

BEACHWOOD/ORANGE/SOUTH EUCLID MINOR BOYS BASEBALL RULES

This league is designed for children ages 9 & 10, grades 3 & 4. It has been created to assist in the development of children who have the desire to play baseball. The following rules shall apply for this league. Where local rules do not apply, High School Baseball Rules shall prevail.

PLAYING FIELD:

1. Distance between the bases will be 60 feet
2. The pitching distance will be 46 feet.

EQUIPMENT:

1. Wooden and one-piece metal bats will be the only bats permitted (Official Little League). Bat barrels can be a maximum of 2 ¼ inches in width and 30 inches long.
2. Rubber-cleats will be permitted.
3. Offensive players (batters, base runners and on-deck hitters) must wear a batting helmet with two ear flaps that cover both ears and temple at all times unless in the dugout.
4. Catchers are required to wear a mask/catchers helmet, chest protector, shin guards and athletic supporter with a protective cup. Catcher mitts will be provided by the league.
5. Each player must wear their team hat (bill forward), jersey (tucked in), and baseball pants. The league provides the hat and shirt, but players will be required to provide their own baseball pants. No steel spikes are allowed. **Players are not allowed to wear shorts or jewelry** (excluding medical alert tags).
6. All players are recommended to wear a protective cup.

PLAYING RULES:

1. Lineup cards are to be exchanged before the game with players name and number
2. Over throws that hit a side fence are in play. Over throws that go into the dugout or leave the field of play are considered dead balls.
3. All players must play a minimum of 3 innings, and every attempt should be made to give all players equal playing time. All players will be in the batting line-up. The order may not change unless injury or discipline. If a batter is put back in the game, the player must return to the same spot in the rotation.
4. Teams must play 9 players defensively; 4 infielders, 3 outfielders, a pitcher and a catcher. It is suggested that coaches rotate their players whenever possible. If you have players not capable of playing the infield, play them at different outfield positions. A team must have at least 7 players in order to avoid a forfeit.
5. If the catcher is on base with 2 outs he must be replaced by a pinch runner (individual who made the last out) in order to speed up the game and maximize the time limit.

6. Only 2 offensive coaches are allowed on the field (1st and 3rd base) at a time.
7. To be eligible for the playoffs, players must have played in at least half of the games, unless there is a documented injury/illness.
8. Coaches should report the team score via e-mail to their league supervisor for keeping track of standings.

BATTING RULES:

1. Batters should quickly take their position in the batters box. Batters deemed to be delaying the game will be given one warning and then call an automatic strike. Batters should keep one foot in the batters box unless there are additional activities such as a time out or stolen base.
2. On deck hitter cannot take practice swings and must remain behind the fence.
3. On a dropped third strike, the batter is OUT.
4. Infield fly is in effect. The umpire will make those calls.
5. Only players and coaches are permitted in the dugout – no siblings or parents. Players should be seated. Only one player should be on the field, on deck. The coaches prior to the game will designate the on deck area. Players should remain in the dugout.
6. If a player in the line-up does not bat, except due to an injury incurred in that game, an out must be taken in that place in the batting order. A late player will be added at the bottom of the order. If a player leaves the game for a reason other than injury, his spot in the order will be an automatic out, unless the miss is agreed upon prior to the start of the game.
7. Ground rule double will apply to any ball that bounces over or under an outfield fence. Home run is for any ball hit over the fence on a fly.
8. Players may overrun first base, however if it is determined that they are attempting to make it to second base and they are tagged out returning to first, then they are out.
9. Players may not throw their bat. The first time will be a warning, second an out, and third ejection from the game.

BASERUNNING RULES:

1. Base runners must hold their bases until the pitcher delivers the ball across home plate. Each team will get one warning and then runners will be called out if they lead off. Thereafter, he may steal only one base at a time. Runner cannot steal home base. If the runner leads off, he gets one warning and then is out. A runner MAY NOT steal a base when there are 2 outs in an inning. The batter must come up to the plate with 2 outs.
2. Runners may not advance on an overthrow when attempting to steal. When a base runner attempts to steal a base, the catcher may attempt to throw out the runner without penalty. If the catcher overthrows the base, the base runner may not

advance to the next base. ENCOURAGE YOUR CATCHERS TO AT LEAST ATTEMPT A THROW. Runners cannot advance home on an overthrow.

3. Base runners may advance to any base but home on a wild pitch or a passed ball. Base runners may not advance from any base on an overthrow or throwback from the catcher to the pitcher. A player must earn home.
4. Players must avoid collisions. A player must slide or give up if a play is being made on him/her. A base runner who collides with a fielder with the ball will be called out – if the collision is flagrant, in the umpire's judgment, the player will be out of the game. The umpires must submit written incident report. The umpires decision is final.
5. Feet first sliding only is permitted.

