



CITY OF ANDERSON PARKS AND RECREATION DEPARTMENT
12 & Under Local League Rules
Recreational Baseball League

Program Mission Statement:

To teach all participants to enjoy physical activities, promote a sense of achievement, help participants learn something about others, teach participants how to interact with friends and help participants feel closer to an adult figure.

ORGANIZATION:

1. There should be a maximum of 12 players on each team.
2. Each team should have a maximum of 12 returning ballplayers on a first come-first served basis. These players must have played with this team last season to be considered returning.
3. Teams may have the child(ren) of one head coach. They are included in the 12 returning. Each team can have up to 3 assistants and they are also included in the 12 returning. Players cannot play with more than one team within the same league.
4. Teams are selected through a draft following player's skills tests. ***There will be a 15-minute trading period immediately following the draft. No returning players may be traded – only those picked up in the draft are eligible to be traded. The traded players must be within one point of each other on the rating scale. For example, a 5 may only be traded for a 4 or 5 in return. The trade must be agreed upon in writing by both head coaches and approved by the Recreation Department Staff. When the time limit is up, absolutely no more trades will be allowed. REQUESTS WILL NOT BE GUARANTEED.***
5. Once the draft is completed, no players will be allowed to change teams unless deemed necessary by the Rec. Department Staff.
6. Any players added to teams after the registration dates must come in and fill out the proper paperwork and pay the necessary fees before than can be legal.
7. No player participating in the 12-Under division shall turn 13 before April 30. Each player should turn 11 before April 30. However, a player that is 10 and has played in a 10 & under league last season can play in the 12-Under division, provided that this player is 10 before April 30. Players not meeting these guidelines will not be allowed to participate in the 12 & under age group.
8. If teams from outside agencies are participating in the league then overall league place trophies will be given and City League place trophies will be given. If none are participating then just Overall trophies will be given.

LEAGUE PLAY:

1. Play will be governed by the rules as established in the Official Rule Guide for the Local League Rules, as listed, will take precedent.
2. Youth approved bats will be legal for this league. They must have the BPF 1.15 stamp. The bat shall be no more than 33 inches in length, nor have a bat barrel in excess of 2 ¼ inches. Any bats in question should be brought to the Rec. Department for approval. Umpires can inspect bats and equipment at any time before, during or after the ballgame.
3. A full game consists of 6 innings and should be at least 1 hour and 45minutes. The game will end no matter what inning the game is in after the time limit is up. Once an inning starts it must be completed. No new inning will start with 10 minutes or less. In case of a tie game, it will end in a tie if the time limit is up or end after 7 innings. Any games ending in a tie will not be broken and stay ended in a tie. The scorekeeper, to keep the time for the game will use a stopwatch. Once the team takes the field the clock will begin. Once an inning starts, it must be completed, unless of bad weather. If a game is called because of bad weather after 3 innings have been played then it is a complete game. If a game is called in the top half of an inning after 3 innings are complete then it will fall back to the last complete inning. Example: If the game reaches the top of the fourth and is called then it will fall back to the last complete inning, which is the 3rd. The final score will be recorded as it is at the end of 3 complete innings. The same would apply if the game were called in the 5th; then it would fall back to the 4th inning, which would have been the last complete inning. The score would be recorded as it was at the end of 4 complete innings. If the game were in extra innings then the same would apply.
4. Umpires and Field Supervisors will prohibit unnecessary stalling actions by teams and eject offenders after one warning.
5. The 10 run lead rule will be in effect any time after 4 innings. A 20 run lead rule will be in effect after 3 innings. This rule is an exception to the guaranteed time limit of play.
6. Game time is forfeit time. However, when the preceding game runs longer, game time shall be when the umpire calls for action to begin. In case of a forfeit, a practice game may be played. Any game following the 1st game should start no later than 10 minutes after the 1st game is over.
7. Teams are to warm up on the side of the ballfield prior to each game. There will be no infield warm-up before any game.
8. All teams will be required to use line-up cards. Each coach should furnish one to the scorekeeper of the opposing team prior to the beginning of the game. Full rosters with first and last names and uniform numbers should be listed at least 10 minutes before each game.
9. **If the batter slings the bat; a warning will be given, this is a judgment call by the umpire(s). After the first warning; then it will be an automatic out for the rest of the game. Each team will receive their own warning.**
10. All players present for the game will be included in the batting order. The batting order includes starters and substitutions. The number of players present will bat before returning to the top of the batting order. A team can play a game with as few as eight players present at game time. Less than eight can result in a forfeit.
11. Coaches are required to play all players present at least 2 innings on defense. Violation will result in forfeiture of the game. A coach is allowed to rotate players in and out each inning. Exceptions: A child who misses too many practices without a valid reason does not have to be played. Opposing coaches and umpires must be notified of this prior to the start of the ballgame and a notation made in the scorebook. **If a player does not complete his required innings due to a shortened game he must start the next ballgame.**

12. A team may put in a pinch runner for the catcher when he reaches base and it must be the last out made. No entry is needed to be made in the scorebook.
13. Base runners should use proper judgment when involved in a close play at home or any other base. Any unnecessary contact should be avoided whenever possible. Players should not block the bases or the plate without the ball in his possession and should not be in the baseline without the ball. If in the umpire's judgment, flagrant contact is made the player responsible could be ejected.
14. When a team is on defense, the coaches must remain in the dugout area. If there is a question by the head-coach, he may request a time-out to discuss the matter with the umpire. The coach must wait for the time-out before coming out on the field. The umpire is in control of the game and does not have to grant a time-out. Coming out on the field without a time-out could result in an ejection from the ballgame.
15. Stealing – Once the ball reaches the batter; the base runner can try to steal. If the base runner leaves too early he is warned by the umpire and returned to the base from which he left. A second offense of this rule results in a dead ball situation and the base runner, is automatically called out by the umpire. Remember this is a judgment call by the umpire and judgment calls cannot be argued.
16. A coach can be ejected at any time for behavior deemed inappropriate by an umpire or field supervisor.

