

Stow Youth Baseball League, Inc.

E League Rules

2009 Season

Here are the league rules adopted by the High School League (Stow - E League, Hudson – Clemente League) for the 2009 season. These rules apply to both Intra-league and Inter-league games.

1. A minimum of eight players must be on hand for a team to start a game, otherwise that team must forfeit.
2. A minimum of seven players must be on hand for a team to finish a game, otherwise that team must forfeit.
3. There are no automatic outs in the lineup if a team is forced to play with less than nine players. **The only exception** to this rule is if a player is ejected. Then that spot becomes an automatic out every time the player is scheduled to bat. The ejected player will be suspended for the next league game their team is scheduled to play. **However**, if a player has to leave for work, personal reasons, etc. the spot is merely bypassed and is not an out. No player may ever be removed from a game merely to avoid having that player bat.
4. Sliding – no collisions are allowed. If the defensive player is blocking the base and has ball in hand, the runner must slide. If a defensive player is blocking a base without ball in hand and has no chance of making a play, thus causing a collision, the runner will be ruled safe whether he slides or not. A catcher may not block the plate or the baseline without the ball. If the catcher goes up the line and is blocking the line without the ball, the player should run around the catcher to avoid the collision without fear of being called out.
5. Darkness or rain – When the umpire rules it is too dark to start another inning or calls the game due to weather conditions, the game will be decided as follows: **If 4 ½** or more innings have been played and the home team is winning, the game is over and the home team wins. **If 5** or more innings have been played and the teams have had an equal number of at-bats, the team with the most runs wins. **If the game is tied or less than 4 ½** innings have been played, the game will be picked up from that exact point when it is resumed. Umpires should only call games on account of darkness at the end of a full inning, unless the home team is winning and it is obvious not another full inning can be played.
 - 5a. If there are a few innings to makeup of the game, at the discretion of the umpire-in-chief, the game will be finished the next time the teams meet, if they meet again during the season. If the teams do not meet again, the umpire-in-chief will schedule the completion of the game for a later date.
 - 5b. If the game has completed 5 innings, and the losing team has the winning or tying run on base and the game is called for darkness or weather conditions, the game is suspended and play will resume at that point in order to allow the game to be competed at a later date to be determined by the umpire-in-chief.
6. Bats may have no more than a three differential. If a player is caught using a bat with more than a three differential, that player will be ruled out and the runners will go back to their original bases if indeed the ball has been put in play. If the batter is still batting when the problem is discovered, the batter will be ejected from the game. The ejected player will be suspended for the next league game their team is scheduled to play.
7. There is only one visit to the mound allowed per inning by a coach/manager to each pitcher. The second visit to a pitcher in an inning will result in the pitcher having to be removed from the game. The starting pitcher can return to the mound one time. Relief pitchers cannot return to the mound.

8. There are no balk warnings.
9. Pitchers cannot wear anything on their glove hand aside from their regular gloves (no batting gloves, bracelets, etc.)
10. Pitchers cannot have white sleeves coming out from under their regular uniform top.
11. Pitchers can work a maximum of 5 innings per game and a maximum of 10 innings every 72 hours. One pitch constitutes 1/3 (1 out) of an entire inning. Any pitcher intentionally throwing at a batter will be immediately ejected.
12. Any batter intentionally throwing a bat will be immediately ejected.
13. If a player arrives late for a game, he will be inserted at the bottom of the order (for example, 12th if there were 11 players already on hand) and will bat for the first time when that spot comes up. A player will not be inserted anywhere else in the order. If a manager thinks a boy is going to arrive late and wants to put him in a certain spot in the order, he can do so. However, if the player is not there when his turn to bat takes place, the manager can remove him and later put him at the bottom of the order, or he can take an intentional out and keep him at that spot.
14. All players must play a minimum of three innings in the field, within the first six innings, unless the game is called early due to the mercy rule. (10 run lead after 4 ½ innings or more if the home team is winning, or 10 runs or more after 5 if the visiting team is winning.)
15. Round-robin batting will be used at all times.
16. The home team must provide two new baseballs before the start of each game. The visiting team should provide two used baseballs in reasonably good shape.
17. It is up to the home team to have the field ready to be played at game time. If it has been raining or the field is wet from an earlier rain, the home team should be sure to arrive early enough to get the field in playing shape.
18. Teams playing in their own league (non inter-league games) must still show at the field even if they know ahead of time they are going to win by forfeit. If that team does not have eight players on hand following the 15-minute grace period, there will be a double forfeit and both teams will be given a loss. This is a league rule and one that must be enforced.
19. If there is a chance the field will be unplayable, the home team should visit the field site at least one hour ahead of schedule and make a determination as to whether the game can be played. Make every attempt to get the field ready. However, if it is obvious there will be no game that night, let the visiting manager know immediately and also call either (Stow) Tom Heberling (330-688-1596) or (Hudson) Jim Goff (330-650-2413).

Also, contact Bob Spangler (330-753-5514) of Summit Umpires as soon as it has been determined to postpone a game. This will help the league avoid unnecessary costs. Steve Stahl will reschedule make up games for Stow teams. Hudson managers will coordinate reschedules through Jim Goff. If a game is postponed and Steve or Jim have not been contacted both teams will be awarded a loss.
20. If the first game of a double-header is rained out, do not assume the second game will be also. Make every attempt to get the field ready for play, if at all possible.
21. Weeknight inter-league games in will begin at 5:30 or 6:00 pm. Weekend games begin at 9:00 am and Noon.

22. Winning managers will report the scores to Tom Heberling (phone 330-688-1596 or e-mail at theberling@neo.rr.com) for Stow managers and Jim Goff for Hudson managers within 24 hours of the end of the game. Failure to do so will result in both teams being awarded a loss.
23. The Ohio High School Baseball rules and the American Amateur Baseball Congress rules are to apply to all E League games, with the exception of any rules not in conflict with the American Amateur Baseball Congress rules, then Stow Youth Baseball rules will apply.
24. Appropriate rules governing the League in which the teams are playing must be on file with the League Secretary.
25. Teams are to be formed to compete in or out of Stow as requested by League Vice-President and approved by the Executive Board.
26. All players must be notified in E League team try-outs before the first League game.
27. Players must slide if there is a play (determined by the Umpire's discretion) at any base, except first. If the player does not slide, he is out.
28. Baseball bat restrictions (to conform to Ohio high school rules): are a 2 5/8" maximum diameter and the difference between weight (in ounces) and length (in inches) cannot be any greater than three (3). (E.g. 32" bat must weigh at least 29 ounces).
29. See separate league rules for further items that apply to this age group.
30. Violations of any of the Ohio High School Baseball or SYB rulings shall be subject to forfeiture of the game.