



11/12

Baseball Rule Book

League Format and Supplemental Rules

The baseball league will be played by children ages 11/12 on or before April 30th. League standings will be based on all games played. (Suburban/Neenah etc) In the case of a tie for 1st or 2nd, best record against SA teams will be the tie-breaker. The commissioner and the president will establish tiebreakers.

Suburban League President and Commissioner:

Dave Zehner - President

450-6804 (saiboyscommish@gmail.com)

Dave Zehner – Acting Commissioner

450-6804 (saiboyscommish@gmail.com)

Field Setup

Front of mound to back of home plate – 50 feet

Bases - 70 feet

GAME SCHEDULES

League games will be played Monday and Wednesday evenings. Tuesday and Thursday may be used if necessary. A copy of the game schedules will be distributed by each team coach to their players and can be obtained from the website. Games are scheduled to begin at 6:00 pm, **with the exception of games played on Strohmeyer Field as noted below.** Games will be 6 innings long. Every effort should be made to complete the games in a timely fashion. **No new inning will start after 1 hour and 45 minutes unless the game is tied. Coaches need to communicate with umpires on declaration of last inning before the visiting team bats.** League contests scheduled on Strohmeyer Field have 5:00 p.m. and 7:00 p.m. start times. **No new inning shall start after 6:30 p.m. for the early game. If both coaches and umpire agree, the last inning about to be played will extend the game past 6:30 p.m., coaches must and umpire must meet prior to the start of that inning and determine that the inning about to be played is will be the last and the unlimited run rule will go into effect. The game cannot end in a tie. If the game is tied, the game will continue to be played inning by inning with an unlimited run rule, regardless of the time.** Players should arrive 30 minutes before the scheduled start of any game to allow time for proper warm-up time.

Games postponed due to rain out can be made up as individual games or as double headers. The commissioner shall make the call on pregame cancellations. The Commissioner will reschedule make up games because of weather. Games will be suspended for at least 30 minutes after a visible lightning strike or sound of thunder. The 30-minute timer restarts for every new lightning strike or sound of thunder. Remember the kid's safety needs to be the priority! Coaches need to mutually concur a game is rained out. League commissioner needs to be notified. If a game ends in a tie, both coaches and the umpire must agree to finish the game if at all possible, light conditions and time allowing. Every effort needs to be made to complete the game. Games less than 4 completed innings interrupted or suspended by weather, will resume at point of interruption. Completed games are 6 innings. A game will be declared completed if a team is ahead by 10 runs after 4 complete innings.

All Coaches are encouraged not to run up the score on any team. A 6 run rule is installed each inning. During the last inning unlimited runs apply. The scorebook of the home team is the official scorebook. Team scorekeepers should confer after each complete inning for accurate scorekeeping. The win shall be entered on the website by the winning team within 24 hours of the game. Failure to do so will result the non-documentation of the win.

DIAMOND LOCATIONS

Suburban:

O'Hauser Park: 3 diamonds

Located in the Town of Menasha. From Hwy 41, go west on County Road II (Old Hwy 150) turn right on Irish Road. Cross the railroad tracks and take the 1st left on O'Leary Road. Diamonds are on the left.

Strohmeyer Field is closest to the concession stand and farthest from the road. **Lehl Field** is on the corner of O'Leary and Lee Street. **Volunteer Field** is the new field.

Clayton Park: 3 diamonds

Located in the Town of Clayton, 1 and ¼ miles west of Hwy 76 (old Hwy 45) on Larsen Road. Larsen Road is located between County Rd II (Old Hwy 150) and Breezewood Lane. Diamonds are on the left side of the road going west. **Birr Field** is the closest to the parking lot. **Zeinert North** is the north most field or farthest from the road. **Zeinert South** is the middle diamond.

Keating Park: 1 diamond

Located in the Town of Neenah. From Hwy 41 take Breezewood exit and go west out of town about 1 mile. There is a small subdivision 100 yards before the stop sign on Woodenshoe Road. Turn right on Retlaw Drive into the subdivision. The park is located in the back corner in the wooded area.

