

Wolverine Ball 8-10 BBB – Rules - 2012

GAMES

- 1 All games will start at their scheduled time 5:30pm or 7:10pm. Failure of a team to field at least 8 players within 5 minutes of the scheduled start of the game will result in a forfeiture of the game. The game cannot start until both teams have the minimum number of players present.
- 2 No batting practice will be allowed during pregame practice. Infield practice for the visiting team will start 15 minutes prior to game time. The home team will take the field 5 minutes prior to game time. If either team misses their infield practice time, they will not be allowed to take time from the other team's practice time or delay the start of the game.
- 3 At the end of the season coaches submit records to Dan at Wolverine via email. This will help for play-offs.
- 4 Unless coaching bases, coaches must remain behind the fence or behind the out of bounds line. Coaches must be granted a time-out by the umpire before they may proceed onto the field of play during an inning. Parents are not allowed onto the field of play except in case of injury. At no time may a base coach touch a runner while the ball is in play.
- 5 Interference with the umpire's officiating of the game is strictly prohibited. Umpires have the authority and full support of the Wolverine Baseball League to eject coaches, parents, other fans, or players who disregard this rule. Coaches will refrain from yelling out umpire calls. Yelling at the umpire sets a bad example for the players, and will not be tolerated by the league.
- 6 All players on the team roster are to be included in the batting rotation. The batting sequence may not be altered during the game.
- 7 Free substitution will be allowed during the game for defensive field play only.
- 8 No substitutions will be allowed for base runners except in the case of an injured player.
- 9 A game will consist of six complete innings unless shortened by the time limit. The time limit of one hour and fifteen minutes shall be set, after which time no inning shall be started. The game shall be considered complete upon the completion of the last inning started before the time limit. A game that is called due to weather will be considered complete if at least four complete innings have been played, and the five run rule was not applied during the last at-bat of the losing team.
- 10 **NO ON-DECK BATTERS WILL BE ALLOWED.** This is a significant safety issue. Players are not to pick up a bat prior to their turn to bat. Each player will be given a few warm up swings prior to batting which must be taken inside the backstop and away from other players and spectators.
- 11 The defensive team shall play with at least 8, and no more than 10 players in the field, including 2 to 4 outfielders. Each team must field at least eight players before the game can begin. Lack of the minimum number of players will result in a forfeit. Substitute players from the same or younger division is acceptable if agreed upon by the opposing coach before the start of the game.
- 12 **NO UNSPORTSMAN LIKE CONDUCT.** No harassing the opposing team, before, during, or after the game. This includes bragging about a superior record or better players. This also includes baseball chatter. Coaches are responsible for the conduct of themselves, their players, and the spectators supporting their team. The umpire will expect each coach's support in administering the game. Unruly or unsportsman like conduct before, during, or after the game by any individual toward the umpire or the opposing team will be grounds for reprimand by the umpire, or by any coach or league official present. The umpire may eject a player, coach, or supporter should their conduct become too abusive. This will have the full support of the board, and the board expects the full support of the coaches. Any ejection from a game will be reported to the Vice President of the division, and to the President of the league.
- 13 **EQUAL PLAYING TIME FOR ALL PLAYERS.** The primary goal of the league is to teach our players the game of baseball, and experience at each position is critical to achieving that goal. All players should be given the opportunity to play each position, even when that does not support the most strategic placement of players. The only exception to this rule is in the case of a safety issue, whereas a player who cannot catch the ball well, or is afraid of a thrown ball, should not be placed at first base, or behind the plate as a catcher to avoid an injury to that player. As closely as possible, all players should sit out the same number of innings during any one game, and during the season as a whole. **COACHES ARE STRONGLY ENCOURAGED TO COMPLY WITH THIS RULE.**
- 15 Innings for Pitching Machine games will be limited to 5 runs per team or 3 outs. The only exception to this rule is the last inning, which will be open for both teams to score unlimited runs providing they have not committed 3 outs. Last inning can be either the 5th or 6th depending on time.

- 16 15 Run Mercy Rule: If one team is ahead by 15 or more runs after both teams have completed 4 innings, they will be officially scored as the winners of the game. The game is officially complete for league standings. The game may be played out to 6 innings just for the sake of playing time for the players if both Head Coaches agree, and there is sufficient time to do so.
- 4.18 Each team will exchange rosters before the game starts. The home team will supply the official scorekeeper.
- 4.19 Umpires will provide the game balls and will retain them after the game.

SEVERE WEATHER – Look on the home page of web site – www.WolverineBall.com or on Facebook Page

- 5.1 Any severe weather WARNINGS in effect at 5:00 p.m. will cancel all games for that evening. Canceled games will be rescheduled if at all possible. Coaches use good judgement if bad weather is coming in.
- 5.2 For all other weather conditions, i.e., severe weather WATCHES, rain, snow, etc., **ALL PLAYERS ARE TO REPORT TO THE FIELD unless it shows on the web site that games are cancelled.** Failure to report to the field may result in a forfeit. If bad weather persists, the coaches will determine safe playing conditions. Once a game has been started, it will be up to the head umpire's discretion to halt play due to weather conditions.
- 5.3 Coaches should remind their players that "if it's raining at your house, it may not be raining at the field".

ADDITIONAL PITCHING MACHINE RULES

- 6.1 The defending team's coach will be responsible for operating the pitching machine.
- 6.1a The suggested speed setting shall be 54% for all games – Machine is marked.
- 6.2 The defending team's coach will have a few pitches to adjust the pitching machine if needed.
- 6.3 The umpire should be located behind home plate.
- 6.4 Strikes will be called; there will be no walks. Balls must be within the batter's strike zone to be called a strike, which should run from their knees to their shoulders. This rule only applies while the pitching machine is being used.
- 6.5 A ball that is hit by the batter that hits the pitching machine, or the net, will be a dead ball. No runners may advance. The ball will not be counted as a strike against the batter.
- 6.6 The pitcher must be positioned within 5 feet of the pitching machine to either side, and not closer to the batter than the front of the machine. The pitcher may move in front of the pitching machine after the ball has crossed the plate.
- 6.7 Base runners may continue to advance until they are "forced" to stop by the defending team.
- 6.8 No leading off or base stealing is allowed.
- 6.9 The pitching machine will be used for the first 4 innings of each game. The last 2 innings will be played as player pitch. A player may pitch up to 2 innings in one game, but no player may pitch more than 2 innings in one week.

Play-offs

- 8.1 Will be determined based on regular season records.

ALL STAR SELECTION FOR MACHINE PITCH AND PLAYER PITCH DIVISIONS

- 9.1 Players from each team will select players from their own team to represent them on the All Star team. The number of players selected from each team will depend on the total number of teams in each division. Two All Star teams from each division will be formed.
- 9.2 At the end of the next to last game of the regular season, each player will be allowed to cast four votes for members from their team who they feel should represent their team in the All Star game.
- 9.3 The head coach of the first place team at the end of the regular season will be the head coach of All-Star Team "A". The head coach of the second place team at the end of the regular season will be the head coach of All-Star Team "B".