

# Senior 13 – 15 House Rules

REVISED February 16, 2021

## REGULAR SEASON

### I. General

#### a. Game Length

- i. Games are seven (7) innings long or to a curfew. In the event of a tie, no extra innings will be played, even if there is time before the next game starts or if there is no game following. \*\*\*Delays in the game will not be tolerated. Prepare your catchers, announce or post positioning in a timely manner. Teams exceeding the league determined time between innings. Will be penalized by placing the first batter of the inning on second base and will be scored a double. Intentional delays could occur through out and will be directed in the same manner at the umpire's discretion. Ex. managers calling timeouts for player adjustments etc. \*\*\*

#### b. Curfew

At 2 hour 15 minutes from scheduled start time, no new inning will be started. The umpire will advise both managers of the time. The inning will be played to completion in accordance to the scoring rules pertaining to the inning being played. It does not matter if the previous game started late or went too long or your 8:30am game started late because the field was wet or not maintained in time.

#### c. Forfeits

- i. Not applicable in the regular season. The intent is to just play the game. If a manager is unable to field nine (9) players, they should (1) have the concession stand announce that their game is looking for an eligible player, who is defined as a player that is either currently playing on the complex (1) players from the other team if that team has greater than nine (9) players or (2) utilize Major A level; A player may play even if not in uniform. Even if after exhausting all said options the manager is unable to field nine (9) players, the game shall be played with less than nine (9) players without any penalties.

#### d. Mercy Rule

- i. Not applicable in the regular season.

#### e. Call-ups

- i. A manager may not call up more players than what is needed to field a ten (10) man roster. The exception to this would be if a player is coming late or leaving early.
- ii. Managers must only call-up players from their "Farm Team" rosters, unless those teams are all playing, then and only then, the manager may call-up a player from a farm team that is not assigned to them. If the manager is unable to field a nine (9) man roster, the manager should have the Concession

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Stand announce that your game is looking for an eligible call-up player. He can play even if not in uniform.

- iii. All call-ups must bat last and may play any position on defense, except pitcher. They may not bat or play more than the regular rostered players, though they may bat or play an equal amount.

## II. Playing Time

### a. Batting Order

- i. Continuous batting order is used; all players must be in the batting order.
- ii. A late arriving player is added to the bottom of the batting order.

### b. Number of Players on Defense

- i. Nine (9) players play the field, three (3) of which are in the outfield.

### c. Player Rotation

#### i. Fielding

- 1. All players must play at least four (4) innings in the field. Two (2) of the innings played must be an infield position. The catcher position is considered an infield position for these purposes. Furthermore, a player must start every other game.
- 2. **Players must not play more than three (3) innings at any one position during a game.**

#### ii. Player Time Conflicts

- 1. A player that is leaving early is removed from the lineup and skipped when his turn comes. His team is not charged with an out.

## III. Offense

### a. Batting

#### i. Bunting

- 1. Bunting is allowed.

### b. Base Running

#### i. General

- 1. Runners may advance at their own risk on a base hit.

#### ii. Stealing

- 1. Stealing is allowed

#### iii. Leadoffs

- 1. Runners may lead off the base.

#### iv. Infield Fly

- 1. Infield fly rule is in effect.

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## v. Sliding

1. Base runners are not required to slide on close plays. They are required to avoid contact or they will be called out. No ramming into the fielder is allowed or the runner shall be called out and possibly thrown out of the game. Base runners can run out of the baseline to avoid fielders who are blocking the base **without** possession of the ball.
2. Base runners may not slide head first into base. If a player violates this rule, he will be called out by the umpire without a warning being issued. The only exception to this rule is that a player may slide head first into a base they are returning to.

## vi. Overthrows

1. A batter and all base runners may advance an unlimited number of bases at their own risk.

## c. Run Limit – Not Applicable

## IV. Defense

### a. Pitching

#### i. Player Pitchers

##### 1. Positioning

- a. The pitcher must be in contact with pitching rubber when delivering the ball.
- b. All Rules in The Babe Ruth rule book 8.0- The Pitcher 8.01 to 8.06 will be enforced as per the umpire's best judgment.

##### 2. Number of Innings

- a. No pitcher may pitch more than **Three (3) innings in one game.**
- b. If a pitcher pitches even one pitch in an inning he is charged with a complete inning pitched.
- c. Once pitcher has left the pitcher position either to play another position, take a turn sitting out, injury, or go to bathroom etc, he may not pitch again that game.