17. PITCHING –

85 pitches per week total in any type of single or combination games within a week.

85 per game or games with limitations according to number of pitches

A week consists of Sunday thru Saturday. Rest periods can carry over into the next week and would not reset until rest requirement is fulfilled.

A pitcher that reaches 85 pitches while pitching in the same at-bat, may complete the at-bat to the same batter and then must be removed. The additional pitches past 85 are not recorded.

The base umpire will only let the pitcher's coach know the number of pitches pitched for that particular pitcher. It is up to the opposing coach to ask the base umpire. The coaches are responsible for keeping up for their particular pitcher's counts and are also responsible for removing their pitchers from the mound. The umpire only reports the number of pitches for each pitcher and their count is the official count.

Suspended, rained-out and games not completed because of uncontrollable circumstances still count towards the pitch count and follow the same days rest.

1-40: no days rest

41-50: 1 days rest

51-60: 2 days rest

61-70: 3 days rest

71-85: 4 days rest

Examples:

If a pitcher pitches on Monday and throws 41-60 pitches, they would be eligible to pitch the remaining balance of pitches left for the week on Thursday because the rest requirement would have been met.

If a pitcher pitches on Friday and throws 41-60 pitches, they would be eligible to pitch Monday because the rest requirement would have been met and would be eligible to pitch 85 pitches for the new week.

If a pitcher pitches on Friday and throws 65 pitches, he is required to rest 3 days and therefore would not be eligible to pitch until Tuesday and then would be eligible to pitch 85 pitches for the new week.

If a pitcher pitches on Friday and throws 71-85 pitches, they would be eligible to pitch on Wednesday because the 4 day rest requirement would have been met and would be eligible to pitch 85 pitches for the new week.

*Not following the pitch count rule could result in forfeiture of a game or games.

CONDUCT:

The Field Supervisor or umpire(s) will warn anyone not following these rules. A second offense means the individual(s) will be asked to leave and should they not leave, the proper authorities will be contacted.

1. Players, coaches and parents must at all times display a manner that exhibits sportsmanship and good will.
2. No profanity or abusive language will be allowed at any time on city property.
3. Any discussion on the field will involve only one coach, and officials present.
4. Absolutely no alcoholic beverages will be allowed on the premises. Any person found to be under the influence, will be asked to leave the area.
5. The use of all tobacco products will be prohibited during the game. One warning will be issued before ejection. Repeated offenses will result in suspension.
6. The umpire is in control of the game. In the event a team fails to respect the umpire's authority or decisions, the umpire is instructed to forfeit the game to the other team after one warning has been given that such action will be taken.
7. If a player, coach, or manager is put out of the game, he may be seated in the stands. If he continues to argue or show unsportsmanlike conduct, he will be asked to leave the field. If he does not leave, the game will be forfeited.
8. Any coach or player ejected from a game will automatically be suspended for the following game as well. A second offense will result in an immediate suspension. A hearing will be scheduled at the Recreation Department Office. The coach or play will not be allowed to play or coach until a hearing is held. The results of this hearing will determine eligibility for the remainder of the season.

PROTESTS: For Regular Season

1. No protest shall be considered unless it involved a question of eligibility or a misinterpretation of the rules.
2. Protests must be made at the time of the protest verbally to the umpire who will notify the opposing coach. The protest must be made after the infraction and before the next pitch. The protest must be brought in writing, along with a \$25 fee to the Recreation Department Office by 12n of the first business day following the game.

RAIN-OUT POLICY:

In case of rain on a scheduled game day, the decision will not be made until after 4:30pm. To find out the status of a game, you may call 226-2489 from a touch-tone phone. This information may also be obtained from the Internet at www.cityofandersonsc.com. If rain, comes after 5:00pm; a decision will be made, at the field by the umpires and/or field supervisor. If your game is rained out on Monday or Tuesday you may play Wednesday of that same week. If you have a game both Monday and Tuesday you may play both Wednesday and Saturday. If you have a game rained out on Thursday or Friday you may play Saturday. If you have a game rained out on both Thursday and Friday you may play the Saturday of that same week and Wednesday of the following week. The rescheduling of ballgames sometimes deals with the number of games that are already scheduled during that week. All games are rescheduled if at all possible. On occasion some games are not due to the time of the season when the game is rained out. Please remember that our rain patterns are sketchy at times – if you are not sure, please go to the field to avoid forfeits. In case of rain on a scheduled practice day, you will need to call your team coach. With the number of teams and other activities that we have, it is impossible for us to keep up with individual team schedules. Find out from the coach what the contingency plans may be for bad weather.

TOURNAMENT:

There will be a single elimination tournament for any team in our league that chooses to participate. This tournament will follow regular season rules with one exception – a game cannot end in a tie. In the event of a protest, it must be declared and decided before the next pitch by the umpires and the field supervisor. Trophies will be awarded to the champion and runner-up teams.