rules**

The Firelands Interleague 10u division will play NFHS rules with modifications as noted in the following rules.

### **1.0 Players, Field and Equipment**

#### **1.01 Team Insurance**

- 1.01.1** It is the responsibility of each individual team or community to provide insurance for their teams/players.

#### **1.02 Birthday Rule**

- 1.02.1** A player cannot turn the next age prior to May 1<sup>st</sup>. If a community is not able to produce a birth certificate, that game will be played under league protest. A determination of forfeit will be made by the FIB board after review of circumstances and all games this player has played in will be forfeited. Individual circumstances will be considered before the beginning of the season.

#### **1.03 Team Roster**

- 1.03.1** All teams must submit an initial roster prior to their first league game. Final rosters are due by June 15<sup>th</sup>. After June 15<sup>th</sup>, no new players can be added to the roster. Once a player plays in a game for a team, they will not be allowed to play for any other FIB team during the season with the exception of players pulled from lower divisions. Violation of this will result in forfeit for the team in violation.
- 1.03.2** All rosters must be verified with birth certificates by community rep.
- 1.03.3** Tryouts are not allowed. Teams need to be divided evenly within each community.
- 1.03.4** Players must play for community where they reside or attend school unless a team is not available.

##### **1.03.4.1 Replacement Players**

- 1.03.4.1.1** Players can be added by pulling them up from the next lower division to obtain a team of 9.
- 1.03.4.1.2** Players pulled up from the lower division must bat last in the batting order and play in the outfield.

#### **1.04 The Playing Field.**

- 1.04.1** Bases will be 65' apart
- 1.04.2** Pitching mound will be 46' from the front of the pitching rubber to the back of home plate.
- 1.04.3** If field dimensions do not meet the requirements, the home team must delay or stop the game until the required dimensions are corrected. If the dimensions cannot be corrected, the game will result in a forfeit.

#### **1.05 Game Balls**

- 1.05.1** **The Home Team** shall furnish 2 league approved balls i.e. Macgregor 97, Riddell BBC, Rawlings RO/R100, Diamond DOL 1 and DOLA.

## 1.06 Umpires

- 1.06.1 **The Home Team** shall furnish and pay for 1 qualified umpire from an approved umpiring association. If no qualified umpire shows up for the game, the game will be considered a forfeit.

## 1.07 The Bat Rule

- 1.07.1 **BIG BARREL BATS WILL BE ALLOWED.** Non-wooden bats must be BBCOR certified, have the USSSA 1.15 BPF stamp or have the USA Baseball stamp.
- 1.07.2 There is no drop restriction on bats.
- 1.07.3 **PENALTY FOR USING AN ILLEGAL BAT**
  - 1.07.3.1 The ball is immediately dead, the batter is out, and runners return to the base occupied at the time of the pitch. The player will be ejected for a 2<sup>nd</sup> violation in the same game.

## 1.08 Uniforms

- 1.08.1 **Jersey**
  - 1.08.1.1 Each team must wear full uniforms with numbers on the players' shirts.
- 1.08.2 **Shoes**
  - 1.08.2.1 No metal spikes.
    - 1.08.2.1.1 **PENALTY FOR WEARING METAL SPIKES**
      - 1.08.2.1.1.1 Player will be ejected for the remainder of the game if metal spikes are not removed.

## 2.0 Game Preliminaries

### 2.01 Lineup

- 2.01.1 A team can play a game with a maximum of 10 players in the field.
  - 2.01.1.1 A maximum of 6 players can be in the infield.
- 2.01.2 A team may start the game with only 8 players, any less and it is declared a forfeit.
  - 2.01.2.1 If a team starts with 8 players and a 9<sup>th</sup> player arrives, he is inserted in the last spot in the batting order.
- 2.01.3 A team that starts with 9 or 10 players may end the game with 8 provided there are no eligible players left.
- 2.01.4 If a team starts with 8 players, NO OUT is recorded for the missing player.
- 2.01.5 If a player is ejected or leaves the game for any purpose other than injury or illness, an out will be recorded for every time that sport in the order is due to bat.
- 2.01.6 A spot vacated due to injury or illness that cannot be filled with an eligible player will be skipped without penalty.
- 2.01.7 All players will be in the lineup and a continuous batting order will be used.
- 2.01.8 Before game time or at the plate meeting, each team will exchange lineup cards.

**2.01.9** Once the plate meeting has concluded, the lineup is official.

### **3.0 Starting and Ending a Game**

#### **3.01 Regulation Game**

**3.01.1** A game will consist of 6 innings.

#### **3.02 Official Game**

**3.02.1** A game will be considered official after 4 ½ inning with the home team ahead or 5 innings with the visiting team ahead.

**3.02.2** No new inning can start after 1 hour and 45 minutes.

**3.02.3** All games played at the Sports Force facility will have a 2-hour time limit. No new inning will start after 1:45 minutes.

#### **3.03 The Batter**

##### **3.03.1 Dropped 3<sup>rd</sup> Strike**

**3.03.1.1** Batter cannot run on a dropped 3<sup>rd</sup> strike.

##### **3.03.2 Infield Fly**

**3.03.2.1** There will be no infield fly.

#### **3.04 The Runner**

##### **3.04.1 Lead-Offs**

**3.04.1.1** There will be no lead-offs until the ball has crossed the plate.

**3.04.1.2** The runner must return to the base once the pitcher is on the rubber.

**3.04.1.3** If the runner is not on the base when the pitcher pitches the ball, he will be called out.

##### **3.04.2 Stealing**

**3.04.2.1** Stealing is allowed once the ball crosses the plate.

**3.04.2.2** A runner on 3<sup>rd</sup> base CANNOT advance home with a steal, but can advance home on a passed ball by the catcher or a wild pitch. The runner on 3<sup>rd</sup> base cannot advance home on an overthrow back to the pitcher, a dropped ball by the pitcher, or a throw to any of the bases by the pitcher or catcher. If a runner at 3<sup>rd</sup> base is leading off and the catcher throws to the base, the runner CANNOT advance home.