##### 3. Manager/Coach Trips to the Mound.

- a. The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game AS A PITCHER ONLY.
- b. The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

##### 4. Hit Batters

- a. Any pitcher, who hits two batters in one inning or three batters in a game, must be removed from the game as a pitcher. He may play any other position.

##### 5. Intentional Walks

- a. No intentional walks or pitch outs are allowed.

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## 6. Balks

a. Balks will be called. (Rule 8.05)

## b. Dropped 3<sup>rd</sup> Strike

i. A batter may advance on a dropped 3<sup>rd</sup> strike.

*Rule 6.09(b) Comment: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.*

## V. Equipment

1. Senior level 13-15 - **Only BBCORR bats will be allowed.**
2. Seniors 13-15 Metal Cleats can be metal or plastic as per rule 1.11 subnote of section (g)

## PLAYOFFS:

### I. General - ALL REGULAR SEASON RULES APPLY IF NOT NOTED BELOW

#### a. Home team

The home team for each game is determined by a coin flip during the pre-game umpire meeting.

#### b. Game Length

- i. Games are seven (7) innings long or to a curfew. In the event of a tie, no extra innings will be played, even if there is time before the next game starts or if there is no game following. **\*\*\*Delays in the game will not be tolerated. Prepare your catchers, announce or post positioning in a timely manner. Teams exceeding the league determined time between innings. Will be penalized by placing the first batter of the inning on second base and will be scored a double. Intentional delays could occur through out and will be directed in the same manner at the umpire's discretion. Ex. managers calling timeouts for player adjustments etc. \*\*\***
- ii. **EXCEPTION: The semi-final and championships games must be played to conclusion, specifically no less than seven (7) innings. If after seven (7) innings of play, the game is still tied; extra innings will be played until a winner is determined.**

#### c. Curfew

Rule is same as regular season with the following exception.

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## EXCEPTIONS TO CURFEW RULE:

- (1) **Rain shortened games:** In order for a game to be official, you must complete five (5) innings (4-1/2 innings if the home team is ahead). If the game is called anytime after five (5) innings, but the inning has not been completed, the score reverts back to the last inning completed. However, if the game is called before five (5) innings have been completed, the game will be rescheduled at a later date, and play will resume from the point at which the game was called.
- (2) **The semi-final and championship games must be played to conclusion, specifically no less than seven (7) innings. If one of these games is called prior to completing the game for any reason, the game will be rescheduled at a later date, and play will resume from the point at which the game was called.**

### d. Forfeits

- i. **May be applicable in the playoffs.** If a manager is unable to field nine (9) players even with the use of call-ups from their farm teams, they should (1) have the concession stand announce that their game is looking for an eligible player, who is defined as a player that is either currently playing at the Major A level; or (2) utilize players from the other team if that team has greater than nine (9) players. A player may play even if not in uniform. If after exhausting all said options the manager is unable to field nine (9) players at the scheduled start time of the game, that team may play the game but will be charged with an automatic out for as many players missing up to nine players.
- i. If during the course of the game, the situation arises that a team is unable to field nine (9) players (i.e. due to injury, player leaving, etc), that team will continue to play the game. The team is charged an automatic out for as many players missing up to nine players. If at any time during the game, including at the start of the game, the number of players is **7 or less**, the team must **automatically forfeit** at that point in the game, and will be charged five runs against per each inning forfeited.

### e. Tiebreakers

- i. Winning percentage
- ii. Head to head
- iii. Runs Against Average (RAA): Runs Against multiplied by six (6), divided by the number of defensive innings
- iv. Coin flip

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NOTE: In a three way tie, all three teams are compared. If one of the teams won the head to head against both of the other two teams, that team is the higher seeded team. The remaining two teams then compare head to head against the other. If they split the games, you proceed to Runs Against Average (RAA). If all three teams took turns beating each other, then you proceed to Runs Against Average, in order to determine the seeding.

### **f. Game Report/Pitching Sheet**

- i.** Winning manager is responsible to have the game report form filled in by both teams, including the final score, names of the pitchers, and the number of innings pitched. Both managers must sign the game report. The winning manager is responsible for reporting the final score to the level coordinator.