

Note: 13-18 Rules Appear after 9-12

SANDLOTT Mid-STATE Rules 9, 10, 11, and 12 & Under Divisions

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

1) There is no limit to the number of players for each team roster. Each team will turn in a roster to the league commissioner before beginning league play.

Rosters may be amended by submitting a new roster to the SANDLOTT office via email or mail.

1. A player may appear on multiple SANDLOTT Mid-State rosters but NOT within the same age classification. If a team disbands then that player may be re-signed by another team.

2) Contracts are good for one year, from September 1 through August 31. No player may be signed by another team. He may be picked up for tournament play if his league team has completed its post season play.

3) Additional rosters are required by each national organization when you enter tournament play.

4) Team participating in tournaments, or other competitive situations outside the regular league schedule, need to consider league games as a priority that takes precedence over other obligations. Games not played because of other obligations will be forfeited.

EQUIPMENT

Any regulation bat with a barrel up to 2 3/4" may be used in league play. Rubber spikes may be used. Each team will provide two new baseballs per game. All balls must be senior league quality or better. No little league quality or rif balls are to be used in league play. All players must wear complete uniforms. Coaches in the field coaching boxes should have complete uniforms or matching shirts or jackets and coaching shorts.

GAME LENGTH

1) Six innings or one hour forty-five minutes constitute a complete game. No inning may start

after the time limit, and games will be declared complete unless tied; those

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games will be played until a winner is determined. 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 four innings and 15 runs after three innings.

3) The umpire is the official time keeper.

FIELD DIMENSIONS

9-10 age group plays 46' mound and 65' basepaths.

11-12 age group plays 50' mound and 70' basepaths.

FORFEITS

There is a 15-minute grace period. The second game of a double header will be declared a forfeit 20 minutes after the first game forfeit. Example: 6:00 game - 1st forfeit 6:15 - 2nd forfeit 6:35.

Penalty for forfeits: loss of game first offense, loss of games plus costs for umpires second offense. third offense loss of games, costs of umpires and possible expulsion from the league.

INSURANCE

Insurance approved by 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. It is not mandatory to run for either the pitcher or the catcher. The same player cannot run for the pitcher and the catcher in the same inning. The pitcher may reenter the game as a pitcher if (1) he is substituted for on offense or (2) is removed on the first visit to the mound by a coach while pitching, but may not return to the mound if removed on the second visit to the mound by a coach in the same inning. He may reenter at another defensive position as long as he reenters in the same spot in the batting order. You **DON'T** have to pitch an intentional walk.

SLIDE OR CONTACT RULE

There is NO slide rule. There is a contact rule. Base runners must **avoid violent contact** during league play. (For interpretation, this means high spiking, or the use of body parts for the purpose of dislodging the ball or causing bodily harm. If a play is being made on a runner and there is contact, it is the umpire's judgment if the contact is malicious or otherwise illegal. There's no penalty for accidental or non-malicious contact.

LEAGUE CHAMPION

The team with the best win-loss record will be declared the league champion.
Tie breakers: 1) head-to-head; 2) play off

SPORTSMANSHIP

Any player or coach that is ejected three times during the season will have his case brought before the league Board for review. Poor sportsmanship by the fans will be reviewed by the
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board and fans may be ejected from the park by the chief umpire.

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. He cannot return to pitch if removed on the second trip.

RESCHEDULED GAMES

- 1) Each team will be responsible for rescheduling incomplete games or games that were not played because of weather or other uncontrollable factors. Rainouts will be suspended and resumed from that exact point. These changes should be reported to the league umpires and the Sandlotter.
- 2) Any scheduled games postponed for any reason (rain, etc.) must report the rescheduled date to the Sandlotter. Games not played will be 1/2 loss for each team.
- 3) 3) Scheduled games may not be rescheduled for reasons other than rain or other uncontrollable factors without notification of the league commissioner.
- 4) All games must be completed by July 10.

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

We are utilizing the EH or Extra Hitter in league play. The EH will bat offensively but will not play a defensive position. The EH may enter the game at a defensive position for a defensive player, and that player may become the EH. However, all players must maintain the same place in the batting order. If a team decides to use the Extra Hitter rule, they must finish the game with ten batters, or a forfeit will be declared.

