

MAD-PICK YOUTH BASEBALL/SOFTBALL LEAGUE

BASEBALL RULEBOOK



GENERAL LEAGUE RULES

1. **THIS IS NOT A WIN AT ALL COSTS LEAGUE**
2. Any deviation from any league or playing rules could result in a forfeit.
3. All game rules not in these league rules fall under the rules of the OHSAA, which uses the official rulebook of the National Federation of High School Sports, for softball, under Little League Rules for baseball.
4. No player shall sit the bench consecutive innings unless the player is being disciplined for just cause, is injured or is ill.
5. All coaches are required to attend all mandatory coaches' meetings or have a representative attend on their behalf. Assistants are welcome.
6. All coaches are responsible for their assigned equipment. Return all equipment to the manager at the conclusion of the final regular season game or scheduled turn in date (TBA).
7. Coaches are to report all injuries occurring during practices or games to a league officer immediately.
8. A coach may request, through the Mad-Pick Board, to discipline a player including players who have missed two games or three practices without a proper excuse. Proper excuses are: illness, death in the family, vacation, school activities or religious activities. In the event a player is dismissed, there will be no refund made to that player.
9. Coaches that do not comply with league rules or that represent the league in an unacceptable manner will not coach in the league the following season. Please remember that you are here to teach the community's children the rules techniques of the game and to have fun! Teach the children to make the plays.
10. If Parents do not wish for their child to play for a certain coach, they should approach a league officer with an explanation of why. Parents may put one (1) coach down on their sign-up sheet but will be asked to attend a league meeting.
11. The league or each local community will provide a practice schedule. Coaches may add non-mandatory practices if they wish on available diamonds. If the diamonds are not in use, by scheduled practices or games, they are available on first come, first serve basis.
12. Coaches, parents, or players ejected from the game, by the umpire or league officer, must leave the premises immediately. They will also be suspended for additional games as determined by the Mad-Pick Board. Any ejections refer to the code of conduct.

13. Players are to avoid contact in the field and when running the bases. If they don't avoid contact, it will be determined by the umpire, if the runner made malicious contact. If so, the runner will be out. **AVOID CONTACT!**
14. Any batter who throws the bat will be warned ONE (1) time and will be called out on his next offense in any one game. Umpire will notify both coaches and scorekeepers of the offense.
15. **Do not use foul language! Control your temper!**
16. No smoking around the diamonds, dugouts or benches.
17. Officers on duty will determine rainouts. Rainouts will be played on Saturday or Sunday afternoon (and other days where needed).
18. It will be the umpire's decision to stop play if he/she believes a player is injured.
19. The umpire will be the sole judge of all plays. There will be no protest of an umpire's decision on a judgment call. The umpire shall have complete control of starting and stopping of the game.
20. If a player is sick or hurt, skip their turn and bat without an out. If player is feeling better, the player can return to the same position in the lineup. Once a player is put back in, if the player is taken out again, the team will take an out at the player's position in the lineup each subsequent time through.
21. A team short of players can pick up a replacement player, which must come from a younger division and be a player in the Mad-Pic League. Replacement players cannot pitch and must play in the outfield. Note: girls with girls and boys with boys. No existing player on the team will sit the bench that game. A maximum of 3 players can be called up on a team.
22. In the event any Mad-Pick division team/teams have to merge with another league, the rules of the host league will be adopted.
23. Travel Ball: Mad-Pick travel teams will be required to abide by the Mad-Pick rules and code of conduct where applicable.
24. Opposition has access to the score book prior to the game. Home team will be the official scorekeeper. The umpire will settle any questions concerning the score using both scorebooks.
25. Final standings will determine End of Year Tournament.
26. Upon sighting lightning OR hearing thunder, the head umpire shall delay the game by 30 minutes. If then head umpire does not see the lightning OR hear thunder, coaches may make the umpire of aware of the situation. If during the delay additional thunder or lightning is seen or heard, the delay will extend 30 minutes from such time it is seen or heard.
27. When the "Feels Like" (as reported by "The Weather Channel") at the time of a scheduled practice or game exceeds each range below, practices or games will be modified as follows:
 - 90°F, players will be monitored during extreme exertion, with accommodations made for 5-minute water breaks every 25 minutes and shade access.
 - 95°F, games and practices will be suspended or modified with mandatory water breaks every 20 minutes, shade access, and reduced playtime.
 - 105°F, games will be suspended and rescheduled, or delayed until a later time when the WBGT has dropped.

