

## **BASEBALL HEAVEN IN-HOUSE LEAGUE RULES AND REGULATIONS**

**BASEBALL HEAVEN WILL BE FUNCTIONING UNDER AMERICAN LEAGUE RULES WITH THE FOLLOWING EXCEPTIONS:**

**LEAGUE COORDINATOR-** A LEAGUE COORDINATOR WILL BE ON SITE AT ALL TIMES. THE LEAGUE COORDINATOR IS RESPONSIBLE FOR INTERPRETING FACILITY RULES AS WELL AS MAKING DECISIONS REGARDING THE WEATHER BEFORE THE GAME HAS BEGUN. ALL DECISIONS MADE BY COORDINATORS ARE FINAL. **NOTE:** AS SOON AS THE PRE-GAME CONFERENCE IS COMPLETED WITH THE COACHES AND UMPIRES, THE UMPIRES WILL BE OFFICIALLY IN CHARGE OF THE PLAYING FIELD AND FROM THAT MOMENT THEY SHALL HAVE SOLE AUTHORITY TO DETERMINE WHEN A GAME SHALL BE CALLED OR SUSPENDED ON ACCOUNT OF WEATHER OR THE CONDITION OF THE PLAYING FIELD. THE UMPIRES AND LEAGUE COORDINATOR WILL WORK TOGETHER IN RESUMING PLAY. ALL DECISIONS MADE BY THE UMPIRES AND/OR LEAGUE COORDINATOR WILL BE FINAL.

**HOME/VISITING TEAM:** IN LEAGUE PLAY, HOME AND AWAY TEAMS WILL BE LISTED ON THE SCHEDULE. IN PLAYOFFS AND CHAMPIONSHIP PLAY, THE HIGHER SEED WILL BE GIVEN THE OPTION TO BE HOME OR VISITOR.

**DUGOUT RULE-** ONLY 3 COACHES AND 1 MANAGER WILL BE PERMITTED IN EACH DUGOUT. NO PARENTS, SCOREKEEPERS, CHILDREN OR BATBOYS WILL BE ALLOWED IN DUGOUTS AT ANY TIME. FAILURE TO COMPLY WITH THIS RULE WILL RESULT IN SUSPENSION OF PLAY UNTIL RECTIFIED.

**BASEBALLS/ EQUIPMENT-** DURING LEAGUE PLAY, THE HOME TEAM IS TO SUPPLY THREE (3) BASEBALLS FOR EACH GAME.

**PROTESTS-** THERE WILL BE A \$100.00 FEE FOR ALL PROTESTS. NO PROTESTS SHALL EVER BE PERMITTED ON JUDGMENT DECISIONS BY THE UMPIRE. WHENEVER A MANAGER PROTESTS A GAME BECAUSE OF ALLEGED MISAPPLICATION OF THE RULES, THE PROTEST WILL NOT BE RECOGNIZED UNLESS THE UMPIRES ARE NOTIFIED AT THE TIME THE PLAY UNDER PROTEST OCCURS AND BEFORE THE NEXT PITCH, PLAY OR ATTEMPTED PLAY.

IF THE PROTEST INVOLVES THE USE OF AN ILLEGAL PLAYER, THE TEAM MANAGER IS TO INFORM THE UMPIRE OF THE PROTEST, HAVE THE UMPIRE SIGN THE BOOK AT THE TIME OF THE PROTEST AND INFORM THE LEAGUE COORDINATOR OF SUCH ACTIONS. THE LEAGUE COORDINATOR WILL BE RESPONSIBLE FOR INTERPRETING FACILITY AND ROSTER RULES. IN ALL PROTESTS, THE DECISION OF THE BASEBALL HEAVEN RULES COMMITTEE WILL BE FINAL.

**NOTE:** A PROTEST ARISING ON A GAME-ENDING PLAY, OR INVOLVING THE USE OF AN ILLEGAL PLAYER, MUST BE FILED BEFORE THE UMPIRES LEAVE THE FIELD AFTER A GAME.

