

REGULATIONS

General Regulations

Head Coach's Responsibility

The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.

Parent / Guardian Requests

A request to remove a player from a game by that player's parent/guardian shall be honored by the player's coach.

Tobacco Free

Optimist Fields

The entire area including bleachers, concession stand area and walking paths of Optimist Fields are designated as "Tobacco Free" during any Glen Lake Mighty-Mites activities.

Gatewood Fields

All grounds of the Hopkins School District are designated "Tobacco Free" at all times.

A and B Ball Regulations

1. *GAME SCORING, LENGTH, and COMPLETED GAMES*

- (a) Each team shall keep track of the box scores and agree on the score as the game progresses.
- (b) Each team shall keep an accurate, up-to-date record of the innings pitched by each player on the team.
- (c) A copy of the starting lineup shall be completed and given to the opposing coach. The lineup shall contain the batting order with player name and uniform number and shall be delivered at least 5 minutes prior to game time.
- (d) A "complete" game is defined as any game in which the visiting team has fully completed at least four times at bat and the home team is leading, or the home team has fully completed four times at bat.
- (e) A "complete" game that ends in a tie will not be replayed but will count as ½ game won and ½ game lost.
- (f) A game started and with less than 2 full innings played must be rescheduled and completely restarted with the score at 0 - 0. If 2 full innings have been played but the game has not reached a "complete" status, the game will be suspended and then resumed at a later time.
- (g) Any inning being played 2 hours after the scheduled starting time of a game will constitute the last inning of the game. No inning may start at a time that is more than 2 hours later than the scheduled start time. In addition, no pitch may be thrown in any inning after the time that is 15 minutes prior to the start time of the next scheduled game and in no event, shall a pitch be thrown after 9:45pm.
NOTE: An inning starts upon the 3rd out of the previous inning or when a runner scores which results in the maximum runs per inning limit to be reached for the previous inning.
- (h) In case of a game that has reached the "complete" game status and subsequent thereto the game is terminated during an inning because of time limit or weather conditions, the score will revert back to that at the end of the last complete inning played. If this is a tie, see Regulation 1.(e) above.
- (i) Each game will consist of six innings with maximums of 7 runs per inning for "A" league games and 5 runs per inning for "B" league games. There will be no limit to number of runs scored in the SIXTH inning. In the case of a tie after six full innings of play, ONE extra inning will be played (time curfew permitting). There will be no limit to the number of runs scored in this 7th inning. If the score remains tied after both teams have batted in the 7th inning, the game will be considered a tie and the game will end and not be replayed at a later date. Each team will receive credit for ½ game won and ½ game lost.

2. *GAME PLAY (OFFENSIVE AND DEFENSIVE PLAY)*

- (a) The strike zone for the "A" league will extend from the armpits to just above the kneecap and will be the width of the plate. The strike zone for the "B" league will extend from the top of the shoulders to just below the kneecap and the width will extend 3 inches beyond the edge of the plate.
- (b) Unlimited defensive substitution shall be allowed in order to make it easier to get all players into the game. All players must play at least two full innings in the infield and shall not "sit out" for more than two innings. Each full inning is an inning of all three outs. This rule is not enforced for games ended by time curfew or weather conditions.
- (c) There will be no penalty for balks on the pitcher. If a balk occurs, the umpire will call it to the attention of the pitcher and the coach, but the base runners will not advance.
- (d) In "B" league games: The "infield fly" rule will not be used. The ball is not in play after Strike 3 or Ball 4. An intentional base on balls shall not be given. A runner occupying third base when the ball is pitched may not advance to home until the ball is put in play by the batter, except when forced to vacate the base by another runner legally entitled to that base. This regulation takes precedence over Rule

7.05 (h). Runners advance one base only when such advance does not cause any runner to advance to home plate. Runners on first and/or second when the ball is pitched may attempt to advance to an open base at their own risk while the ball is in play. (In "A" league games: There is no special restriction on runners advancing from any base while the ball is in play. An intentional base on balls may be given, but pitches are required in compliance with Rule 4.03 (a).)

- (e) The batting order shall consist of all players in uniform and present for the game. If 11 players are in uniform, the lineup shall include 11 names. If a player arrives after the batting order is turned in, the player's batting slot is at the end of the order (in the example above, the player would bat in the #12 slot). The opposing coach must be informed of this addition to the batting order. In case of injury or an early departure from the game, the vacated spot in the batting order will be skipped.
- (f) It is mandatory that all players in uniform and present at the start of the game shall participate in the game.
- (g) No substitute runners shall be allowed except in the case of an injury and/or with the approval the opposing coach. The courtesy runner shall be the player who made the last out.
- (h) Late arriving players (late defined as not being present when the game has officially started) shall be allowed to play after notifying both the umpire and the opposing coach. The coach will not be required to satisfy the minimum inning requirements of Regulation 2.(b) for the late arriving player.
- (i) In "B" league games: Four outfielders may be used; LF, LCF, RCF, and RF. When four outfielders are being used, an outfielder is not permitted to play a "short center" position, covering second base or other infield areas. (The four outfielders should be positioned at about the same depth in the outfield.)