8U BASEBALL (COACH PITCH) RULES

PLAYER ELIGIBILITY (8UB): Unless otherwise approved by the community board, the player's age shall not over 8 before May 1st of the current year, and must be 6 after May 1st.

EQUIPMENT/FIELD RULES (8UB):

1. The fields will be set for sixty (60) foot bases.
2. All players must have a baseball hat on while on the playing field. All players will wear the same color ball pants.
3. No metal cleats. No jewelry will be permitted. Sunglasses may be worn properly.
4. Batter must use baseball bats as governed by the Little League Rule Book. Bats must have the USA Bat logo, 32" bats or shorter, and barrel size must not exceed 2 5/8".
5. Players batting, on deck, catching and running bases must wear protective headgear. Players must leave helmet on until they leave the playing field. (Note: Only one batter on deck at a time, all other players must remain in the dugout).
6. Catchers must wear protective headgear, throat guard, shin guards, athletic protectors (cup) and chest protectors.
7. The pitcher will wear a helmet with a face guard or a fielder's mask, and a heart guard.

PLAYING RULES (8UB):

1. A regulation game will be six (6) innings. The game will end in a run rule if, at the end of the 4th inning a team is up by 10 runs, and if at the end of the 5th inning if a team is up by 8 runs (in each case, 3 ½ or 4 ½ innings, respectively, if the home team is ahead).
2. No new inning will start after 1 hour and 30 minutes. No games will end in a tie.
3. Run Limit: There will be a maximum of six (6) runs, or three (3) outs, per team per inning. Coaches should inform the umpire and opposing team when they are at five (5) runs in an inning. There is no run limit in the 6th inning
4. If a game is called due to weather, the game will be picked up at a later date at the exact point where it was called. (3 ½-inning game is complete, if the home team is ahead or 4 innings regardless who is winning).
5. Speed Up Rule: Players and coaches should hustle on and off the field. In the umpire's discretion to motivate hustle, he/she can take away a pitch or award a pitch to the first batter depending on who is holding up the game.
6. There shall be no more than three (3) time outs per team per game. Injury does not constitute a time out.
7. All defensive coaches must be in their assigned dugouts or against the fence, except that the team on defense can have 2 coaches in the outfield. Coaches on the field are for positioning and alignment, once ball is hit, the coach must stay in the outfield, avoid fielders and stay out of the play generally.
8. Before the game, each team shall have equal access to the field for the purpose of warm ups, if time allows.

9. All umpires must be 14 years old or older and approved by the Mad-Pick League or the community hosting the games. Exception: Both coaches must mutually agree to use a younger umpire if necessary. If an umpire is unavailable, coaches will be required to umpire games for Coach Pitch.
10. Each team must have a minimum of 8 players to start. A team can play up to ten (10) fielders on defense at a time, with four (4) in the infield. A normal infield must be played. All other players will play the outfield. Coaches can agree to play all players in the field. (Example: Both teams have 12 players and both coaches agree to play all players. Extra players must play the outfield).
11. There will be no Infield fly rule in effect.
12. The "Infield" will be determined as the space between outside baselines (home to first and home to third), and extending to 10 feet past the inside baselines (from first to third). The fields will have a line drawn in chalk to determine the infield, or if a natural line (such as the dirt/grass line) is approximately 10 feet from the outside baseline, it will be used. The umpire and coaches will meet and establish the Infield line before the game.
13. Runners may advance only one base on a batted ball that does not leave the Infield, regardless of whether it is fielded by an infielder or outfielder (an "Infield Ball"). If a batted ball leaves the Infield (an "Outfield Ball"), runners may advance until the ball is dead, as outlined below.
14. On an Infield Ball, no runners may advance on an overthrow. On an Outfield Ball, runners may advance until the ball is a dead ball.
15. Play will stop once a ball is dead, and/or when the umpire calls "time". Coaches, players or parents do NOT call time.
16. A "dead ball" is established when the ball is controlled by an infielder who is on the Infield. However, if a player on the Infield receives the ball and immediately attempts to make a play on a baserunner (by running at an infielder or throwing to another infielder with the intent on continuing the play) before the ball is called dead, the umpire may, in his/her judgement, determine that the ball is not yet dead and allow the play to be completed before calling the ball dead.
17. On an Outfield Ball, runners may continue advancing bases until the ball is "dead" on the Infield. A runner may continue advancing to the next base as long as the runner was past the current/prior base before the ball was "dead". If a runner advances past a base after the ball is "dead" on the infield, the penalty will only be to send runners back to the prior base.
18. First, second and third baseman, and shortstop, are not allowed within 45 feet of home plate until batter makes contact with the ball. This will be measured relative to where the pitching mound is set..
19. No outfielder shall be positioned closer than 15 feet outside the base line. An outfielder cannot make an out by coming on to the infield to field a batted ball. If an outfielder fields a ball in the infield, she must transfer the ball to an infielder to record an out.

