

# TRI-COM RECREATION LEAGUE

## BY-LAWS AND PLAYING RULES

### 2025 Season

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#### **List of changes:**

-Sliding at home

#### **Tricom League Director**

Wayland	Dan Cassini	<a href="mailto:dan.cassini@waylandyouthsports.com">dan.cassini@waylandyouthsports.com</a>	616-889-8755
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#### **League Directors**

Dorr	Aaron Sturgis	<a href="mailto:dorrrecreation@gmail.com">dorrrecreation@gmail.com</a>	616-293-0641
Hopkins	Sydney Haralson	<a href="mailto:haralson.syd@gmail.com">haralson.syd@gmail.com</a>	616-690-2406
Martin	Ashley Bourdo	<a href="mailto:martinrecleague@gmail.com">martinrecleague@gmail.com</a>	269-838-1315
Middleville	Jeremiah Bossenberger	<a href="mailto:j.bossenberger@tkmyf.com">j.bossenberger@tkmyf.com</a>	269-331-7678

## **I Purpose**

The League is established to provide recreational baseball/softball in West Michigan devoted to teaching the fundamentals of the game and to harbor good sportsmanship and teamwork.

## **II Philosophy**

The League wants this to be an enjoyable experience for all participants in the program, including players, coaches, and umpires. To meet that primary value system, the League will emphasize good sportsmanship and recreational play. All players and coaches are expected to read, understand and abide by the game conduct rules as noted in the High School rulebooks, the intent of this document and local community rules. The intent of this book is to supplement NFHS / MHSAA rules for normal competition. Where this book is not specific on a particular point, NFHS / MHSAA rules will apply.

## **III Organization**

**Name:** The TRI-COM Recreation League, known throughout this document as “The League,” shall be comprised of age specific divisions for boys and girls. All rules and policies shall apply equally to boys and girls within the same age division except where specifically noted.

**Governance:** The League's governing members shall be the chief officer(s) of the Dorr, Hopkins, Martin, Middleville, and Wayland communities/organizations. Each member shall have one vote. Additional (non-voting) members may be added to the League as voted on by the existing members. The League shall set all rules and procedures for the operation of the League and for the scheduling and playing of games. All teams shall conform to League rules. Other leagues/organizations that play official contests with teams from The League will modify rules/procedures as necessary where conflict(s) exist with League rules.

The members shall appoint a League director to be responsible for inter-league scheduling, maintaining division standings and establishing any post-season play.

**Awards:** Communities will provide awards at their discretion. The League will track standings for 12U and 14U Divisions.

**Boundaries:** Boundaries are within the scope and responsibility of the individual leagues submitting teams. However, school district boundaries should be adhered to the maximum extent possible. Organizations will not seek/solicit players from other organizations and their geographical boundaries.

**Costs:** The League will assume responsibility for all costs common to the operation thereof. Member communities will share costs for items passed by the League board, such as but not limited to: scheduling software, dues/fees for League awards and anything else board members feel is necessary. Umpire fees will be paid by the local organizations.

**Playing Schedules:** Communities may enter as many teams for inter-league competition as they see fit. Total number of teams accepted is also dependent on availability of playing sites. No travel teams will be allowed to compete. Teams from other nearby community youth recreation programs may be accepted for TRI-COM play if they accept and agree to abide by TRI-COM rules and are accepted by a vote of the League board.

**Standings:** The League will maintain win-loss records for 12U and 14U divisions for the purpose of determining division standings. Coaches must email or call in all game scores to their respective organization Director(s) within the week the game is played. The local director is to then ensure all scores from games played that week are submitted to the TRI-COM score keeper by **5pm SUNDAY**. Failure to report game scores by Sunday at 5pm may result in a forfeit.

#### **IV League Policy & Procedure**

**Conduct:** It is EXPECTED that all players, coaches, officials and patrons/parents conduct themselves at the highest level of sportsmanship and respect possible at all events pertaining to ANY League function. There cannot be any put-downs to coaches, kids, patrons or officials. Officials are in charge of every contest and will be respected as the authority on the field. Any coach, player or patron/parent that is continually critical or disruptive will be ejected from the contest and suspended from the next 2-pending a review from the League board.

**Equipment:** Team equipment (bats, helmets, etc.) is the responsibility of each league/organization. Equipment must be provided that conforms to standards set forth in the official rules book. For each game, the home team shall provide one new baseball for boys and one new softball for girls. **Exception-** Two (2) new leather Baseballs/Softballs are needed for the 14U Level.

