

Catholic League Baseball Rules 2006 - Changes for 2006 are underlined.

A/B Division (7th/8th Grade)
C/D Division (5th/6th Grade)
March 13, 2006

www.graceac.com
GRACEAC Hotline – 616.456.9563

BOYS BASEBALL LEAGUE ORGANIZATION

1. The boys baseball league shall consist of Catholic parish school teams that are members of the Grand Rapids Area Catholic Elementary Council (GRACEAC). No CCD students who do not attend a member school are allowed to participate.
2. Invitationals and league playoffs will follow all regular season game rules except where noted.
3. All other GRACEAC Handbook rules and regulations apply. (* denotes reference to the GRACEAC Handbook – available from ADs and school principals)
4. All other game rules will be according to the Michigan High School Athletic Association (MHSAA) Rules for Junior Highs for 7th/8th grade. Rules for 5th/6th grade will be according to Little League Baseball Rules.
5. Each participating school must have a roster complete with players' names, birth dates, and grades; uniform colors; head coach's name, address phone numbers and email (if available); school name and team nickname. This roster must be signed by the school principal and submitted by the athletic director to the league president one week prior to the first game.
6. The team playing as the home team for each contest will bring all players to home plate and lead the group (both teams and coaches) in prayer.
7. Opposing teams and coaches will meet immediately following the game at home plate to shake hands in demonstration of good sportsmanship.

MERGERS

8. Any school requesting a merger should do so any time after February 15th by referring to the following guidelines:
 - a. Schools shall not practice together prior to approval of their merger request by the league president. Violations shall be reported to the league president.
 - b. A principal or athletic director may request a merger. Coaches must seek approval through their school principal or athletic director for a merger request. Coaches may not request a merger.
9. Practices may begin on the Monday during the week of March 15th. (* Rule P)
10. All teams are limited, per week, to:
 - Pre-Season: 8 hours (4 practices)
 - Season: 6 hours (3 practices)Practice time shall be limited to two (2) hours per day. Coaches are encouraged to cut time for practice and number of practices when there is an opportunity. (* Rule G)

GAME ELIGIBILITY AND MINIMUM PLAYING TIME

11. To ensure total participation, it shall be mandatory that each student athlete participate the minimum time per game of two full innings in the field with free substitutions and rocket rule batting.
12. When a player becomes injured during the course of a game and is deemed unable to continue, the minimum playing time for that player is not required.
13. Any time a player is injured and returns to play, the playing time minimum must be met.
14. It is the responsibility of the coach to make sure that each student athlete meets the required minimum playing time.

GAME RULES

Changes for 2006 are underlined.

PRE-GAME

15. At least 10 minutes before the scheduled starting time, each team shall supply the other team the first name, last name, and uniform number of each player who may participate. The list shall be in the correct batting order. If a player is absent at the start of the game, please leave them out of the batting order. When they arrive, they will be added to the bottom of the batting order. If a player is not present when it is their turn to bat, they will be called out. (If a player is injured, and cannot continue to play, they will not be called out when their spot in the batting order comes up. If the injured player misses a turn at bat, they cannot return to the game.)

16. There will be a coaches' meeting prior to each game at home plate with both head coaches and the umpires. This coaches' meeting will stress sportsmanship and leadership as well as rule review. (ground rules, batting line-ups, etc.) The home team AND visiting team will supply a new baseball – the home team will ALSO supply one good used ball.
17. Infield practice for both teams is allowed prior to the game. Limit for this is 5 minutes.
18. Scorekeepers from each team shall meet after each half-inning to agree on the score. Home team shall keep the official scorebook AND shall keep the official starting time, for the purpose of enforcing the time limit.
19. Only players and coaches may be on the field during pre-game warm-ups and games. All fans and spectators must be kept off the field. The head coach is responsible for the conduct and behavior of substitutes, disqualified players, spectators, and all other bench personnel.
Bench personnel shall not:
 - a. Disrespectfully address an official.
 - b. Incite undesirable crowd reactions.
20. Games may begin with a minimum of eight players.
21. Pitchers will be given 8 pitches to warm up for pre-game. Between innings, they are allowed one minute to throw five warm up pitches. Replacement pitchers are allowed one minute to throw five warm up pitches.

