

**NEW HOPE BASEBALL LEAGUE
2010 BASEBALL LEAGUE PLAYING RULES**

**MEMBERS:
GLENPOOL YOUTH SPORTS BASEBALL
LIBERTY YOUTH BASEBALL
KELLYVILLE YOUTH BASEBALL
KIEFER YOUTH BASEBALL**

Article I

Sportsmanship

- Section 1 All teams have the responsibility of seeing that the dugouts and playing fields are cleaned immediately following their games. If this becomes a problem, appropriate disciplinary action will be taken as deemed necessary by the league commissioner.
- Section 2 Noisemakers of any type are not allowed.
- Section 3 Rhythmic chanting, regardless of intent, is disruptive to the entire complex and is not allowed.
- Section 4 Players will not razz, chant, chatter or cast slurring remarks to or about players of the opposing team.
- Section 5 The practice of yelling “CUT,” “STRIKE,” “SWING BATTER,” or any other phrase or chant designated to cause a batter to swing at a pitch against their will, is not allowed. Violation of this section will first result in a verbal warning to the coach of the offending team. A second violation will result in ejection of the coach of the offending team. Any subsequent violation will result in forfeiture of the game by the offending team.
- Section 6 Heckling, including clapping or any other disruptive activity, of the opposing pitcher is not allowed.

Article II

Game Time

- Section 1 First games of the evening will start no earlier than 6 p.m. and will use USSSA specified time limits. Any team not ready to start 10 minutes after the scheduled time may forfeit the game, unless the league commissioner rules the delay was unavoidable.
- Section 2 Teams may start a game with only eight (8) players; however, the ninth (9th) batting position shall be counted as an automatic out.

Article III

Pitching Rules

- Section 1 The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any

reason extend past midnight or start late at night, past midnight, and are completed before the teams take the night break, will count as being played on the scheduled day. A game not completed before the night break shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the part of the game played before suspension shall count as being played on the regularly scheduled day. The outs recorded during the part of the game played once resumed, shall count as being played on the resumed day.

Section 2

For age divisions 9U-14U, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3-1/3) or more innings in one (1) day, the player cannot legally pitch the next day.

For age divisions 9U-12U, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day.

For age divisions 13U-14U, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

For age divisions 9U-14U, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player does not pitch more than three (3) innings the first day. Similarly, a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first or second days.

A player that pitches more than three (3) innings in one day **MUST** rest the next day.

A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

A player that pitches eight (8) innings in three (3) consecutive days **MUST** rest the next day.

A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
9U-12U	3	6	8
13U-14U	3	7	8

Section 3

For purposes of interpreting the pitching rules set forth in Section 2 above, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning, and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

Outs recorded during a game that ends in forfeit shall count towards a pitcher's innings limit.

- Section 4 A pitcher is in violation of the rule if he records any outs above the legal pitching limits pursuant to these rules; however, exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.
- Section 5 All managers must keep detailed pitching records on all pitchers for their pitching activity for each week. Pitching sheets will be supplied by the League.
- Section 6 Before the start of each game, upon request, each manager will produce the pitching sheet for the preceding week for his starting pitcher. If a manager is not able to produce the required pitching sheet, the game will automatically be played under protest. The manager will have 48 hours to produce the required pitching sheet to the President of the League. If the required pitching sheet is not produced within the 48 hour time limit, the game will be forfeited.
- Section 7 It shall be the responsibility of each team manager to challenge pitching violations by notifying the umpire in chief and then filing a protest with the league director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit and while the pitcher in violation is in the game and in the pitching position. Any violation of pitching limitations shall result in immediate forfeiture of the game.

Article IV

Player Substitutions

- Section 1 Player substitution and pitching changes should be reported to umpire and opposing scorekeeper.
- Section 2 Player participation-Applicable to Tee Ball and Coach Pitch Only: The purpose of this rule is to insure that all participants receive adequate playing time and to insure coaches do not get so wrapped up in winning that they do not allow players to participate. Each player must play two (2) innings in the field, unless unwilling or unable to participate. Any items not covered in these rules can be reviewed by the Board at any time. Disciplinary action can be taken by the board as it sees fit.
- Section 3 USSSA-governed substitution requirements.
- Section 4 Disciplinary Withholding of Participation of Tee Ball and Coach Pitch Players: Coaches may withhold participation as a form of discipline, as long as it is announced at the beginning of the game. Withholding participation shall apply to both batting and playing in the field. Withholding participation shall not extend past two (2) consecutive games for a single player.

Article V

Slide or Concede

- Section 1
- A. Base runner must slide or concede when a tag-out is obvious.
 - B. Feet first with one or both feet extended and hips down.
 - C. Head-first slide with arms extended.

Section 2 When illegal contact is made (umpire's judgment), player will be called out. If the umpire believes the contact was intentional, the player may be ejected from the game.

Article VI

Completed Game

- Section 1
- A. Tee Ball and Coach Pitch: Five (5) innings or one hour and fifteen minutes, whichever occurs first.
 - B. Tee Ball and Coach Pitch: All games will be played to completion, no matter the score.
 - C. Tee Ball and Coach Pitch: Runs are limited to seven (7) per half inning, or three (3) outs, whichever occurs first.
- Section 2
- A. 10 & Under and 12 & Under: Six (6) innings or one hour and 40 minutes, whichever occurs first.

