

TriCounty Baseball League  
Guidelines and Rules – 2018

TriCounty Baseball -COMMUNITY TEAMS only  
BASIC RULES

The TRICOUNTY BASEBALL LEAGUE follows the Ohio High School Rules, with the following exceptions and as designated below

1. No head first sliding except to return to a base. ex: pick off, over run-penalty: called out
2. Rules, by Age Divisions as to lead-offs, stealing, base lines and pitching distances.
3. BATS must not exceed a -15 Delta (or drop) rating and be larger than 2 5/8 in barrel width at the 5<sup>th</sup>/6<sup>th</sup> grade and 3rd and 4th grade Level. Coaches are responsible to inspect their team's bats and insure all are within the standards and in good condition. Each coach has the right to inspect bats of the other team prior to the start of the game. If a bat is found to be questionable, the Umpire shall make the decision if the bat can be used. If a questionable bat is used in a game, the NFHS rules will apply.
4. In 5th and 6th grade AND 3rd and 4th grade divisions, Rosters are to be turned in by the end of the first week of the season Teams may have an unlimited player rosters within community limits. ROSTERS MUST INCLUDE: Players First and Last Names, Date of Birth and Community of Residence). Teams may use players from communities outside of the TRICOUNTY BASEBALL LEAGUE within limits set by the Board based on league needs.
5. In 3rd and 4th grade AND 5TH/6TH GRADE , the TRICOUNTY BASEBALL LEAGUE requires each MANAGER/COACH to maintain a Scorebook for the entire season. During the game, both teams must have a person designated to maintain pitch counts for both teams and ENTER the TOTALS for all players who pitched in the game for both teams in their official scorebooks. BOTH Team MANAGERS or /HEAD COACH MUST SIGN-OFF after verifying the accuracy in each scorebook. Discrepancies should be resolved at the field.
6. Official Scorebooks must be taken to the field for ALL Games and are subject to review by opposing managers, league officials and umpires. If the Official Book is not available, no pitcher shall be permitted to throw more than 30 pitches in that game
7. If a team is found in violation later, that game will result in a forfeit regardless of the outcome of the game (No points awarded for standing purposes.)
8. THE HOME TEAM SHALL BE RESPONSIBLE TO REPORT SCORES AS THE LEAGUE DESIGNATES PRIOR TO THE START OF THE SEASON AND BOTH TEAM COACHES MUST SIGN AND DATE THE OFFICIAL SCOREBOOK.

**Section 2 PLAYING TIME**

1. In 5th and 6th grade and 3rd and 4th grade teams must use a continuous batting order with free defensive substitutions. Each player must play a minimum of 2 innings and all substitutions must be made no later than the defensive 3rd inning. All subs must play at least 2 consecutive innings in the field.
2. Should an injury occur where one player cannot return to the game, an out will be scored in the official score book when that spot in the batting order is due to bat.
3. IN 5th and 6th grade and 3rd and 4th grade Players from one community team, may fill in on additional community team only to ensure that the second team has a minimum of NINE (9) players to start the games. Players being used in this capacity cannot play any position other than one of the Outfield positions.

4. Teams may start a game with 8 players in the 3rd and 4th grade and 5th and 6th grade divisions. However, an out will be counted when the missing 9th player would come to bat in your batting order.
5. Any player ejected or disqualified for unsporting conduct or behavior shall be ineligible for all games for the remainder of that day. In addition, the player shall be ineligible for the next two additional regular season or tournament games.

### **Section 3. PITCH COUNTS.**

1. The TRICOUNTY BASEBALL LEAGUE will use PITCH COUNT guidelines like those of the OHSAA. The limits are outlined below for our league. These apply to both 5th and 6th grade and 3rd and 4th grade GAMES (PITCHERS).  
 Daily Limit 75 pitches  
 0 days' rest 1-20 pitches 1 day rest 21-35 pitches 2 days' rest 36-50 pitches  
 3 days' rest 51-65 pitches 66 pitches and up require a minimum of 4 days' rest.
2. A pitcher may finish the current batter if the daily pitch limit is reached during that at bat.
3. If a pitcher pitches at least 31 pitches, he may NOT pitch in the second game of a double header (or the next day.)
4. At the end of each contest Coaches will submit pitcher number and pitches thrown in the designated data collection system (NOTE SEE D BELOW)
5. All pitches thrown in a suspended game or a "no contest" game SHALL COUNT towards the daily pitch limit and the total number of pitches thrown.
6. All pitches thrown in a scrimmage SHALL COUNT towards the daily pitch limit and the total number of thrown pitches.
7. Each/team must keep a record of all pitches thrown by each of their players in each game and make this available to the league upon request. (NOTE SEE D. BELOW)
8. Any player pitching during a period in which rest is required is pitching as an ineligible player. Note: Any victorious in which an ineligible player is participating will result in forfeiture of the contest.

