

Willie Mays In-House League 2011

Becker, Big Lake, Clear Lake

1. Sportsmanship is the #1 Rule. We are all here to have fun and learn!
2. All players must be in the batting lineup. Must have a minimum of eight players to start a game. May have up to ten players play defense at a time (4 outfielders).
3. No player may sit-out more than one inning in a row.
4. A single pitcher may pitch a maximum of six outs in one game. If one pitcher walks five batters in one inning, the pitcher must be replaced. A pitcher that walks ten batters in one game, must be removed from the pitching position for the rest of that game. There is a maximum of three inning appearances per game, per pitcher.
5. A manager may visit the mound a maximum of 3 times per pitcher, per game. On his 3rd visit he must remove the pitcher.
6. The standard three outs per half inning will be in effect.
7. There is a "mercy rule" allowing a maximum of five runs per half inning, except for the final declared inning, which must be declared at the start of the top half of the inning.
8. The standard, 4 ball, 3 strike count will be used.
9. The Strike zone will consist of a pitch that crosses the plate between the batter's armpits and upper shins and one ball's width on both sides of the plate.
10. The game will be up to 6 innings in length. Games begin at 6:30pm. No new inning may begin after 8:15pm. Final inning must be declared in advance (approximately 8 p.m. - if less than six innings are apparent) and the final inning will not use the "mercy rule." For safety reasons, a game may be called short due to darkness or unsafe playing conditions. A mutual agreement must be made with the umpire and coaches.
11. Score will be kept and recorded. There are no standings kept.
12. No stealing allowed, including wild pitches and passed balls.
13. The runner may not leave the base until the ball crosses the plate. The only way a runner can advance is when a ball has been hit.
14. One base maximum advance on an overthrow (even if more than one overthrow is made), on a ball that has been hit in play.
15. Batter is out after third strike, even if the catcher drops the pitch.
16. A maximum of one on-deck batter is allowed and only in the designated area (circled area). The on-deck batter will be warming up in the area behind the batter current at the plate.
17. Home team is to provide a "Behind-the-plate" umpire.
18. Each team is to provide one new game ball and one good used ball per game.
19. Regular baseballs are used. Catchers must wear protective gear, including a protective cup. Other players are encouraged to wear one, especially the pitcher, first baseman and third baseman.
20. The infield fly rule is in effect. Runners cannot advance. This rule shall apply when a routinely fielded pop-up is hit inside the baseline and "infield fly" is called in advance by the umpire (if the umpire does not call it right away, play it out; if afterwards it is declared an infield fly, then runners get "free backs").
21. Bunting is allowed. If the ball is bunted foul on a two strike count, the batter is out.
22. The home team/town shall make the call on weather related cancellations. If a game is canceled, the opposing coach shall be notified. Rescheduling of cancellations is up to coach's discretion and field availability. If lightening is seen, both teams must clear the fields and dugouts and wait 20 minutes before play resumes.

23. Players must slide feet first (exception: diving back to base may be done head first). Players must avoid contact. The player who makes intentional contact will be ejected from the game). The teammate may be called out, which is in the discretion of the umpire (in a double play situation). Defensive players must not intentionally interfere with the runner in the baseline. Interference rule is in effect.
24. Coaches must deal with unruly fans. Any player throwing equipment, using profanity or violating the code of ethics, shall be warned and upon second offense in a game, will be ejected.
25. Any player who does not bat in his position shall be considered an out. Exception: In case of an injury or illness only, by agreement of both coaches and umpire, his position will be eliminated without penalty. Player cannot reenter game once he has missed a turn. In the event of an ejection, upon reaching that player's position in the batting order, his "up" will result in an out.
26. Balks shall not be enforced. Coaches/Umpires shall notify players of obvious balks.
27. If home team is winning after the end of the top half of the last declared inning, the game is complete (home team will not bat again).
28. Drugs, alcohol and tobacco (including pipes, cigarettes, cigars and chewing tobacco) are not allowed on the grounds. Also, NO Pets are allowed on the grounds.
29. If there are any problems, concerns or questions, please contact your local "League Director."