**STARTING GAMES-** TEAMS MAY START A GAME WITH 8 PLAYERS. IN THIS SITUATION THE 9<sup>TH</sup> BATTER IN THE LINEUP WILL BE COUNTED AS AN OUT. IF THE 9<sup>TH</sup> PLAYER JOINS THE TEAM HE/SHE MAY BE ADDED TO THE EMPTY SPOT IN THE BATTING ORDER AT ANY TIME. IF A TEAM BEGINS THE GAME WITH 9 PLAYERS AND 1 PLAYER IS EJECTED THE TEAM MAY CONTINUE, BUT MUST TAKE AN OUT IN THAT BATTERS PLACE IN THE ORDER. IF AN INJURY OCCURS AND A TEAM IS LEFT WITH ONLY 8 PLAYERS, AN OUT WILL NOT BE RECORDED.

**FORFEITS-** IF A TEAM FAILS DOES NOT HAVE THE REQUIRED NUMBER OF PLAYERS (8), TO START A GAME, THE TEAM WILL BE GIVEN 15 EXTRA MINUTES TO HAVE THE REQUIRED NUMBER OF PLAYERS READY TO START. IF THE TEAM FAILS TO GET THE REQUIRED AMOUNT OF PLAYERS FOR THAT PARTICULAR GAME, THE GAME WILL BE CONSIDERED A FORFEIT AND A 7-0 SCORE WILL BE RECORDED TO THE WINNING TEAM. ALSO, THE FORFEITING TEAM WILL BE REQUIRED TO PAY, **BOTH UMPIRE FEES**, FOR THAT PARTICULAR FORFEIT.

**COACHES/ PLAYERS DRESS CODE-** COACHES ARE NOT REQUIRED TO WEAR UNIFORMS DURING LEAGUE PLAY. COACHES MUST BE DRESSED APPROPRIATELY WHILE ON THE FIELD OF PLAY OR IN DUGOUTS. COACHES MUST WEAR CLOTHING THAT DISTINGUISHES THEM FROM OTHER PARENTS AND SPECTATORS. **TANK TOPS OR SLEEVELESS SHIRTS OF ANY KIND WILL NOT BE AN ACCEPTABLE FORM OF COACHES CLOTHING.** COACHES THAT FAIL TO COMPLY WITH THIS POLICY WILL BE RESTRICTED TO THE DUGOUT AREA. PLAYERS ARE ALL EXPECTED TO BE IN MATCHING UNIFORMS WITH UNIFORM NUMBERS. PLAYERS

WHO DO NOT HAVE A MATCHING JERSEY WITH NUMBER WILL NOT BE PERMITTED TO PARTICIPATE, UNLESS AUTHORIZED BY THE LEAGUE COORDINATOR.

**NOTE:** PLAYERS OR COACHES ARE NOT PERMITTED TO STAND OUTSIDE THE DUGOUT AT ANYTIME DURING THE GAME UNLESS THEY ARE COACHING FIRST OR THIRD BASE WHILE ON OFFENSE.

**LINEUPS ALL DIVISIONS-** (TEAM MANAGERS MAY USE THE FOLLOWING OPTIONS WHEN CHOOSING LINE-UPS)

- 1- A TEAM MAY USE A NINE (9) PLAYER LINE-UP
- 2- A TEAM MAY USE A NINE (9) PLAYER LINE-UP, WITH THE OPTION OF BATTING A DESIGNATED HITTER (DH). THE DH MAY BAT FOR ANYONE IN THE LINE-UP AND WILL BE CONSIDERED A STARTER FOR RE-ENTRY PURPOSES.
- 3- A TEAM MAY USE A TEN (10) PLAYER LINE-UP, WITH THE TENTH BATTER BEING UTILIZED AS AN EXTRA-HITTER (EH) AND BATTING AT THE END OF THE LINE-UP. THE EH MAY CHANGE POSITION AND/OR ROTATE FROM EH TO THE FIELD AT THE COACH'S DISCRETION.
- 4- A TEAM MAY USE AN ELEVEN (11) PLAYER LINE-UP, WITH THE 10<sup>TH</sup> & 11<sup>TH</sup> BATTERS BEING UTILIZED AS EXTRA HITTERS (EH'S) AND BATTING AT THE END OF THE LINE-UP. EH'S MAY CHANGE POSITIONS AND/OR ROTATE FROM EH TO THE FIELD AT THE COACH'S DISCRETION.

