

Common Rules & Regulations

REVISED 05/2005

Jurisdiction & Authority

The order of authority or precedence is (from greatest to least): Constitution and Bylaws, Common Rules and Regulations, Specific League Rules, and National Federation of High School Associations Rules.

Amendment Procedures

The procedures as outlined in the Constitution/Bylaws should be followed regarding how to change Common Rules and Regulations and Specific League Rules. The rules will only be changed in the following ways:

1. At the end of each season (September-November), each individual league's managers may alter their specific rules, provided this does not contradict the Constitution and Bylaws nor the Common Rules and Regulations. Notice must be given, in writing, to the President, Division Commissioner, Secretary, and Director of Umpires.
2. At any time, the Board of Directors may change any rule.

Code of Conduct

All participants, (players, coaches, managers), parents, and spectators are required to adhere to these policies:

1. Exhibit good sportsmanship at all times.
2. Respect and cooperate with officials at all times.
3. Keep chatter and cheering positive and directed to ones' own team. Abusive and vulgar language will not be tolerated.
4. Practice safety and injury prevention.
5. Demonstrate a positive attitude and set a good example of behavior. Keep the game in proper perspective; it is supposed to be fun.
6. Treat facilities, fields, and equipment with care.

All participants must adhere to the Code of Conduct. Any violation of the Code of Conduct as determine by the umpire(s) and/or Board of Directors will result in:

1. Immediate ejection from that game and dismissal from the facilities. If ejected during a game, the player will be charged with an automatic out during the rest of the game that the violation occurred.
2. Any ejection will result in an automatic one game suspension from the facilities. Suspended individuals may not be near the playing field. The proper distance away is determined by the home plate umpire.
3. Any participant ejected from two or more games during the season will be subject to a review of participant status by the Board of Directors.
4. Incidents involving intimidation or physical contact will result in an immediate and automatic review by the Board of Directors.
5. If any individual is asked to leave the facilities and fails to do so, the game will be suspended until the offender leaves. Failure to do so may result in a forfeit.
6. If any participant is removed from the game for any reason, the umpire must contact the Director of Umpires immediately. The Director of Umpires will be responsible for informing the President and any other officials as deemed necessary.

Parent's Pledge

I hereby pledge to provide positive, support, care, and encouragement for my child who is participating in the Seven Hills Baseball Federation by following this pledge:

1. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game and practice.
2. I will place the emotional and physical well being of all children ahead of any personal desire to win.
3. I will provide support for coaches and officials working with my child to provide support for coaches and officials working with my child to provide a positive, enjoyable experience for all.
4. I will demand a drug, alcohol, and tobacco-free environment for my child to provide support for coaches and officials working with my child to provide a positive, enjoyable experience for all.
5. I will remember that the game is for children and not for adults.
6. I will do my best to make baseball fun for my child.
7. I will ask my child to treat other participants with respect, regardless of age, race, sex, creed, or ability.
8. I will help my child enjoy the baseball experience within my personal constraints by assisting with coaching, being a respectful fan, providing transportation, or doing whatever I am capable of doing.
9. I understand that there is a place and a job for all in this volunteer organization. I know that the burden of operating the Federation should not fall on a few. The parent who shirks this responsibility cannot, in turn, expect others to assume the burden.

Registration

1. Shall be available in the early spring of each year. The Board of Directors will determine the dates and fees for the registration of players.
2. Is open to the residents of Seven Hills and surrounding communities when such children reside within the boundaries for the greater community residents who attend Green Valley Elementary, John Glenn Elementary, and St. Columbkille Schools. Participation of non-Seven Hills residents is on a league availability basis determined by the President, in accordance with the policies of the Seven Hills Recreation Department. Registration is required for all players eligible to be drafted into a league and onto a team.
3. Children participating in travel baseball or softball leagues, or currently playing on a school-sponsored baseball or softball team may NOT register to play in the Seven Hills recreation league. Players from any kind of traveling team are not permitted to play in the Federation. It is the responsibility of the Board of Directors to determine which teams are considered traveling teams and to determine any exceptions to this rule. If an ineligible player is found to be participating in both capacities, the player will be ejected from the Federation and the games in which the player participated will be forfeited. If the player decides to leave the traveling team at this point, he/she will not be ejected from the Federation, but the forfeitures will stand.
4. Players must be six years and less than 19 years old on August 1, of the current season . Players may play in one league higher than appropriate with the approval of the President. No player may play in a younger league than appropriate.
5. Players must register at one of the announced registration dates and pay appropriate fees at that time. After the registration cut-off date, additional players may be accepted at the discretion of the President. If permitted, late sign-ups will be placed on the team that would have had the next pick in the draft.