**Fields:** It is expected that organizations provide playing sites that are properly managed and prepared in the safest possible way for all participants. Any coach can rule a playing surface unsafe for his/her players. However, as field availability is at a premium, games cannot be moved or canceled based on the dimensions of the field. Organizations should do their best to schedule games on diamonds of proper dimensions / age level.

**League Age:** A player's League Age is defined by his/her chronological age as of April 30<sup>th</sup> of the playing year. Legal players shall have reached their maximum 14<sup>th</sup>, but not their 15<sup>th</sup> birthday prior to April 30<sup>th</sup>. Team rosters (including full name and birth date) must be kept with coaches at all games. A copy is to be given to the opposing coach at the beginning of each game. Proof of birthdate (birth certificate) may be required. Coaches will have up to 72 hours to submit proof of birth date from time of inquiry. If player is not eligible to play in division, the game will be forfeited.

**Managers:** Team coaches/managers shall be at least nineteen years of age at the start of the season. The manager shall have complete responsibility for their team to include practices, setting game rosters, substitutions and coaching during the games. The Manager is expected to demonstrate and demand high standards of conduct from the players.

Assistant coaches must be older than the players; The League recommends that they too be nineteen or older.

**Players:** All League players must meet the age and organizational boundary restrictions in order to compete in contests. As equal opportunities exist for both sexes, boys must play on boy's teams in the boys division and girls must play on girl's teams in the girls division. Exceptions to any player rules/team placement can **only** be granted by the executive board.

No player that participates on a high school team of any spring sport can play games with his/her team prior to the completion of that high school sport schedule. If a player is on a freshman or JV team and is called up to the Varsity for tournament play, that player cannot play games with a 14U team until playoffs are completed. These participants may practice at anytime with the 14U teams if prior approval is received from their respective High School Coach(s).

A community will only actively advertise or recruit players within their own area. If a player seeks out another community that player should not be turned away. Any violations of this rule will be handled by two uninvolved members of The League.

**Protests:** Managers and umpires should make every attempt to resolve disputes at the game sites. Manager's knowledge of the rules, a skilled umpire and suppression of game emotion is conducive to minimizing conflict. If a manager insists on protesting, then he/she must notify The League Director within 48 hours. The League Director will interview both managers and the game's Chief Umpire. The decision made will be final. (**NOTE:** in case of protest, both managers must mark in their score books the

exact position of the game at the time of the protest. If the protest is upheld, then the game must be replayed starting at exactly that point.)

**Rosters:** Team rosters shall be provided to The League two weeks prior to the first game being played. The League must approve roster changes after the first game. Rosters will include team name, coach's names and phone numbers, and player's names, birth dates, and phone numbers. Failure to provide as required will result in forfeiture of all games played up to the time that the roster is submitted. Likewise, playing a player not on the roster will result in game forfeiture. 12U players may be used in 14U Leagues but must be added to rosters prior to the start of the season.

**Schedule:** The League shall establish a schedule based on preseason meeting with community directors. Start dates will be adjusted to the availability of fields. Saturday may be used for make-up games or schedule balancing. The League will publish the schedule at least one week prior to start of play; all teams are expected to play their games according to the schedule and to make every effort to prevent cancellations of scheduled games. Failure to provide two days cancellation notice to The League will result in game forfeiture. Legally canceled games will be rescheduled by the coaches, and new game dates given to directors so they can acquire umpires and fields. However, rained out games may or may not be replayed. If rainout games have an effect on top 2 standings it must be played or forfeited by a team.

**Teams:** Communities should do their part to promote fair play and equality. Teams should be organized to be as even as possible from each community, comprised with a mix of talent, ages and ability-there shall be no A/B teams created. 14U, 12U and 10U teams will be created via player draft. 10U teams will draft with an emphasis on pitcher ability. The recommended team size is 11 to 13 players and teams from each community should be of the same number size. Teams shall assume all costs to cover needs such as proper equipment and uniforms.

**Travel:** As the League is comprised of multiple communities, travel is required for games. It is the player's (thus their parent's) responsibility for transportation to/from their respective playing sites. Games are scheduled to start at 6:30 pm with time limits set for individual divisions. When two games are scheduled for a lighted field, the first game will start at 6:00 pm and both games will be limited so that no inning starts two hours after their start time. The Chief Umpire may override the time limit to complete a tied game if he/she feels that light and weather conditions warrant it. The Chief Umpire will make the decision to suspend a game due to weather, light or un-playable field conditions. Games suspended prior to reaching legal completion will be cancelled/re-scheduled by the communities involved. Re-scheduled games will be played from the beginning.

