

STOW YOUTH BASEBALL LEAGUE RULES
2009 SUMMER SEASON

H GOLD LEAGUE

1. The Ohio Hot Stove Baseball League Rules are to apply, with the exception: to H-Gold and then Stow Youth Baseball Rules will apply.
2. Pitching distance: 40 ft. Base distance: 60 ft. Home to second base: 84 ft 10 in.
3. The maximum numbers of players per team will be 13, unless special circumstances (i.e. siblings) require the league VP to make an exception.
4. A pitcher in H-League may pitch 8 innings in any 60-hour period. The 60-hour period will be from game time to the next scheduled game time. This includes all pitchers that have participated in that game. There are no exceptions.
5. Innings shall be determined by the number of put outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance.
6. In all H-League games, a pitcher shall not pitch more than three (3) innings in one calendar day.
7. In H-Gold there are no bat restrictions on youth baseball bats, except no tee ball bats are allowed.
8. A manager cannot tell the umpire that he wants a batter intentionally walked. The pitcher must throw at least 4 pitches to the batter.
9. The hidden ball trick is not allowed. ***PENALTY: Advance one base.***
10. In H-Gold bunting is not allowed.
11. Infield fly rule will not apply.
12. There will be no stealing or leading off. (If a base runner attempts to steal a base or leads off he will be called out.)
13. Base runner can only advance when a batted ball is hit fair or he/she is forced to advance. Example: a base on balls. (No stealing is permitted).
14. Once the pitcher has the ball and is on the mound all play stops.

15. If a runner is more than halfway to the next base at a dead ball or when the pitcher gets the ball on the mound (umpire discretion) he may advance to that base.
16. No running for any player on third strike. Batter is out regardless if catcher catches ball or not.
17. Six (6) innings shall constitute a regulation game.
18. If one team is leading by 10 runs or more at the end of the 5th inning (4 ½ innings if the home team is ahead) that game shall be ended and the team leading will be declared the winner.
19. The number of times a manager may talk to a pitcher is liberalized at the umpire's discretion (not to exceed 5 trips per game per pitcher). Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed. If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher.
 - * If a pitcher is removed from the mound to another defensive position on the field during a defensive inning, and remains in the field during the inning, he may re-enter as a pitcher during the game, but only once per the game.
 - * If a pitcher is removed from the mound during the offensive inning (his team at bats), he can only re-enter the game as a pitcher once per the game. For example, pitch 1st inning, no pitch 2nd inning, can pitch 3rd inning, and then next time removed from pitching during the game (subject to 3-inning per day pitch rule #6) the pitcher cannot re-enter as a pitcher even if he has an inning left per the day rule #6.
20. A half inning will constitute 6 runs or 3 outs per team, no matter what, until **ALL** innings are played.
21. Each team must play 10 players in the field, 4 as outfielders.
22. ***A two-hour time limit will be placed on each game. No new inning will start after two hours.*** All games will have a 2-hour time limit from the actual start time of the game. No new inning will begin once the 2-hour mark is reached, the teams may finish the inning they are involved in at the 2-hour mark.
 - * Tied games should be played out as darkness permits.
 - * If at the end of the 2-hour time limit and the game is still tied and darkness is not an issue (ie. there is daylight remaining), the game continues until the tie is broken – each inning must be completed for the tie to be broken.
 - * If darkness prohibits the game from being played until a winner is declared, the game will be a tie.

23. The umpire is the official time keeper (by his/her watch) and will have the exact start time and will log the start time onto the home team's scorebook. It is up to the teams to ask the umpire the start time of the game
24. A defensive player shall not fake a tag on a runner without the ball or when no play is imminent. PENALTY: Ejection. (umpire discretion)
25. Players must slide if there is a close play and an attempt is being made on the runner at any base, except first. If the player does not slide, he is out.
26. A runner cannot deliberately crash into a defensive player who has clear possession of the ball to make a tag. The runner cannot use a forearm block, or block of any type. Runner can slide hard. PENALTY: Runner is out and ejected from game at the umpires discretion.
27. A pitcher will be removed from position if he hits 3 batters in 1 inning, or hits a total of 4 during a game (in league play only).
28. Violations of any of the SYB or Ohio Hot Stove rulings shall be subject to forfeiture of the game.
29. **RECOMMENDED MAXIMUM PITCH COUNT PER DAY**
7-8 years old 50 Pitches Per Day

H MAROON LEAGUE

1. The Ohio Hot Stove Baseball League Rules are to apply to H-Maroon League games, unless SYB has a rule for league play.
2. Pitching distance: 46 ft. Base distance: 60 ft. Home to second base: 84 ft 10 in.
3. The maximum numbers of players per team will be 13, unless special circumstances (ie. siblings) require the league VP to make an exception.
4. A pitcher in H-League may pitch 8 innings in any 60-hour period. The 60-hour period will be from game time to the next scheduled game time. There are no exceptions.
5. Innings shall be determined by the number of put outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance
6. In all H-League games, a pitcher shall not pitch more than four (4) innings in one calendar day.
7. Seven (7) innings shall constitute a regulation game.
8. Dropped 3rd (third) strike the batter is out. The base runners may advance at their own risk.
9. In H-Maroon a player cannot lead off or steal any base until the pitched ball passes home plate.

