

# **The Upper Charles Summer Baseball League**

## **Rules and Regulations**

**Version 6-12-10**

### **CHOOSING COACHES**

The heart of the Upper Charles Summer Baseball League is what happens between the manager, coaches, and their players. Your manager and coaches are the most important volunteers in the program. Please choose team leaders with great care. Baseball experience is important, but may not be the most important criterion for choosing a manager and coaches. They must be leaders with integrity, people the players can look up to and respect. It is critically important to understand children and how to relate to them most effectively.

### **RULES**

The Upper Charles Summer League uses the current Little League Baseball, Inc. official regulations and playing rules as a guideline.

Everyone needs to understand that their own local rules DO NOT apply to the Upper Charles Summer League. It is therefore, important that all who are involved with a team read and understand the Upper Charles Summer League rules and regulations.

Further, managers are encouraged to have a short discussion with each other and the umpire(s) to confirm this understanding before starting any game. Please be aware that these rules may not cover all situations. In the event of a rules issue that is not covered, the coaches and umpires should confer and make a reasonable decision on the outcome, keeping in mind the spirit of the league – having fun and making sure players get the best opportunity to learn and play baseball. If a rule is found to be missing from this package, please notify the League Director so the rules can be updated.

### **GENERAL**

The Upper Charles Summer League has been organized for the purpose of promoting the game of baseball for boys or girls who have not been selected for, or have chosen not to play in, other summer baseball leagues.

While the league wants games to have competitive baseball to help develop players, the league's primary objective is for all the players to have fun. Teams demonstrating poor sportsmanship (see Code of Conduct below) may jeopardize future participation in the league.

There are two divisions/ levels of play, based upon age.

## **DIVISIONS**

Towns may enter multiple teams in each division. Towns must submit the number of teams they will have in each Division to the League Director by June 1.

### **11-12 Year Old Division**

Players from a town or district whose League Age is 11 and 12.  
Playing 9-10 year olds in the 11/12 Division is permitted if necessary to complete a roster.

### **9-10 Year Old Division**

Players from a town or district whose League Age is 9 and 10  
Playing 11-12 year old in the 9-10 Division is permitted if necessary to complete a roster.  
An 11-12 year old player may not pitch in the 9-10 division.

### **Multiple teams from same town in same age division**

If a town submits more than one team in an age division, that town must make every effort to balance the teams both from an age grouping and from a skill level. For example, if a town has two age 9/10 teams, they cannot submit one team of all 10 yr olds and one team of all 9 yr olds. They must split the number of 10 yr olds and 9 yr old equally between each team. Furthermore, the teams must be balanced as far as the skill level across each of teams.

### **League Age**

A player's age is defined as his/her calendar age as of April 30 of the current season.

## **FEES**

League fees are \$125 per team. Towns may charge other towns for the use of their field(s) as a home team. Cost, payment and insurance will be handled through the towns involved.

## **DIVISION DIRECTORS**

### **Duties**

The duties of the Division Director shall include the following:

1. Prepare and publish the game schedule for the divisions.

2. Receive protests from the managers relating to rule interpretation and conduct at games and arrive at appropriate solutions in concurrence with other League officials.
3. Resolve any other problems relating to the successful operation of the Division.

## **HOME TEAM RESPONSIBILITIES**

### **Playing Conditions**

The home team is responsible for the condition of the field. The field should be manicured, properly marked, and, preferably, have an outfield fence.

### **Umpires**

The home team is responsible for providing one umpire for each game. Umpires should be mature and knowledgeable and preferably have previous umpiring experience. No family member of a player shall umpire a game in which the player takes part unless agreed to by both managers. The home team manager should have a copy of the Upper Charles Summer League Rules to settle disputes. Any complaints relative to umpires must be made to the Division Director.

The Upper Charles Summer League does not pay umpire fees. Umpire fees are the responsibility of the home team.

### **Baseballs**

The home team shall provide at least two baseballs in new condition. The baseballs shall be a Wilson 1074 or Diamond DLL for the 9-10 and 11-12 Divisions.

### **Dugouts**

The home team has choice of dugouts.

### **Postponements**

Teams should make every effort to play the games but keep player safety at the forefront.

The home team manager is responsible for notifying the visiting team in the event inclement weather does not permit a game to be started. The home team shall make every effort to notify the visiting team in sufficient time to keep them from traveling unnecessarily. Once the game has started, the umpires have control of the game and shall decide when a game can be stopped and/or terminated.

Games postponed or stopped for whatever reason do not necessarily have to be made up.

Makeup games will be handled between the teams. The home team is responsible for coordinating the date and getting a field and umpires for makeup games.

## **ROSTERS**

### **Official Roster**

An official roster of player names must be submitted for each team a town or district wishes to enter into the Upper Charles Summer League. Rosters need to be submitted to the League Director by June 15. Roster size is not limited. Towns should make every attempt to submit rosters with a mix of older and younger players on each team. For example, in the 11-12 division, a roster of 12 players should have no fewer than four 11 yr old players if possible. The same holds for the 9-10 Division. This is to make sure team player's abilities are balanced throughout the league i.e. we prefer not to have an all 12 yr old team playing an all 11 yr old team.