PITCHING (8UB):

1. The pitching coach shall give NO instruction to the batter after the ball has been thrown. The first violation will be a warning. The second violation will be removal from the pitching position for the remainder of the game.
2. The pitching rubber will be set at 35 feet. The pitcher must pitch from a minimum of 35 feet and a maximum of 45 feet, and the coach must be in contact with or behind the pitching rubber while pitching.
3. The pitcher must pitch the ball over handed.

4. Pitching coaches must make every effort to leave the playing field after the ball is hit. The coach shall not hinder plays being made by the defensive team. Coaches will attempt to pick up the bat as they are leaving the playing area. (If the play is at home, DO NOT interfere).
5. A batted or fielded ball, which hits a pitching coach, is a dead ball and will not count as a pitch. The batter will return to the plate with the prior pitch count.
6. The team pitcher must stay within 3 feet of either side of the pitching rubber until the ball is hit. If the player leaves the designated area before the ball has been hit, the batter will be safe at first and all runners may advance one base.

BATTING/BASERUNNING (8UB):

1. Each team will bat their entire roster.
2. Each batter will receive six (6) pitches. If the batter swings at three (3) pitches without a hit, it is an out (unless the batter fouls off the third "strike"). If there is no hit after six (6) pitches, the batter is out unless the batter fouls off the last pitch, in which case the batter receives another pitch.
3. No bunting.
4. There is no base stealing in Coach Pitch.
5. Any batter who throws the bat will be warned ONE (1) time and will be called out on his next offense in any one game. Umpire will notify both coaches and scorekeepers of the offense.

CATCHING (8UB):

1. The catcher must be in a crouched position.
2. An attempt to catch the ball must be made.

10U BASEBALL (MINOR BOYS) RULES

PLAYER ELIGIBILITY (10UB): Unless otherwise approved by the community board, the player's age shall not be over 10 before May 1st of the current year.

EQUIPMENT/FIELD RULES (10UB):

1. The fields will be set for sixty-five (65) foot bases.
2. All players must have a baseball hat on while on the playing field. All players will wear the same color ball pants.
3. No metal cleats. No jewelry will be permitted. Sunglasses may be worn properly.
4. Batter must use baseball bats as governed by the Little League Rule Book. Bats must have the USA Bat logo, 33" bats or shorter, and barrel size must not exceed 2 5/8".
5. No jewelry will be permitted. Sunglasses may be worn properly.
6. Players batting, on deck, catching and running bases must wear protective headgear. Players must leave helmet on until they leave the playing field. (Note: Only one batter on deck at a time, all other players must remain in the dugout).
7. Catchers must wear protective headgear, throat guard, shin guards, athletic protectors (cup) and chest protectors.

