



2010 BASEBALL SEASON
Rule Book

OUR MOTTO:

**BASEBALL IS A GAME PLAYED BY CHILDREN
FOR THEIR ENJOYMENT.**

Junior Boys I & II League Format and Supplemental Rules

The 2010-year baseball league Junior Boys I & II will be played by boys ages 9& 10 for Junior Boys I and 11 & 12 for Junior Boys II on or before April 30th. League standings will be based on Suburban League games **only** (Suburban Teams VS Suburban Teams) for Junior Boys I. League standings will be **all** games played for Junior Boys II. In the case of a tie for 1st or 2nd, a playoff game will be scheduled.

League Commissioners are:

Scott Blashka/Suburban	886-2262
Scott VanDeHey/Neenah Baseball	729-9556
Brian Gast/Youth Sports	740-7551
Josh Berman/Palisades	734-4854

GAME SCHEDULES

League games will be played Monday and Wednesday evenings. A copy of the game schedules will be distributed by each team coach to their players or can be obtained from the website (suburbanathletics.com). Games are scheduled to begin at 6:00 pm, unless otherwise noted. Games will be 6 innings long. Every effort should be made to complete the games in a timely fashion. **No new innings after 8:00 pm, or nightfall, determined by both coaches and the umpire.** The umpire will have the final decision. **Players should arrive 30 minutes before the scheduled start of any game to allow time for proper warm-up time.** Games postponed due to rain out can be made up as individual games or as double headers. Teams are encouraged to make up the games as promptly as possible. Coaches need to mutually concur a game is rained out and agree to the makeup games format. League commissioners need to be notified. If a game ends in a tie, both coaches and the umpire must agree to finish the game if at all possible, light conditions and time allowing. Every effort needs to be made to complete the game. Games less than 4 completed innings interrupted or suspended by weather, will resume at point of interruption. Completed games are 6 innings. A game will be declared completed if a team is ahead by **15 runs after 4 complete innings.**

All Coaches are encouraged not to run up the score on any team. **A 4 run rule is installed each inning at the 9 & 10 level.** During the last inning unlimited runs apply. The scorebook of the home team is the official scorebook. Team scorekeepers should confer after each complete inning for accurate scorekeeping.

DIAMOND LOCATIONS

Suburban:

O'Hauser Park: 3 diamonds

Located in the Town of Menasha. From Hwy 41, go west on County Road II (Old Hwy 150), turn right on Irish Road. Cross the railroad tracks and take the 1st left on O'Leary Road. Diamonds are on the left.

Strohmeier Field is closest to the concession stand and farthest from the road. **Lehl Field** is on the corner of O'Leary and Lee Street. **New Field** is the new field.

Clayton Park: 3 diamonds

Located in the Town of Clayton, 1 and ¼ miles west of Hwy 76 (old Hwy 45) on Larsen Road. Larsen Road is located between County Rd II (Old Hwy 150) and Breezewood Lane. Diamonds are on the left side of the road going west. **Birr Field** is the closest to the parking lot. **Zeinert North** is the north most field or farthest from the road. **Zeinert South** is the middle diamond.

Keating Park: 1 diamond

Located in the Town of Neenah. From Hwy 41 take Breezewood exit and go west out of town about 1 mile. There is a small subdivision 100 yards before the stop sign on Woodenshoe Road. Turn right on Retlaw Drive into the subdivision. The park is located in the back corner in the wooded area.

Franzoi: 1 diamond

Located in the Town of Neenah. From Hwy CB go west on Oakridge Road, take a left on Harvard, a left on Yale, and a left on Stanford. The park is on the right.

Neenah Baseball:

Southview park: 3 diamonds

Located in the City of Neenah. Hwy 41 take Breezewood exit, go east (changes into Bell Street). Park is on the right hand side before Commercial Street.

Youth Sports:

Youth Sports: 2 diamonds

Located in the City of Menasha. East and West diamonds. From Neenah take the 441 Bypass, over Little Lake Butte des Morts, take the Midway Road exit, go right at the stop sign, take a right on Earl Street the fields are on the left.

Palisades:

Palisades Park: 2 diamonds

Located in the Town of Menasha. From 41 to 441 over pass, over Little Lake Butte des Morts, take Racine Street exit; go left on Racine St (changes into Valley Road), turn left on Theresa Street, park is on the left. (Approx. 3 miles from Racine Street exit).

