

Glenn W Shippy Recreational League

-Atoms-

3rd and 4th Grade Boys

All divisions will use NFHS rules except for the following League variances:

1. Pitching and Base Distance

- a. 43/60 Safety Bases

2. Portable Mounds

- a. Portable mounds are allowed but are not mandatory. Each town has the option to use the mound. **The mounds must be approved by NOCSAE or the Shippy League and have minimum dimensions of 8 inches tall, 8 foot long, and 4 foot wide.**
- b. For the division tournaments, the host town will decide if a mound will be used, and the decision must be made before the regular season starts. **For the league championship games, including semi-final games, the mounds will only be used if both teams agree to use them.**

3. Players in the Field

- a. 10 players on defense
- b. The additional defensive player in baseball must be positioned in the outfield in line with the normal three outfield positions. Positions will be left field, left center field, right center field, and right field. The additional player will not be allowed to play in a rover position between 1st and 2nd base.

4. Starting and finishing the game

- a. Teams must have at least eight (8) players on the field to start or continue a game. This means any eight (8) players. If a team has eight (8) available at game time, they may not wait for one specific player. If a team is not ready to play by 15 minutes after the

scheduled starting time, the game will be forfeited. If a game begins with nine (9) players and is forced to reduce their line-up (i.e. injury, ejection, etc.), the game continues. The spot vacated is just skipped in the batting order, with no automatic out. If additional roster player(s) show up after the game has started, then the player(s) must be inserted into the line-up immediately and must be placed at the bottom of the line-up

- b. Official game time starts with the first pitch
- c. If a team has 8 or less players available for a game, they are allowed up to 2 players from the younger division (division immediately under, same gender, from the same township, and listed on the appropriate roster) to play. The borrowed players are limited to 2 and the total player count on the team can never exceed 9 on teams that may normally play with 9 defensive players or 10 on teams that may normally play with 10 defensive players. These "borrowed" players must wear his/her actual team uniform and his/her participation in this game cannot interfere with the regular game schedule of his/her rostered team. The "borrowed" players must bat last and cannot pitch. When/if, at any time during the game, an additional roster player arrives at the game in uniform, the "borrowed" player(s) must sit and the rostered player will assume the "borrowed" player's last position in the batting line up, regardless of time, score, or inning. Even though t-ball does not have GWSRL rosters, Coach Pitch teams may acquire at-ball player from their town to make up their additional players when the team is short. The same uniform rules apply for T-Ball players.

5. Time Limit/Length of Games

- a. Time limit is 1 hour and 30 minutes
- b. No new inning may start after time is reached
- c. All games will be 7 innings
- d. All games must be four (4) innings, three ½ innings if the home team is ahead, to be an official game unless stopped by the time limit.
- e. Any inning started must be completed, no matter how much time is

remaining. The next inning starts when the final out is recorded in the bottom of the previous inning

- f. In the event of an extraordinary situation, (i.e. base continually dislodged, and time is lost fixing it, waiting because of an injured player) umpires may add time to the time limit. Umpires must add this time as near the incident time as possible and must notify coaches

6. Tie Games

- a. If the time limit expires and the game is tied, the teams will play one full extra inning. The game will end after that extra inning. If the game is still tied, the result of the game is a tie and will be scored/recorded as such. No replay of the game will occur
- b. In the event a game is tied and called due to rain or some other uncontrollable happening, the game will be replayed as a new game later agreed upon by both coaches

7. Rescheduling League Games

- a. Both managers shall reschedule games postponed within one week of the postponed game
- b. Both teams and towns must agree to the game change
- c. In case the two managers cannot agree on a date, the League President will assign a date
- d. Rescheduled dates assigned by the League President are final and the game will be played on the date assigned by the League President unless cancelled due to weather
- e. All rescheduled games will be played as a new game from the beginning. Games will not be started from the point in the game when it was stopped due to uncontrollable conditions such as weather, darkness, etc.

8. Uniforms and Equipment

- a. All players shall have a number on their uniform
- b. Hats are optional
- c. There is not penalty for shirttails that come out
- d. No steel cleats may be worn in any League game
- e. All players must wear protective headgear while outside the dugout and within the fence. Players who deliberately remove this headgear shall be warned once by the umpire and declared out for a repeated violation
- f. All catchers must wear the following equipment or they will not be allowed to catch:
 - i. Mask
 - ii. Helmet
 - iii. Shin Guards
 - iv. Chest Protector
 - v. Throat Guard (Unless wearing a hockey style mask of the face shield extends past the chin)
 - vi. Protective Cup

9. Bat Rule

- a. Baseball for baseball and softball for softball
- b. There are no restrictions on any bat used

10. Free Substitution

- a. Managers may freely substitute players as long as every eligible player present plays three (3) defensive innings, if the game goes the full seven (7) innings
- b. All substitutes must be inserted defensively by the fourth inning of all games
- c. If the game is stopped by the run rule or time limit this rule does not apply
- d. It is mandatory for all players who are present at a game to be placed in the batting order for the entire game for all games
- e. If any of these rules are not followed, then the offending team will forfeit the game.

