

SELECT BASEBALL 2022 LEAGUE RULES

SCHEDULE:

- Schedules will be made by the Select Baseball League.
- Each team must play all games on schedule.
- Teams have the liberty to schedule tournaments or outside games.

DIVISIONS:

- The Select League will determine how teams are placed in each division by reviewing previous records & written requests.

CONFIRMING GAMES WITH YOUR OPPONENTS:

- Every Monday / Tuesday of each week, it is your responsibility to check in with your opponent and make sure everything is exact on the Select League site as far as address, field name and times. If there are any special instructions, please relay that information.

FIELD PERMITS:

- Always double check your field permits each week. We do not want teams showing up to a field that is being used.

REPORTING SCORES:

- Scores must be posted on your team page no later than Monday of each week.

UMPIRES:

- Home Teams responsible for scheduling umpires.
- Teams will split cost of umpires.
- 9U-12U: We recommend two patched umpires but games can be played with one if both teams agree.
- 13U-18U: Two patched umpires.

ROSTERS:

- Players must meet age eligibility requirements (May 1st).
- A team must start with a minimum of 9 players but can finish with 8, taking an out in vacated batting position(s).

BASEBALLS:

- Teams can use any brand for baseballs as long as you are using a good quality baseball.
- Teams need to split baseballs for each double header.

BAT RULES/RESTRICTIONS:

- 9U-12U all divisions: USA Stamped Bats Only or BBCOR -3
- 13U: USSSA Bats BPF 1.15, USA Stamped Bats or BBCOR -3
- 14U & 15U-18U MADII: BBCOR -3 Bats or Wood Bats
- 15U-18U NH, ME & MADI: Wood Bats (Both teams can agree to use BBCOR bats but playoffs will be wood)
- If a player is found using an illegal bat and gets on base, then he will be called out. If the player is found during the at bat using an illegal bat, then the player must switch bats and will be allowed to finish the at bat. This is similar to batting out of order.
- The following BPF 1.15 bats will not be used at the 13u level.
 - 2015 Demarini CF7 (-5)
 - 2015 Easton XL1 (-5)
 - 2016 Demarini CF8 (-5)
 - 2016 Demarini CF8 (-8)
 - 2016 Demarini CF8 (-10)
 - 2017 All Demarini CF Zen Bats
 - Louisville Slugger Blue Meta Composite (33/30 model only)
 - 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
 - (Easton) Ghost X (30/20 only – USA Baseball Marked)

INNINGS:

- 9U-12U: 6 innings. (Official game is 4 innings)
- 13U-18U: 7 innings. (Official game is 4 innings)

CLEATS:

- 9U-12U: Plastic cleats.
- 13U-18U: Metal or plastic cleats.

OPEN & CLOSED BASES:

- 9U, 10U DI & DII Divisions: 46ft mound, 60ft bases no leading.
- 10U Elite Division: 46ft mound, 65ft bases leading and stealing.
- 11U-12U Divisions: 50ft mound, 70ft bases leading and stealing.
- 13U-18U: 60.6ft mound, 90ft bases leading and stealing.

MERCY RULE:

- 9U-18U: 15 runs after 3 innings, 10 runs after 4 innings & 8 runs after 5 innings.
- Home team always gets their last at bat if needed.

PITCHING RULES:

- The Select League will follow the Pitch Smart pitching guidelines. This will be strictly enforced in our league playoffs. Coaches should adhere to these policies as it is in the best interest of the players.
- **Pitch Smart Guidelines**
- There are no warnings on balks besides 10U Elite level for the month of April. There will be one warning per pitcher.
- If a balk is called then the play is dead. Each base-runner moves up one base.
- Pitchers cannot fake to third base; it will be considered a balk.
- The pitcher must be replaced on the 2nd mound visit per inning or the 3rd mound visit in the game. This resets for each pitcher.

INTENTIONAL WALKS:

- Coaches simply need to tell the umpire that you are intentionally walking the batter and no longer need to throw four pitches. The ball is dead.

SUBSTITUTIONS / RE-ENTRY:

- Re-entry rule. A player can only re-enter in the same batting slot in the line-up. You can never hit in 2 different spots in the line-up during a game.
- Re-entry for a pitcher: In the event a pitcher is substituted with a pinch-runner or hitter, the pitcher may re-enter the game immediately as long as another pitcher does not throw a pitch. If he re-enters after someone else throws a pitch, he will not be allowed to pitch in that game.

BATTING ORDER:

- The batting order must consist of at least 9 players. Teams can use an EH and a DH in the same line-up. Teams also have the option of using as many EH's as they want.
- When you move the EH around in the field you do not have to tell the other team what position he is playing each inning. You only have to tell the other team if your lineup changes.
- If a player is injured while using a continuous batting order and that player's spot in the batting order comes up, an out is recorded and then they can continue with the batting order.
- A team must start a game with 9 players but can finish with 8 players.

COURTESY RUNNER:

- Teams can use a courtesy runner for the catcher & pitcher at any time.
- The courtesy runner must be the last batted out or any available substitute that has not entered the game yet.

EXTRA INNING RULE

- If a game is tied after regulation, then one regular extra inning will be played. If still no winner then the game will end in a tie. (Excludes Playoffs)

TIME LIMITS FOR GAMES:

- The Select League has no time limits on games however if both teams agree on a time limit before the game then that is okay.
- We recommend 2 hours for 9U-12U and 2 hours and 15 minutes for 13U - 18U levels.

CATCH & CARRY:

- There is no catch-and-carry. If a fielder steps into dead-ball territory with both feet, or falls in dead-ball territory, you have an immediate dead ball and base awards (one base).

SLIDE RULE:

- Must slide within reach of base with hand or foot, but not in a path toward the defender (except straight in).
- No rolling or pop-up slides into fielder; no slide through the base to contact defender (except at home). No raised leg above defender's knee; no slashing or kicking; no malicious contact with fielder.
- On force play, must slide in direct line between bases.
- No slide is okay if they move away / do not alter the play

EJECTION RULES:

- A coach or player ejection carries removal from that game only.
- The commissioner has the authority to suspend a coach or player for a longer period of time based on the severity of the act.

STOP IN PLAY FOR PLAYOFFS:

- If games are not resumed, they will become suspended or called official.
- If 4 innings have been completed, or 3 1/2 innings if the home team is ahead will become an official game.
- A suspended game will resume where the game was halted.

9U & 10U NH, ME, MA DIVISIONS (EXCLUDING 10U ELITE):

- Will follow Little League rules.
- No drop 3rd strike. The batter is automatically out and the runners can advance at their own risk.
- There is an infield fly rule.