PITCHING RULES:

1. **The Umpire will determine the strike zone.**
2. No pitcher can pitch longer than three (3) innings or nine (9) outs a game and will be limited to 6 innings a week. Regardless of how many innings the game lasts, this rule is in effect. An appearance in an inning will constitute an inning pitched.
3. A nine (9) year old (3rd grade at the start of the season) must record a minimum of six (6) outs per game. Three (3) of these outs must be in the first four (4) innings. If the offense scores the maximum of six (6) runs in an inning, that will count for three (3) outs. If the nine (9) year old does not start the inning, they will be credited with the remaining outs in the inning from the point of insertion.
4. The pitcher may deliver the ball from a windup position, not needing to stretch with players on base.
5. A pitcher taken out cannot come back into the game and pitch. The pitcher may play a different position and can continue to bat.
6. No curve ball, split finger or knuckleball pitches allowed. Pitchers are not allowed to balk.
7. If a batter is hit by a pitch, it is an automatic walk. If the batter is hit while swinging, it is a strike. If a pitcher hits more than 3 batters during the game, he must be replaced.
8. If a relief pitcher comes into the game cold, he will be permitted no more than 8 warm-up pitches.
9. Intentionally walking a batter is not allowed. All players should get the opportunity to hit a properly pitched ball.
10. A coach may visit the mound one time each inning. If the coach visits the same pitcher on the mound a second time in the same inning, the pitcher must be removed.

FIELDING RULES:

1. All players must play a minimum of 9 defensive outs per game. Free substitution is allowed.

LENGTH OF GAME:

1. Game will start promptly at their scheduled time, and players should arrive 15 minutes in advance. Please look carefully at the schedule for the location of games and start times. The games will be 6 innings in length. Game time will not exceed 2 hours, 15 minutes. A new inning cannot start after 8:15pm.
2. No game can continue after 4 innings if a team is ahead by 12 runs. A six (6) run limit will be in effect for all innings except for the 6th inning, when there will be no run limit. All runs scored **AFTER** the 6th run will not be allowed and that half of an inning will be ended.
3. When a game is tied after 6 innings have been played, it may go into 1 extra inning, provided that the time limit has not been reached.
4. If a game is called for any reason, it is an official game if 4 innings have been completed or 3.5 if the home team is winning. If the game is called mid-inning, the score will revert to what it was at the beginning of the inning.
5. Games will be called off due to bad weather, poor field conditions, and at the first sound of thunder or sighting of lightening (at Orange, use of the Thor guard will be in effect). Attempts will be made to re-schedule rainouts if possible. Games played less than 2 innings will be started over. Games played more than 2 innings will start where left off if it is possible to re-schedule a game.
6. The decision to play when the weather is iffy will be up to the site supervisor.

CONDUCT:

1. **PROFANE LANGUAGE WILL NOT BE TOLERATED.** The umpire will give one warning and then will eject the player or coach from the game who is at fault. This will also pertain to spectators. The league supervisor reserves the right to suspend any player/coach who is at fault. Any player or coach ejected from a game for unsportsmanlike conduct will be suspended for the team's next game.
2. If a coach is ejected from the game, the game continues with an interim coach. The ejected coach must leave the playing field. Coaches who are ejected from a game will be subject to a review by the League supervisor. If the situation is severe, and causes an undue risk to the safety and well-being of the children under his/her guidance, that coach may be subject to suspension from the league and relieved of his/her duties.
3. Calls are not to be disputed with an umpire. Arguing balls and strikes is prohibited and may result in ejection from the game. Coaches with complaints about umpires should bring them to the league supervisor after the game.
4. Chatter will be limited to **POSITIVE CHATTER** for your own team members only. No chatter that is derogatory in nature will be allowed. The catcher may not distract the batter at any time (i.e. "Hey batter-batter, swing!"). A warning will be issued for the first offense. The player or players will be ejected from the game for the second offense. If this does not solve the problem, the offending team may be required to forfeit the game.

5. Use of tobacco products and alcohol at the playing fields is strictly forbidden. Use of these products serves no purpose in a Youth Sports environment. All coaches and coaches will be expected to enforce this rule.
6. No Dogs are permitted on any Beachwood, Orange, or South Euclid Field

SPECIAL RULES FOR BEACHWOOD AND SOUTH EUCLID ONLY:

1. If a coach feels he will be missing players during the playoffs, he may pick up players from the League below with the same team name. If there is not a team with the same name ask the commissioner of the league for a list of players. That player must bat last in the batting order, play the outfield, and is NOT permitted to pitch. The maximum number of players to be called up is 3. Eligible players to be called up must be entering the 3rd grade.

GAME LOCATION:

- Orange City Schools, 32000 Chagrin Blvd. Field B1 by Orange High School or B6 across from Moreland Hills Elementary School. Please see map at orangerec.com for more information on Orange Youth Sports contact AJ Corona at 216-831-8601 ext. 5106 or orangeyouthsports@orangecsd.org
- Beachwood Recreation
24524 Hilltop Dr. Beachwood, OH or 24601 Fairmount Beachwood, OH
Call Frank Vicchiarelli at 216-292-1970 or email him at Frank.Vicchiarelli@beachwoodohio.com
- South Euclid Bexley Park fields 1 & 2. Entrance off of Wrenford Rd. (Wrenford is 1 street west of Belvoir off of Cedar. Cedar Rd (West), turn right on Wrenford (North), Park is about 1 mile down on the left.

South Euclid Contact: Ken Traben – League Director 440-343-5072
Todd Bluffestone – SE Baseball Director 216-905-3221