11. Fake Tag by Defense

- a. When a defensive player fakes a tag when the player does not have the ball, obstruction will be called.
- b. Repeated violations of this rule may result in disqualification.

12. Batting and Base Running

- a. If a batter throws a bat, either intentionally or unintentionally, first offense batter will be given a warning, and the result of the play will stand. Second offense a dead ball will be called; no runners may advance and the batter will be called out.
- b. A courtesy runner is allowed for a player scheduled to start the next defensive inning in the position of catcher when there are two outs. This is optional and not mandatory. The courtesy runner must be the player that made the last preceding out
- c. It is not required, but strongly recommended base runners slide on all close plays at 2nd, 3rd, and home. If the base runner does not slide and malicious or flagrant contact is made by the runner, in the opinion of the umpire, the runner shall be called out and could be ejected from the game.

13. Sportsmanship

- a. In all divisions good sportsmanship is foremost
- b. Players or fans should not “Razz” other players. For example, players will not yell “Swing, Batter, Swing” to the batter.
- c. No noisemakers, horns, whistles, bells, etc., can be used by the players, coaches, or spectators to ensure the atmosphere is conducive to good sportsmanship
- d. Walk up music is allowed but the music must be turned off once the batter steps into the box
- e. Players and fans need to keep their cheering positive not only for their team, but to their opponent as well.
- f. Coach, player, or fan may be ejected by the umpire for any acts of negative sportsmanship.
 - i. When a player, coach, or fan is ejected from a game, the following must take place:
 - 1. Player-The player must either stay in the dugout and cannot participate in the game, or they can go sit in the stands with a parent or guardian.
 - 2. Coach-A coach must leave the playing field/area. Area would include the stands or surrounds. If they are waiting for the game to be over, they must go to the parking lot.
 - 3. Fan-A fan must leave the viewing area. If they are waiting for the game to be over, they need to go to the parking lot.

- g. If a player, coach, or fan is ejected from a game then they will automatically be suspended for the next game played by that team
- h. If a player, coach, or fan is ejected from two games in one year they will automatically be suspended for the remainder of the season for all teams they are associated with, pending Executive Board review.
- i. The Executive Board shall have the authority to suspend, discharge, or otherwise discipline any player, manager, coach, umpire, league officer, or other person whose conduct is in violation of the rules, regulations and bylaws of the league, and/or is considered detrimental to the best interest of the league. Persons subject to disciplinary action shall have the right to a hearing before the Executive Board before such discipline is imposed. In the event the discipline procedures involve a player under the age of 18, that player's parents or legal guardian shall be invited to attend the hearing with the player concerned. People who refuse to comply with the rules of the league may be considered for disciplinary action. The league may impose one of the following penalties which matches the severity of the offense:
 - i. Warning-The offending person is to be advised of the offense and further advised that repetition of the offense shall result in a more severe penalty.
 - ii. Suspension-The offending person is to be advised that he/she has been suspended from all league activity for a specific number of games or days.
 - iii. Dismissal-The offending person is to be advised that he/she has been barred from present and future participation in the league for the remainder of the season and post-season play.
 - iv. Barred-The offending person is to be advised that he/she has been barred from present and future participation in the league, or for a specific number of years.
- j. When a player or coach/manager is ejected from a game, the following procedures will apply.
 - i. Both umpires and both coaches will inform their Town Rep of the ejected players/coaches/managers full name and team within 24 hours of ejection
 - ii. Any player, coach, and/or manager ejected from a game will not be allowed to participate in the next scheduled game. If the player and/or coach/manager fail to comply, the non-compliant team will subject themselves to forfeit.
 - iii. The head coach will be notified by their Town Rep of the penalty

- k. Umpires will be barred from all association activities from situations that warrant but not limited to any type of law enforcement involvement.
- l. Towns found to be in violation of the League rules will be placed on a one-year probationary period. If the town is found in violation of the rules again during their probationary period, they will be expelled from the league.
- m. No one may consume alcoholic beverages or be under the influence of drugs and/or alcohol at the site of a game, as this will be cause for forfeiture.
- n. No tobacco products are allowed in the dugouts or on the playing field
- o. Rough play is to be discouraged by the coaches and an umpire may remove any player who intentionally tries to injure another player with high spikes or unnecessary rough tactics.

14. Score Submissions

- a. Game results must be turned in to the town representative or designee of the winning team.
- b. The winning team is responsible for reporting the game results
- c. The town representative or their designee is responsible for emailing the game result to shippygr@gmail.com. One of the site administrators will update the website with the results. League schedule and standings can be found at www.glennshippyleague.com.