Other notations:

- o For games that are scheduled in Big Lake -you will need to verify which field you will be playing at by checking the schedule that is posted at the Concession stand.
- o End of the year tournament - will be in Clear Lake on July 15, 16, and 17. There will be a no spectator admission fee.
- o Each community will need to pay a fee to be determined to per team (made out to Clear Lake Baseball) for each team that is in the End of the Season Tournament. This fee pays for umpires and awards.
- o If short on players, a player at a lower level can be moved up, but NO players from a higher level can be moved down. In this case, the team will forfeit their game.
- o If an umpire doesn't show, coaches will alternate turns calling balls/strikes, or a mutually agreed upon person in the crowd will call the balls/strikes. In either case, the person calling balls/strikes will not be paid.
- o Play-offs will be 6 innings. No new inning will start after 1 hour 45 minutes into the game.
- o Generally, the bases will be at about 60 feet, and the pitching rubber will be about 46 feet.
Coaches: If you have questions on a rule during the game, please call time and go out to calmly talk to the umpire.

Monticello, Becker, Big Lake, Clear Lake 12 and Under AA Rules 2011

To begin the game, the home team is responsible for providing one new and one good condition leather covered baseball.

Games will be TWO HOURS, unless extra innings occur or if in the middle of an inning. No new inning will start after TWO HOURS.

Once the game has started, the coaches must confirm with each other the starting time.

Mercy Rule: four innings if a team has a 10 run lead. Games will be 6 innings.

Courtesy Runners are allowed for the Pitcher and Catcher at any time (no matter the number of outs). The courtesy runner will be the last out. If needed, the last out will be determined from the inning immediately preceding the current one.

Balks: Balks won't be called until the games played on July 1. In the event of a fake pitch, a balk will be called immediately.

The runner must avoid contact with any fielder at any base. Runners can slide head first or feet first. Runners can NOT slide head first into home plate. If the runner does, he/she is out.

A coach may visit the pitcher once per inning. On the second visit, the pitcher must be removed, unless for an injury.

There will be free substitution of players. Players must play at least 3 innings in the field each game, unless there are discipline issues, inclement weather, or a run rule that come into effect.

There will be a continuous batting lineup. If a player shows up late, no matter what inning, they will be placed at the bottom of the lineup, after the final batter in the lineup bats.

Bases will be about 70 feet.

Pitching distance will about 52 feet.

No metal spikes permitted.

Bats must not exceed 42 inches in length or 2 3/4 inches in diameter. There is no differential.

Base stealing is permitted once the ball leaves the pitcher's hand. There is NO leading off. If, in the opinion of the umpire, the runner leaves early, the runner returns to first base and the pitch that was thrown is considered dead.

No curve balls allowed. 1st offense: Dead ball – umpire issues a warning and the pitch is declared a "No Pitch." 2nd offense: Dead ball – pitch is called a ball.

Pitchers may not pitch more than 3 innings per game, and no more than 6 innings per week. One pitch constitutes an inning.

There shall be a 5 run limit per inning, with a no run limit in the last declared inning by the umpire.

If one pitcher walks five batters in one inning, the pitcher must be replaced. A pitcher that walks **eight** batters in one game, must be removed from the pitching position for the rest of that game.

One base maximum advance on an overthrow (even if more than one overthrow is made).

Batter is out after the third strike, even if the catcher drops the pitch.

The home team/town shall make the call on weather related cancellations. If a game is canceled, the opposing coach shall be notified. Rescheduling of cancellations is up to coach's discretion and field availability.

Coaches must deal with unruly fans. Any player throwing equipment, using profanity or violating the code of ethics, shall be warned and upon second offense in a game, will be ejected.

Any player who does not bat in his position shall be considered an out. Exception: In case of an injury or illness only, by agreement of both coaches and umpire, his position will be eliminated without penalty. Player cannot reenter game once he has missed a turn. In the event of an ejection, upon reaching that player's position in the batting order, his "up" will result in an out.

Drugs, alcohol and tobacco (including pipes, cigarettes, cigars and chewing tobacco) are not allowed on the grounds. Also, NO Pets are allowed on the grounds.

If short on players, a player at a lower level can be moved up, but NO players from a higher level can be moved down. In this case, the team will forfeit their game. A team can play with 7 or 8 players, with the vacant spots declared an out.

If an umpire doesn't show, coaches will alternate turns calling balls/strikes, or a mutually agreed upon person in the crowd will call the balls/strikes. In either case, the person calling balls/strikes will not be paid.

No hidden ball tricks of any kind allowed.

Runners on third base cannot score on a passed ball or wild pitch unless it's ball four and he's forced home or reaches home on a ball hit in play.