The umpire will call time when:

- a. The pitcher has received the ball (in the mound area) and all runner(s) progress has stopped. The runner(s) must remain on their occupied base until the next pitch.
- b. The lead runner is stopped, no play being made on runners in jeopardy of being put out and the pitcher has possession of the ball on the mound, the umpire will place the runner(s) on their last occupied base. This does not void any legal advances that must be made. The mound will be the area which measures six (6) foot diameter with the pitchers rubber in the center.

This rule is not intended to stop all stealing, but its intent is to control it by not allowing it to occur until the ball passes the home plate. Time out will be called when, in judgment of the umpire, the play is over.

Penalty: When the player leaves early, the ball is dead, the runner is called out and the count continues on the batter. This is considered an immediate dead ball. No player can advance. This is considered an umpire's judgment call.

10. In H-Maroon baseball bat restrictions shall be: use metal baseball bats that are, $2\frac{3}{4}$ of an inch maximum diameter and difference between weight (in ounces) and length (in inches) cannot be greater than 8.5. (e.g. 31" bat must weigh at least 22.5 ounces).
11. A manager cannot tell the umpire that he wants a batter intentionally walked. The pitcher must throw at least 4 pitches to the batter.
12. The hidden ball trick is not allowed. **PENALTY: Advance one base.**
13. In H-Maroon you are allowed to bunt.
14. A defensive player shall not fake a tag on a runner without the ball or when no play is imminent. **PENALTY: Ejection.** (umpire discretion)
15. Players must slide if there is a close play and an attempt is being made on the runner at any base, except first. If the player does not slide, he is out.
16. A runner cannot deliberately crash into a defensive player who has clear possession of the ball to make a tag. The runner cannot use a forearm block, or block of any type. Runner can slide hard. **PENALTY: Runner is out and ejected from game at the umpires discretion.**
17. In H-Maroon a manager or coach may take one trip to the pitching mound per inning for each pitcher used, provided that it is not done for the purpose of delaying the game, a second trip to the same pitcher in the same inning will cause this pitcher's automatic removal as a pitcher for the remainder of the game and shall not, under any circumstances return to the mound as a pitcher. **THIRD VISIT IN THE GAME AUTOMATIC REMOVAL OF THE PITCHER AS A PITCHER FOR THE REMAINDER OF THE GAME.** Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed. If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher.
 - * If a pitcher is removed from the mound to another defensive position on the field during a defensive inning, and remains in the field during the inning, he may re-enter as a pitcher but only once per game.
 - * If a pitcher is removed from the mound during the offensive inning (his team at bats), he can only re-enter the game as a pitcher once per the game. For example, pitch 1st inning, no pitch 2nd inning, can pitch 3rd inning, and then next time removed from pitching during the game (subject to 4-inning per day pitch rule #6) the pitcher cannot re-enter as a pitcher even if he has an inning left per the day rule #6.

18. A pitcher will be removed from position if he hits 3 batters in 1 inning, or hits a total of 4 during a game (in league play only).

19. Violations of any of the SYB or Ohio Hot Stove rulings shall be subject to forfeiture of the game.

20. *In SYB league play only (non tournament) you can use 4 (four) outfielders per game.*

21. If one team is leading by 10 runs or more at the end of the 5th inning (4 ½ innings if the home team is ahead), that game shall be ended and the team leading shall be declared the winner. Any time after 6 innings, a full inning must be completed unless the home team is ahead.

22. RECOMMENDED MAXIMUM PITCH COUNT PER DAY

9-10 years old 65 Pitches Per Day

G League Rules

1. The Ohio Hot Stove Baseball League Rules are to apply to all games, unless SYB specifies the rule for league play.
2. Pitching distance: 50 ft., Base distance: 70 ft. Home to second base: 99 ft.
3. In G-League baseball bat restrictions shall be (to conform to Ohio Hot Stove Baseball Rules): use metal baseball bats that are, $2\frac{3}{4}$ of an inch maximum diameter and difference between weight (in ounces) and length (in inches) cannot be greater than 8.5. (e.g. 31" bat must weigh at least 22.5 ounces).
4. The maximum numbers of players per team will be 13, unless special circumstances (ie. siblings) require the league VP to make an exception.
5. A pitcher may pitch 8 innings in any 60-hour period. There are no exceptions.
6. The 60-hour pitching rules shall be from scheduled game time to next scheduled game time. This includes all pitchers that have participated in that game.
7. Innings shall be determined by the number of put outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance
8. A pitcher shall not pitch more than four (4) innings in one calendar day.
9. Violations of any of the SYB or Ohio Hot Stove rulings shall be subject to forfeiture of the game.
10. Seven innings shall constitute regular game.
11. A manager cannot tell the umpire that he wants a batter intentionally walked. The pitcher must throw at least 4 pitches to the batter.
12. A manager or coach may take one trip to the pitching mound per inning for each pitcher used, provided that it is not done for the purpose of delaying the game, a second trip to the same pitcher in the same inning will cause this pitcher's automatic removal as a pitcher for the remainder of the game and shall not, under any circumstances return to the mound as a pitcher. **THIRD VISIT IN THE GAME AUTOMATIC REMOVAL OF THE PITCHER AS A PITCHER FOR THE REMAINDER OF THE GAME.** Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed.
 - * If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher. If a pitcher is removed from the mound to another defensive position on the field during a

defensive inning, and remains in the field during the inning, he may re-enter as a pitcher but only once per game.