3. PITCHING RULES

- (a) In "A" league games no pitcher may pitch in more than 3 innings per game. (The innings pitched must be consecutive.)
- (b) In "B" league games no pitcher may pitch in more than 2 innings per game. (The innings pitched must be consecutive.)
- (c) A single pitch thrown constitutes a full inning pitched.
- (d) A player once removed from the game as a pitcher may not re-enter the game again as a pitcher. The player may play in any other position on defense.
- (e) There will be no catcher to pitcher substitutions during an inning.
- (f) Each coach is strongly encouraged to work with all interested players in the development of the skills necessary to be a pitcher and to play the position of catcher.
- (g) The following pitches will be legal: fast balls, straight change-ups, palm balls, and knuckle balls. All other pitches (including but not limited to knuckle curves, curve balls, sliders, etc.) shall be considered illegal. After one warning, subsequent illegal pitches will be automatically called "balls".
- (h) Any player on the permanent team roster may pitch without age limitations.
- (i) Violations of any rule in this section shall mean forfeiture of the game by the offending team if the Board of Directors verifies such violation. All pitching rules are meant to protect the player from injury and to develop more pitchers.

4. SAFETY AND PLAYER ETIQUETTE

- (a) On a disputed play or interpretation of baseball rules, only the coach or assistant coach shall confer with the umpire in an orderly fashion; the umpire's decision is final. No base coaches (unless they are a coach or assistant coach) shall confer with the umpire. After giving the coach or assistant coach a warning, the offending base coach may be ejected from the playing field. All coaches and umpires are expected to become familiar with the basic rules of baseball given in this set of rules.
- (b) Managers, coaches and players shall be allowed to coach 1st and 3rd base and shall remain in the area designated for base coaches. A player who is a base coach must wear a batting helmet.
- (c) After the games, the players and coaches will be responsible for leaving their respective bench areas clean.
- (d) Only one batboy or batgirl will be allowed for each team. The equipment must be kept behind the bench fences and in an orderly manner. A bat must be retrieved before play resumes.
- (e) All batters and runners must wear protective headgear. The catcher must wear the protective helmet with throat protector. Male catchers must wear a protective cup.
- (f) Throwing the bat is an automatic out after one warning to the offending team from the home plate umpire. When a warning is given, a "no pitch" is called and all runners return to their bases.
- (g) Bench players and coaches must remain behind the dugout fence and off the playing field. All unauthorized personnel will be asked to leave the playing field by the league officials or field supervisor.
- (h) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning. The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.
- (i) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (j) The umpire will enforce Rule 7.08 (a) (3) which states: "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag." (Be sure to read this rule and the supporting information – there is no "must slide" rule.)

(k) Optimists Fields Pre-game warm-ups:

- (1) All batting practice for games played at Optimist Fields will be conducted in the batting cages. Teams scheduled for Field #1 will use the Cage No's 1 & 2 (the west cages) and teams scheduled for Field #2 will use Cage No's 3 & 4 (the east cages). The home team will have the use of the assigned batting cages for a half-hour period starting 1 hour before the scheduled game starting time. The visiting team will have the use of the assigned batting cages for a half-hour period starting a half-hour before the scheduled game starting time. The team not assigned to the batting cage will be allowed to conduct infield practice on the assigned playing field in the event the field is not in use and after the field crew has completed preparing the field for the game.
- (2) In the event the field is in use and not available until 30 minutes before game time, the batting cage schedule remains the same. For infield practice, however, the home team will use the field for the first 15 minutes and the visiting team will use the field for 15 minutes prior to the game while completing their assigned batting cage time (coaches may also hit fly balls for outfield practice).
- (3) Hitting baseballs into the fences during practices is not allowed. You may use wiffle balls.

5. FORFEITED GAMES

- (a) A game will be considered a forfeit if fewer than 9 players of a team are dressed for a game 15 minutes after the scheduled starting time. The winning team shall win by a score of 6 - 0... but both coaches should try to agree to play the game with the forfeiting team borrowing the necessary players from the other team. The game will still be considered a forfeit. Once a game has started with at least the required 9 players, the game will be played to its conclusion without penalty of forfeiture if the loss of an injured player (or injured players) causes the roster to drop below the required 9 players.

6. Forfeitures are to be avoided at all costs. Players should be called up from the "B" league for "A" league games as required to fill the roster to 9 players. Players should be called up from the "Machine-Pitch" league for "B" league games as required to fill the roster to 10 players. (See Regulation 9. Player Call-Up.) If a forfeit occurs, it shall be reported to the League President immediately and a team meeting between the President and all members of the forfeiting team will be held to determine the cause.