6. Late sign-ups may be placed on a waiting list or assigned to a team at the President's discretion. If the late sign-up cannot be placed on a team, he/she will be refunded any fees collected.
7. Usually, refunds will not be issued after the draft for the appropriate league has been completed. Appeals regarding refunds may be made to the Board of Trustees.
8. New players will be required to bring their birth certificate and a recent utility bill to registration.
9. Any player, who registers using a fictitious name, age, residence, etc., will be removed from the program and forfeit all fees.

Managers and Coaches

1. A representative from each team (manager or coach) is expected to attend each membership meeting. This will help the Board of Directors to be aware of any problems or concerns individual teams may be having. The dates and times of all meetings will be posted and should be made as readily available as possible.
2. The League General Manager, with approval of the appropriate Division Commissioner, selects team managers. In the event that there are more managerial applicants than teams, criteria as determined by the Division Commissioner will decide who is chosen.
3. A maximum of four adults - manager, two base coaches, and a scorekeeper - will be permitted on the playing field or bench area.
4. Each team's manager and coaches must remain behind the fence in the bench area unless coaching a base. At no time will the manager or any of his coaches stand behind the backstop.
5. Only the manager is permitted to go on the field to discuss a rules application/interpretation with the umpire. Judgment calls may not be discussed.
6. At no time will the manager or coaches be permitted to smoke while in the vicinity of the playing area.
7. Managers are responsible for knowing and following all rules. Not knowing the rules is not an excuse for not following them.
8. Managers have jurisdiction to bench a player for disciplinary reasons and/or recommend that a player be suspended by notifying the Board of Directors.
9. The manager is responsible for all of his/her spectator, coaches, and scorekeepers.
10. The home team's manager is responsible for appointing the official scorer, and if applicable, a scoreboard operator. It is suggested that both teams keep score sheets and compare them at the end of each half inning. Managers should turn in lineups to scorekeepers prior to game time. The managers must notify the official scorer, the opposing manager, and the home plate umpire of any line-up changes.
11. It is the manager's responsibility to make sure that the opposing manager plays all of their players the regulation number of innings.
12. For safety reasons, a manager may request a meeting with the Division Commissioner for the purpose of sending a player to a different league. The Division Commissioner will contact the parents and explain the situation to them.
13. Each winning manager must report scores to their General Manager within 24 hours of the game's completion.
14. Managers and coaches are expected to be examples of good sportsmanship. Any manager or coach who does not set a good example or follow the Code of Conduct will no longer be part of the Federation.

Draft Procedures

1. The Division Commissioner will oversee each draft. Any disputes must be decided as they happen; the Division Commissioner will have complete authority to settle these disputes since no appeals are permitted.
2. The General Manager must notify each manager, the Division Commissioner, and the Director of Umpires of the draft date and location.
3. Each team manager or coach and the Division Commissioner must be present or the draft must be rescheduled. No players are permitted at the draft.
4. A manager may protect up to three players (includes sons/daughters of managers and coaches). If numerous managers want to protect the same player, the manager who had the player in the immediate past year will have first choice. If the previous does not apply, straws will be drawn with the winner getting the player in question.
5. Special requests are only requests. League balance is the most important priority.
6. Each manager must call his players within five days of completion of the draft and notify them of their selection.
7. Team managers may not trade players.
8. Player ratings and comments must be turned in at the All-Star break. Until this task is completed, the manager in question will not be permitted to manager the following year.
9. A more detailed draft procedure should be produced prior to the draft by the Division Commissioners and thoroughly explained prior to the draft.

Scheduling

1. All practice sessions and all games must be scheduled by the Director of Scheduling. Practice, scrimmage, and regular season schedules will be provided. Tournament brackets will also be provided. Failure to be present at any assigned regular season or tournament game without notifying the General Manager and Director of Scheduling will result in forfeiture.
2. General Managers are responsible for determining how many games their respective league will play. A maximum of twelve regular season games are permitted. Any league wishing to play more than twelve regular season games must have approval from the Board of Directors.
3. The home team is listed second on the schedules. The home team occupies the first base dugout and provides the official scorer. Both teams provide one game ball.
4. Special requests regarding schedules cannot be honored once the schedule has been made and distributed. The earlier the request is made, the better the chance is for the request to be honored.
5. Any team practicing on a field on which it is not scheduled to play must vacate the field a minimum of thirty minutes before a scheduled game as a courtesy to the teams that will be playing on the field.
6. Games have priority over practices. The Director of Scheduling will settle disputes.