- * If a pitcher is removed from the mound during the offensive inning (his team at bats), he can only re-enter the game as a pitcher once per the game. For example, pitch 1st inning, no pitch 2nd inning, can pitch 3rd inning, and then next time removed from pitching during the game (subject to 8-inning per 60-hour period rule #5) the pitcher cannot re-enter as a pitcher even if he has an inning left per the day rule #5.

13. The hidden ball trick is not allowed. **PENALTY: *Balk no warning***
14. If one team is leading by 10 runs or more at the end of the 5th inning (4 ½ innings if the home team is ahead), that game shall be ended and the team leading shall be declared the winner. Any time after 6 innings, a full inning must be completed unless the home team is ahead.
15. A defensive player shall not fake a tag on a runner with out the ball or when no play is imminent. **PENALTY: Ejection (umpire discretion).**
16. Players must slide if there is a close play and an attempt is being made on the runner at any base, except first. If the player does not slide, he is out.
17. A runner cannot deliberately crash into a defensive player who has clear possession of the ball to make a tag. The runner cannot use a forearm block, or block of any type. **PENALTY: Runner outs and ejected from game at umpire's discretion.**
18. In the G League, one balk warning will be issued per pitcher after which, the runners will advance one base - for SYB league play only (see OHSBBL for rules to apply during tournament play).
19. **RECOMMENDED MAXIMUM PITCH COUNT PER DAY**
11-12 years old 75 Pitches Per Day

F League

1. The Ohio Hot Stove Baseball League Rules are to apply to F League games, unless SYB specifies the rule for league play.
2. Pitching distance: 55 ft. Base distance: 80 ft. Home to second base: 113 ft 2 in.
3. Baseball bat restrictions: 2 ¾ inches maximum diameter and difference between weight (in ounces) and length (in inches) cannot be greater than five (5). (e.g. 32" bat must weigh at least 27 ounces) *only for league play*. In Hot Stove Tournament, the bat cannot be greater than three (3). (e.g. 32" bat must weigh at least 29 ounces)
4. The maximum numbers of players per team will be 13, unless special circumstances (i.e. siblings) require the league VP to make an exception.
5. A pitcher may pitch 10 innings in any 60-hour period. There are no exceptions.
6. The 60-hour pitching rule shall be from scheduled game time to next scheduled game time. This includes all pitchers that have participated in that game.
7. Innings shall be determined by the number of put outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance.
8. Violations of any of the SYB or Ohio Hot Stove rulings shall be subject to forfeiture of the game.
9. Seven innings shall constitute a regular game.
10. If one team is leading by 10 runs or more at the end of the fifth inning, (4 ½ if the home team is ahead) that game shall be ended and the team leading shall be declared the winner. Any time after 6 innings, a full inning must be completed unless the home team is ahead.
11. The manager or coach may take one trip to the pitching mound per inning for each pitcher used, provided that it is not done for the purpose of delaying the game. A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal as a pitcher for the remainder of the game and shall not, under any circumstances return to the mound as a pitcher. **THIRD VISIT IN THE GAME AUTOMATIC REMOVAL OF THE PITCHER AS A PITCHER FOR THE REMAINDER OF THE GAME.** Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed.
 - * If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher. If a pitcher is removed

from the mound to another defensive position on the field during a defensive inning, and remains in the field during the inning, he may re-enter as a pitcher but only once per game.

- * If a pitcher is removed from the mound during the offensive inning (his team at bats), he can only re-enter the game as a pitcher once per the game. For example, pitch 1st inning, no pitch 2nd inning, can pitch 3rd inning, and then next time removed from pitching during the game (subject to 10-inning per 60-hour period rule #5) the pitcher cannot re-enter as a pitcher even if he has an inning left per the day rule #5.

12. A defensive player shall not fake a tag on a runner with out the ball or when no play is imminent. PENALTY: Ejection (umpire discretion).

13. Players must slide if there is a close play and an attempt is being made on the runner at any base, except first. If the player does not slide, he is out.

14. A runner cannot deliberately crash into a defensive player who has clear possession of the ball to make a tag. The runner cannot use a forearm block or block of any type. Runner can slide hard. PENALTY: runner is out and ejected from game, at umpire's discretion.

15. The hidden ball trick is not allowed. PENALTY: Balk no warning.

16. RECOMMENDED MAXIMUM PITCH COUNT PER DAY

13-14 years old 85 Pitches Per Day