**Umpires:** Communities will train their respective umpires. Certification is awarded to umpires either based on League recognition of competency/experience, or attendance to the individual organizations Umpire Training Clinics.

**Weather Warnings:** If a Severe Thunderstorm *Warning*, Tornado *Watch* or Tornado *Warning* is in effect at the start of any scheduled game start times, the entire scheduled game is cancelled. Games can be started under a Severe Thunderstorm *Watch*, but if upgraded to a *Warning* all games will be immediately suspended and players sent home (see Travel). A heat index of 100+ degrees in Wayland (central location) at 4:30 pm will constitute cancellation of all scheduled games/practices for that day. Additionally, no contest shall be played when the air temperature falls below 40 degrees.

The Chief Umpire (Plate) has the responsibility and authority to suspend games due to inclement weather. If lightning is visible and/or audible play will be suspended immediately and, players will be removed from the field(s) to a safe shelter (vehicles or a four-side building). The game will not resume until 30 minutes from the last lightning strike / thunder clap have elapsed.

## V Game Rules (All divisions)

Games will be played in accordance with the rules established by the National Federation of High Schools Association as adopted by the Michigan High School Athletic Association (MHSAA), except as amended by local rules defined below. Local organizations will furnish team managers with the current rules for that season as determined by the League. Team managers are expected to be knowledgeable of all rules prior to the start of the season. Local directors must provide all current rules (local and divisional) to all coaches and Umpires.

1. For each game the manager shall present a batting order consisting of all players present. Late arrivals will be placed at the bottom of the list. If a player is removed from the game due to injury or personal reasons the batting order will move up to close the gap. If the Umpire ejects a player from the game for unsportsmanlike conduct then that opening shall remain in the order, which will result in an automatic out each time that batting position is reached. If a player is removed from a game by a Coach for disciplinary reasons, he/she cannot re-enter the game at a later time. However, his/her position in the batting order will also move up to close the gap each time the spot is reached in the order. Coaches must communicate changes with the Umpire as well as the opposing coach.
2. Unless otherwise noted, teams need a minimum of 9 players to start and to finish a game. A team that is not ready to play 15 minutes after scheduled start time will forfeit the game. Any game can be played after forfeit with players from the opposing team but will count as a forfeit in the official standings-if applicable.
3. Unlimited substitution; defensive players may be returned to the game at any time. Pitchers – see specific division rules.
4. Shoes with metal spikes or toes are not allowed until participation in 14U.
5. Balks (baseball) or illegal pitches (softball) will be called but not enforced. **Exception:** In the 14U division balks/illegal pitches will be enforced; Umpires must be trained.
6. The DP/FLEX rule is not in use.
7. The Courtesy Runner can be any player who is at least six batting positions down from the player that he/she is replacing.
8. Coach Conference rules are not in use. Coaches can go onto the field to confer with the pitcher or any other defensive player after time has been called. A pitcher is removed from pitching on the third trip to the field during that pitcher's time on the mound whether the pitcher had been part of earlier conferences or not. Unless otherwise noted, coaches are not permitted in the field during play and base coaches will remain within the respective base boxes unless time is called.
9. Games will have time limits. Games can continue beyond the time limit, but no new inning will start after time has expired. **Example:** if the time limit expires at 7:30 pm but the last out was at 7:25 pm, there will be one more inning. Teams cannot prolong a game by using timeouts or other means to extend the game past the limit. This Umpire will have complete discretion over this rule.
10. Mercy Rule: The game will end if-after 3 ½ innings in 10U/12U (4 ½ for 14U)-a team is behind by 10 or more runs and has completed their turn at bat.
11. In games in which scores are kept and standings maintained, tie games will be resolved with the International Tiebreaker (ITB) rule. Under ITB rules, each team will start their half inning with a runner on second base. That runner shall be the last batter scheduled to bat in that half-inning. If

it is getting dark, the umpire can get the permission from both coaches to start the ITB with 1 out to hurry up the game.