PLAYING RULES (10UB):

1. A regulation game will be six (6) innings. The game will end in a run rule if, at the end of the 4th inning a team is up by 10 runs, and if at the end of the 5th inning if a team is up by 8 runs (in each case, 3 ½ or 4 ½ innings, respectively, if the home team is ahead).
2. No new inning will start after 1 hour and 30 minutes. No games will end in a tie.
3. Run Limit: There will be a maximum of six (6) runs, or three (3) outs, per team per inning. Coaches should inform the umpire and opposing team when they are at five (5) runs in an inning. There is no run limit in the 6th inning
4. If a game is called due to weather, the game will be picked up at a later date at the exact point where it was called. (3 ½-inning game is complete, if the home team is ahead or 4 innings regardless who is winning).
5. Speed Up Rule: Players and coaches should hustle on and off the field. In the umpire's discretion to motivate hustle, he/she can issue balls or strikes to the first batter depending on who is holding up the game.
6. There shall be no more than three (3) time outs per team per game. Injury or pitching change does not constitute a time out. After a coach's second trip to the pitching mound in an inning, the pitcher must be pulled.
7. All defensive coaches must be in their assigned dugouts or against the fence.
8. Before the game, each team shall have equal access to the field for the purpose of warm ups, if time allows.
9. All umpires must be 14 years old or older and approved by the Mad-Pick League or the community hosting the games. Exception: Both coaches must mutually agree to use a younger umpire if necessary.

10. Each team must have a minimum of 8 players to start. A team can play up to ten (10) fielders on defense at a time, with four (4) in the infield. A normal infield must be played. All other players will play the outfield.
11. There will be no Infield fly rule in effect.

PITCHING (10UB):

1. The pitching rubber will be set at forty-six (46) feet from home plate. Use of a pitching mound is optional and in the discretion of the home field association.
2. A pitcher may pitch no more than three (3) innings in one game. Delivery of a single pitch, in an inning, constitutes an inning pitched.
3. A player, once removed as a pitcher, may not pitch again in the same game.
4. There will be no intentional walks.
5. The withdrawal of an ineligible pitcher after that pitcher announced, before a ball pitched, shall not be considered a violation.
6. No travel players may pitch in the age level they qualify for by birth date. To pitch, a travel player must play up to the next age division. Travel players must be distributed evenly between all teams from their community within the age group they are playing in. Each community will maintain a registry of travel players and provide a list to the league before the season starts.
7. If a player has been given permission to play down an age level, they cannot pitch.
8. Once a pitcher hits three (3) batters in an inning, they must be removed from the pitching position for the remainder of the current inning and the next full inning. They may return to the pitching position after that. If they hit one (1) more batter in the game, they must be removed from the pitcher position for the remainder of the game.
9. Coach Pitch Rule: There will be no walks allowed with the bases loaded. If walk occurs, the hitting team's coach will pitch from the rubber and is given up to three (3) pitches for player to hit, with the strike count remaining in effect (such that if, for example, the batter has two strikes when the coach comes out, the batter has one strike remaining). The umpire will call balls and strikes on the pitching coach. If ball is not put in play, an out is recorded. Each time a 3rd strike is fouled off (even after the third total pitch), the batter will receive an additional pitch.

BATTING/BASERUNNING (10UB):

1. Each team will bat their entire roster.
2. A batter hit by the ball from the player pitcher in the air or bounces will get first base.
3. A batter cannot advance on a dropped third strike.
4. Bunting, sliding, and stealing (but no stealing of home) is permitted. No "slug bunting" - once a batter shows bunt when the pitcher is on the rubber, the batter may not pull back and take a full swing. Slug bunting is an automatic out and ejection from the game.
5. Runners can lead off and steal once ball crosses the plate. There is no leading off the base. Each team will receive 2 warnings for players leaving early, after that the runner will be called out. No team will steal while it is ahead by 8 or more runs; the penalty will be to send runners back.

6. Runners cannot steal home, advance to home on a passed ball, or advance to home on a walk. A baserunner on third base can advance to home (1) with the bases loaded if the batter is hit by pitch by the player pitcher, and (2) if the catcher or pitcher attempt to make a play on the runner on third, in the umpire's discretion.

12U BASEBALL (MAJOR BOYS) RULES

PLAYER ELIGIBILITY (12UB): Unless otherwise approved by the community board, the player's age shall not be over 12 before May 1st of the current year.