Rain/Cancellation Procedures

If weather or field conditions put the playing of the game in question, the following procedure shall be followed to determine whether or not the game will be played:

1. The respective managers may inspect the field prior to game time and determine if they desire to attempt to make it playable.
2. The President, or his designee, will visit the field at least one hour before the game to determine if games will be cancelled. Games can be cancelled at this point, but there is no guarantee that they will be played.

3. If the President, or his designee, does not cancel the game, the respective managers may then decide to cancel the game themselves. This must be done by mutual agreement. If the managers cannot come to a conclusion, an impartial third party (General Manager or Board Member) will make the decision.
4. If the President, or his designee, and the managers have not canceled the game, the home plate umpire may then decide to cancel the game himself/herself.
5. As soon as the game is cancelled, whoever cancels the game is responsible for notifying the Director of Scheduling, Director of Umpires, and General Manager. The General Manager will then notify the managers who are scheduled to play.
6. When a game is cancelled, the managers must contact the Director of Scheduling within 72 hours to reschedule the game. If the managers fail to call, the Director will reschedule the game for the first open field that is appropriate for the league. Any team that fails to show up for a scheduled make-up game will be awarded a loss.

Suspended Game Procedure

1. The home plate umpire may temporarily suspend a game, when, in his/her judgment, conditions pose a safety hazard (weather, light failure, darkness, field conditions, etc.).
2. The game will be temporarily suspended, immediately, if the home plate umpire observes lightening.
3. All persons must remain within the vicinity of the playing field during a temporary suspension to await the decision by the home plate umpire to resume play. Teams risk a forfeit if they leave before the home plate umpire's decision.
4. Once a game is temporarily suspended, the home plate umpire will determine within thirty minutes the status of the game.
5. When the home plate umpire determines that play cannot be resumed, all games, which end prior to becoming official will be suspended and completed at a later date. Games that cannot be resumed after becoming official will use the ending score, provided the losing team has at least as many completed at bats as the winning team. If not, the score reverts to the previous inning's score.

Tournament Games

1. A coin toss, conducted by the umpires, prior to the game, will determine the home team. The winner of the toss gets to choose whether they want to be home or visitor.
2. Time limits are not in effect and the full number of innings must be played unless the run rule applies.
3. The higher seeded team shall occupy the first base dugout.
4. If two teams have identical points, records and winning percentages and all regular season games have been played, a regular season playoff game will decide the issue.
5. Protests are not permitted in tournament games. A field arbiter will be appointed by the Director of Umpires to settle any disputes.
6. The winning manager is responsible for filling out the tournament bracket sheet located at the appropriate concession stand.

Call-Ups

When a player shortage occurs, teams may call-up players within their farm system. The following directives must be followed in order to call-up players:

1. A team may call-up enough players to bring its roster to a maximum of one above the maximum number of field players used. Example: In the Pony League, if only seven rostered-players are available for the game, a maximum of three players may be called-up.
2. A maximum of three players may be called-up. If more than three call-ups are needed, the General Manger must give his/her approval.
3. Call-ups cannot be from the farm team of the team's opponent.
4. Players, if possible, should be called-up from the farm team directly below the team with the shortage. Example: The Pony Indians are playing the Pony Diamondbacks, if the Major Indians cannot supply enough call-ups, all call-ups for the Pony Indians must come from any other team in the Major League, except the Major Diamondbacks.
5. Call-ups are not permitted to pitch.
6. Call-ups must be done through the manager of the proper farm system team.
7. In the event players who have been replaced through call-ups arrive unexpectedly, all players will play, unless the total number of players present exceeds the number on the roster. In this case, the call-ups will still play and the unexpected rostered players will not.
8. The penalty for abuse of the call-ups system is forfeiture.

Inning Requirements & Substitutions

1. All players, rostered and called-up, cannot sit the bench for two consecutive innings.
2. With the exception of injury, or during a pitcher change, the player must stay in the same defensive position for the entire inning.
3. The home plate umpire is responsible for determining a base runner's ability to continue in the game after an injury. The runner, if hurt, may be replaced by the player who made the last out.

Number of Players

1. Teams must field the maximum number of players if there are enough players present to do so.
2. Teams unable to field the minimum number of players, ten minutes after the scheduled starting time, must forfeit the game.
3. If injury or illness drops a team below the minimum number, the game will be suspended at the point of illness and resumed at a later point. Players who cannot continue in a game due to injury will simply be skipped in the batting order.
4. If a player voluntarily leaves a game early (family obligations, school function, other game, etc.) his/her turn will be skipped in the batting order.
5. If a player arrives late to a game, he/she will be inserted in the last position of the batting order.