14 & Under: Seven (7) innings or one hour and 40 minutes, whichever occurs first.
 - B. 10 & Under: Runs are limited to seven (7) per half inning, or three (3) outs, whichever occurs first.
 - C. 12 & Under:
Game over if:
20 run lead after one (1) inning
15 run lead after three (3) innings
8 run lead after four (4) innings
 - D. 14 & Under:
Game over if:
20 run lead after one (1) inning
15 after three (3) innings
12 run lead after four (4) innings
8 run lead after five (5) innings
- Section 3
- Rain-shortened games are official if:
- A. Tee Ball and Coach Pitch: All but three (3) innings (or 2-1/2, if home team is ahead) are completed.
 - B. 10 & Under, 12 & Under and 14 & Under: All but four (4) innings (or 3-1/2, if home team is ahead) are completed.
- Section 4
- Game over if time limit expires and current inning is over.
- A. No new inning will start after time expires.
 - B. Umpire will be the sole judge of time left in game.
 - C. If mathematically impossible.
- Section 5
- One (1) extra inning will be played if teams are tied in league play. If game ends in a tie, each team will be credited with one (1) point.

Article VII

Protest

Section 1

No protest on judgment calls. Only rules interpretations may be protested.

- A. At time of protest, the current situation must be noted exactly in each team's score book and signed by both score keepers. A \$100 protest fee must be tendered at this time.
- B. Right of protest is negated on ball played after infraction.
- C. Manager protesting has 48 hours to file written protest with league commissioner. Manager will be notified of results of protest within 72 hours.
- D. If protest is upheld, protest fee will be returned and game may be continued from point of protest and location decided by protest committee. If protest of the game is not upheld, the \$100 fee will be kept by the league as an administrative fee and the game results left as is.

Section 2

No time limit on protest of player or pitcher eligibility.

Article VIII

Scorekeeping

Section 1.

Scores must be reported weekly in order to receive credit in League standings. The designated representative for each Town scores must report team scores to the League President no later than 4 p.m. on the Sunday following the completed game. As such, team scores (for both winning and losing teams) shall be reported to their Town's designated representative in advance of the Town representatives' reporting deadline. If no score is reported prior to the deadline for reporting same, the team not reporting will receive a "0" score or a loss for that game. NO EXCEPTIONS.

Section 2.

Before the start of each game, the plate umpire will present each team manager with an official umpire score card. The manager or team scorekeeper will complete the score card with all required information, sign the card and return it to the plate umpire at the end of the game. Failure to do so will result in the offending team receiving a "0" score or a loss for that game. NO EXCEPTIONS.

Article IX

Forfeit Fees

Section 1

If it is necessary to forfeit a scheduled game by not showing up, notice must give 24 hours in advance to the scheduling coordinator, or the team must compensate the league with a forfeit fee of \$50. The forfeit fee must be paid prior to their next scheduled game or also forfeit that game and incur an additional forfeit fee.

Article X

- Section 1 Team at bat is responsible for returning foul balls to umpire.
- Section 2 No soft toss into fence, use batting cage.
- Section 3 Parents are required to supervise young children at all times. The bathrooms, porta johns, and batting cage areas are not playgrounds.
- Section 4 No alcoholic beverages allowed in the complex.
- Section 5 Do not hassle the gate workers. If you have a problem with paying the admission fee, ask to speak to the league commissioner.
- Section 6 No outside food or beverage containers may be brought into the complex. Teams may have water jugs or ice chests for cold towels, which should be kept in the dugout.
- Section 7 Rainout number for all towns is (918) 298-0711. Rainouts will be posted by 4:30 p.m. on game days. If there is no message on the rainout number by 4:30 p.m., show up at field and expect to play. Rainout games will be rescheduled by the scheduling board, not the coaches.

Article XI

Coaches Identification and Passes

- Section 1. Each team will be allowed a total of four (4) coaches' passes to enter the game free. Passes must be presented to the gate attendant to be allowed in at no charge.
- Section 2. Coaches are required to prominently display their League coach's pass at all times during games. The League will provide each coach with a lanyard and pouch in which to place their required certification card and pass.
- Any person who attempts to deceive any League official by displaying or presenting improper identification will be removed from the field. If the offending person refuses to leave the field, the offending person's team will forfeit that game. A second offense may result in suspension from coaching for the remainder of the season.

Article XII

- Section 1 For any item not covered herein, refer to USSSA and Sporting News rules.
- Section 2 Only Diamond DOL-A or Rawlings ROL-A baseballs will be allowed during league games. – **NO EXCEPTIONS.**
- Section 3 The New Hope League Board has the absolute authority to impose discipline upon coaches, players and fans, up to and including suspension from the league and/or prohibition from attending games at any New Hope League park.
- Section 4 **TOBACCO USE IN DUGOUTS OR ON FIELDS DURING GAMES PROHIBITED AT ALL LEAGUE PARKS! SMOKING PERMITTED ONLY IN DESIGNATED AREAS, PER INDIVIDUAL PARK RULES**

Section 5 **LEAGUE RULES DO NOT APPLY TO TOURNAMENTS.**

Section 6 **ALL NEW HOPE PARKS SHALL HONOR DISCOUNT ADMISSION PASSES
ISSUED BY NEW HOPE LEAGUE FOR THE 2010 BASEBALL SEASON.**