Soft toss for batting is not allowed on any of the fences or backstops at any fields due to the amount of damage done in the past to the fences. If coaches are aware of anyone doing this please report it to the respective commissioner.

ALL Teams are responsible for picking up litter around the diamond, dugouts and bleachers after practices and games.

HEAD & ASSISTANT COACHES

No team will be allowed more than 1 head coach and 2 assistant coaches. You may also have 1 adult scorekeeper in the dugout. All coaches must be registered with the team prior to the season. Coaches may coach the 1st and 3rd bases. One coach is to be assigned to one base. One authorized coach must be in the dugout during the course of the game. The coaches may not leave the dugout or other confining area except to confer with one of his players or with an umpire. This must be done when a timeout is called. No coach will be allowed at any time behind the backstop during the game they are participating in.

RULES

Game Conduct

1. Players must dress and act with respect for themselves and all others in the league.
2. Abusive or profane language by anyone connected with baseball is prohibited. Infractions may be considered unsportsmanlike conduct in which case paragraph (7) below may apply.
3. The use of tobacco or alcohol is prohibited on the player's bench area or on the playing field while conducting team activities.
4. Misuse of facilities/equipment is prohibited. Infractions may be considered unsportsmanlike in which case paragraph (7) may apply.
5. Coaches are responsible for controlling his/her players, coaches, parents, or fans associated with his players.
6. If an adult becomes unruly, the umpire will call a time out. The coach and the umpire will ask the person to either curtail the objectionable behavior or leave the park. **Note:** The umpire will not resume the game until the incident is resolved.
7. The umpire can eject a coach or player from the game for unsportsmanlike conduct:
 - An ejected player may sit on the bench.
 - An ejected coach must leave the playing field and may not coach from the spectator area.
 - A coach may eject a player on his team for unsportsmanlike conduct.
8. **Players and coaches will not question the final ruling of a call made by the umpires.** They may clarify the call by asking the 2nd umpire his view on the call. Home plate umpire has final call. Arguing the final call of the umpires may result in an unsportsmanlike conduct call, in which case section (7) may apply. Umpires will call a timeout if interpretation of a rule is questioned. The 2 coaches and the umpire will confer. The game will continue upon mutual agreement of the rule interpretation.

EQUIPMENT

1. Players will wear the proper protective equipment during **all practices and games**.
2. Batting helmets are mandatory when batting and when on deck. Catcher's helmets, chest protector, cup and shin guards are mandatory attire when catching.

3. Coaches are responsible for enforcing the use of the protective safety equipment.
4. The home team for each game shall provide one new game ball and a suitable back up ball.
5. Bats cannot have a barrel greater than 2 ¼”.

GAME AND PRACTICE ATTIRE

1. Players will wear the team uniform as provided by their sponsoring organization.
2. The Suburban baseball hat, team shirt, gray baseball pants and the team provided socks. Baseball shoes are optional.
3. Players are not permitted to wear jewelry. In the case that earrings cannot be removed they must be posts and covered by tape or band-aids. In the event that a medical ID is necessary it must be secure with tape.

ROSTER AND BATTING ORDER

1. **The batting order will consist of all players present.** Changes to the batting order are not permitted in any game with the following exceptions:
 - Late arriving players may be added to the end of the roster.
 - Player injury:
 - a. A player may be deleted from the batting order for injury or any reason that causes a player to leave the game.
 - b. A player recovered from a temporary injury may be reinstated in their original place in the batting order.
 - In the case of an interrupted/suspended game, players previously deleted for reasons other than ejections may be reinstated in their original order upon resumption of the game. Players not in the original lineup shall be added to the end of the batting roster.
2. A team may play a maximum of 10 players on the field at Junior Boys I (9 & 10). 9 players on the field at Junior Boys II (11& 12) year old level. Forfeiture of the game results after 15 minutes after the scheduled start of the game if a team cannot field 7 players.
3. **All players present must play a minimum of 3 defensive innings in a 6-inning game.** 9 defensive outs on the field.
4. Defensive players may be freely substituted during the game.

