

ROSEDALE LEAGUE RULES

2010 SEASON

STATEMENT

The National Federation of State High School Association's Rule Book will be the source of regulations governing play. However, these special rules override those rules when/if there is a conflict of rules.

I. LEAGUE STRUCTURE

- A. The league has one (1) division
 - 1. "A" (Single A) Division

- B. VOTING RIGHTS: Each commissioner/contact representing his or her community/team organization has one vote. The period for determining voting rights runs from 1Nov. Preseason to 1Nov. Post-season. However, a new organization joining the league can be awarded voting rights by the majority vote of commissioners present, and voting at an announced meeting. The league coordinator shall call and conduct all meetings, but can vote only to break a deadlock.

- C. In order to deter anyone from 'loading' a team in the A Division, you must run your draft to split up the talent of your players equally as possible. The commissioners can vote to censure a team(s) from post season championship play. Teams should be chosen to play at their highest level of completion play. Teams should be chosen to play at their level of competition. On issues of review, the Commissioner of the team in question will not be notified until after a decision has been rendered by the league.

- D. Any towns or organizations may request member status prior to the deadline set for town/team registration. These town/organizations must attend an official meeting (one in which majority of members are present) and petition for membership. Membership will be granted with a majority vote as stated in "B" above.

II. EQUIPMENT

- A. Wood baseball bats and aluminum baseball bats will be permitted. High composite bats allowed (coaches discretion). Steel cleats will be permitted.

- B. The "home" team will supply, at least 3 new balls for each game. In addition, they will have 2 new balls available for mandatory use after 7:45pm unless it is a lighted field. The umpire may-request the balls earlier.

- C. Bases are 80 feet apart. The pitcher's mound will be placed 54 feet from home plate. (Home team is responsible for this).
- D. The pitching rubber (plate) will be major league size-NO little league size.
- E. Both teams must agree to play on a field with a portable pitching mound.

III. TEAM ROSTERS

- A. All teams must have a minimum of 11 players on their rosters (unless approved by the League Coordinator).
- B. Team rosters and league fees must be turned into the League Coordinator by, MARCH 31st. The League Coordinator shall distribute to all Commissioners the compiled roster lists. Each team Manager must receive rosters of all teams, within their respective divisions. prior to the first regularly scheduled game. This will be done at the annual managers meeting in April. All rosters will include player's number and player's uniform must have their number prominently displayed.
- C. No player in the Rosedale League may be rostered on more than one team within the league.
- D. Rosedale League is generally for 13 and 14 year olds. No player reaching his or her fifteenth (15) birthday prior to, August 1, of the current season is eligible to play in the league. Exceptions on a case by case basis. Any 15-year old player allowed in the league may NOT pitch in any game (regular season or playoffs).
- E. Rosters may be changed or amended up to the first scheduled game. After the first game, rosters can be amended only due to injury. Changes must be turned into coordinator to be official.

IV. SCHEDULES & SCHEDULE CHANGES

- A. All managers will be provided a schedule for the season as soon as possible, prior to the start of the season. They shall also have the names and phone numbers of all the team Managers within their respective division. In addition, any special phone numbers for advice on field conditions will be provided, as applicable.
- B. All Games will be played on their schedule date with the following exceptions:
 - Inclement weather
 - Unplayable field
 - School or Religious conflict

Further it is the responsibility of the team Manager requesting a reschedule, usually the "home" team to notify the other manager by 1 ½ hours prior to game.

- C. In the event of a cancellation, the opposing team Managers have 72 hours to agree upon a new date. If the opposing team Managers can not agree upon a date within the 72 hours, the League Coordinator has the right to intercede and reschedule the game according to the following guidelines:
- The earliest available date with no other game conflict.
 - No team shall be required to play more than 4 games in a week.

Any team that does not cooperate with the League Coordinator in this effort will receive a loss for that game.

V. RULES OF PLAY

- A. The first games on weekdays are all scheduled no earlier than 5:45pm, and allow a minimum playing time of 2 hours. Start time of night games are to be determined by "home" team, and noted on the schedule. Any team not complete and ready to play 15 minutes after start time shall forfeit the game, traffic problems accepted, which affords an additional 15 minute grace period.
- B. The visiting team will have field rights for 10 minutes prior to game time. No one is to be on the field 5 minutes prior to game time.
- C. To insure safety, before June 1, a new inning shall not begin after 8:00pm unless play is on a lighted field, then 10:30pm, respectively. Also no game should begin after 8:30pm. The score of the last completed inning will be the final score, provided that 5 innings, 4 1/2 innings if home team is ahead, have been completed. Otherwise, the game is considered incomplete, and shall be replayed from the beginning. A regular season game can end in a tie.
- D. Players can move up a division (from Major to Single "A") to fill in, but no player may play down a division. Any player filling in must play the minimum number of innings required. Further, players filling in must be rostered players within the respective "house" leagues. Teams may only call up a player if they will have 9 or less rostered players to start the game. Call up players must wear their own team uniform. Further, any non-rostered player brought up to substitute **CAN NOT PITCH**.
- E. A Manager having rostered players on the bench unable to play for health or for disciplinary reasons, must advise opposing Manager prior to the start of the game.
- F. At the "A" (Single A) level, a player may not pitch more than three (3) innings per game - One (1) pitch = One (1) inning.
- G. Players must play three (3) full defensive innings. Each player must bat once. There will be a **continuous batting order and free substitution** will be allowed. A pitcher, once withdrawn, may NOT under any circumstances re-enter as a pitcher.