**COMMENTS:** LINE-UPS MUST BE GIVEN TO THE HOME PLATE UMPIRE BEFORE EACH GAME. ONCE LINE-UPS ARE EXCHANGED, THEY WILL BE OFFICIAL THROUGHOUT THE GAME AND IF ANY PLAYER IN THAT SAID LINE-UP GETS INJURED, EJECTED OR REMOVED FROM THE GAME FOR ANY OTHER REASON, AND NO SUBSTITUTE IS AVAILABLE, AN OUT WILL BE RECORDED EACH TIME THAT POSITION IN THE BATTING ORDER IS REACHED. THERE ARE NO EXCEPTIONS TO THIS RULE.

**RE-ENTRY RULE:** STARTERS MAY RE-ENTER THE BATTING ORDER ONCE AFTER BEING REMOVED FROM THE GAME AND MUST RE-ENTER IN THE SAME LINE-UP POSITION. **NOTE:** IF A STARTING PITCHER IS REMOVED FROM THE LINE-UP, THAT STARTING PITCHER MAY RE-ENTER TO ANY OTHER POSITION OTHER THAN PITCHER DURING THE GAME AND MUST RETURN TO THE ORIGINAL LINE-UP SPOT. **MLB RULE 3.03**

**COMMENT:** A PITCHER MAY CHANGE TO ANOTHER POSITION ONLY ONCE DURING THE SAME INNING WHILE ON DEFENSE; E.G. THE PITCHER WILL NOT BE ALLOWED TO ASSUME A POSITION OTHER THAN A PITCHER MORE THAN ONCE IN THE SAME INNING. ONCE A PITCHER IS REMOVED FROM THE GAME AS A PITCHER HE/SHE MAY NOT RETURN TO THE PITCHERS POSITION AT ANY POINT THROUGHOUT THE REST OF THE GAME, UNLESS DONE, BY RULE, AS STATED IN MLB RULE 3.03 ABOVE. SUBSTITUTES WILL NOT BE AVAILABLE FOR RE-ENTRY.

#### **MERCY RULE-**

IN 9U-12U DIVISIONS 15 RUNS AFTER 3 INNINGS, 10 AFTER 4. (TEAMS WILL BE ENTITLED TO THREE (3) INNINGS OF EQUAL AT-BATS, MINIMUM. ONCE THE MERCY RULE IS REACHED AFTER THREE (3) EQUAL AT-BATS, THE GAME WILL END AND BE CONSIDERED COMPLETE.

IN 13U-18U DIVISIONS 10 RUNS AFTER 4 INNINGS, 8 AFTER 5. (TEAMS WILL BE ENTITLED TO FOUR (4) INNINGS OF EQUAL AT-BATS, MINIMUM. ONCE THE MERCY RULE IS REACHED AFTER FOUR (4) EQUAL AT-BATS, THE GAME WILL END AND BE CONSIDERED COMPLETE.

**AVOIDING CONTACT/SLIDING RULE-** AT ALL LEVELS OF PLAY CONTACT MUST BE AVOIDED. IF CONTACT IS NOT AVOIDED THE BASE RUNNER WILL BE CALLED OUT. IF AN UMPIRE DECIDES A PLAYERS APPROACH TO A BASE OR HOME PLATE IS MALICIOUS THE BASE RUNNER MAY BE EJECTED FROM THE GAME.

#### **MUST SLIDE RULE: (9U – 12U DIVISIONS ONLY)**

- 1- IN THE 9U – 12U DIVISIONS, THERE WILL BE NO HEAD FIRST SLIDING, UNLESS IT'S BACK TO A BASE. EACH TEAM WILL BE GIVEN ONE (1) WARNING PER GAME FOR HEAD FIRST SLIDING. IF ANY MEMBER OF A TEAM SLIDES HEAD FIRST, AFTER TEAMS WARNING, THAT PLAYER WILL BE CALLED OUT, THE BALL WILL BECOME DEAD AND ALL RUNNERS WILL BE RETURNED TO THEIR BASES OCCUPIED AT TIME OF VIOLATION.
- 2- IN THE 9U – 12U DIVISIONS, A RUNNER MUST SLIDE WHEN A PLAY IS BEING MADE ON THEM AT HOME PLATE. **PENALTY:** RUNNER WILL BE CALLED OUT AND ALL RUNNERS WILL RETURN TO THEIR BASES OCCUPIED AT TIME OF VIOLATION.

