

# **SANDLOTT Rules**

## **12u - 18u Super Leagues**

### **AGE LIMIT**

Any player not turning older than the age group he is participating in before May 1 is eligible to play in that age group.

### **TEAM COMPOSITION AND PARTICIPATION**

Each team will turn in a roster to the league commissioner by March 1. Rosters can be amended after March 1, but must be submitted to the SANDLOTT office to add or delete players. Teams participating in tournaments or other competitive situations outside of the regular league schedule need to consider league games a priority that takes precedence over other obligations. Games not played because of other obligations will be forfeited.

### **EQUIPMENT**

For 14u and younger age groups, any regulation bat with a barrel up to 2 3/4" may be used in league play; for 15u and older, 2 5/8" (with a minus three maximum for 15-18). Steel or rubber spikes may be used. Each team will provide two new baseballs per game; if additional balls are needed, used balls may be used. All balls must be Rawlings R-200 or equivalent. All players must wear complete uniforms. Coaches in the field coaching boxes should have complete uniforms or uniform shirt and coaching shorts.

### **FIELD DIMENSIONS**

14u-18u games should be played on fields with 90' base paths and a mound length of 60'6".

13u games may be played on fields with the same dimensions as above, or may be played on fields with 80' base paths and mound lengths of 54'. Teams must notify the SANDLOTT office of field

size prior to scheduled games.

12u games should be played on fields with 70' base paths and 50' mound.

### **GAME LENGTH**

1a) Seven innings constitute a complete game for the 13u-18u divisions. Games shortened by weather will be considered complete after five innings. All games not complete will be suspended and resumed from that exact point.

1b) Six innings constitute a complete game for the 12u divisions. Games shortened by weather will be considered complete after four innings. All games not complete will be suspended and resumed from that exact point.

2) There will be a mercy rule of eight runs after five innings (13u-18u), or eight runs after four innings (12u).

### **INSURANCE**

Insurance approved by the SANDLOTT will be required of all teams participating in league play.

### **SUBSTITUTIONS AND SPEED UP RULE**

All starters may reenter the game one time and return to his original place in the batting order. You may run at any time for the pitcher or the catcher with any player not in the game at that time even if he has participated already. It is not mandatory to run for either the pitcher or the catcher. We use the High School Federation rule for an intentional walk.

### **LEAGUE CHAMPIONS AND POST SEASON BERTHS**

The team with the best win-loss record will be declared the league champion.

Tie breakers: 1) head-to-head; 2) play off

Each Super League team is automatically eligible for a berth to the SANDLOTT World Championships.

### **TRIPS TO THE MOUND**

We will utilize Major League rules in dealing with trips to the mound. Upon the second trip to the mound in one inning, the pitcher must be removed from the mound, but may remain in the game at another defensive position.

### **RESCHEDULED GAMES**

Games cannot be canceled or postponed by either team without mutual consent of both teams, or unless there are reasons such as inclement weather or other uncontrollable factors. ***Any team that cancels games without mutual consent (or weather reasons) is subject to expulsion from the league.*** Each team will be responsible for rescheduling incomplete games that were not played because of weather or other uncontrollable factors. Rain-shortened games will be suspended and resumed from that exact point. Changes should be reported to the League Umpire Chiefs immediately. Scheduled games not played because of weather will count as 1/2 win and 1/2 loss for each team. If teams cannot agree of a makeup date, the league commissioner will arbitrate. Any team that fails to play on that date will incur a forfeit.

### **UMPIRES, HOME TEAM**

SANDLOTT Baseball has umpire crew chiefs for each geographic location. That crew chief will schedule games for all SANDLOTT league games. **The cost for umpires should be shared evenly by both teams.**

Rates will range between \$35 and \$50 depending on the geographic location. Umpires should be paid between games of each double header. If an umpire is not notified of a rainout, forfeiture, or cancellation, and he arrives for the game, teams should pay for one game only. For rainouts and suspended games, arrangements should be made by the host team to secure umpires from the area crew chief.

At each double header the host team will be home team for the first game, and the other team will be home team for the second game.

### **DESIGNATED HITTER (13u-18u)**

We are utilizing the High School Federation designated hitter. The designated hitter (DH) may bat for anyone in the starting lineup or for anyone replacing that starter. He must, however, bat in the same place in the lineup throughout the game. You lose the DH position when: 1) the defensive player assumes his position in the batting order; or 2) when the DH assumes a defensive position.

### **EXTRA HITTER**

The Extra Hitter (EH) may be utilized. Ten batters will bat in the order. The EH will bat but not play a defensive position. The EH may replace a defensive player, and that player may become the EH. All players, however, must remain in their same place in the batting order.

### **OTHER PLAYING RULES**

Other than the above exceptions already specified in preceding operational rules, all SANDLOTT games must be played as per the Major League playing rules. It is the manager's responsibility to know and understand these rules.