15. Protests

- a. The manager or duly registered coach of the protesting team must call “time out” and immediately notify the umpire and the manager of the opposing team that the game is being played under protest. At that time, both scorebooks need to record all details of the game at that point, including score, count, runners on base, inning, and any other pertinent information.
- b. An official protest form must be completed that includes the above information, as well as contact information for both managers and all umpires involved in the game.
- c. Protests must be given received, along with a \$50 payment, within 5 days of the day in which the game was played and submitted to the League Vice President at Terry Hedglin, 303 W 17th Street, Holden, MO 64040 or terryhedglin1996@gmail.com. If an email is sent, the \$50 must be mailed and received within 5 days of the day in which the game was played. The Executive Board will provide a response to the complainant within 5 days of receipt of the appropriate protest form and payment.

- d. Half of the protest fee (\$25) will be refunded if the league upholds the protest. The remaining \$25 will be retained for administrative costs. If the protest is not upheld, the League will retain the entire \$50 fee.
- e. Protests of games played within 5 days of the league's final day to schedule games must be submitted no later than the last day of the league schedule
- f. Failure to comply exactly with the above procedure will nullify any future protest regarding the alleged violation.
- g. Use of ineligible players is not a protest but will be a cause of forfeiture of any or all league games

SPECIAL RULES

- 1. A regular 9-inch baseball will be used
- 2. The pitching rubber will be set 43 feet from home plate
- 3. 3 outs or 5 runs per inning.
- 4. There will be no penalty given to any pitcher that balks
- 5. There is no infield fly rule.
- 6. If bases are loaded, and the count on the batter is three balls and the opposing team's pitcher is pitching, the ball becomes dead immediately when the umpire calls ball four. The runner from third cannot steal home even if the catcher does not catch the ball. The runner is also not liable of being put out. At this point, a coach from the batting team will pitch to the batter. The batter retains their strike count. The coach pitcher will be allowed to throw up to 3 pitches, depending on their current strike count. If they have 0 strikes, then they will receive up to 3 pitches. If they have 1 strike, then they will receive up to 2 pitches. If they have 2 strikes, then they will receive 1 pitch. If the batter does not put the ball in play within the allotted pitches, then they are out. If they foul off the last pitch, then they will be allowed another pitch. After the batter either puts the ball in play or is out then the pitcher will resume their position and face the next batter. While the coach is pitching to their batter, the defensive pitcher will stand within 6 feet of the coach pitching but cannot be in front of the pitching rubber.
- 7. Runners are allowed to steal one base per pitch.
- 8. A runner may not leave the base until the ball is released by the pitcher. The first offense is a dead ball and the team receives a warning. Second offense is a dead ball and the runner is out. The warning is per team, not per player.
- 9. Runners may not steal a base on the throwback to the pitcher.

10. When the home team is ahead by more than 5 runs at the end of 6 ½ innings or when the minimum time limit has expired the home team does not bat
11. If a team gets ahead by more runs than the losing team can score in its remaining at bats, the game is over. This rule applies even if the run separation occurs in the middle of an inning. If the losing team wants to keep playing then the game will continue, but if the losing team wants to stop the game at any time they may.
12. Pitchers are limited to no more than 75 pitches or 4 innings per day, whichever comes first.
13. The definition of a day is one calendar day.
14. The definition of an inning is the delivery of 1 pitch to a batter. For the purposes of this rule, it is possible to have 1 inning charged to different pitchers in the same inning. For example, if you bring in 3 different pitchers during the same inning, each will be charged with an inning pitched, regardless of how many pitches they delivered.
15. A pitcher may finish the at bat if they reach the pitch count limit
16. Violating the league pitching limitations will result in the pitcher being removed from the pitching position (the player may remain in the game). The batter and all baserunners currently on base at the time the violation is identified will advance to home.
17. Pitchers who have been removed from the pitching position and still have eligibility to pitch (have remaining innings or pitches) will get 5 warm-up pitches regardless of when they return to the mound to pitch again.
18. Coaches are allowed 3 defensive conferences in a 7-inning game, with 1 additional per extra inning. After the 3rd conference in a game or the 2nd conference in an extra inning, the pitcher must be removed from the mound for the rest of the game. These conferences are per team, not per pitcher. No conference is charged if the pitcher is removed during the visit or in the case of an injured player.
19. If a pitcher reaches their pitch count limit (75 pitches), then they must take 2 full calendar days rest
20. If a pitcher reaches half of their pitch count limit 38 pitches), then they must take 1 full calendar day rest
21. All pitch counts must be kept on the Game Changer app. Teams must set their stats to public so that they may be seen by other teams and league representatives