### **Section 4. REQUIREMENTS FOR OFFICIAL GAMES**

(5th and 6th grade and 3rd and 4th grade)

1. All suspended or delayed games must be rescheduled as soon as possible. It is the responsibility of the home team to arrange a makeup date with the visiting team, and to reserve a field and umpire for the game. The league requires all games, to be made up by the date designated by the board.
2. Games that are not started due to weather need to be rescheduled. Games that are started, but are stopped due to weather or darkness, will be considered complete games if one (1) inning is complete.
3. If game is stopped at the end of the visitors at bat and the home team is ahead-score stands.
4. If game stopped at end, or during, the visitors at bat and visitors are winning, final score will be the score at the end of the last completed inning, tie or not.
5. Games are only to be rescheduled because of rain outs or school functions. Any other reasons must be approved by the board.
6. Every effort should be made to play a game. If a team forfeits, and/or doesn't show, they are responsible for paying the forfeit fee (Umpire Fee). Games start 6:00 pm on weeknights or other times by Agreement. Rainouts are to be called by the home team. The coach of the home team is responsible for calling the visiting team and umpire to advise of the cancellation and reschedule date.
7. The home team coaches must report scores to league

### **Section 5. SCHEDULING AND REQUIREMENTS FOR PLAY-OFFS**

In the 3rd and 4th grade and 5th and 6th grade divisions teams will be required to play a minimum of 10 regular season games. The standings to determine the tournament participants and placement will be determined as follows:

Ø 3 pts will be awarded for each win

Ø 2 pts will be awarded for each tie

Ø 1 pt. will be awarded for each loss

Ø Tie breakers: Head-to-Head, runs allowed, coin toss.

Ø The higher ranking team in each game will be designated "Home" team, and will be responsible

Ø All play-off games which had to be suspended for weather shall be completed the next day. A game which is suspended due to darkness shall be considered completed if at least 4 innings (3 ½ innings if Home Team is winning) have been played and finished.

### **Section 6. 3rd and 4th grade AND 5th and 6th grade RULES ADDED RULES**

Guidelines: Our goal is to teach the fundamentals of baseball while promoting good sportsmanship, team play, friendly competition, and personal improvement. These rules are not up for interpretation or discussion. Managers that do not follow these rules or decide to make-up their own rules will be warned and then dismissed! Any manager wishing to change a rule should do so in writing at the end of the season (provide a reason and solution) and submit to his/her community Director for submission to the Board of the TRICOUNTY BASEBALL LEAGUE. Coaches must have a copy of the TRICOUNTY BASEBALL LEAGUE Rules at all games.

#### **3rd and 4th grade**

1. Games shall consist of six (6) innings, but complete after 4 innings in the event of inclement weather or darkness (or 3 1/2 if the home team is winning). No inning shall start after 8:00 PM before June 1, after then no inning shall start after 8:15 P.M. Umpires have discretion to stop games for darkness, weather or field conditions if needed at any time.
2. Bases are 60 ft., pitching distance is 45 feet. Distance from Home Plate to 2<sup>nd</sup> Base is 84'10".
3. There are no intentional walks.
4. All pitchers must be removed after hitting 3<sup>rd</sup> hit batter and cannot return even in extra innings.
5. No Curveballs! One warning then removed from the game for unsportsmanlike conduct. This does not include pitches that move naturally due to pitchers natural throwing motion (and do not cause stress on pitcher's arm).
6. Thrown bats will result in a warning to both benches on the first occurrence and there after the batter will be called out for throwing a bat. Coaches, instruct your players about this rule at every practice. The Umpire has a duty to remove any player from the game who by excessive throwing of the bat or a second event in that game causes a risk in that umpire's judgement. This is not appealable.
7. Teams have a ten (10) minute grace period after the scheduled start time to field a team with a minimum of eight (8) players.
8. The game may be played by both teams if a team does not meet this requirement, however, the official score will be a 6-0 forfeit.

9. Play is dead on a walk. Runners may only advance to next base – no advancement on a misplayed ball.
10. No Lead-offs! Base-runners may only leave the base after ball crosses home plate. One warning per team, after that all runners leaving early will be called out.
11. A courtesy runner may be used for an injured player. The last batter to record an out or a substitute not in the game may be used.
12. WE DO NOT WANT COLLISIONS! Failure to avoid interference and obstruction will result in the runner being called out and possible ejection for the player and the Coach. Please understand the following:
  - a. Offensive interference is the act (either physical or verbal) by a member of the team at bat who illegally impedes, hinders or confuses any fielder: or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline.
  - b. Defensive Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to contact a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball or making the initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.
13. There is a five (5) run per inning limit except for the last inning. After the 5<sup>th</sup> run is scored teams switch and end the ½ inning immediately – no running the bases! There is no run limit in the last inning of a game and run scored on a Home Run which is hit over a fence will count, regardless of inning maximums.
14. Mercy Rule: twelve (12) runs after three innings, ten (10) after 4<sup>th</sup> inning.
15. BALLS HIT IN OUTFIELD:

