

2006 Canal Winchester Recreation Baseball Rules

Major League Division

(cannot turn 13 before May 1)

General Rules

1. All teams participating in this league in conjunction with the Canal Winchester Recreation League shall follow this set of rules for all games.
2. Each team is responsible for providing ONE NEW BASEBALL for each game.
3. Each team gets 10 minutes of infield practice prior to the game.
 - Visitors --- begin 20 minutes prior to game time
 - Home --- begin 10 minutes prior to game time
4. All games must start promptly at the designated time. A 15 minute grace period is allowed. A team may not use the grace period to warm up.....no warm up is allowed if a team is late.
5. A team may play with 8 players with the 9th position in the batting order being an automatic out. If a team has 7 or fewer players, the game will be an automatic forfeit. A Coach may contact the opposing team with at least ONE DAY'S NOTICE, to reschedule a game. Any attempt to reschedule a game on GAME DAY will result in a FORFEIT.
6. No profane language, use of alcohol beverages, or use of tobacco products is permitted on the field or in the bench area.
7. No metal cleats allowed.
8. The field will be standard "Little League" dimensions.
 - 60 foot bases – pitching distance is 46 feet
9. Batters and base-runners MUST wear helmets at all times.
10. Catchers MUST wear protective "plastic type" cup.

Umpire

1. The Umpire has the express authority to bench any player or remove any player or Coach from the field and/or grounds. The Umpire also has the authority to ask any spectator/parent to conduct themselves in a proper manner. If said person persists in undesirable conduct, they may be directed by the Umpire to leave the immediate area. Play shall be halted until said person leaves the immediate area. If the person does not leave the area, the Umpire shall FORFEIT the game in favor of the team not at fault.
2. Any judgment call by an umpire is FINAL and may not be appealed. Appeals are discouraged, but if a game is appealed, the Canal Winchester Baseball Commissioner shall make the final decision.

Pitchers

1. Each pitcher may pitch a **MAXIMUM OF 9 OUTS PER GAME**. Once a pitcher has been removed from the mound, he may not return to pitch in that game.
2. No **BALKS** will be called.
3. A Coach may visit the mound a total of 3 times per pitcher per game. On the 4th visit for that pitcher a pitching change must be made. Also, a coach may visit a pitcher 2 times in an inning. On the 3rd visit for that pitcher in an inning, he must make a change.

Batters

1. This is a recreation league and **ALL** players that show up for a game will be in the batting order and will hit. If a player is late for the game, he will be added to the end of the batting order.
2. No throwing of bats. First time (per player) – warning. Second time (per player) – automatic out.
3. A batter is out when he hits the ball with one or both feet **ENTIRELY** outside the batters box.....or, he steps on the plate while hitting the ball.
4. The batter **MUST** get out of the way on an attempt by a runner on 3rd base to score on a wild pitch/passed ball. If he does not and the Umpire determines that there was interference **IN ANY WAY**, the runner shall be called out.
5. **BATTING OUT OF TURN**
 - a) A batter shall be called out, **ON APPEAL**, when failing to bat in his proper turn, **AND** another batter **COMPLETES** a time at bat in place of the proper batter. The proper batter may bat at any time before the improper batter **COMPLETES** the at bat. In that event, the proper batter shall inherit the count of the improper batter.
 - b) If an improper batter completes an at bat, the defensive team may appeal to the Umpire. This appeal **MUST** be made **BEFORE** the first pitch is thrown to the next batter. If the appeal is properly made, the proper batter is called out and all runners shall return to their previous bases. The batter in the lineup that follows the proper batter shall bat next.
 - c) If an improper batter completes an at bat and the defensive team **DOES NOT** properly appeal, the at bat shall stand. The batter that follows the improper batter in the lineup will bat next. The original “proper batter” is skipped.
6. Big barrel bats are not permitted.

Baserunners

1. Baserunners are not allowed to leave the base until a pitched ball passes the batter. If the Umpire determines that a runner leaves early, the defensive team may EITHER a) accept the result of the play, OR b) have the Umpire declare a dead ball and return all runners to their previous base. In any event, the Umpire shall issue a TEAM warning. Any subsequent runners leaving a base early for that team will be called out if the defensive team chooses option “b” above.
2. ALL runners MUST slide feet first. If a runner slides head first he is automatically called out. Diving head first BACK to a base is permitted.
3. ALL runners MUST slide if there is any chance of a play at a base. Any runner that “bowls over” a defensive player is automatically called out. If the Umpire rules that the runner’s actions are deliberate and flagrant, the runner shall be ejected from the game.
4. There is no stealing or advancement on a “ball four” pitch to a batter. In that case the ball is dead, and only normal advancement shall take place.
5. Delayed steals are allowed; however, when the pitcher is in control of the ball after the return throw from the catcher, no advancement may take place.
6. On OVERTHROWS that go OUT OF PLAY, baserunners get the base they are headed toward PLUS one additional base.

Defense

1. Each team shall play with 9 defensive players.
2. The INFIELD FLY rule WILL be in effect.
3. All players MUST play at least 2 innings in the field. Penalty for not adhering to this rule shall be FORFEIT.
4. The DROPPED 3rd STRIKE rule is not in effect. If a batter gets his 3rd strike, he is out regardless of whether the catcher catches the ball or not.

Game Completion

1. An official game shall be considered 4 innings (3 ½ innings if the home team is ahead).
2. If after 4 innings (3 ½ innings if the home team is ahead), a team has a lead of 15 runs or more, the game shall be ended. If after 5 innings (4 ½ innings if the home team is ahead), a team has a lead of 10 runs or more, the game shall be ended.
3. Once a game becomes “official” and it is called by the Umpire (due to darkness, rain, lightning, etc.) with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.

4. If an “official” game is called by the Umpire during an incomplete inning, the game REVERTS TO THE LAST COMPLETED INNING in either of the following situations:
 - a) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
 - b) The visiting teams scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.
5. Any game that is not completed due to the elements shall be re-started and played in its entirety.
6. The winning team’s Coach shall be responsible for reporting the game results to both the league secretary: cwjrdbernowski@sbcglobal.net and the Commissioner: