

## WELCOME TO THE COLONIAL BASEBALL ASSOCIATION '14

Welcome to the 2014 season of the Colonial Baseball Association. We now have 28 teams and encompass 8 local Leagues, including: *Bridgeport, Conshohocken, East Norriton, Flourtown / Edenheim, Norristown, Plymouth, West Norriton and Whitemarsh Little Leagues.*

The purpose of this document is: 1. To provide regulations to guide teams through the season,..... 2. To address conflicts that may arise during the season, and .....

.....3. To provide a quick guide for league information.

**The Official Regulations and Playing Rules Book 2013 ("Green Book")** applies for any regulations not found in this manual. Please keep both sets of rules with you during games. This handbook and other information will be available at [www.eteamz.com/ENLLbaseball/](http://www.eteamz.com/ENLLbaseball/)

❖ **Fees & Registration**  
Team rosters must be submitted to the league coordinator prior to the start of the season. Association fees must be paid and rosters must be submitted prior to the season's start. Remember also to submit roster information to Little League by April 11.

We will have a \$100.00 registration fee this year. No forfeit fee will be collectable up front. However, 2 forfeits will cost that League \$50. and \$25.00 for each additional forfeit. (See below for rules governing forfeits and please all try not to "go there")

❖ **Umpires**  
The home team's league will be responsible for scheduling umpires. If a scheduled umpire fails to report to the field for a game, the home and visiting team should ask for two volunteers. Great effort must be used to insure that games are played with officiating by qualified umpires. Those leagues that do not use paid umpires will make every effort to recruit umpires from their Minor League or Junior systems and have agreed to not having league coaches or players' parents umpiring their players' games.

❖ **Safety**  
Code for Little League (Back Page of LL Rule Book) shall govern all leagues. Note: On-Deck batters are not permitted.

**Game Reporting:** To keep all informed about the standings and Pitch Count statistics, and to ensure the league has accurate and timely information, within 24 hours after every game, send an e-mail to [colonialscores@comcast.net](mailto:colonialscores@comcast.net) with the following information:

1. The score of the game and number of innings
2. Names of all of your **AND** opposing pitchers and the number of pitches thrown by EACH. (See pitch count rule, below)

This information will be posted and maintained on the East Norriton Little League website ([www.eteamz.com/ENLLbaseball/](http://www.eteamz.com/ENLLbaseball/))

**Pitching Statistics:** A 2013 pitch count rule is in effect allowing a pitcher to finish pitching to a batter and exceed the designated period of rest without penalty. Please notify the umpire and the opposing Manager prior to the pitch count being reached that this would be the last batter the pitcher will face.

Examples:

1. Pitcher throws 23 pitches to complete the batter. The final pitch limit upon being removed is 20 pitches. This designates 0 days rest. Please email the Pitchers' last name and 20 pitches.
2. Pitcher throws 37 pitches and completes the batter. The final pitch limit upon being removed is 35 pitches. This designates 1 days rest. Please email the Pitchers last name and 35 pitches.
3. Pitcher throws 56 pitches and completes the batter. The final pitch limit upon being removed is 50 pitches. This designates 2 days rest. Please email the Pitchers last name and 50 pitches.

**When this situation occurs, please report the designated pitch counts, not the actual pitch count.**

**NOTE: Regulation VI Note 1:** The 2013 Official Exception "In the event that the first inning is not completed, all records including pitching records, batting records, etc. shall be disregarded" is no longer in effect. Thus, even if a game does not complete the 1<sup>st</sup> inning, participating pitchers must adhere to the appropriate rest requirements. Note that Rule 4.10 (d) still requires games that do not complete the 1<sup>st</sup> inning to be restarted not resumed.

