

# RIVER LEAGUE RULES

**RULE 1: No use of tobacco or alcohol is allowed on the field.**

**RULE 2: SAFETY – ALL AGE GROUPS**

ART 1: .. any player who maliciously runs into another player is subject to penalty.

*PENALTY: Automatic ejection and declared out, unless the player scored prior to committing the infraction.*

ART 2: .. any player who fakes a bunt and then swings at the pitch is subject to penalty.

*PENALTY: Called out and ejected.*

ART 3: All casts, splints, and braces must be padded. No exposed metal or hard material. Jewelry is prohibited. Medical alert bracelets and necklaces may be worn, but must be taped to the body.

*PENALTY: If casts, etc. are not padded, player may not play. Wearing jewelry will be a team warning and the next offender will be ejected.*

ART 4: Deliberately removing the helmet in the live area is subject to penalty.

*PENALTY: Issue a warning to the team involved and violation of the rule thereafter shall result in ejection.*

ART 5: No steel cleats allowed.

*PENALTY: Ejection.*

ART 6: Any player who is ejected the 1st time will be on probation until reviewed by league board.

**RULE 3: Field dimensions/game conditions**

<u>AGE GROUP</u>	<u>BASE</u>	<u>MOUND</u>	<u>INNINGS</u>	<u>10 RUN RULE</u>	<u>TIME LIMIT</u>
7-8	55'	35'-40'	5	after 3 innings	1hr. 30min.
9-10	60'	44'	5	after 3 innings	1hr. 30min.
11-12	70'	50'	6	after 4 innings	1hr. 30min.
13-15	80'	54'	6	after 4 innings	1hr. 30min.

ART 1: Foul Ball Arch 7-8. Each 7/8 field will be marked with a line arching from the first base to the third base line. This line will be set at 12 feet and will be treated as foul territory.

ART 2: Pitcher Position 7-8. As a safety precaution, the player positioned on the pitcher's mound must begin each play behind the area designated by a line or circle, situated at 42 feet and with a diameter no greater than 6 feet.

ART 3: All 7-8 fields must be outfitted with orange and white "safety bases". A runner advancing to first base must contact the orange portion of the base to safe. The fielder may only contact the white portion of the base in an attempt to make an out.

ART 4: No new inning will start after 1hr. 50min.; if a game is tied at the end of the time limit,

one more inning will be played. If still tied, the game will be rescheduled; however, if park space is available the game will be played until completion. Any new inning started after the time limit will be considered as an extra inning. International tie-breaker rules will apply (*previous innings last batter will be placed on 2<sup>nd</sup> base in extra innings*).

#### **RULE 4: Borrowing players**

ART 1: Players from a younger age group may be borrowed to maximum of three (3) to help field a team. Players may crisscross to older age groups, but teams may not borrow players at the same age level. When a roster player arrives at the game, the younger player will be allowed to finish the inning, and then the roster player must enter the game. The borrowed player may go back into the game, only if a roster player becomes sick or injured. A borrowed player may not be used as a pitcher.

#### **RULE 5: Substitutions:**

ART 1: The original batting order must be maintained with all players in the batting order. A fielding substitute cannot sit out two (2) consecutive innings.

*\*\* this is a change voted and approved on in 2015 \*\**

ART 2: A substitute may re-enter a game provided they continue in the same batting order. With the exception of injury only, all players listed in the batting order must bat or be called out. Umpire and scorekeepers must be notified.

#### **RULE 6: Pitching: 9-10, 11-12, 13-15 (Tournaments)**

ART 1: A pitcher can pitch no more than three (3) innings in one ball game. One pitch to a batter in an inning shall constitute having pitched one inning. A reliever may pitch four (4) innings, only if extra innings are involved. (See rule 3 art. 1)

ART 2: A pitcher cannot reappear in the pitching position in a game that he has already held the pitching position.

ART 3: 9-10, 11-12

**3-6-9 Rule** – (*This rule is **ONLY** followed during the Larayo, Longview, and Reserve tournament. It's **NOT** followed during the League Tournament.*) **A pitcher can NOT pitch anymore than 6 innings a day. If a pitcher pitches 6 innings on Friday & Saturday combined, he cannot pitch on Sunday. A pitcher can **ONLY** pitch a total of 9 innings for an entire weekend (Friday, Saturday, & Sunday) provided he didn't pitch a total of 6 innings on Friday & Saturday. A team that violates this rule will forfeit the game and the Head Coach is suspended for seven (7) calendar days.**

#### **RULE 7: Courtesy runner: 9-10, 11-12, 13-15**

ART 1: The team at bat may use courtesy runners for the pitcher and/or catcher as soon as they reach base. The same runner may not be used for both positions. The runner may be a substitute, or the last batter not on base.