Players listed on a team roster are the official players on that team. An Upper Charles Summer League player may play games, as an alternate, for other teams in other leagues from the same town or district. Also, in order to field a full team (9 players), players from other leagues within the town may play in the Upper Charles Summer league. However, teams cannot have players from other leagues on the team if they have enough Upper Charles Summer league players.

### **Legal Residence**

Each player on the roster shall live in the district representing his/her local spring league season. A team may request an exception to this rule from the Division Director.

## **PLAYING RULES**

### **Uniforms**

All players shall be dressed in full uniform. A uniform is defined as a distinctive team cap and T-shirt, baseball pants and stockings.

## **Getting the Game Started—Late Arrivals**

Umpires are directed to start the games on time. Teams that arrive early for a game shall have equitable on-field warm-up time not to extend beyond the official starting time. Teams that arrive after the official starting time shall have no on-field warm-up time and are expected to start the game as quickly as possible. Teams need to have at least 8 players on the team to start the games.

If a team is unexpectedly short players at the start of a game, it is permitted for one team to loan the other team a player or two. Please keep in mind that the fundamental reason for the League is to get kids playing time.

## **Substitutions**

Every player dressed for a game MUST play.

The spirit of this league is for players to play baseball and have fun. There shall be free substitution on defense with the exception of pitcher. Players shall not sit out in consecutive innings. Also, coaches should ensure a player does not sit out two innings in a game before all other players have at least sat out one inning

## **Pitching**

No 11 or 12 year old player may pitch in the 9-10 Division.

Pitchers shall pitch no more than three innings in a game. Throwing one pitch in an inning constitutes pitching the entire inning.

A pitcher removed from pitching may return to the mound later in the same game so long as they do not exceed the three inning maximum during the game. Remember, one pitch thrown in an inning constitutes an entire inning.

Under no circumstances shall a pitcher be allowed to pitch on two consecutive days.

Pitchers are permitted to pitch up to 6 innings in a week. A week begins on Sunday and ends on Saturday.

If a pitcher hits two batters in an inning or hits three batters during a game, they must be removed from the mound and cannot return for that game.

The balk rule will not be enforced. The umpire shall issue warnings to the pitcher for instructional purposes.

The use of curve balls is strongly discouraged.

### **Trips to the Mound**

A pitcher must be removed from the mound on the second trip to the mound by any coach during an inning. A “trip” is defined as follows:

- 1) Any time the umpire calls time out so that any of the coaches may confer with the pitcher, or
- 2) Any time the umpire calls time out so that any of the coaches may confer with any player who subsequently confers with the pitcher before the pitcher delivers another pitch.

### **Batting**

There shall be a continuous batting order.

The “on-deck position is prohibited even if there is an enclosed area for practice swings. No player with the exception of the batter may have a bat in hand. All bats (regardless of whether they are team equipment or the property of an individual player) must be put under the supervision of an adult bench coach, or if there is none, the head coach, and confined to an area within the dugout or behind the backstop until the batter proceeds to the batter’s box. Upon completion of the “at-bat”, the bat must be returned to this designated area unless used by the next batter. **NOTWITHSTANDING ANY OTHER PROVISIONS OF THE Upper Charles Summer LEAGUE RULES, VIOLATIONS OF THIS RULE WILL BE GROUNDS FOR DISCIPLINARY ACTION, UP TO AND INCLUDING THE EXPULSION FROM THE LEAGUE OF THE HEAD COACH and/or TEAM and/or TOWN PROGRAM, IN THE SOLE DISCRETION OF THE DIVISION DIRECTORS.**

### **Bunting**

Bunting is permitted. Players are not permitted to square up for a bunt to draw in the infield then pull back and swing away.

### **Bats**

All bats **MUST** fulfill official Little League requirements. It shall not be more than thirty-three (33) inches in length, and not more than two and one-quarter (2-1/4) inches in diameter.

Wood bats are permitted in both Divisions, but must conform to the dimensions noted above.

Any illegal bats **MUST** be removed.

Any player that reaches base safely while using an illegal bat shall, upon appeal by the manager of the opposing team before the first pitch to the next batter, be declared out and the ball declared a dead ball. All runners shall return to the bases they occupied when the batter first took his/her position in the batter's box.

## **Stealing**

For the 11-12 Division:

Leading off the bases is not allowed.

Runners may steal after the pitched ball has crossed the plate. If a runner leaves early, a warning is issued and the runner must return to the original base. A second infraction of the same runner from the same base will result in the runner being called out.

Runners can continue around the base as long as the ball is in play.

There are an unlimited number of steals in a game unless a team is ahead by six or more runs. At that time, the team that is winning will only be permitted 3 steals in an inning until the score difference is less than 6 runs. If a team gains a 6 runs advantage during an inning, the number of steals during that inning will be limited to 3. Advancement on an overthrow from the catcher to a pitcher or from a pitcher trying to pick off a runner does not constitute a steal.

