

**Land-O-Hills Baseball League**  
**9 - 10 Coach/ Player Pitch Rules**  
**2010 Season**

4/22/10

**Note:** *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of baseball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind. It is also the intention of the league to maintain a fair level of play amongst all the teams within a community. "Stacking" of teams is not permitted by anyone, including coaches, commissioners and parents. Stacking refers to placing mostly 9 year olds on one team and 10's on another or selecting the most talented to play on one team and the less talented on another. Rosters should be balanced by age and talent. The commissioners will investigate all complaints and they alone will determine if and what disciplinary action will be taken. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.*

**Awards:** The League will supply 1<sup>st</sup> and 2<sup>nd</sup> place trophies after completion of all league, playoff, wild card and championship games. League games not played by July 27, 2010 that do not affect the determination of the 1<sup>st</sup> and 2<sup>nd</sup> place winners; do not have to be played. The two teams with the best won-loss records in each division will enter the championship round. The Higher Seed is the "home team", bats 2<sup>nd</sup> and hires the umpires, irrespective of location. The best won-loss record of the second place teams will play the worst won-loss record of the first place teams in a wild card game. The winner will play the remaining first place team for the championship. The winner of the championship game will receive the first place trophies and the loser will receive second place trophies. If a tie exists after all league games are completed, a playoff game must be scheduled and played before July 30, 2010.

**Rosters:** By April 30, 2010, all teams through their community commissioner must submit a team roster (via electronic media – Microsoft Word or Excel – emailed or on floppy disk) to the League Commissioner/Committee and to the Director designated by each community that contains the following player information: Name, Address, Phone # and Date of Birth. Rosters must also include the team coach and assistants with the following information: Name, Address, Phone # , Cell Phone # and email address.

**Scheduling:** In order to complete the schedule, all information including field availability, field locations, coaches names, phone and email address, preliminary player roster including name, DOB, address and phone number must be completed and received by the leagues commissioner by no later than April 17<sup>th</sup>, 2010 or the team may not be included in the league schedule. **Individual coaches exception dates (vacations, graduations, scout camps, fieldtrips etc..) to potential game dates can be accommodated but only if exception dates are communicated to the league commissioner by the April 17<sup>th</sup> deadline.**

### **General Rules**

1. Players must not turn 11 before August 1 of the current season.
2. Each team must submit a roster by April 20, 2010. Players may be added to the roster up to June 15 by calling the League Commissioner/Committee.
3. The home team will keep the official scorebook for both teams. If the score is disputed, the umpire will be the tiebreaker if there is a paid umpire. Otherwise, the two coaches must resolve the dispute. The **home team** is also responsible for calling/emailing the final score to the designated web site. [www.Monchesreclub.org](http://www.Monchesreclub.org) within 1 day after a completed game. **Please include the team age group and game number.** Every team must have an identified individual on the roster that will be responsible to report the game score. Failure to report your score (or report a cancelled, postponed or incomplete game) within 24 hours after the game is played to the website could result in a **forfeit for the home team.**

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4. Scheduled games: Once officially scheduled, games can be cancelled or postponed **only** because of weather related conditions (by 5pm of game day) including heavy rain, wet, muddy, puddle field or lightning.
5. No protests allowed. Problems can be discussed at the coaches meeting at the end of the season.
6. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although the umpires should first give a warning unless the incident is intentional or flagrant.
7. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed. **Arguing umpire calls will be considered unsportsmanlike conduct** and after one warning, may result in ejection. Continued incidents will result in a game forfeit. It is the responsibility of each community commissioner to give a copy of these league rules to every umpire they expect to use. Umpires regardless of age are expected to read and understand these rules. Questions can be forwarded to the league commissioner if need be.
8. All players present at the game must play at least two innings in the field, with the following exceptions:
  - Coaches and umpires must be notified if a team member will not participate due to disciplinary actions.
  - Ejections for unsportsmanlike conduct - failure to comply will result in forfeit of the game.
9. **No infield fly rule.**
10. The **home team coach** will decide when a game shall be suspended or discontinued due to bad weather. In no case shall a game start or continue when there is lightning in the area.
11. A team will consist of ten (10) rostered players with four (4) outfielders. In the case of an injury, a team will be allowed to continue with nine (9). A team will also be allowed to play with less than 10 players upon agreement between the two coaches. A team will be allowed to bring up unrostered players from their 7-8 team roster in order to complete the game.

