

ENYTB Rec Division Playing Rules

These rules are applicable to the 13-15U Rec division ONLY

Section 1: FIELD & EQUIPMENT

1. FIELD SIZE: All games shall be played on a 90' diamond with a pitching distance of 60' 6".

2. BASEBALLS: A high school quality baseball or better shall be used

3. PROVISION OF GAME BALLS: The team designated as the home team on the official leagues schedule shall provide all game balls.

***EXCEPTION:** Any team without a home field is required to supply the host team with 3 baseballs in new or near new quality baseballs for each game played.*

4. CLEATS: Metal spikes are allowed except on certain turf fields

5. BATS: All bats used must be:

- i. USA Bat stamp (this is different than USSSA stamp); OR
- ii. BBCOR Certified; OR
- iii. BPF Certified 1.15 (typically USSSA stamped) with MAX -5 length/weight differential and MAX diameter of 2 5/8"; Or
(Note: there are USSSA bats with 2 3/4" barrel. These are **NOT** allowed)
- iv. Wood Bat

Section 2: UMPIRES

1. SCHEDULING OF UMPIRES: The home team shall be required to contract for two certified, fully uniformed umpires.

2. PAYMENT OF UMPIRES: The home and away teams shall split all umpire fees equally at every game regardless of who is home and away. The team designated as the home team on the official league schedule (website) shall be responsible

for any assignment fees. Payment may be required before the game, depending on the policy of the umpire organization.

3. FAILURE OF UMPIRE(S) TO APPEAR: Games may start with one ump, provided two were contracted for and one failed to show for reasons beyond the home team's control.

If both umpires fail to appear within 20 minutes following the scheduled start time of the game, the visiting team may leave without penalty.

If the home team failed to contract for two umpires, the away team shall be awarded a 7-0 win or two 7-0 wins if a scheduled doubleheader.

If both umpires failed to show for reasons beyond the home team's control, no forfeit is awarded. Instead, the game(s) shall be rescheduled AND the away team shall have the option to require the make-up game(s) to be played on its own home field. When this option is exercised, the home/away designations of the original schedule game shall apply to the make-up game, but the non-traveling team shall contract for the umpires.

SECTION 3: OFFICIAL GAMES & PACE OF PLAY

1. Length of games: All single games shall be played as a 7-inning game.

2. Time Limits: No new inning shall start 2:00 after the official start time of the game. Any inning started before the time limit must be played to completion.

Note:

- (i) A new inning starts the moment the previous inning ends.
- (ii) Weather delays do not count towards the game clock.
- (iii) Umpires will prohibit unnecessary stalling actions by teams and eject offenders after one warning.

3. Run Limit:

- i. Regular Season: A maximum of 5 runs can be scored each inning. This INCLUDES the 7th inning (or whatever inning is deemed to be the last inning due to time limit).

- ii. Playoffs: The FINAL inning is an OPEN INNING. A team may score as many runs as they can before three outs are recorded. This is typically the 7th inning. However, if time limit is near, teams should agree to implement it sooner and inform umpires.

4. Minimum players to begin game: A team may start a game with 8 players. If additional players show up after the game begins, they will enter the game at the bottom of the batting order. NOTE: A team with an 8-man lineup shall NOT be punished with an automatic out in the ninth batting slot.

5. Minimum of 8 players needed for game to continue: If a team is unable to continue to field 8 players because of injury, ejection, or any other circumstance, the result of the game immediately becomes a forfeit loss for the short-handed team. If both teams agree, the game may continue play, but with the outcome already decided in a forfeit loss. In this situation, the non-forfeiting team must agree to provide temporary defensive players for the short-handed team. The short-handed team will only use their own players on offense. No automatic outs will be awarded in the vacated spots in the batting order.

6. Extra Innings:

- i. Regular Season – When a game is tied at the end of regulation length, extra innings may be played until time limit expires. If a game is tied when the time limit is reached, the game will remain a tie.
- ii. Playoffs – Extra innings shall be played, and every game must be played until there is an official winner.
 - a. In the event of extra innings in a playoff game, the Progressive International Tie Breaker shall be used.
 - i. The first extra inning shall start with a runner on a second base. That runner shall be the last batter make an out in the previous inning.
 - ii. The second and all subsequent innings shall start with runners on second and third base. The runners are the last batter to make an out plus the person batting immediately before that batter.