- (a) In the event of inclement weather, it will be the decision of the Field Supervisor to suspend or postpone the game. If the Field Supervisor is a parent/guardian of a player on one of the teams involved in the game, any board member who is not a parent/guardian of a player involved in the game must make the decision. Violation of this rule will mean forfeiture by both teams (both teams will get one loss) and the game will not be replayed. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time. The Field supervisor or board member who suspends or postpones the game will immediately inform the Scheduler of the postponement. When the tornado-warning siren is sounded, or at the first sign of any lightning, all play will stop immediately, the game is suspended, and all players, spectators and coaches should immediately seek shelter. The Field Supervisor will open the Glen Lake Activity Center for this purpose. The Field Supervisor will make the decision to either resume the game when all danger has passed, or to postpone the game, considering weather and field conditions. A game will be suspended if at least two full innings have been completed but the game has not yet reached a "complete" game status. If two full innings have not been played the game will be postponed and will then be completely restarted.
- (b) Postponed/Suspended games can only be made up after a make up time from the Scheduler is posted on the GLMM website. It is the responsibility of the Field Supervisor at the time of the Postponed/Suspended game to contact the Scheduler, the GLMM Umpire Coordinator and the GLMM Level Coordinator in order to coordinate the schedule for a make up time. A suspended game shall be resumed at the exact point of suspension of the original game, except that the current batter (if any) will restart the "at bat" with a "0 balls 0 strikes" count. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment of suspension. Any player not able to participate in the resumed game is dropped from the lineup. Players in the resumed game who were not participants in the suspended game will be placed at the end of the batting order. The pitching regulations (#3) apply for the entire game. The coaches must make every attempt to satisfy the minimum inning requirements of Regulation 2.(b). The scorebook of the home team shall be the official document for determining the correct status and lineups for the suspended/resumed game. A game that has been postponed/suspended due to inclement weather (or for darkness) and is not a complete game will be completely restarted/resumed by taking the next available make-up time not on the same day as the original game. In order to avoid playing games on consecutive days early in the season, for the first 30 days of the season, the next available make-up time shall be defined as a date which does not cause either team involved to play on consecutive days. When two games are postponed at the same time, the teams on Field #1 will take the earliest available make-up time, and then the teams on Field #2 will take the earliest available make-up time. A make-up time that causes a team to play two games on one day will only be used in special circumstances and will require approval by the President, Vice-President and Division Coordinators. The Scheduler has the discretion to completely cancel a game if there is no possibility to reschedule the game.

7. PROTESTS

- (a) Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. Rule 4.19 governs the actions required for a protest.
- (b) In the case of a protested game, the Division Coordinator will meet with the umpire and coaches involved. If still not resolved, a Board of Directors meeting will be called to make a judgment based on a majority vote of those members present.
- (c) All officials and coaches should take every precaution to prevent protests. All coaches should bring the facts of the protest to the opposing coach prior to their actual occurrence if at all possible. This particularly pertains to possible pitching violations.
- (d) The withdrawal of an ineligible pitcher after that pitcher is announced but before that pitcher has thrown a pitch shall not be considered a violation. Good sportsmanship by a coach bringing a possible pitching violation to the attention of the opposing coach should be practiced.

8. Playoffs/Pool Play format

TIE BREAKERS for Pool Play

The following methods will be used in the order listed, if needed, to determine the position of each team in the standings:

- (a) Head to Head record.
- (b) Least runs given up during the tournament. (When teams #1, #2 and #3 are tied for position A: If team #2 has given up the least runs, then team #2 is placed in position A and team #1 and team #3 go to tie breaker (a) – head to head record – to determine positions B and C; continuing through as many tie breakers that may be necessary.)
- (c) Coin toss. (If three teams are involved each team tosses a coin. The team whose result is different from the other two is the “winner”. The remaining two then conduct a “conventional” coin toss.)

Regular Season: If a tie occurs within a division, the record between each other will determine the division champion. If a tie still exists, the record of games played in the division will be determining factor. If a tie still exists, the number of runs scored against each other will be the determining factor. The final method for breaking the tie will be a coin toss conducted by the division coordinator. No playoff games will be scheduled.

9. PLAYER CALL-UP

- (a) The “B” and “Machine-Pitch II” Division Coordinators will develop rosters of players who are willing to play in games of the next higher league when a forfeit is possible due to a shortage of players. The Division Coordinator will provide the roster of eligible players including names and telephone numbers to the coaches. The players on these rosters should be players who will be eligible to play in the higher league next year. Each team will be allowed to select any player from the appropriate call-up roster, but may use that player for only one (1) game during the season and one (1) tournament/pool play game. If a call-up player is required for another game, a different player must be used. The name(s) of any call-up player(s) must be reported to the umpire and field supervisor prior to the start of the game. Call-up players cannot pitch or catch, must be in the last slots of the batting order at the start of the game, and play the required two (2) innings of defensive play in the infield, with all other innings played in the outfield. Call-up players shall wear the uniform of their regular team. When using call-up players, the roster is limited to a maximum of ten (10) players for B-Ball and nine (9) players for A-Ball. The call-up rosters may be revised during the season to enable all qualified players to participate.