**TIME LIMIT-** ALL POOL PLAY GAMES ARE PLAYED UNDER THE FOLLOWING TIME LIMITS

- 1- IN THE 9U – 12U DIVISIONS, THERE IS A 1 HOUR AND 50 MINUTE TIME LIMIT. THE TIME OF GAME WILL START ONCE THE HOME PLATE UMPIRE CALLS PLAY AND NOTIFIES THE HOME TEAM (OFFICIAL SCOREBOOK) OF THE START TIME. NO INNING MAY START AFTER THE TIME LIMIT ELAPSES. **NOTE:**

IF THE GAME IS TIED AFTER SIX (6) INNINGS, EXTRA INNINGS WILL BE ALLOWED UNTIL THE TIME LIMIT IS REACHED.

- 2- IN THE 13U -18U DIVISIONS, THERE IS A TWO (2) HOUR TIME LIMIT. THE TIME OF GAME WILL START ONCE THE HOME PLATE UMPIRE CALLS PLAY AND NOTIFIES THE HOME TEAM (OFFICIAL SCOREBOOK) OF THE START TIME. NO INNING MAY START AFTER THE TIME LIMIT ELAPSES. **NOTE:** IF THE GAME IS TIED AFTER SIX (6) INNINGS, EXTRA INNINGS WILL BE ALLOWED UNTIL THE TIME LIMIT IS REACHED.

**COMMENTS:** THE OFFICIAL TIME WILL BE KEPT ON THE FIELD BY THE UMPIRES. THERE WILL BE NO EXCEPTIONS TO THIS RULE.

**PLAYOFF TIME LIMITS:** THERE WILL BE NO TIME LIMITS DURING PLAYOFF GAMES. ALL GAMES WILL BE PLAYED TO COMPLETION. **NOTE:** MERCY RULES WILL STILL BE IN EFFECT FOR ALL PLAYOFF AND CHAMPIONSHIP GAMES.

**INTENTIONAL DELAYS-** INTENTIONALLY DELAYING A GAME IS UNSPORTSMANLIKE AND WILL NOT BE TOLERATED AT BASEBALL HEAVEN. THE UMPIRE AS WELL AS THE TOURNAMENT COORDINATOR RESERVES THE RIGHT TO EJECT PLAYERS AND/OR COACHES DO TO INTENTIONAL DELAY. IN EXTREME CASES, BBH STAFF RESERVES THE RIGHT TO DECLARE A FORFEIT TO THE RESPONSIBLE TEAM.

**LINEUP CARDS-** EACH TEAM MUST PROVIDE THEIR OWN LINE-UP CARDS. A COPY **MUST** BE GIVEN TO THE OPPOSING TEAM AS WELL AS THE HOME PLATE UMPIRE PRIOR TO EACH GAME. LINEUP CARDS MUST INCLUDE ALL PLAYERS' NAMES AND UNIFORM NUMBERS. **THIS POLICY WILL BE STRICTLY ENFORCED EFFECTIVE IN THE 2010 SEASON, AS THE UMPIRES WILL NOW BE IN-CHARGE OF KEEPING THE OFFICIAL LINE-UP CARDS. NOTE: ALL CHANGES MUST GO THRU THE HOME PLATE UMPIRE THROUGHOUT THE GAME.**

**ON DECK BATTER-** ALL ON-DECK BATTERS MUST STAY IN THEIR TEAMS DESIGNATED ON DECK LOCATION INSIDE THE FENCED IN AREA. NO ON-DECK BATTERS WILL BE PERMITTED ON THE FIELD OF PLAY.

**OFFICIAL SCOREBOOK-** THE HOME TEAM WILL BE RESPONSIBLE FOR KEEPING THE OFFICIAL SCOREBOOK.

**JEWELRY-** FOR SAFETY REASONS PLAYERS ARE NOT PERMITTED TO WEAR JEWELRY DURING THE GAMES. **MEDICAL ALERT JEWELRY WILL BE AN EXCEPTION.**

**OFFICIAL REGULATION GAME PROCEDURES:** IF A GAME IS CALLED, IT IS A REGULATION GAME WHEN THE FOLLOWING OCCURS.

- 1- IN THE 9U – 12U DIVISIONS: WHEN THREE (3) INNINGS HAVE BEEN COMPLETED OR THE VISITING TEAM HAS COMPLETED THREE (3) AT BAT INNINGS AND THE HOME TEAM IS AHEAD.
- 2- IN THE 13U – 18U DIVISIONS: WHEN FOUR (4) INNINGS HAVE BEEN COMPLETED OR THE VISITING TEAM HAS COMPLETED FOUR (4) AT BAT INNINGS AND THE HOME TEAM IS AHEAD.