- H. Umpires will afford the pitcher a single warning per pitcher up to three (3) pitchers before the balk rule is enforced. Further, the Umpire will explain to the pitcher the reason for the warning.
- I. Pitchers may pitch a maximum of 12 innings per calendar week. The calendar week runs from Sunday through Saturday. Pitching changes must be announced to the opposing team prior to the change. All Managers are required to have available their complete scorebook at each game, as support of pitching records, if challenged. Finally, one (1) pitch = one (1) inning pitched.
- J. Managers, coaches, player fans may not harass or heckle any player during play.
- K. Only Managers may discuss an Umpire call or decision after timeout has been called.
- L. Home team shall occupy the third base dugout.
- M. The umpire shall call an immediate "timeout" in the event of an apparent serious injury (i.e., hard collision, or injury to the face and head). If, in the umpire's decision, a player was attempting to advance to the next base when "timeout" was called, the player may advance to that base.
- N. **SLAUGHTER RULE:** At the end of 5 complete innings (4 1/2 innings, if the "home" team is ahead), and the difference in score is 10+ runs, then the game is declared over and complete.
- O. A team must start a game with at least 8 players and finish with at least 8 players. Failure to do so will result in a forfeit.
- P. There will be no fake bunting. Once a batter shows intent to bunt, he may not take a swing. Batter must continue with the bunt or may pull back and take the pitch. Consequence of this rule will be a dead ball out. Batter will be called out and the runners may not advance.
- Q. All managers must submit a **LINE-UP** card to the opposing manager before the game starts. This card must include all players.
- R. If a player arrives late for a game, he is to be inserted into the lineup at the end of the batting order. If a player is injured/leaves during a game, he may be removed from the lineup without penalty. Once removed from the lineup, he may not return to the game. If the team wishes for an injured player to remain in the lineup and he cannot go to bat in order, the team will be charged an out for each time the player is supposed to bat. It is the responsibility of the manager to notify the opposing manager of any line-up changes (such as late show-ups or players pulled for injury) as discussed above.

- S. There will be a time limit of 90 seconds between half innings.
- T. The California Rule is in effect with a tie game after 7 innings. When the game enters extra innings, the last batter from the previous inning starts on 2nd base with 1 out. When the California rule is in effect, the catcher may not be pulled from base to prepare for the next inning.
- U. In the event of a forfeit the score will be recorded as a win with a score of 7-0 for the team that did not forfeit.
- V. In order to move the game along each team must pull ONLY their catcher from the base with 2 outs and replace him with the last batted out. This does not apply when the California Rule is in effect.
- W. The pitcher MUST be removed once they hit the 3rd batter.

VI. CONDUCT

- A. Umpire judgment calls are final.
- B. FIGHTING at the game site between anyone will not be tolerated. Managers are responsible for their players, coaches and fans. Penalty for any violation of this sort will be determined by the commissioners not involved, or by the League Coordinator as they designate.
- C. HOUSEKEEPINGAll visiting teams are responsible to police (clean up) their dug out, and bleacher area after each game. Please, demonstrate good sportsmanship, as well as, good manners.

VII. PROTESTS

NONE! Allowed for Umpire judgment calls, rules violations will be considered by all commissioners not involved in the incident, but the League Coordinator must be advised verbally within 48 hours, and in writing within 5 days. A protest fee of \$25 per incident is required at the time of the protest. If protest is upheld, then the protest money will be refunded.

VIII. UMPIRE REQUIREMENTS

- A. ALL Umpires must be 18 years of age, or patched by April 1st, of the current season.
- B. The home team shall provide, a minimum, of 1 patched umpire per game.
- C. In the event that an Umpire does not arrive within 15 minutes of the scheduled

start time, the visiting manager may designate an umpire of their choosing, and not be subject to challenge by the home team Manager, provided they meet the criteria of paragraph A. The designated umpire may officiate from behind the plate, only with proper equipment. Otherwise, they must officiate from behind the pitchers mound. If the regular umpire(s) shows up with proper equipment, they will assume the duty for the remainder of the game. No manager or coach from either opposing team shall serve as an umpire.

IX. GAME RESULTS & FINAL STANDINGS

- A. The winning team of each game must report the following information: game number, winning team name, losing team name and score. This information is to be e-mailed to the designated league scorekeeper and to the league coordinator within 48 hours of the completion of the game by the winning team. If this is not done then each team will receive a half game win – half game loss in the standings. Also, it is required that each team manager and the umpire sign the scorebooks of the opposing teams to certify the result of the game. **It is the responsibility of the home team to notify the league of any game cancellations, unfinished games or tie games.**
- B. TROPHIES: Team trophies will be awarded to the 1st and 2nd place teams of the playoffs.
- C. The opposing team with the best record will have HOME field advantage for all playoff games. Patched independent umpires will be provided for ALL playoff games by Rosedale.
- D. TIE BREAKERS
- First - Team with the best record
 - Second - Team with the best record in head to head competition.
 - Third - Fewest runs allowed between teams in contention for the seed
 - Fourth - Run differential
 - Fifth - Most runs scored

Website is www.rosedalebaseballleague.com to report scores.

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