**3.04.2.3** One run per inning max on passed balls.

##### **3.04.3 Courtesy runners**

**3.04.3.1** Courtesy runners are allowed for the pitcher and catcher with 2 outs in the inning. The last batter who did not reach base safely during that inning shall be used as the courtesy runner.

##### **3.04.4 Malicious Contact**

**3.04.4.1** Malicious contact is defined as contact between a runner and fielder where there is deliberate intention of the runner trying to injure the fielder to keep from being tagged out.

### **3.05 The Pitcher**

#### **3.05.1 Innings Pitched**

**3.05.1.1** No pitcher may pitch more than a total of 2 innings per game. Throwing 1 pitch counts as 1 inning.

#### **3.05.2 Re-Entry**

**3.05.2.1** The starting pitcher may be removed and brought back in to pitch one time as long as they have not already pitched the maximum number of innings.

**3.05.2.2** The starting pitcher is the only pitcher who may re-enter to pitch again.

**3.05.2.3** If a pitcher is in violation of the number of innings pitched, the game will be considered a forfeit.

#### **3.05.3 Breaking Balls**

**3.05.3.1** Breaking balls are not allowed. If an umpire sees a breaking ball, he should call it a ball.

#### **3.05.4 Balks**

**3.05.4.1** Balks WILL NOT be called.

### **3.06 Mercy Rule**

#### **3.06.1 15 Run Lead**

**3.06.1.1** A game will be considered official when there is a 15 run differential after 3 ½ innings with the home team ahead or 4 innings with the visiting team ahead.

#### **3.06.2 8 Run Lead**

**3.06.2.1** A game will be considered official when there is an 8 run differential after 4 ½ innings with the home team ahead or 5 innings with the visiting team ahead.

#### **3.06.3 Runs per inning**

**3.06.3.1** There will be a limit of 7 runs per inning per team. Once the 7<sup>th</sup> run scores, the half inning is over.

### **3.07 Weather or Darkness**

**3.07.1** It is up to the discretion of the umpire when weather or darkness come into play.

**3.07.2** If available, lights can be used to continue play when conditions become too dark.

**3.07.3** If the game is called due to weather or darkness, it will be considered a complete game if at least 5 full innings have been played or if the home team is ahead after 4 ½ innings.

#### **3.07.4 Lightning Safety**

**3.07.4.1** In the case of lightning, all players should leave the playing field. From the time of thunder or the flash of lightning, play will be suspended for a minimum of 30 minutes from the last sound of thunder or flash of lightning.

### **3.07.5 Suspended Game**

- 3.07.5.1** When a regular season game is interrupted or suspended for any reason and the game cannot be resumed that day, the game will be SUSPENDED if the team behind in the score has not completed its turn at bat in the 4<sup>th</sup> inning.
- 3.07.5.2** A suspended game will be picked up where it was left off when the delay took place.
- 3.07.5.3** The same players and lineup must be used when completing the suspended game.

### **3.08 Ejection**

- 3.08.1** If a player or coach is ejected, they must leave the field immediately.
- 3.08.2** The ejected player or coach will server a 1 game suspension during their next game
- 3.08.3** A second ejection in the same season will result in a 2-game suspension.
- 3.08.4** A third ejection in the same season will result in suspension for the remainder of the season.
  - 3.08.4.1** In this case, the FIB will review to see if further action should be taken.
- 3.08.5** All ejections should be reported to the FIB immediately.

### **3.09 Rainouts**

- 3.09.1** Home team must inform opposing coaches and the FIB if a game has been rained out.
- 3.09.2** An attempt to reschedule the game must be made within 5 days of the postponed game.
- 3.09.3** If a mutual agreement cannot be made on the makeup date, the FIB has the right to re-schedule the game.
- 3.09.4** If the FIB schedules the game and it is not played, it could be counted as a double forfeit.

### **3.10 Scoring**

- 3.10.1** The home team will be the official scorer.
- 3.10.2** Scores should be confirmed after each inning.

### **3.11 Reporting**

- 3.11.1** Scores should be reported immediately after each game.
- 3.11.2** Both teams should report the score immediately after the game. If only 1 team reports the score within that time frame, that will be considered the final score and no changes will be made. If neither team submits a score, it will be considered a double forfeit. Rainouts and schedule changes also need to be submitted within 24 hours so the website can be updated.
- 3.11.1** Scores should be submitted to the person in your community who it the designated score reporter.

### **3.12 Minimum Number of Games**

**3.12.1** Each team will need to play a minimum number of games to be eligible for post-season.

**3.12.2** The number of games will be determined once we have a set number of teams.

## **4.0 The Season**

**4.01 Start date** Teams may start playing games May 16<sup>th</sup>.

**4.02 End date** The regular season will end July 12<sup>th</sup>.

**4.03 Make-Ups** All make-up games will need to be made up by July 12<sup>th</sup>.

**4.04 Playoffs** The top 8 teams in each division (16) will play in the playoffs.

**4.04.1 First Round** Thursday, July 14<sup>th</sup>

**4.04.2 Division Semifinals** Monday, July 18<sup>th</sup>

**4.04.3 Division Championship** Wednesday, July 20<sup>th</sup>

**4.04.4 League Championship** Friday, July 22<sup>nd</sup>

**5.0 Conflicts** All conflicts should be attempted to be resolved by the community reps.