Once a ball in play has been returned to the pitcher and the pitcher steps on the mound's rubber, play stops and any base runners must return to the base last occupied.

For the 9-10 Division:

Leading off the bases is not allowed.

There are an unlimited number of steals in a game unless a team is ahead by six or more runs. At that time, the team that is winning will only be permitted 3 steals in an inning until the score difference is less than 6 runs. If a team gains a 6 runs advantage during an inning, the number of steals during that inning will be limited to 3. Advancement on an overthrow from the catcher to a pitcher or from a pitcher trying to pick off a runner does not constitute a steal.

There shall be no stealing home base.

A runner can only advance one base on an overthrow

Once a ball in play has been returned to the pitcher and the pitcher steps on the mound's rubber, play stops and any base runners must return to the base last occupied .

## **Collisions**

A runner must avoid a collision with a fielder by attempting to get around the fielder or by sliding. If, in the judgment of the umpire, the runner does not avoid a collision, the runner is out.

If, in the judgment of the umpire, a runner deliberately collides with a fielder, the runner shall be ejected from the game for unsportsmanlike conduct.

## **Mercy Rule**

If 6 runs are scored by the team at bat before the team on the field can record 3 outs, the half-inning is over and the game moves on to the next half inning (i.e. the team at bat takes the field on defense and the defensive team comes off the field to bat). This rule applies for the duration of the game.

## **Official Games**

Rain outs are handled between managers. The home team manager makes the final call, and should make best efforts to contact the visiting manager so as to avoid any unnecessary travel. Rained out games may be rescheduled by informal agreement as long as a) they do not conflict with other scheduled games and ii) the pitching limits established by these rules are not exceeded.

Games that are shortened by either rain or darkness shall have the score revert to the last complete inning and declared official if at least 3 ½ innings have been played with the home team ahead or 4 innings if the visiting team is ahead. The only exception to the rule will be in the event the home team either ties or takes the lead in the bottom half of an inning which is not completed. In that case, where each team has had an equal number of times at bat, the score shall not revert to the last complete inning, but instead shall stand as played.

No daylight game shall begin the top of a new inning after 8 p.m. during the first three weeks of the season or after 7:45 p.m. during the latter weeks of the season.

## **Extra Innings-Tie Games**

If the score is tied after six complete innings, play shall continue into extra innings until there is a winning team, provided that a daylight game may not be extended into darkness in violation of the time limits set forth above. A tie game called on account of rain or darkness is considered concluded as such.

All playing rules must be followed during extra innings, including pitching rules.

## **Adult Coaches**

A maximum of 4 adults will be allowed on the bench during the game: one manager, two coaches and one scorer.

Adult coaches will be allowed in the baseline coaches' boxes.

## **Protests**

A protest may be requested for suspected rule infractions, not for appeal of a judgment call by an umpire.

The protesting manager should immediately notify the umpire of the protest, who must then stop the game and attempt to resolve the protest. Any manager who remains aggrieved by the outcome should report the incident to the appropriate Division Director.

## **Code of Conduct**

Managers and coaches are responsible for the conduct of their players, parents, and themselves. Everyone is expected to conduct themselves in the best traditions of the game to make it a positive experience for everyone.

Coaches should take care to not 'run up' the score on another team. While specific rules are in place to prevent this, a coach should also use discretion when a score is getting out of hand. Try pitcher's that haven't pitched before, stop runners from advancing on overthrown balls, etc.

There shall be no smoking or chewing of tobacco by anyone on the playing field or at team benches. Visiting teams should be aware that some municipalities prohibit smoking by any person, including fans, on or about the field.

If a manager wants to bench a player for disciplinary reasons, he shall inform the opposing manager and shall report the suspension to the appropriate Division Director before the player is eligible to play again.

If a manager or coach is ejected by an umpire, then the opposing manager **MUST** report the incident to the appropriate Division Director for review. Following investigation, the Division Director may, in his/her sole discretion, suspend the ejected manager/coach for such additional games as the Division Director deems appropriate.

No player shall be allowed to harass or taunt opposing players, coaches or umpires. Such action shall be cause for ejection. Continued harassment may result in the forfeiture of the game.

Any manager or coach who repeatedly harasses umpires or opposing team officials shall face disciplinary action by the appropriate Division Director.

Any teams whose parents are abusive to either umpires or the opposing team shall face disciplinary action by the appropriate Division Director.

Please have players clean up the dugout after each game.

All organizations entering teams for the season shall be reviewed by the Division Directors at the conclusion of the season to assess adherence to these rules.

### **Miscellaneous**

Some towns have more than one field designated for Upper Charles Summer League games. Call the home team manager in advance to confirm location and directions.

Teams should carry a first-aid kit and ice. Managers and coaches are reminded that chemical ice should not be used on or near the face. Place chemical ice in a Zip-Loc bag or equivalent to prevent leakage that might cause a chemical burn.