**RULE 8: Minimum players**

- ART 1: Eight (8) is the required number of players needed to field a team. A team must have a catcher.
- ART 2: If you start with eight players, then you must finish the game with eight, otherwise a forfeit is received.

**RULE 9: Appeal plays**

- ART 1: Appeals must be made. Either a coach or player asking the umpire may make an appeal. Play does not have to be in. (dead ball appeal)

**RULE 10: Scheduled games**

- ART 1: All scheduled games must be played unless a commissioner authorizes cancellation. Coaches cannot make that decision.

**RULE 11: Coaches**

- ART 1: A maximum of two (2) coaches out of the dugout at all times.
- ART 2: Any coach who is ejected the 1st time will be suspended and must leave the park immediately. The coach is suspended until reviewed by the league board. Any coach suspended for a game will not be allowed at that park for that game.

**RULE 12: Rules - other**

- ART 1: All other rules pertaining to baseball refer to the NATIONAL FEDERATION HIGH SCHOOL ASSOCIATION.

**\*\*\*FOR AGE GROUPS 11-12, & 13-14, THERE MUST BE TWO (2) UMPIRES FOR EACH GAME.**

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## 7-8 BOYS (League Play)

### PITCHING RULE:

- ART 1: The adult coach shall pitch. The batter will be allowed six (6) pitches or three (3) strikes before an out is recorded whichever comes first. No walks, no called strikes. On the sixth (6th) pitch, a foul ball does not constitute an out.
- ART 2: If the adult pitching coach catches, touches, or deflects a hit ball, play shall be declared dead, the batter shall be awarded first base, and base runners will advance only to make room for the batter to reach first base.
- \*\*\*NOTE: Pitching coaches should move out of the way for all plays being made by the defense. The interference rule of regular baseball would apply, should interference occur.*
- \*\*\*NOTE: A pitching coach, after being warned of coaching from the mound during a live ball in play, will not be allowed to continue as the pitching coach on the 2nd incident.*
- ART 3: The defensive pitcher may stand within three (3) feet of the adult pitching coach, but not in front of. (See Rule 1, Art 3 )
- ART 4: No big barrel bat is to be used. Max size = 2-1/4"
- ART 5: All team members are to be listed in succession in the score book and will bat in rotation until total roster of players is batted.

### INFIELD FLY RULE:

- ART 1: Does not apply to this age group.

### FIVE (5) RUN RULE:

- ART 1: Five (5) is the maximum number of runs allowed per inning by the offensive team.
- ART 2: The five (5) run rule will not apply in the fifth (5th) inning or extra innings. The inning will end when three (3) outs have been recorded.
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## 9-10 BOYS (League Play)

### PITCHING RULE: (OTHER THAN GENERAL PITCHING RULES)

ART 1: A pitcher/coach can intentional walk a batter without pitching to said batter.

ART 2: A pitcher can only pitch 3 innings.

### BASE STEALING:

ART 1: Runners cannot leave a base until the ball has crossed the plate.

*PENALTY: If a runner leaves the base early, the defensive team has the option of taking the play or sending the runner back to his base. At that time, a warning will be given to each coach. The next player leaving early will be called out.*

ART 2: Stealing is allowed once ball crosses the plate. No leads

\*\*\*\*A runner can only steal one base per attempt. If a player advances on his own at that time, he must return to the base he occupied and is subject to a tag out. No runner is allowed to steal home.

*PENALTY: ..for stealing home, None, send the runner back to third, but if defense makes an out on runner's errant attempt, the runner will be out. Penalty for leaving base early, first offense team warning, second offense runner is out. If a runner is thrown out on the first warning the runner is out and this counts as the team warning.*

ART 3: Batter can advance to first base, and only first base, on a third strike missed by the catcher as long as first base is unoccupied. If first base is occupied is predetermined before the pitch on the third strike.

ART 4: Batter/runner cannot advance to second base on a walk until the next pitched ball.

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## **11-12 BOYS**

**(League Play)**

### **PITCHING RULE: (OTHER THAN GENERAL PITCHING RULES)**

ART 1: A pitcher must pitch to all batters. No intentional walks.

ART 2: A pitcher can pitch no more than four (4) innings in one ball game. One pitch to a batter in an inning shall constitute having pitched one inning.

ART 3: Use general pitching rule in tournament play.