No player from another 12AA team is allowed to play on a 12AA team. Recognizing that a team may be short of players (vacations, drop-outs) a coach could add a player from a 10AA team, but not someone who already is playing on a 12AA or any AAA team. This is ONLY acceptable in situations where you don't have 9 players to fill a lineup for a given game.

If a player leaves the game early for any reason other than injury or sickness after the start of the game, his/her team must take an out for that spot in the batting order, unless both coaches agree differently.

Playoff seeding will be based on the regular season win-loss record.

WINNING COACHES must report your scores to: <http://quadcityleague.tripod.com>

Coaches: If you have questions on a rule during the game, please call time and go out to calmly talk to the umpire.

Monticello, Becker, STMA, Big Lake 14 and Under AA Rules 2011

To begin the game, the home team is responsible for providing one new and one good condition leather covered baseball.

Games will be 7 innings, unless extra innings occur or if in the middle of an inning. If the game is the first of two scheduled on the same field, no new inning can start after 1 hour 50 minutes for that first game.

Once the game has started, the coaches must confirm with each other the starting time.

Mercy Rule: five innings if a team has a 10 run lead.

Courtesy Runners are allowed for the Pitcher and Catcher at any time (no matter the number of outs). The courtesy runner will be the last out. If needed, the last out will be determined from the inning immediately preceding the current one.

Balks: Balks will be enforced when it's an obvious attempt to deceive the baserunner.

The runner must avoid contact with any fielder at any base. Runners can slide head first or feet first.

A coach may visit the pitcher once per inning. On the second visit in that inning, the pitcher must be removed, unless for an injury.

There will be free substitution of players. Players must play at least 3 innings in the field each game, unless there are discipline issues, inclement weather, or a run rule that come into effect.

There will be a continuous batting lineup. If a player shows up late, no matter what inning, they will be placed at the bottom of the lineup, after the final batter in the lineup bats.

Bases will be 80 feet.

Pitching distance will be 55 feet.

Metal spikes are permitted.

Bats must not exceed 42 inches in length or 2 3/4 inches in diameter. There is no differential.

Base stealing is allowed at any time.

There shall be an 7 run limit per inning, with a no run limit in the last declared inning by the umpire.

If one pitcher walks four batters in one inning, the pitcher must be replaced. A pitcher that walks seven batters in one game, must be removed from the pitching position for the rest of that game.

Pitchers may not pitch more than 4 innings per game, and no more than 8 innings per week. One pitch constitutes an inning.

The home team/town shall make the call on weather related cancellations. If a game is canceled, the opposing coach shall be notified. Rescheduling of cancellations is up to coach's discretion and field availability.

Coaches must deal with unruly fans. Any player throwing equipment, using profanity or violating the code of ethics, shall be warned and upon second offense in a game, will be ejected.

Any player who does not bat in his position shall be considered an out. Exception: In case of an injury or illness only, by agreement of both coaches and umpire, his position will be eliminated without penalty. Player cannot reenter game once he has missed a turn. In the event of an ejection, upon reaching that player's position in the batting order, his "up" will result in an out.

Drugs, alcohol and tobacco (including pipes, cigarettes, cigars and chewing tobacco) are not allowed on the grounds. Also, NO Pets are allowed on the grounds.

If short on players, a player at a lower level can be moved up, but NO players from a higher level can be moved down. In this case, the team will forfeit their game. A team can play with 7 or 8 players, with the vacant spots declared an out.

If an umpire doesn't show, coaches will alternate turns calling balls/strikes, or a mutually agreed upon person in the crowd will call the balls/strikes. In either case, the person calling balls/strikes will not be paid.

No hidden ball tricks of any kind allowed.

No player from another 14AA team is allowed to play on a 14AA team. Recognizing that a team may be short of players (vacations, drop-outs) a coach could add a player from a 12AA team, but not someone who already is playing on a 14AA or any AAA team. This is ONLY acceptable in situations where you don't have 9 players to fill a lineup for a given game.

If a player leaves the game early for any reason other than injury or sickness after the start of the game, his/her team must take an out for that spot in the batting order, unless both coaches agree differently.

Playoff seeding will be based on the regular season win-loss record.

WINNING COACHES must report your scores to: <http://quadcityleague.tripod.com>

Coaches: If you have questions on a rule during the game, please call time and go out to calmly talk to the umpire.