### **Association Rules not in Green Book:**

❖ **PRE-GAME RESPONSIBILITIES**

**Field Use:** The home team will have the field starting 1 hour before game time for 25 minutes. The visiting team then has the field for the next 25 minutes. The last 10 minutes should be used to line the batters box, exchange lineups and take ground rules. (Ex: For a 6 PM game, the home team will practice from 5:00 PM until 5:25 PM. The visiting team will practice from 5:25 PM until 5:50 PM.)

**Line-Ups / Pitchers:** In addition to exchanging lineups, Coaches must provide pitcher eligibility information prior to the game. (See below for pitching eligibility rules).

**Field Prep:** The home team is responsible for dragging/raking the field, installing and removing bases and lining the field.

**Dugouts:** The home team dugout is along the 3rd base side. The visitor's dugout is along the 1st base side.

**Field Size:** All games will be 50/70 unless the following occurs

- a. All Whitemarsh & Conshy games (Home & Away) will be played at 46/60 dimensions. **This includes playoffs!**
- b. Any game(s) involving all other leagues may opt to be played at 46/60 if both teams agree prior to that game.

❖ **OFFICIAL / REGULATION GAME STATUS**

**1. An official game status is reached when:**

- ❖ FOUR innings have been completed.
- ❖ The home team has scored more runs in 3½ innings than the visiting team has scored in 4 completed HALF-INNINGS.
- ❖ The home team scores one or more runs in its half of the fourth inning to tie the score.

**2. Time Limits:** For all non-lighted fields, no inning is to start after dusk, which is a published time. All will let the visiting team know that time prior to each game.

**3. Rain Outs and Suspended Games:** On suspect days, the home team manager will contact the visiting manager for an update 2 hours before the scheduled start. A final decision must be made 1 hour prior, to allow the visitors time to call players and begin travel. Any game that is rained out or suspended, before an official game status has been reached, **MUST** be made-up or completed. Rainouts will be made up on the first open date with no more than 3 games per team in 1 week and no more than 2 games in succession. If a field is unplayable or unavailable on the 2nd night then the game moves to the next available night on either team's field. If a game cannot be completed within two weeks then both teams take a tie. If possible, make plans at the time of postponement to complete the game. If a team is unable to field a team for the above scheduled make-up day, the league coordinator must be notified immediately and the game will be forfeited. To facilitate this schedule, no games will be scheduled on Sundays, and each league should insure that Sundays are available on their field for make-ups. If field time is not available for the scheduled make up, the game will be moved to the opposing teams' field.

**4. Forfeits: (see Fees & Registration, above).** A forfeit is charged when less than 48 hours is given when a team cannot participate in a scheduled game. There is no charge for a legitimate forfeit (48 hours notice given). **THERE WILL BE NO RE-SCHEDULING OF GAMES TO ACCOMMODATE TEAMS UNABLE TO FIELD A TEAM AT THE SCHEDULED GAME TIME.** Any team unable to field a 9-player team game for a regularly scheduled or make-up game will receive a forfeit for that game.

❖ **Highlighted Rules New Rules / Clarifications for 2014:**

**Section IV.i. (Playing Time).** Every player on the team will participate in each game for a minimum of 6 consecutive defensive outs and bat at least 1 time. If this is not adhered to, the penalty shall be that the player(s) involved shall start the next scheduled game, play any previous requirement plus the full requirement for that game before being removed. Managers will be penalized as stated in this section. If the game is shortened for any reason and a player does not meet his requirement, he must fulfill the time the next game as stated above, however the Manager will not be penalized. If a player arrives late for the game, playing time is not mandatory (4.01.d Note2).

**Rule 1.10: (Bats)** The bat must meet Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards. It shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. **EXCEPTION:** Composite bats are prohibited unless approved by Little League International. View the list of approved and licensed composite bats.

**Rule 3.03 (Substitutions):** Only a starter may reenter in any spot in the batting order, provided the substitute has played six consecutive outs and batted at least once). Teams have the option of utilizing a **Continuous Batting Order (Rule 4.04).**

**Rule 3.09 (Warm-up):** Managers **must** not warm up a player at Home Plate, in a bullpen or elsewhere at any time, however they may standby and observe during warm up in a bullpen.