### **Field Preparation**

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down.
3. Bases are 60 feet. The pitcher's rubber is **46** feet from home plate.

### **Game Rules**

1. The Home Team will supply two new baseballs for each game.
2. The Home team will provide the home plate umpire or both umpires if both are paid. The visiting team will provide one base umpire unless home team provides paid umpires.
3. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach by 4:30 p.m. of game date. The home coach is responsible for verbally talking with the visiting coach—no emails, no postings on webs. **Rain dates** must be rescheduled within 7 days and played within 14 days or by July 28 whichever comes first. The home team coach must take the initiative to communicate to the visiting coach and is responsible for notifying the Community Directors of the date and field of choice to insure availability. If the coaches cannot agree on a time, date or place, the League Commissioner/Committee will determine same and notify both teams within 3 days of game day. **Both** teams that fail to reschedule an unplayed game within the above time constraints will be given a forfeit.

4. Games start promptly at 6:00 pm. Teams arriving more than 15 minutes late shall forfeit the game; however, this rule may be waived by mutual consent of the coaches.
5. Visiting team gets the field from 5:45 to 6:00.
6. No new inning may start after 8:05 pm. In case of a tie, the home team coach will determine if the game can be safely completed. Both coaches can also agree to resume a tie game at a later date or end play with a tie score.
7. Games shall consist of **6** innings. Three and one-half (**3 ½**) innings is considered a full game if the home team is ahead, **four (4)** if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of an inning.
8. A game can be considered over by the **losing** team if the winning team has a ten (10) run lead at the end of **four (4)** innings or anytime thereafter.
9. Three (3) outs or a maximum of five (5) runs per inning, whichever comes first, except for the last inning in which case three (3) outs will constitute an inning.
10. The Time Out Rule no longer applies. Coaches should be reminded of teaching the kids the fundamentals of the game and not take advantage of a weak defensive team.

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### **Pitching**

1. Player pitching was introduced for the first time in 2006. Players must pitch at least the first 3 innings. As pitchers develop and upon agreement of both coaches, additional innings beyond the first 3 can be pitched by players.
2. A pitcher will pitch no more than three (3) consecutive innings per game or six (6) innings in 72 hours.
3. Any pitch thrown by a pitcher in an inning constitutes a full inning.
4. No pitcher can re-enter a game as a pitcher once he is removed from that position.
5. Umpires must call balls and strikes from behind home plate. Three strikes is an out. Foul balls count as strikes 1 and 2 only. No walks are allowed.
6. Each team will also designate an adult to pitch to their team. The adult pitcher will pitch overhand and can remain on the mound throughout the game in the background of the player pitcher.
7. The adult pitcher may use his glove for self-defense only.
8. The adult pitcher will take over pitching as soon as the 4<sup>th</sup> ball is called by the umpire as no walks are allowed. The adult pitcher will continue to pitch to that batter only. The player pitcher will resume pitching to the next batter. The player pitcher will always be in the game for defensive purposes.
9. The adult pitcher can take over at the top of the 4<sup>th</sup> inning or the top of any inning after the 4<sup>th</sup> inning as agreed upon by both coaches. A second player pitcher must start the 4<sup>th</sup> inning unless he began sooner.
10. The strike zone can be slightly expanded by several inches in all directions in order to allow the player pitchers to develop.

### **Base Running**

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.

- Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
- Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base.

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3. If a play is made at home plate, the runner **must** slide. It is a judgment call by the umpire if the play is close enough to require a slide. The umpire must call the runner out if the runner does not slide when the umpire decides a slide was required. The catcher cannot block home plate or make a play for the runner if he does not have the ball or will not have the ball before the runner reaches the base. The umpire shall warn the catcher for the first infraction and can eject the catcher from the game for flagrant or further infractions.
4. No lead-offs until the ball is hit. A runner is allowed one grace step if he leaves before the ball is hit if the batter swings and misses. Except in the case of a swing and a miss noted above, the umpire will call out any runner taking more than one step from the base before the ball is hit.

### **Batting**

1. No designated hitter.
2. All players present at the game must bat in common numerical order.
3. No walks.
4. No bunting.
5. Batters must wear a batting helmet.
6. The batter will be called out if he fails to swing at a 3<sup>rd</sup> called strike.

### **Equipment**

1. Metal spikes are not allowed.
2. Catchers must wear a protective helmet, facemask, throat protector, shin guards, chest protector and cup.
3. All game bats will be Little League Certified, barrel size 2 5/8 with -13 ratio.