

**FAIRVIEW PARK, NORTH OLMSTED AND NORTH RIDGEVILLE
RECREATION DEPARTMENTS
PLAYER PITCH BASEBALL RULES**

10U LEAGUE: AGE 8-10

13U LEAGUE: AGE 11-13

16U LEAGUE: AGE 14-16

All Recreation player pitch baseball programs will follow “*The National Federation of High School Associations*” rules, except for the following specific rules below.

1. Player Participation

- A. Every player participates as equally as possible throughout the season
- B. Coaches are encouraged to try everyone at different positions throughout the season
- C. All players must play a minimum of 2 innings per game in the field
- D. A player cannot sit on the bench for more than two (2) innings in a row

2. Batting Lineup

- A. Every player on the bench must be placed in the batting lineup in every game
- B. Players will bat regardless of whether they play on defense that inning or not
- C. If a player has to be removed from the lineup after the game has begun, that spot in the lineup will be skipped without penalty

3. Field Positions

10U League: up to 10 players in the field (no more than 4 in the outfield)

13U League: up to 10 players in the field (no more than 4 in the outfield)

16U League: up to 9 players in the field (no more than 3 in the outfield)

- A. A team must have a minimum of 8 registered and uniformed players to start and finish a game
- B. You may bring a player up from a younger league (that is registered on a rec team) if you have less than 8 players available to play.
- C. No more than 4 players can play in the outfield
- D. Outfielders cannot play in the infield; they must be positioned in the outfield grass
- E. No coaches or other players are permitted in the field of play or behind backstop area during play
- F. Coaches can be in the coaching boxes along 1st and 3rd base (if available) while their team is batting

4. Field Distances

10U League: Pitching Distance: 46 Feet / Base Path Distance: 60 Feet

13U League: Pitching Distance: 50 Feet / Base Path Distance: 70 Feet

16U League: Pitching Distance: 60 Feet 6 Inches / Base Path Distance: 90 Feet

5. Game Time

10U League: 6 Innings Max or 1 Hour and 30 Minutes (last inning cannot be called with less than 75 mins played)

13U League: 6 Innings Max or 1 Hour and 40 Minutes (last inning cannot be called with less than 85 mins played)

16U League: 7 Innings Max or 2 Hours (last inning cannot be called with less than 105 mins played)

- A. There will be a 5-minute grace period for the first game only
- B. If a game reaches the time limit in the top half of an inning, the full inning MUST be completed if teams have begun play unless the home team is winning
- C. An OFFICIAL GAME is considered 4 complete innings or 3.5 innings with the HOME team winning
- D. If a game reaches time limit but does not complete 4 full innings (or 3 ½ if home team is winning) it will still be considered an official game.
- E. Any game suspended for any reason before it is declared official will be cancelled and rescheduled as a brand new game without reflection in the league standings
- F. Teams who make it to the Tournament Championship Game at the end of the season will play the full maximum innings without the time limit unless the mercy rule is reached

6. Run Limit

10U League: Five (5) run limit per inning, except in the last declared inning of the game

13U League: Five (5) run limit per inning, except in the last declared inning of the game

16U League: Seven (7) run limit per inning, except in the last declared inning of the game

- A. Umpires are asked to designate the last inning of play when at all possible
- B. If they do NOT designate the last inning, the time limit is still in effect unless the umpire or site supervisor sees fit to play an additional inning

7. Mercy Rule

- A. Twelve (12) runs after 4 complete innings or Ten (10) runs after 5 complete innings
- B. If the HOME team is winning by 12 runs after 3.5 or 10 runs after 4.5 innings, the bottom half of the inning will NOT be played

8. Ball

- A. This league will be using a Little League baseball provided by the league supervisor

9. Bat Rule

10U League: Any YOUTH LITTLE LEAGUE sanctioned bat

13U League: Any YOUTH LITTLE LEAGUE or SENIOR LEAGUE sanctioned bat

16U League: Any YOUTH LITTLE LEAGUE or SENIOR LEAGUE sanctioned bat

- A. ALL bats must have this designation printed on or noted with a sticker on the actual bat
- B. There will be no bunting in the 10u League. Bunting is allowed in the 13u and 16u leagues.

10. Pitching Rule

10U League: Pitchers can pitch 3 innings per game and no more than 8 innings per week

13U League: Pitchers can pitch 3 innings per game and no more than 8 innings per week

16U League: Pitchers can pitch 4 innings per game and no more than 10 innings per week

- A. A week is considered Monday through Sunday
- B. An inning pitched is defined as a player who throws 1 pitch to 1 batter
- C. All Pitchers Must Throw Fastballs ONLY (Except in the 16U League)
- D. Any pitch other than fastballs will be ruled a ball on the batter (unless put into play)
- E. If the ball is put into play on an illegal pitch the coach has the option to take the result of the play or be awarded a ball and continue the at bat
- F. BALKS will NOT be called in the 10u & 13u leagues, One warning per pitcher will be given for BALKS in the 16U league.
- G. One mound visit by the coach per inning is allowed
- H. The second visit in an inning results in the removal of the pitcher
- I. If a pitcher hits 3 batters in one game then that pitcher is replaced
- J. The relief pitcher will have the warm up time needed if necessary
- K. Once a pitcher has been taken out of a game that player can not be re-inserted as a pitcher for the rest of that game
- L. There will be no intentional walks in all leagues.