Play is continued until a hit ball is returned and controlled by an INFIELDER in the Infield. The INFIELDER is encouraged to try to make a play on ANY RUNNER who is moving in the baseline at the time the Infielder gets control. If the fielder has control of ball in the infield and chooses NOT to try to get the runner out the runner(s) who are moving in the baseline shall be awarded the base they are going to or return to the base that last occupied.
16. If a play is made and an overthrow occurs, then THAT runner may advance one additional base.
17. STEALING a team may make three (3) ATTEMPTS per inning with the following restrictions:
  - a. Runners may steal 3rd base ONLY: \*\*Runners cannot steal 2nd base\*\*
  - b. Base-runner may attempt to steal 3rd base after pitch has crossed home plate. Runners may advance due to overthrow of catcher trying to throw him out. (Fielding errors should not be scored as stolen bases).
  - c. Runners may not advance or try and steal if ball is overthrown from catcher to pitcher or if pitcher mishandles throw from catcher.
  - d. Ball is dead on throwback to pitcher – the runner must decide to steal when the ball crosses the plate or goes to the back stop, runners may not go half way to the base and wait for the catcher to throw the ball to the pitcher and then try and advance to the next base. Once a runner stops in the baseline attempting to steal third (3<sup>rd</sup>) he/she must within two seconds either opt to continue running or return to second (2<sup>nd</sup>) Base. Failure to do so may result in that runner being called out.
  - e. ONLY one extra base may be taken on an overthrow or misplaced ball on a Steal attempt. No “running” the bases on a misplayed steal attempt.
  - f. If the ball is misplayed and the runner attempts to go to another base, the runner may still be thrown out, but if the ball is misplayed again, the base runner. Regardless of a second misplace, no stealing runner may advance more than one base on errors or misplayed balls.
18. Uniform: All players must have their shirts tucked in and hats worn in the proper manner always.

19. Players that are placed at CATCHER MUST wear a cup.

**B. 5TH/6TH GRADE**

1. Games shall consist of six (6) innings, but complete after 4 innings in the event of inclement weather or darkness (or 4 1/2 if the home team is winning). No inning shall start after 8:00 PM before June 1, after then no inning shall start after 8:15 P.M. Umpires have discretion to stop games for darkness, weather or field conditions if needed at any time.
2. Baselines are 65 ft., pitching distance is 50 feet.
3. The Dropped Third Strike Rule IS IN EFFECT.
4. No Curveballs! One warning then removed from the game for unsportsmanlike conduct. This does not include pitches that move naturally due to pitchers natural throwing motion (and do not cause stress on pitcher's arm).
5. Thrown bats will result in a warning to both benches on the first occurrence and there after the batter will be called out for throwing a bat. Coaches, instruct your players about this rule at every practice. The Umpire has a duty to remove any player from the game who by excessive throwing of the bat or a second event in that game causes a risk in that umpire's judgement. This is not appealable.
6. Teams have a ten (10) minute grace period after the scheduled start time to field a team with a minimum of eight (8) players. The game may be played by both teams if a team does not meet this requirement, however, the official score will be a 6-0 forfeit. Note:
7. Play is dead on a walk. Runners may only advance to next base – no advancement on a misplayed ball.
8. STEALING: Four (4) Advancements of runners per inning are allowed via STEAL OR PASSED BALLS. If more than one runner advances on a steal or passed ball, it will count as one Advancement for each runner. If the second or subsequent runner on that play is the fifth advancement in the inning, all runners, except for the fourth advancement will be returned to their original base.
9. Runner may advance on an overthrow by the defensive team while trying to get a runner out in an Advancement Situation, if it the fourth or less per inning. Bases taken on the overthrow do not count as Advancements.
10. STEALING HOME IS PERMITTED.
11. A courtesy runner may be used for an injured player. The last batter to record an out or a substitute not in the game may be used.
12. WE DO NOT WANT COLLISIONS! Failure to avoid interference and obstruction will result in the runner being called out and possible ejection for the player and the Coach. Please understand the following:
  - a. Offensive interference is the act (either physical or verbal) by a member of the team at bat who illegally impedes, hinders or confuses any fielder: or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline.
  - b. Defensive Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to contact a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball or making the initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.
13. Mercy Rule: twelve (12) runs after three innings, ten (10) after 4th inning.
14. Dead Ball: Ball is dead on throwback to pitcher – the runner(S) must decide to steal when the ball crosses the plate or goes to the back stop, runners may not go half way to the base and wait for the catcher to throw the ball to the pitcher and then try and advance to the next base. Once a runner stops in the baseline attempting to steal he must within two seconds opt to continue the advancement or return to previous base.

15. Uniform: All players must have their shirts tucked in and hats worn in the proper manner always. No player will be permitted to play in shorts, parents are encouraged to buy baseball pants.
16. Players that are placed at CATCHER MUST wear a cup.

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