Franzoi: 1 diamond

Located in the Town of Neenah. From Hwy CB go west on Oakridge Road; take a left on Harvard, a left on Yale, and a left on Stanford. The park is on the right.

Mahler North: 1 diamond

Located in the Town of Neenah. Go East on Bell Street, take a right on South Park Avenue. Mahler Park is on the left. The ball diamond used by Suburban Athletics is on the left.

Neenah Baseball:

Southview park: 3 diamonds

Located in the City of Neenah. Hwy 41 take Breezewood exit, go east (changes into Bell Street). Park is on the right hand side before Commercial Street.

Soft toss for batting is not allowed on any of the fences or backstops at any fields due to the amount of damage done in the past to the fences. If coaches are aware of anyone doing this please report it to the commissioner.

ALL Teams are responsible for picking up litter around the diamond, dugouts and bleachers after practices and games.

HEAD & ASSISTANT COACHES

No team will be allowed more than 1 head coach and 1 assistant coach. You may also have 2 adult helpers in the dugout. All coaches must be registered with the team prior to the season. A background check must be completed for all Coaches. If a no pre-checked Coach is available to Coach that team will forfeit the game. Coaches may coach the 1st and 3rd bases. One coach is to be assigned to one base. One authorized coach must be in the dugout during the course of the game. The coaches may not leave the dugout or other confining area except to confer with one of his players or with an umpire. This must be done when a timeout is called. No coach will be allowed at any time behind the backstop during the game they are participating in.

HOME TEAM RESPONSIBILITIES

1. Pay the umpires (Home Plate \$20, Field \$15)
2. Supply 2 game balls (1 new and 1 in good condition)
3. Keep official scorebook. Results for all games should be entered into standings on the Suburban Athletics website. League standings will determine end of season tournament brackets.
4. Lock up all equipment after game. (including bases and scoreboard equipment)
5. Turn off field lights and scoreboard if you have the last game of the evening. (Scoreboard switches and field lights are in concession stand.)

RULES

Game Conduct

1. Players must dress and act with respect for themselves and all others in the league.
2. Abusive or profane language by anyone connected with baseball is prohibited. Infractions may be considered unsportsmanlike conduct in which case paragraph (7) below may apply.
3. The use of tobacco or alcohol is prohibited on the player's bench area or on the playing field while conducting team activities.
4. Misuse of facilities/equipment is prohibited. Infractions may be considered unsportsmanlike in which case paragraph (7) may apply.
5. Coaches are responsible for controlling his/her players, coaches, parents, or fans associated with his players.
6. If an adult becomes unruly, the umpire will call a time out. The coach and the umpire will ask the person to either curtail the objectionable behavior or leave the park. **Note:** The umpire will not resume the game until the incident is resolved.
7. The umpire can eject a coach or player from the game for unsportsmanlike conduct:
 - An ejected player may sit on the bench.
 - An ejected coach must leave the playing field and may not coach from the spectator area.
 - A coach may eject a player on his team for unsportsmanlike conduct.
8. Players and coaches will not question the final ruling of a call made by the umpires. Arguing the final call of the umpires may result in an unsportsmanlike conduct call, in which case section (7) may apply. Umpires will call a timeout if interpretation of a rule is questioned. The 2 coaches and the umpire will confer. The game will continue upon clarification of the rule interpretation.