Uniforms & Equipment

1. All players must be in full uniform. The wearing of jewelry is prohibited and failure to comply with this rule could result in ejection.
2. Uniforms may not be altered in any way; this includes the cutting of sleeves, writing on hats, etc. Shirts must be tucked in and hats worn with the brim facing forward.
3. All equipment must be kept in the dugouts or behind the benches. The playing area is to be kept clean by both teams. Dugouts must be cleaned after every game.
4. Players must wear the safety equipment provided, or purchase their own of equal or superior quality. Batters, base runners, must wear helmets and youth base coaches. Safety glasses are recommended.
5. Wooden bats are prohibited.

6. Managers are responsible for verifying to the home plate umpire that their players are properly equipped according to all rules and regulations.
7. Equipment, including bats and helmets, must not be thrown as a display of unsportsmanlike conduct. Penalty may include ejection without warning.
8. For baseball division players, players should wear athletic supporters. For safety reasons, all catchers must wear a protective cup. If a team cannot field a catcher with a cup the game will be forfeited.

Game Play

1. The time limit shall begin when the first pitch is thrown.
2. All leagues will have a time limit to play a regulation game, therefore regulation games are not necessarily determined by the number of innings played. No inning is permitted to start (after the game is official) once the time limit has been reached. In a tied game extra inning play is permitted, provided the inning has been started prior to the time limit.
3. Seven Hills uses a point system to determine league standings (2 points for every win, 1 point for a tie). The league champion is team with the most points at the end of the season.
4. Violation of pitching rules constitutes a forfeit. The game will not be replayed.
5. No one is permitted behind the backstop during the playing of the game. This rule will be enforced by the umpire if either manager requests it or at the discretion of the umpire. Managers and coaches must stay in the dugout when their team is in the field.
6. Noisemakers such as horns, bells, whistles, etc. will not be permitted.
7. In the event a player's bat slips out of his/her hand while batting, the player's team will receive a warning. The second time he/she will be declared out and the ball dead.
8. Barreling is a deliberate attempt by a player to interfere with an opposing player with the intent of causing physical harm to that player. This will be considered malicious contact. The runner must slide or give up. If a base runner is guilty of barreling into the defender, he/she is to be automatically ejected from the game.
9. No head first slides are permitted unless going back to a previous base. The penalty is calling the runner out.
10. The "hidden ball trick" is not permitted. The ball will be declared dead, all runners will be deemed safe, and will return to their bases occupied at the time of the infraction.
11. Protests must be made aware to the home plate umpire immediately. The protest committee will make a decision, and the game should continue as scheduled.

Specific Rules for Pigtail League

General Rules

- NFHS/OHSAA Softball Rules will be used in all cases except as listed in the Bylaws, Common Rules, and Specific League Rules.
- Immediately after being walked, the batter-runner is not permitted to advance past first base.

Players, Field & Equipment

Age Limit: On August 1, 2005 be at least 12 years old and less than 15 years old.

Innings: 7

Minimum Innings To Be An Official Game: 3.5 or 4

Mercy Rule Number Of Runs: 15

Mercy Rule Number Of Innings: (After) 3.5 or 4

Maximum Defensive Players: 10

Minimum Defensive Players: 8

Base Distances (Field Square): 60'

Home Plate To Pitcher's Plate Distance: 40'

Home Plate To Second Base Distance: 85'

Shoes: No Metal

SHBF Supplied Uniform Requirements: Hat or visor and jersey (unaltered in any way).

Other Uniform Requirements: Black shorts or baseball pants.

Charged Conferences

Defensive Conferences Per Game: 3

Offensive Conferences Per Inning: 1

Starting & Ending Games

Time Limit: 2 Hours - enforced without exception in all regular season games.

Pitching

Illegal Pitches Enforced: Illegal pitches will be enforced after each team is given one warning. The ball will become dead while the umpire issues the warning, but runners will not advance.

Maximum Outs Per Game: 12

Any Pitcher Permitted To Re-Enter as Pitcher: Unlimited (Substituting a pitcher numerous times to reflect the opposing line-up is not permitted.)

Batting

Bunting Permitted: Yes

Infield Fly Rule In Effect: Yes

Catcher Must Hold Third Strike: Yes

Batter Hit By Pitch To Be Awarded First Base: Yes

Maximum Players To Bat Per Inning: Unlimited

Base Running

Sliding Permitted: Yes

Stealing Permitted: Runners may advance only one base per pitch, after the pitch crosses home plate.

However, if a play is made on any runner, all runners may advance one more base (unless a second play is made on any runner, where all runners may advance another more base). Runners cannot advance to home plate unless a play is made on any runner.