**Rule 4.05 (Base Coaches):** Base coach can be 1 player and/or 1 adult or 2 adults (as long as there is still an adult manager or coach in the dugout). Note: Players shall wear a helmet when coaching a base.

**Rule 4.10.e (10 Run Rule):** If either team is ahead by 10 or more runs after 4 complete innings (3½ if the Home team is winning), the game is over for Majors Division. 5 complete innings (4½ if the Home team is winning).

**Rule 4.17 (Forfeit).** Failure to place nine (9) players on the field shall be considered a forfeit. If a player is injured or ejected and the team has no eligible player, the opposing manager may select the player to enter the game. However a game cannot continue with less than nine players.

**Rule 6.05 (b) (Third strike).** A batter is out when –  
(1) a third strike is legally caught by the catcher;

(2) a third strike is not caught by the catcher when first base is occupied before two are out.

(3) a third strike is not caught by the catcher but the defense tags either the batter or first base before the batter touches first base provided that the batter had not previously entered the dugout or any other dead ball area.

**Rule 6.06 (c) (Illegal action by the batter)**- A batter is out when interfering with the catcher's fielding or throwing by:

1. Stepping out of the batter's box, or..
2. Making any other movement that hinders the catcher's actions at home plate or the catcher's attempt to play on a runner, or..
3. Failing to make a reasonable effort to vacate the congested area when there is a throw to home plate and there is time for the batter to move away --

**Rule 7.13 (Leaving Early)**: Base runners shall not leave their bases until the ball has reached the batter. Various penalties are described in this section.

**Rule 7.14 (Special Pinch Runner)**: Once each inning a team may utilize any player who is not in the batting order as a special pinch runner for any offensive player. The player for whom the pinch runner runs is not subject to removal from the line-up. A player may only be removed for a special pinch runner one time during a game. Note: There are NO courtesy runners (for catcher or any other player) permitted.

**Rule 8.06 (Visiting the mound)**: During a time-out, a manager may visit the pitcher at the mound. He may also confer with any other (any one or all) defensive player(s). After the 3<sup>rd</sup> visit in any inning or the 4<sup>th</sup> visit for any game, the pitcher must be removed.

❖ **Playoffs**: This season the league will be recognizing each township's top team only to make 8 total playoff Teams to be seeded by winning percentage.

**Playoff Seeding: 1<sup>st</sup>** - Winning percentage; **2<sup>nd</sup>** - Head to Head; **3<sup>rd</sup>** - Record vs. common opponents. Once a tie among multiple teams is broken, to determine a winner, the tiebreaker reverts back to Head to Head, etc. to determine next position.

**Playoff Schedule: 1<sup>st</sup>** round - 5/28- Semi-Finals - 5/30,  
**Championship - 6/1**

**Playoff Seedings** The 8 teams will be matched up as:

- 1<sup>st</sup> team plays 8<sup>th</sup> team.....2<sup>nd</sup> team plays 7<sup>th</sup> team.....etc.
- Subsequent round seedings to be reseeded by winning percentage.
- The League Champion will receive possession of a trophy until the next season. Both teams will receive championship shirts.

❖ **Grievances**

When / if there is a grievance over any issue, the grievance procedure is as follows:

1. When a grievance situation occurs, the grieving coach will notify the other coach. If the coaches agree that an infraction has occurred, it will be rectified immediately. Rectified or not, the game continues. Each party will contact his League's Grievance Board Member.
2. The grieving league's Board member will call the other party's Board member and try to work out the problem.
3. If no solution is reached in 2 above, the grieving Board members will consult with the other Board members and make a decision as they may see fit as a whole. This decision will be final.

**Team Rosters**

See separate section on the East Norriton Website

**Colonial League Contact Pages**

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