12. In games in which scores are kept and standings maintained, the home team maintains the official scorebook and must check with other scorekeepers at the end of each inning. The chief umpire should check scorekeepers periodically to ensure that both books are in agreement.
13. Players or coaches ejected from games for unsportsmanlike conduct will be suspended from further league participation, pending a meeting with their League leader. The Executive board will review the League leader's decision.

## **VI Division-Specific Rules:**

### 8U Division

1. Teams are determined at the discretion of the organization coordinator.
2. Bases are placed at a distance of 60' apart. Coaches and Pitchers will be placed-40' for Boys and 35' for Girls-from the back of home plate and in the middle of the Pitching mound.
3. Players will pitch the first inning of games for the first half of the season and the first 2 innings of the game during the second half of the season. Coaches must meet prior to the game to discuss any departures from this rule.
4. The Coaches shall remove any pitcher pitching wild or erratic to the point of being a hazard to the batters. A pitcher will be removed from the mound after hitting two batters in an inning.
5. Coaches will call balls and strikes for their team while using player pitchers.
6. Game limit is 6 innings, or 1.5 hours. ITB will not be used.
7. A half inning consists of 3 outs, or five runs scored (there is no run limit in the last inning of play). Batters will get up to 6 pitches from a pitching coach/player. After 6 pitches, the batter is retired to the bench unless the last pitch is fouled off. If the batter keeps fouling off, pitches will continue until they hit or miss the ensuing pitch.
8. Each team will field ten defensive players on the field at one time. At least four must be placed in the outfield, at least 10' behind infielders.
9. Defensive coaches may be positioned in the outfield only, for coaching purposes.
10. Each player will play at least every other inning on defense and cannot play the same position more than twice in a single game.
11. Teams will not forfeit due to a lack of players. Teams should borrow players or play with the number available.
12. Pitching coaches/players will be used instead of machines. Balls will be inspected for cuts and discarded if damaged in any way. Pitching coaches **will not** field any ball in play.
13. Boys will use standard baseballs; girls will use standard 11" softballs. Synthetic leather is ok to use at this level.
14. Pitching coaches will make every attempt to stay out of the way of a batted ball. Any batted ball that contacts the pitching coach will be considered dead with the batter taking first and

subsequent base runners advancing **if** forced.

15. BOYS – Once the bases are loaded, the current batter cannot be walked. After four balls, the strike count is reduced by one. The offensive coach will then pitch over hand, until that batter has completed their turn at bat. NOTE: Any player hit by a coach will **not** be awarded a base.
16. Runners must maintain contact with their base until the pitched ball crosses the plate and runners may not steal on a pitch or advance on an overthrown ball.
17. If there is a play at the plate, runners will be called out if they do not slide. Should a runner attempt to make contact with the catcher without sliding, a disqualification may occur at the discretion of the umpire. The definition of a play at the plate is when the ball is in the infield and the runner is beyond third base, advancing to home.
18. Runners may continue to advance on a ball hit into the outfield until the ball is returned to and possession is taken on the infield. Runners between bases will advance/return at their own peril.
19. The Infield Fly/dropped third strike rules are **not** in effect.
20. To ensure a steady pace to each inning, pitches to each batter will not exceed a 10-second interval, unless to collect more balls or pull foul balls out of the way. The interval is defined as the time from the previous pitched ball to come to rest out of play to the time of the next pitched ball.

#### 10U Division

1. Teams are determined at the discretion of the organization coordinator.
2. Bases are placed at a distance of 60' apart. The pitching plate is placed-40' for Boys and 35' for Girls-from the back of home plate and in the middle of the Pitching mound.
3. Game limit is 6 innings, or 1.5 hours.
4. A half inning consists of 3 outs, or five runs scored. There is no run limit in the last inning of play.
5. Each team can field up to ten defensive players. Four players must be in the outfield, or at least 25' behind the closest infielder.
6. Each player will play a minimum of two innings on defense, one of which must be in the infield.
7. Teams will borrow players from their opponents to prevent forfeiting a game.
8. Balks/Illegal Pitches are NOT called.
9. Pitchers are limited to six innings per week and no more than four in one game. An inning is counted when one batter has completed their time at bat. A player may pitch non-consecutive innings only once for the contest. In the event of a makeup game a pitcher, who has reached their inning limit may pitch 2 additional innings if they have had one day rest.
10. Coaches will be required to keep a pitching log, and have it signed by the umpire at the conclusion of the game. The log must be presented to the opposing coach before a game begins. **If the log is not presented the coach will only be allowed to use 1 pitcher per inning for that game.**