IN-GAME RULES

22. Each game shall consist of:
 - 5th/6th grade – 6 innings or 75 minutes (no inning will start after 75 minutes)
 - 7th/8th grade – 7 innings or 105 minutes (no inning will start after 105 minutes)
 Doubleheaders will use these same time limits.
 Note: For both levels, if a game goes into extra innings, within the time limit, the “Kansas City” rule will be used. That is, the player who batted last in the previous inning will put at second base to start the next inning of extra innings.
23. Ties will not be played out in the regular season, unless within the time limit.
24. Run limit: There shall be a 5 run per inning limit for 5th/6th grade, regardless of inning. No run limit for 7th/8th. (See Rule 31 for “Mercy Rule”)
25. Courtesy runners will be allowed (but not required) for pitchers and catchers (regardless of the number of outs). The player who made the last out will be the designated runner. (This will allow the catcher to put on the gear, and will allow the pitcher to rest)
26. No 1 and 1 count at either level. Hitters start with an 0 and 0 count.
27. Maximum innings for pitchers: (one pitch is considered an inning)
 - 5th/6th Grade: 3 innings PER GAME
 - 7th/8th Grade: 4 innings PER GAME. 6 innings PER DAY (when double-headers are played). 10 innings PER WEEK (a WEEK is defined as starting on Sunday, and ending on Saturday)Once removed from the mound, a player may not return to pitch in the same game.
28. Mound visits: Only 2 visits per inning – pitching change must be made on second visit.
If a coach makes a third visit, the pitcher must be changed. This rule is PER INNING, not PER PITCHER.
29. The infield fly rule will be followed.
30. The “Mercy Rule” will take affect as follows:
 - 7th/8th grade – When one team is ahead by 15 or more runs after four innings, or up by 10 runs after five innings.
 - 5th/6th grade – When one team is ahead by 15 or more runs after five innings.
31. Stealing will be allowed as follows: (per baseball Rule Book)
 - 5th/6th grade – The runner must maintain contact with the base until the ball crosses home plate. Once the ball crosses the plate, the runner may attempt to steal. If a runner leaves early, he will be called out.
 - 7th/8th grade – Leading off and steals are allowed.Steals of home and squeeze plays are allowed, per baseball rule book.
32. Intentional walks:
 - 5th/6th grade – Not allowed.
 - 7th/8th grade – Batter will be waved to first base after umpire is alerted. (No pitches necessary)

UNIFORMS & EQUIPMENT

33. No jewelry may be worn during a game. Any “unforgiving” material (i.e. plastic or metal) may not be worn during games. A mound visit can be charged to a team that does not conform to this rule.
34. Uniforms of all team members should be of the same color and style. Caps and shoes are required.
When a player wears a helmet, it replaces the cap as mandatory equipment. If the pitcher's undershirt is exposed, it cannot be white or gray. Coaches will be responsible for the uniform compliance of all their players.
35. No metal spikes are to be worn.
36. All players must wear protective cups.
37. Warm-up catchers (under the age of 18) must wear protective helmet and masks.
38. Players must wear protective helmets when acting as baserunners, batters, or while on the field as a coach.
39. Bat diameter:
 - 5th/6th grade – Maximum 2 ¼” barrel. Must be LL approved.

7th/8th grade – Maximum 2 ¾” barrel. Must be LL / JRL / SRL approved.

PLAYER SAFETY

40. Runners must slide or avoid contact on tag plays at all bases. Violation will result in automatic out – no warning given. Intentional violent contact will result in ejection.
41. Each team will receive one warning for a thrown bat. The next occurrence for that team will result in the offending player being called out.
42. No player shall attempt a fake tag – each team will receive one warning per game. This will result in the offending player being removed from the field and being called out for their remaining at bats.
43. An unconscious or apparently unconscious player, as determined by the game officials, will be removed from the game by the official. The player may not return to ANY GAME OR PRACTICE, without written authorization from a physician (M.D. or D.O.). This authorization must be given to:
 - c. The game official prior to the player’s return, if for the same game.
 - d. His coach; before practicing again.
44. A player who is bleeding, has an open wound, or has an excessive amount of blood on their uniform must leave the game. The game official will stop the game and allow the coach one full minute to bring in a substitution. The affected player must sit out until the next time stoppage before returning to the game. Excessive bleeding or an excessive amount of blood is any amount on the uniform or skin that can be transferred to a teammate, opponent, or official. The player may not return until the bleeding has stopped, and if necessary, the affected area covered. If the player has an excessive amount of blood on their uniform, the uniform must be changed. Coaches are encouraged to have extra uniforms, socks, etc. for a player to change into. Inexpensive numbered T-shirts can be used for this purpose, as long as they are of a similar color as the game jersey.

FIELD DIMENSIONS

45. Pitching distances are 46 feet for 5th/6th grade, and 54 feet for 7th/8th grade.
46. Base path distances are 60 feet for 5th/6th grade, and 80 feet for 7th/8th grade.

INCLEMENT WEATHER

47. Coaches will be notified of cancelled games due to inclement weather if decided prior to the end of the school day. If school is cancelled, GAMES MAY STILL BE PLAYED. Coaches or athletic directors should call the GRACEAC hotline at 616.456.9563 for further information regarding game status. If a game is cancelled because of inclement weather, the contest shall be played at a time and place mutually agreed upon by the league president and coaches.
47. If lighting or thunder is seen or heard prior to, or during the game, the game shall stop immediately. This rule is not up to discussion. All coaches, players and officials are to seek immediate cover in a building. If no building is available, then the game is cancelled/postponed, and coaches, players and officials shall leave the area. If shelter is available play may not resume until a full 15 minutes has passed from the last seen or heard lightning or thunder. If the severe weather persists for 30 minutes or longer, the game is cancelled. If the game has been played for 4 innings or more for 5/6th grade and 5 innings or more for 7/8th grade it will be determined to be a complete game. Otherwise all attempts will be made to reschedule the game and it will be played at the same point it was postponed. Both coaches shall agree on the status of the scorebook.