9. The Commissioner and League President shall be notified about any parent or coach conduct issues.

EQUIPMENT

1. Players will wear the proper protective equipment during **all practices and games**.
2. Two ear flap batting helmets are mandatory when batting and when on deck. Catcher's helmets, chest protector, cup, and shin guards are mandatory attire when catching.
3. Batting helmet face masks are not mandatory, but are allowed at all levels
4. Coaches are responsible for enforcing the use of the protective safety equipment.
5. The home team for each game shall provide one new game ball and a suitable back up ball.
6. The equipment manager prior to practices beginning will issue equipment bags. Any equipment questions should be directed to Ben Johnson (brjfamguy@gmail.com)

GAME AND PRACTICE ATTIRE

1. Players will wear the team uniform as provided by their sponsoring organization.
2. The Suburban baseball issued hat and jersey shall be worn for all games. Parents should purchase gray uniform pants (**TOURNAMENT HAT AND PANTS ARE NOT ALLOWED**). Baseball shoes are optional.
3. Players are not permitted to wear jewelry. In the case that earrings cannot be removed they must be posts and covered by tape or Band-Aids. In the event that a medical ID is necessary it must be secure with tape.

ROSTER AND BATTING ORDER

1. The batting order will consist of all players present. Changes to the batting order are not permitted in any game with the following exceptions:
 - Late arriving players may be added to the end of the roster.
 - Player injury:
 - a. A player may be deleted from the batting order for injury or any reason that causes a player to leave the game.
 - b. A player recovered from a temporary injury may be reinstated in their original place in the batting order.
 - In the case of an interrupted/suspended game, players previously deleted for reasons other than ejections may be reinstated in their original order upon resumption of the game. Players not in the original lineup shall be added to the end of the batting roster.
2. A team may play a maximum of 9 players on the field.
3. All players present must play a minimum of 3 defensive innings in a 6-inning game. 9 defensive outs on the field.
4. Defensive players may be freely substituted during the game.

UMPIRES AND SCOREKEEPERS

The umpire commissioner will initially schedule all home plate umpires and base umpires. In the event of a make-up game the home team is responsible for the umpires. The payment will be \$20.00 for the home plate umpire and \$15.00 for the base umpire. The home plate umpire is in charge of the game.

Parents may be needed to umpire the bases if only one umpire shows up. Watching the game from the field offers a unique perspective on the action while showing support for the efforts of your child.

Cooperation of the parents is requested to assure a successful season.

GROUND RULES

1. The umpires can only declare timeouts. Players and Coaches may request a timeout by directing the request to the umpires, but will not be granted until the ball becomes dead.
2. Only one player on deck at a time. Umpires will suspend play until all players are in the dugout.
3. Any fair ball hit under the outfield fence, lodged in the outfield fence, or bouncing over the outfield fence is a ground rule double.
4. Any fair ball hitting the top of fence and bouncing over is a home run.
5. A ball hit or thrown within the boundaries of the playing field (within the fence line or the backstop and its extensions) is in play and is a live ball until an umpire calls it dead.
6. If the ball goes out of bounds, into the dugout, behind the dugout or any equipment interferes with the playing of the ball, the ball becomes dead. All runners are awarded one base beyond the last one legally touched at the time the ball is declared dead.
7. Infield fly rules do not apply.
8. Home Run Balls—Only **one** home run ball will be given out per player per year, if they want it. Any additional home run balls will **NOT** be given to the player, unless the coach is willing to pay for the additional balls.
9. When a batter squares to bunt, the batter must make an attempt to remove the bat from the strike zone or it will be called a strike. A slash (fake bunt/pull back/swing) is not permitted and the batter will be called out immediately.

HITTING

1. A batter may not advance on a dropped 3rd strike.
2. A batter is ruled out if a ball is put in play while any or both feet are out of the batter's box or on home plate at contact.