11. Unlimited substitution allowed – defensive players may be returned to the game at any time. However, once removed from pitching, that player may only return if the innings limit has not been exceeded (see Rule 9).
12. If there is a play at the plate, runners will be called out if they do not slide. Should a runner attempt to make contact with the catcher without sliding, a disqualification may occur at the discretion of the umpire. The definition of a play at the plate is when the ball is in the infield and the runner is beyond third base, advancing to home.
13. **BOYS** – Once the bases are loaded, the current batter cannot be walked. After four balls, the strike count is reduced by one. The offensive coach will then pitch over-hand, until that batter has completed their turn at bat. **NOTE:** Any player hit by a coach will **not** be awarded a base.
14. **GIRLS** – Anytime the 4<sup>th</sup> ball is called by the umpire, the current batter shall not be walked. After four (4) balls, the strike count is reduced by one strike. The offensive coach will then pitch underhand, until that batter has completed their turn at bat. **NOTE:** Any player hit by a coach will **not** be awarded a base.
15. The Chief Umpire shall remove any pitcher pitching wild or erratic to the point of being a hazard to the batters. A pitcher will be removed from the mound after hitting two batters in an inning, or four in the game. Pitchers may re-enter a contest after hitting two batters in an inning **IF** they do not pitch for one complete inning **AND** has an eligible inning to return (see Rule 9).
16. Boys will use standard baseballs; girls will use 11” softballs.
17. Bunting is not allowed.
18. Runners must maintain contact with their base until the pitched ball **crosses** home plate.
  - a) **Baseball / Softball:** Delayed dead ball. At the end of the play the offending runner(s) are returned to the last base occupied, or the furthest base they can legally occupy depending on the actions of the subsequent batter or other base runners.
  - Note:** if the offending runner scored and 3rd base is legally occupied, he/she is removed from the bases, recorded as an out and his/her run is not counted.
19. Runners may steal, but when attempting to steal home, MUST slide
20. Runners may continue to advance on a ball hit into the outfield until the ball is returned to and possession is taken on the infield. Runners between bases will advance/return at their own peril. Runners will not advance / steal while a coach is pitching under any circumstances.
21. The Infield Fly Rule is **not** in effect and the batter is out on an uncaught third strike.
22. No restriction on bats.
23. **SOFTBALL-** First Base, Third Base and the Pitcher are **REQUIRED** to wear face masks while on the field. Failure to wear the mask is grounds for forfeiture of the contest.

## 12U Division

1. Teams are determined at the discretion of the organization coordinator,
2. Bases are placed at a distance of 60’ apart. The pitching plate is placed-46’ for Boys and 40’ for Girls-from the back of home plate and in the middle of the Pitching mound.
3. Win/loss records are kept. 1<sup>st</sup> and 2<sup>nd</sup> place teams will be recognized.



4. Game limit is 6 innings, or 2.0 hours. ITB will be used to settle ties.
5. Each team can field up to ten defensive players. Four players must be in the outfield, or at least 25' behind the closest infielder.
6. It is required that softball positions of Pitcher, 1<sup>st</sup> or 3<sup>rd</sup> base wear protective face masks. Teams not adhering to this rule will forfeit the contest.
7. Each player will play a minimum of every other inning on defense.
8. Uniforms/shirts must have numbers on the back.
9. All pitchers are limited to six innings per week. Pitchers may not pitch more than 4 innings per game. An inning is counted when one batter has completed a time at bat. A player may pitch non-consecutive innings only once for the contest. In the event of a makeup game a pitcher, who has reached their inning limit may pitch 2 additional innings if they have had one day rest.
10. Coaches will be required to keep a pitching log, and have it signed by the umpire at the conclusion of the game. The log must be presented to the opposing coach before a game begins. If the log is not presented the coach will only be allowed to use 1 pitcher per inning for that game.
11. The Chief Umpire shall remove any pitcher pitching wild or erratic to the point of being a hazard to the batters. A pitcher will be removed from the mound after hitting two batters in an inning, or four in the game. Pitchers may re-enter a contest after hitting two batters in an inning **IF** they do not pitch for one complete inning **AND** has an eligible inning to return.
12. Unlimited substitution allowed – defensive players may be returned to the game at any time. However, once removed from pitching, that player may only return if the innings limit has not been exceeded (see Rule 9).
13. If there is a play at the plate, runners will be called out if they do not slide. Should a runner attempt to make contact with the catcher without sliding, a disqualification may occur at the discretion of the umpire. The definition of a play at the plate is when the ball is in the infield and the runner is beyond third base, advancing to home.
14. Boys will use standard baseballs; girls will use 12" softballs must be Leather, NO SYNTHETIC BASEBALLS OR SOFTBALLS.
15. Dropped 3<sup>rd</sup> strike will be in effect. Batter must make a move towards 1<sup>st</sup> base within 4 steps or is called out.
16. No restrictions on bats.
17. The infield-fly rule **is** in effect.
18. Balks /illegal pitches should be called but not enforced at this level.
19. Leading off is allowed in baseball only. Softball players must maintain contact with their respective base until the ball leaves the pitchers hand.