OTHER PLAYING RULES

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

SANDLOTT Mid-State Rules

13u - 18u Divisions

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

1) There is no roster limits for the number of players for each SANDLOTT team roster.

Each team will turn in a roster to the league commissioner before beginning league play.

A player may appear on multiple SANDLOTT teams, but not within the same age classification. If a team disbands then that player may be re-signed by another team. Rosters may be amended by submitting a new roster to the SANDLOTT office via email or mail.

2) All players playing spring baseball under TSSAA sanctions may not play in the SANDLOTT Mid-State league until the TSSAA season is complete.

3) Contracts are good for one year, from September 1 through August 31. No player may be signed by another team until he is released by his current team. He may be picked up for tournament play if his league team has completed its post season play.

4) Additional rosters may be required by a national organization when you enter tournament play.

5) Team participating in tournaments, or other competitive situations outside the regular league schedule, need to be considered league games as a priority that takes precedence over other obligations. Games not played because of other obligations will be forfeited.

EQUIPMENT

For 13u and 14u, any regulation bat with a barrel up to 2 3/4" may be used in league play, and for 15u and older a barrel up to 2 5/8"; the length of the bat must not exceed 42". In the 16u thru 18u divisions, non-wood bats may not exceed minus three (-3) in differential between length and weight. Steel or rubber spikes may be used. Each team will provide two new baseballs per game. Balls can be obtained through the league. All players must wear complete uniforms. Coaches in the field coaching boxes should have complete uniforms or uniform shirt and coaching shorts.

GAME LENGTH

1) Seven innings or two hours constitute a complete game. No inning may start after the time limit, and games will be declared complete unless tied; those games will be played until a winner is determined. Games shortened by weather will be considered complete after five 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 or twelve runs after four innings..
- 3) The umpire is the official time keeper.

FORFEITS

There is a 15-minute grace period. The second game of a double header will be declared a forfeit 20 minutes after the first game forfeit. Example: 6:00 game - 1st forfeit 6:15 - 2nd forfeit 6:35.

Penalty for forfeits: loss of game first offense, loss of games plus costs for umpires second offense. third offense loss of games, costs of umpires and possible expulsion from the league.

INSURANCE

Insurance approved by the SANDLOTT Mid-State League 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. It is not mandatory to run for either the pitcher or the catcher. The same player cannot run for the pitcher and the catcher in the same inning. The pitcher may reenter the game as a pitcher if (1) he is substituted for on offense or (2) is removed on the first visit to the mound by a coach while pitching, but may not return to the mound if removed on the second visit to the mound by a coach in the same inning. He may reenter at another defensive position as long as he reenters in the same spot in the batting order. You DON'T have to pitch an intentional walk.

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LEAGUE CHAMPION

The team with the best win-loss record will be declared the league champion.
Tie breakers: 1) head-to-head; 2) play off

SPORTSMANSHIP

Any player or coach who is ejected because of poor sportsmanship will not be allowed on the field, in the dugout, or in sight or sound of the umpire. Any player or coach that is ejected three times during the league season will have his case brought before the League Board for review. Poor sportsmanship by the fans will

be reviewed by the league board. Poor sportsmanship by the fans will be reviewed by the board and fans may be ejected from the park by the chief umpire.

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- 2) Any scheduled games postponed for any reason (rain, etc.) the teams must report the rescheduled date to the Sandlotter. Games not played will be 1/2 loss for each team.
- 3) Scheduled games may not be rescheduled for reasons other than rain or other uncontrollable factors without notification of the league commissioner.
- 4) All games must be completed by July 10.

UMPIRES, HOME TEAM

The cost for umpires should be evenly shared by both teams. At each double header event, each team will be the home team for one of the two games. The host team will be the home team for the first game. If an umpire arrives for a game or is not notified or a rainout, forfeiture, or cancelation, then teams should pay for one game only. Rain out and suspended games are to finished by the same umpires when the games are rescheduled, or arrangements must be made for substitute umpires. Umpires should be paid between games of each double header.

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

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OTHER PLAYING RULES

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