**COMMENTS:** PLAYOFF & CHAMPIONSHIP GAMES MUST BE PLAYED IN ITS ENTIRETY AND WILL BE CONSIDERED A SUSPENDED GAME, WITH THE GAME RESUMING FROM THE POINT OF INTERRUPTION.

**SUSPENDED GAMES:** IF A STARTED GAME IS SUSPENDED (FOR ANY REASON) BEFORE IT BECOMES AN OFFICIAL GAME, THE GAME MUST BE REPLAYED IN ITS ENTIRETY.

**LEAGUE LIGHTNING RULE:** AS SOON AS LIGHTNING IS VISIBLE ALL GAMES MUST BE STOPPED. PLAY MAY CONTINUE AFTER A 20-MINUTE WAIT. IF THERE IS A SECOND LIGHTNING INCIDENT (WITHIN THE FIRST DELAY) ANOTHER 20-MINUTE WAIT WILL INCUR. IF THE DELAY EXCEEDS 50 MINUTES OR A 3<sup>RD</sup> LIGHTNING STRIKE OCCURS, THE LEAGUE COORDINATOR WILL MAKE A DECISION AS TO RESUME PLAY OR SUSPEND THOSE PARTICULAR GAMES.

**NOTE:** ONCE ONE GAME IS STOPPED, DUE TO WEATHER RELATED INCIDENTS AT BASEBALL HEAVEN OR ITS OFFSITE LOCATIONS, ALL FIELDS ARE TO SUSPEND PLAYING ACTION. ANY DECISIONS MADE BY THE UMPIRES AND/OR LEAGUE COORDINATOR WILL BE FINAL.

**TRIPS TO MOUND-** THE PITCHER MUST BE REPLACED ON THE SECOND (2<sup>ND</sup>) TRIP TO THE MOUND IN ANY INNING.

**CLEATS-** RUBBER CLEATS AND/OR TURF SHOES ARE REQUIRED FOR ALL AGE GROUPS. **METAL CLEATS ARE NOW PROHIBITED AT BBH AND ALL OFF SITE LOCATIONS USED FOR TOURNAMENT PLAY! NOTE: IF A PLAYER IS TO BE FOUND WEARING METAL CLEATS, THAT PLAYER**

**WILL BE GIVEN AMPLE ENOUGH TIME TO CHANGE INTO THE PROPER FOOTWEAR, HOWEVER, THE UMPIRES WE WILL NOT STOP THE GAME CLOCK FOR THIS.**

**BAT RESTRICTIONS-**

- 1- IN THE 9U (60 FT BASES) DIVISION BATS MAY NOT EXCEED 2-1/4 INCHES IN DIAMETER.
- 2- IN THE 10U – 12U DIVISIONS, THERE ARE NO BAT RESTRICTIONS.
- 3- IN THE 13U – 18U DIVISIONS, -3 BESR CERTIFIED BATS ARE MANDATORY AND THE BARREL MAY NOT EXCEED 2-5/8 INCHES.

**COURTESY RUNNER-** A TEAM MAY CHOOSE TO USE A COURTESY RUNNER FOR THE PITCHER AND CATCHER ONLY. **THE COURTESY RUNNER MUST BE THE LAST BATTED OUT.** AVAILABLE SUBSTITUTES MAY NOT BE USED AS A COURTESY RUNNER, UNLESS OFFICIALLY ENTERING THE GAME AS A SUBSTITUTE.

**INTENTIONAL WALK-** ALL AGES MUST THROW FOUR (4) BALLS FOR AN INTENTIONAL WALK.

**INFIELD FLY RULE-** IN THE 9U DIVISION, THERE WILL BE NO INFIELD FLY RULE. THE INFIELD FLY RULE WILL BE IN EFFECT FOR AGES 10U AND UP.

**BALKS-**

- 1- IN THE 9U DIVISION (60 FT BASES) THERE WILL BE NO BALK CALLS.
- 2- IN THE 10U DIVISION (65 FT BASES) ONE BALK WARNING PER PITCHER WILL BE GIVEN. **NOTE: IF A BALK WARNING IS CALLED, THE BALL WILL BECOME DEAD IMMEDIATELY.**
- 3- IN ALL OTHER DIVISIONS, BALKS WILL BE CALLED WITH NO WARNINGS GIVEN.