#### 14U Division

1. Teams are determined at the discretion of the organization coordinator
2. Field Dimensions:

- a. Baseball: 90' distance between bases & 60'6" pitching plate distance measured from the back of home plate to then center of pitching mound.
  - b. Softball: 60' distance between bases & 43' pitching plate distance measured from the back of home plate to the center of pitching mound.
  - c. All pitchers must start their pitch touching the mound.
3. Win/loss records are kept; 1<sup>st</sup> and 2<sup>nd</sup> place teams will be recognized.
4. Game time limit 2.5 hours. No inning will start after the time limit, but you may finish innings already started. Game time will be extended to settle ties under ITB rules.
5. It is required that softball positions of Pitcher, 1<sup>st</sup> or 3<sup>rd</sup> base wear protective face masks. Teams not conforming to this rule will forfeit the contest.
6. Each player will play a minimum of every other inning on defense.
7. Uniforms/shirts must have numbers on the back.
8. All pitchers are limited to six innings per week. Pitchers may not pitch more than 4 innings per game. An inning is counted when one batter has completed a time at bat. A player may pitch non-consecutive innings only once for the contest. In the event of a makeup game a pitcher, who has reached their inning limit may pitch 2 additional innings if they have had one day rest.
9. The Chief Umpire shall remove any pitcher pitching wild or erratic to the point of being a hazard to the batters. A pitcher will be removed from the mound after hitting two batters in an inning, or four in the game. Pitchers may re-enter a contest after hitting two batters in an inning **IF** they do not pitch for one complete inning **AND** has an eligible inning to return.
10. Coaches will be required to keep a pitching log, and have it signed by the umpire at the conclusion of the game. The log must be presented to the opposing coach before a game begins. If the log is not presented the coach will only be allowed to use 1 pitcher per inning for that game
11. Each pitcher will be allowed one balk (baseball) or illegal pitch (softball) warning per game. The umpire will explain the reason for the call. The second violation will be called and the penalty enforced.
12. Unlimited substitution allowed – defensive players may be returned to the game at **any** time.
13. If there is a play at the plate, runners will be called out if they do not slide. Should a runner attempt to make contact with the catcher without sliding, a disqualification may occur at the discretion of the umpire. The definition of a play at the plate is when the ball is in the infield and the runner is beyond third base, advancing to home.
14. Boy's bats may weigh up to 9 oz. less than length and cannot be more than 2 5/8" in dia. Bats will **NOT** have to be BBCOR listed/marked.
15. Metal spikes may be worn by players.
16. The infield-fly rule **is** in effect.
20. Leading off is allowed in baseball only. Softball players must maintain contact with their respective base until the ball leaves the pitchers hand.

## **VII Draft Rules**

1. Each League shall establish their specific draft rules.
2. Certain common-sense rules should be adhered to, such as:
  - Protected players are automatically assigned to teams; they are not subject to drafting.
  - Coaches should be allowed to protect their child, and the child of one assistant coach.
  - Siblings should be protected, unless requested otherwise by parents.
  - Players should be drafted based on personal evaluations by league personnel.
  - Traveling team and High school players **must** be divided up evenly in each division.