*\*\*\*Note: Except for pitching rule and rules covered in the general amendment, regular baseball rules will apply.*

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## **13-15 BOYS**

**(League Play)**

### **PITCHING RULE:**

ART 1: A pitcher can pitch no more than four (4) innings in one ball game. One pitch to a batter in an inning shall constitute having pitched one inning.

ART 2: Use general pitching rule in tournament play.

*\*\*\*Note: Except for pitching rule and rules covered in the general amendments, regular baseball rules will apply.*

ART 3: Fifteen (15) year olds that are on their High School team (whether playing or not playing) before or at the start of the River League season are not eligible to play in the league.

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## 5-6 BOYS T-BALL

### RULES:

1. T-ball age limit will be 5 & 6-year-old boys. In addition, a scheduled game may be rostered with 4-year-old players.
2. The age limit cutoff date will be May 1<sup>st</sup>.
3. The official game ball will be the soft incredaball.
4. All rostered players will bat in rotation until the total roster of players has batted. A team will be a minimum of ten (10) batters even if it only has eight (8) or nine (9) players present for a game.
5. All rostered players will be required to wear shirts with an identifying number on the back.
6. The batting rotation of the players will be kept in a scorekeeping book listing the last name and number of each player.
7. Bases will be forty-five (45) feet.
8. A team will consist of ten (+) players with the usual nine (9) positions and the addition of other centerfield players. We will not use a catcher.
9. The “T-Stand” has to be completely on top of home plate.
10. All games will be played a full 3 innings. All batters will bat using the T-Stand during the first (1<sup>st</sup>) and second (2<sup>nd</sup>) innings. A coach may pitch after two (2) complete innings if desired.
11. All innings will be completed when all players listed on the roster have batted. The bases shall be cleared after three (3) outs.
12. A batter will wear a helmet when batting and running the bases.
13. At no time will a runner leave his base until the batter makes contact with the ball.
14. The batting team may have a coach at first (1<sup>st</sup>), third (3<sup>rd</sup>), and home plate.
15. Any base runner assisted in running the bases by his coach will be called out.
16. An infielder will place himself no further than one (1) yard in front of the base line.
17. The pitcher will place him behind the pitchers ten (10) foot line when the batter is up to bat the ball.
  - A. The infield makes a play at a forced base, or at first (1<sup>st</sup>) base. One base advancement on an overthrow at second (2<sup>nd</sup>) base from the infield.
  - B. The ball breaks the plane of the foul line.
18. The coach will blow the play dead any time during the game when he suspects injury to a player, whether offensively or defensively. The base runner will not be allowed to advance any base at this time.
19. The game will be called 15 minutes after the official scheduled time if one (1) team does not show up.
20. CONDUCT AND SPORTSMANSHIP - Member of one team shall not ride, kid, heckle, poke

fun at, or in any other manner, do anything that in the opinion of the coach, distracts the opposing team. The penalty for violation of this rule shall be removal of the guilty player or players, and/or the coach from the game and from the dugout. The use of tobacco products within the confines of the playing field and dugouts by any member of the team, coaches, officials, and umpires, is prohibited. The guilty coach, player, official, or umpire will be ejected from the game and dugout. The umpire will be empowered to call a base runner out or safe, for an act either by himself or by a fielder, that in the opinion of the umpire is unsportsmanlike conduct. The executive council will have the right to decide on disciplinary actions on players and coaches for fighting and/or excessive profanity.

21. A coach will be allowed to pitch a total of six (6) pitches from a reasonable distance. If the batter does not hit the ball in to play after three (3) pitches, he can either continue throwing the last three (3) pitches or use the tee. The tee must be used before the fourth (4th) pitch is thrown or he must continue pitching to the batter. \*\*\*Note: If the coach continues to pitch to the batter for his sixth (6th) pitch and the batter doesn't swing or foul it off, he is called out. The coach must throw overhand.

22. No big barrel bat is to be used. Max size = 2-1/4"

#### SUBSTITUTION RULE:

There is free substitution in the field per full inning. A player must play a minimum of every other full inning. A player cannot sit two (2) consecutive full innings.

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#### MISCELLANEOUS:

- The age limit cutoff date for all age groups will be May 1st.
- All players, when batting or running the bases, MUST WEAR HELMETS.
  1. The first (1<sup>st</sup>) time the helmet comes off or is removed; both teams and players will be given a warning.
  2. The second (2<sup>nd</sup>) time it happens, the batter/runner will be called out.
- Each team will have uniforms for all players alike for league games.
- Each team must have a minimum of eight (8) players to start a game. If less than eight (8) players, the team forfeits unless both coaches agree to play.
- Infielders must stay within three (3) feet either way of the base line prior to each pitch.
- NO SCORES WILL BE KEPT IN T-BALL.