7. Mercy Rule: The trailing team must have 4 at bats before any mercy rule will be applied. The mercy rule will be:

(i) 15 run mercy rule after 4 innings of play

(ii) 12 run mercy rule after 5 or 6 innings of play

Note: If the away team takes a mercy qualifying lead in the top half of the inning, the home team shall have the opportunity to its at bats in the bottom half of the inning.

8. Completed Games: Any game in which the trailing team had at least 4 complete at bats, is an official length game.

EXCEPTIONS:

(i) Any game called due to the time limit shall be an official game, regardless of number of innings played.

(ii) Any game called due to weather or darkness in which the trailing team had at least 3 complete at bats, shall be deemed official. The final score shall revert to the score of the last completed inning. If the home team is winning, the inning is considered complete as soon as the third out in top half of inning is made.

SECTION 4: PLAYER ELIGIBILITY

1. Age: To be eligible to play in this division, a player must be baseball age 15 or under. Baseball age is determined by the players age on April 30th of the current calendar year.

2. Travel Players: Players who are also playing for a travel team in ENYTB are eligible to participate in the Rec division on a secondary basis. However, the spirit of this division is participation and opportunity for every player. If teams are deemed to be using travel players for a competitive advantage, this rule will be revoked.

3. Use of Ineligible Players: All players used must appear on the team's official league roster (on the league website) PRIOR to stepping foot on the field. Using a player not on the official league roster shall result in the forfeiture of all games that player appeared in.

4. Unlimited EH: teams shall be allowed the option of playing with multiple EHs where the number is limited only by a team's roster size. Players shall always

occupy the same spot in the batting order but may be used interchangeably in the field. The only exception is a pitcher who becomes an EH is not permitted to return to the pitch in that game.

To have one or more EHs, the team must start the game with that number. Once started, all EHs must be continued throughout the entire game. If a team loses a player to injury or ejection and is without an eligible substitute, that EH position shall be recorded as an out each time through the lineup.

5. Unlimited Re-Entry: A team that chooses not to bat their entire lineup are allowed to re-enter both their starters and their substitute player in and out of the game without restriction other than the usual restriction that they ALWAYS appear at their original spot in the batting order. (NOTE: This is different than the High School Re-Entry rule where starters are limited to one re-entry and substitutes can never re-enter.) In the spirit of flexibility and maximizing playing opportunities for all, players can re-enter the game an unlimited number of times, provided they ALWAYS stay in the same spot in the batting order.

6. Lineup Cards: Prior to the start of the game, both teams shall exchange line-up cards. Each team's lineup card must list ALL players eligible for participation in that game.

SECTION 5: PITCHING LIMITATIONS

1. Maximum of 3 Innings Pitched Per Player, Per Game. You must pull your pitcher after they pitched 3 innings in a game.

2. Maximum of 95 Pitches Per Player in a Single Day. You must pull your pitcher after have thrown 95 pitches. The pitcher can complete the batter they are facing if they hit 95 pitches in the middle of an at bat.

SECTION 5: PLAYER SAFETY

1. No Catcher Contact: No runner, in an upright position, shall make any contact with the catcher. The penalty for doing so is the runner is declared out. Furthermore, if contact is made and is deemed to be malicious, the player shall be ejected.

2. NCAA Force-Play Slide Rule: On any force play, the runner must slide on the ground before the base and in a direct line between the two bases. EXCEPTION: A runner does not need to slide directly into a base as long as the runner slides in a direction away from the fielder, to avoid making contact or altering the play of the fielder.

3. Protective Gear: Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, bullpen or elsewhere. It is mandatory that catchers wear a cup-type athletic supporter.

SECTION 6: EJECTIONS

1. Any player or coach ejected for verbal abuse or unsportsmanlike conduct shall serve a 1 game suspension in addition to the ejection. A third ejection in the season shall result in suspension for the remainder of the season.

2. Any player or coach ejected for fighting or any form of threatening or attempted physical harm, including spitting, shall serve a 3-game suspension in addition to the ejection. Any person with a second offense, regardless of time period, shall be suspended indefinitely from the league.