11. Base Stealing

10U League: No Leadoffs allowed. Players may steal second or third base once a pitched ball crosses home plate

13U League: No Leadoffs allowed. Players may steal second or third base once a pitched ball crosses home plate

16U League: Leadoffs permitted. Players may steal second or third base as NFHS rules allow

- A. For 10U AND 13U: Stealing home is not allowed at any time
- B. For 10U AND 13U: Players may NOT advance to home on:
 - Balls thrown back to the pitcher from the catcher
 - Overthrows to third base from the pitcher or catcher in an attempt to pick off a runner
- C. For 10U AND 13U: The only ways a player can score from third base are:
 - A batted ball put in play
 - A Base on Balls that forces the runner home from third
 - Home is awarded by the umpire on an advancement from an overthrow in the field
- D. The umpire will call runners "OUT" who leave the base early
- E. Batter/Runners may advance on a dropped third strike in the 15U LEAGUE ONLY

12. Base Running

10U League: Feet First ONLY. Any player who slides head-first will be an automatic "Out"

13U League: Feet First ONLY. Any player who slides head-first will be an automatic "Out"

16U League: Players are allowed to slide head first

- A. Sliding into bases is allowed but not mandatory
- B. If the runner does not wish to slide, he/she may still attempt to reach base

- C. If the base runner makes “Malicious Contact” (intentional excessive force and/or intent to injure the defensive player) with the defensive player, the result will be an automatic “Out” and ejection from game
- D. If the contact is incidental based on the judgment of the UMPIRE no penalty will be given
- E. This is a judgment call by the umpire and cannot be challenged

13. Infield Fly Rule

10U League: NO Infield Fly Rule

13U League: Infield Fly Rule is in Effect

16U League: Infield Fly Rule is in Effect

15. Uniforms

- A. All players must be in a Recreation Department issued uniforms for league play
- B. No metal cleats allowed
- C. Flat athletic shoes or rubber cleats only
- D. Uniform shirts are not to be altered in any way and to be tucked in by every player
- E. Team hats should be worn by every player
- F. All jewelry must be removed before the start of the game
- G. Umpires have the ability forfeit games if the entire team is not properly equipped
- H. Catchers MUST wear a protective athletic cup when behind the plate

16. Injuries

- A. Injuries must be brought to the attention of the Umpire/Recreation Staff at the time of the injury
- B. If a player is bleeding, or has blood on the uniform, they are prohibited from playing until appropriate treatment is administered
- C. All bloody areas must be covered and the uniform changed before re-entry
- D. The player is allowed to re-enter without penalty
- E. If a player is removed from a game because of injury their spot in the batting order is skipped without penalty

17. Good Sportsmanship

- A. Civilized attitudes must prevail no matter what level of competition
- B. Umpires or League Supervisors will eject players/managers/spectators before, during, or after games for any of the following infractions, which the league considers to be unsportsmanlike behavior:
 - Threats of physical intimidation of umpires/players/managers/spectators, including any threatening physical contact. (In case of no ejection or where umpires are unaware of such an incident, managers need to report the incident to the League Supervisor for further action.)
 - Verbal abuse of umpires/players/managers/spectators, such as profanity, name-calling, belittlement or excessive harassment. (Ball & Strike calls and judgment decisions are not debatable at any time.)
 - Throwing of equipment. (Bats, helmets, gloves, etc.).
 - Players/Managers/Spectators involved in fighting (regardless of who may have been the instigator) will be treated as a player ejected twice in one season (See the Ejection rule on the next line).

18. Other Issues

- A. Any ejection will carry a 2-game suspension
- B. Suspensions during the postseason will carry over to the next season
- C. Any player/manager/spectator that is ejected twice in the same season will be suspended from Fairview Park, North Olmsted and North Ridgeville Recreation programs for the remainder of the season
- D. Smoking and Chew Tobacco/Vape products are prohibited on the field of play, in the dugouts and the immediate area before, during, and after games.
- E. Anyone who wishes to smoke and/or chew tobacco must go the parking lot
- F. Players/Managers/Spectators responsible for damage or vandalism to facilities and/or property used by the league will be suspended from play, pending an automatic review of his/her actions by the Recreation Director
- G. If there is a rule in question during a game the HEAD COACH must approach the site supervisor first and he/she will address the umpire if necessary

Weather and Information Line:

- The weather line will be updated by 4:00pm on weekdays and 8:00am on weekends
- Umpires and site supervisors reserve the right to postpone or cancel games after 4:00pm on site as necessary