EQUIPMENT/FIELD RULES (12UB):

1. The fields will be set for seventy (70) foot bases.
2. All players must have a baseball hat on while on the playing field. All players will wear the same color ball pants.
3. No metal cleats. No jewelry will be permitted. Sunglasses may be worn properly.
4. Batter must use baseball bats as governed by the Little League Rule Book. Bats must have the USA Bat logo, 33" bats or shorter, and barrel size must not exceed 2 5/8".
5. No jewelry will be permitted. Sunglasses may be worn properly.
6. Players batting, on deck, catching and running bases must wear protective headgear. Players must leave helmet on until they leave the playing field. (Note: Only one batter on deck at a time, all other players must remain in the dugout).
7. Catchers must wear protective headgear, throat guard, shin guards, athletic protectors (cup) and chest protectors.

PLAYING RULES (12UB):

1. A regulation game will be six (6) innings. The game will end in a run rule if, at the end of the 4th inning a team is up by 10 runs, and if at the end of the 5th inning if a team is up by 8 runs (in each case, 3 ½ or 4 ½ innings, respectively, if the home team is ahead).
2. No new inning will start after 1 hour and 30 minutes. No games will end in a tie.
3. Run Limit: There will be a maximum of six (6) runs, or three (3) outs, per team per inning. Coaches should inform the umpire and opposing team when they are at five (5) runs in an inning. There is no run limit in the 6th inning
4. If a game is called due to weather, the game will be picked up at a later date at the exact point where it was called. (3 ½-inning game is complete, if the home team is ahead or 4 innings regardless who is winning).
5. Speed Up Rule: Players and coaches should hustle on and off the field. In the umpire's discretion to motivate hustle, he/she can issue balls or strikes to the first batter depending on who is holding up the game.
6. There shall be no more than three (3) time outs per team per game. Injury or pitching change does not constitute a time out. After a coach's second trip to the pitching mound in an inning, the pitcher must be pulled.
7. All defensive coaches must be in their assigned dugouts or against the fence.
8. Before the game, each team shall have equal access to the field for the purpose of warm ups, if time allows.
9. The plate umpire will be a certified umpire, unless both teams agree otherwise. The home association can elect to have only one umpire or use a youth umpire in the field.

10. Each team must have a minimum of 8 players to start. A team can play up to nine (9) fielders on defense at a time. A normal infield must be played.

11. The Infield Fly Rule will be in effect and applied in the umpire's judgement.

PITCHING (12UB):

1. The pitching rubber will be set at fifty (50) feet from home plate. Use of a pitching mound is optional and in the discretion of the home field association.

2. A pitcher may pitch no more than three (3) innings in one game. Delivery of a single pitch, in an inning, constitutes an inning pitched.

3. A player, once removed as a pitcher, may not pitch again in the same game.

4. There will be no intentional walks.

5. The withdrawal of an ineligible pitcher after that pitcher announced, before a ball pitched, shall not be considered a violation.

6. No travel players may pitch in the age level they qualify for by birth date. To pitch, a travel player must play up to the next age division. Travel players must be distributed evenly between all teams from their community within the age group they are playing in. Each community will maintain a registry of travel players and provide a list to the league before the season starts.

7. If a player has been given permission to play down an age level, they cannot pitch.

8. Once a pitcher hits three (3) batters in an inning, they must be removed from the pitching position for the remainder of the current inning and the next full inning. They may return to the pitching position after that. If they hit one (1) more batter in the game, they must be removed from the pitcher position for the remainder of the game.

BATTING/BASERUNNING (12UB):

1. Each team will bat their entire roster.

2. Bunting, sliding, and stealing are permitted. No "slug bunting" - once a batter shows bunt when the pitcher is on the rubber, the batter may not pull back and take a full swing. Slug bunting is an automatic out and ejection from the game.

3. The Dropped Third Strike Rule will be in effect. If a third strike is not caught and there are two outs, or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.

4. Runners can steal and lead off. No team will steal while it is ahead by 8 or more runs or take an excessive lead (determined in the umpire's sole discretion), the penalty will be to send runners back.