PITCHING

1. Any player on the roster may pitch.
2. A pitcher once removed from pitching may not pitch again in the same game.
3. Pitchers may pitch no more than 2 innings in a single game.
4. Delivery of a single pitch constitutes having pitched in 1 inning.
5. Any pitcher, who in a single inning hits 3 batters, shall be relieved of pitching duties for the remainder of the game. If, in the judgment of the umpire, the pitcher willfully and intentionally throws at the batter, the umpire shall eject the player from the game.
6. 5 warm up pitches will be allowed between innings, even for new pitchers.
7. A 2nd trip to the mound to the same pitcher in the same inning will be cause for the pitcher's automatic removal.
8. If a pitcher stops his delivery after a batter squares to bunt, the umpire will call no pitch and a ball will be added to the count.
9. A coach may warm up the pitcher. If the pitcher reaches his 5-pitch limit before the catcher comes out, then the next pitch will be thrown down to 2nd base. Delay tactics in using this option will result in coach use exemption. Please make the commissioner aware of any delay tactics. This is to keep the game moving please don't abuse this privilege.
10. Any player throwing 4 or more innings during a weekend tournament shall not pitch on Monday or Tuesday games. Tournament coaches will inform the commissioner and an email to all coaches will be sent out. This is for player safety.
11. Balks will be enforced, but should be only in the most extreme incidents.

A balk is defined as an intentional deception of the runner or hitter and there are specific rules of what a pitcher is permitted without infracting the rule.

- If a pitcher is not touching the pitcher's rubber, he/she may throw to any base using any motion.
- If a pitcher is touching the pitcher's rubber, he/she can fake a throw to 2nd or 3rd, but not to 1st.
- A pitcher is not allowed a quick pitch to home plate. Meaning the pitcher must be facing home plate before pitching to the plate to give notice to the batter that the pitch may occur.
- If a pitcher attempts to make a throw to 1st, 2nd or 3rd, he/she must step toward that base with the lead foot when throwing, or remove both feet from contact with the rubber.
- When a runner is on base, the pitcher must come to a full and complete stop before throwing a pitch. This means his/her hands must rest in front of him/her at some point during the pitching motion before throwing the ball to home plate.
- Clear separation of the pitchers feet must be present upon throwing to 1st base.

BASE RUNNING

1. A batter/runner who hits the ball and safely reaches 1st base followed by overrunning 1st base may immediately return to 1st w/o liability of a tag out provided he does not show intent to advance to 2nd base. This is an umpire's discretion call. Just turning the wrong way does not signify intent.
2. **Rounding** 1st to the left shows intent of advancing to 2nd base and the runner may be tagged out if played upon.
3. The judgment of the umpires on "intent to advance" will be **final!**
4. The runner may be called out if the runner does not slide or attempt to get around a fielder who is making a play on that runner.
5. The runner is out if he runs more than 3 feet away from the base path to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball.
6. A player must slide **feet first** at 2nd, 3rd, and home plate if the nearest defender is playing upon the player. If a slide should have been made and did not occur, the runner will be called out.
7. On an overthrow at 1st base, if the ball remains in play the ball is live and the runners may advance as many bases as they can until scoring or being tagged out. If the ball is out of play (as decided by the umpire) all runners may be awarded 1 base more than the last one legally touched.
8. **Leading off is permitted. The lead should be 1 stride, 2nd stride and square off (no more than 3 strides from base). The runner cannot advance further until the ball crosses the plate. No taunting/baiting of the pitcher will be allowed.**
9. The ball must cross home plate before attempting to steal.
10. Stealing home plate is allowed.
11. **When the pitcher has control of the ball on the pitching mound, the runner must return to the nearest base. This applies to a base on balls.**
12. **If a batter draws a walk, they can only advance to first base.**
13. Stealing is allowed on a dropped or overthrown ball to the pitcher, it cannot be handed from the catcher to the pitcher each play. In the event the player is on 3rd, an attempt to steal home may be made.
14. No physical contact will take place between a runner and the catcher unless it occurs in an incidental manner or from player sliding into a base and the position player attempts to block the runner's path.
15. In the judgment of the umpire, interference occurs if the base coach at 1st or 3rd touches or holds a runner, thereby assisting that runner in leaving or staying on the base.

Any complaints or appeals must be called to the respective commissioners within 24 hours and a ruling will be released in another 24 hours. Please report any problems with coaches or players to the commissioner promptly. Official Scorekeeper will note inning, score, outs and runners on base at time of protest.