## **VIII Umpire Qualifications and Pay Schedule**

1. Umpires must wear a mask, chest protector; shin guards for Major/Senior levels and protective shoes are strongly recommended.
2. Umpires should be familiar with and shall carry a full/complete copy of League Rules for the division they are calling.
3. Umpires should be familiar with the high school rulebook. Copies are available at [www.NFHS.com](http://www.NFHS.com) for \$7.95, and must be made available by each league/organization.
4. Umpires should not be a member of the immediate family of a coach or player in the game being called.
5. Minimum age requirements:
  - a. Plate Umpire, 10U – 14
  - b. Base Umpire, 10U – 13
  - c. Plate Umpire, 12U – 16
  - d. Base Umpire, 12U – 14
  - e. Plate Umpire, 14U – 18
  - f. Base Umpire, 14U – 16
6. Pay Schedule (these are general guidelines; you may pay more but **not** less than listed.)
  - a. Plate Umpire, 10U – 20
  - b. Base Umpire, 10U – 10
  - c. Plate Umpire, 12U – 20
  - d. Base Umpire, 12U – 10
  - e. Plate Umpire, 14U – 30 - \$40 if MHSAA certified (recommended)
  - f. Base Umpire, 14U – 20 - \$30 if MHSAA certified (recommended)
  - g. Single Umpire, 10U and 12U - \$25

**\* Single umpire not allowed for Senior Boys and girls.**

## A-1 APPENDIX

	<b>10U</b>	<b>12U</b>	<b>14U</b>
<b>Bases</b>	60'	60'	Boys - 90' Girls - 60'
<b>Pitching Plate</b>	Boys - 40' Girls - 35"	Boys - 46' Girls - 40"	Boys - 60'6" Girls - 43"
<b>Metal Spikes?</b>	No	No	Yes
<b>Balks/Illegal Pitches</b>	Not Called	Called, not enforced	Called after 1 warning
<b>Mercy Rule</b>	10 runs behind & 3 1/2 innings	10 runs behind & 3 1/2 innings	10 runs behind & 4 1/2 innings
<b>Innings/Time Limits</b>	6 innings or 1.5 hours	6 innings - 2 hours.	7 innings 2.5 hours
<b>Max runs per inning</b>	5 runs per inning - no limit on runs in last inning	N/A	N/A
<b># of defensive players on field</b>	No more than 10 (4 must be in outfield-25')	No more than 10 (4 must be in outfield-25')	No more than 9
<b>Pitcher inning limits -</b>	* 6 inning per week max. No more than 4 per game * Logs must be kept by each team, signed by umpire and presented to opposing coach prior to each game	* 6 inning per week max. No more than 4 per game * Logs must be kept by each team, signed by umpire and presented to opposing coach prior to each game	* 6 inning per week max. No more than 4 per game * Logs must be kept by each team, signed by umpire and presented to opposing coach prior to each game
<b>Walks – Boys</b>	No walks after bases loaded. After 4 balls, the strike count is reduced by one and offensive coach pitches.	Walks allowed	Walks allowed
<b>Walks – Girls</b>	No Walks. After 4 balls, the strike count is reduced by one and offensive coach pitches.	Walks allowed	Walks allowed
<b>Wild Pitches</b>	Umpire may remove pitcher considered hazardous. Pitcher removed after hitting 2 batters in an inning or 4 batters in a game.	Pitcher removed after hitting 2 batters in an inning or 4 batters in 3.	Pitcher removed after hitting 2 batters in an inning or 4 batters in 3.
<b>Ball Size</b>	Boys – standard baseball; Girls – 11"	Boys - standard baseball Girls – 12" must be leather	Boys - standard baseball, Girls – 12" must be leather
<b>Bunting</b>	Not allowed	Yes	Yes
<b>Leading off</b>	Runners must maintain contact until ball crosses the plate.	Allowed in Baseball	Allowed in Baseball
<b>Stealing</b>	Runners must maintain contact until ball crosses the plate.	Allowed in Baseball; Runners must maintain	Allowed in Baseball; Runners must maintain

		contact until ball leaves pitchers hand in softball.	contact until ball leaves pitchers hand in softball.
<b>Ball hit to outfield</b>	Advance until ball returned to and in possession of an infielder. Runners between bases at own peril.	At own peril	At own peril
<b>Infield Fly Rule</b>	Not in effect	In effect	In effect
<b>Dropped (uncaught) 3rd Strike</b>	Batter is out. Batter cannot advance.	Boys/Girls - In effect. Batter must make move to base in first 4 steps or called out.	In effect - Boys and Girls
<b>Win/Loss Records kept</b>	No	Yes	Yes
<b>Ties allowed</b>	Yes	No Ties - must complete game. ITB in effect.	No Ties – must complete game. ITB in effect.
<b>Bat restrictions</b>	None	None	Boys–up to 9 ounces less than length, not more than 2 5/8 dia. Does <u>not</u> have to be BBCOR.