UMPIRES AND SCOREKEEPERS

The umpire commissioner will initially schedule all home plate umpires and base umpires. In the event of a make-up game the home team is responsible for the umpires. The payment will be \$20.00 for the home plate umpire and \$15.00 for the base umpire. The home plate umpire is in charge of the game. Parents may be needed to umpire the bases if only one umpire shows up. Watching the game from the field offers a unique perspective on the action while showing support for the efforts of your child. Cooperation of the parents is requested to assure a successful season.

GROUND RULES

1. The umpires can only declare timeouts. Players and Coaches may request a timeout by directing the request to the umpires, but will not be granted until the ball becomes dead.
2. Only one player on deck at a time. Umpires will suspend play until all players are in the dugout.

3. Any fair ball hit under the fence, lodged in the fence, or bouncing over the fence is a ground rule double.
4. Any fair ball hitting the top of fence and bouncing over is a home run.
5. A ball hit or thrown within the boundaries of the playing field (within the fence line or the backstop and its extensions) is in play and is a live ball until an umpire calls it dead.
6. If the ball goes out of bounds, into the dugout, behind the dugout or any equipment interferes with the playing of the ball, the ball becomes dead. All runners are awarded one base beyond the last one legally touched at the time the ball is declared dead.
7. **Infield fly rules do not apply.**
8. Home Run Balls—Only **one** home run ball will be given out per player per year, if they want it. Any additional home run balls will **NOT** be given to the player, unless the coach is willing to pay for the additional balls.
9. When a batter squares to bunt, the batter must make an attempt to remove the bat from the strike zone or it will be called a strike.

PITCHING

1. Any player on the roster may pitch.
2. A pitcher once removed from pitching may not pitch again in the same game.
3. **Pitchers may pitch no more than 2 innings in a single game.**
4. Delivery of a single pitch constitutes having pitched in 1 inning.
5. Any pitcher, who in a single inning hits 3 batters, shall be relieved of pitching duties for the remainder of the game. If, in the judgment of the umpire, the pitcher willfully and intentionally throws at the batter, the umpire shall eject the player from the game.
6. 5 warm up pitches will be allowed between innings and 10 pitches for a new pitcher.
7. A 3rd trip to the mound to the same pitcher in the same inning will cause the pitcher's automatic removal.
8. Balk is not enforced.
9. A Coach may warm up the pitcher but it should not be general practice.

BASERUNNING

1. A batter/runner who hits the ball and safely reaches 1st base followed by overrunning 1st base may immediately return to 1st w/o liability of a tag out provided he does not show intent to advance to 2nd base.
2. Rounding 1st to the left shows intent of advancing to 2nd base and the runner may be tagged out if played upon.
3. The judgment of the umpires on "intent to advance" will be final.
4. **The runner may be called out if the runner does not slide or attempt to get around a fielder who is making a play on that runner.**
5. The runner is out if he runs more than 3 feet away from the base path to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball.
6. **A player must slide at 2nd, 3rd, and home plate if the player is being played upon by the nearest defender. If a slide should have been made and did not occur, the runner will be called out.**
7. On an overthrow at 1st base, if the ball remains in play the ball is live and the runners may advance as many bases as they can until scoring or being tagged out. If the ball is out of play (as decided by the umpire) all runners may be awarded 1 base more than the last one legally touched.
8. Junior Boys II (11& 12) level stealing home plate is allowed.

9. Junior Boys I & II. The ball must cross home plate before attempting to steal. Consistent leading off by a runner may result in him being called out by the umpire.
10. Junior Boys I (9&10) level **NO** stealing home plate is allowed. Stealing 2nd & 3rd is allowed, regardless if it's a passed ball or a ball caught by the catcher. When runners are on 1st and 3rd and the runner from 1st steals, the catcher can make a play at 2nd. The runner at 3rd is frozen.
11. On a walk the ball is live and the runner running to first may advance to 2nd on continuation of the play. After rounding 1st, he may be played upon and tagged out.
12. Stealing is allowed on a dropped or overthrown ball to the pitcher, it cannot be handed from the catcher to the pitcher each play. In the event the player is on 3rd, only the Junior Boys II (11 & 12) league can steal home.
13. No physical contact will take place between a runner and the catcher unless it occurs in an incidental manner.
14. In the judgment of the umpire, interference occurs if the base coach at 1st or 3rd touches or holds a runner, thereby assisting that runner in leaving or staying on the base.

Any complaints or appeals must be called to the respective commissioners within 24 hours and a ruling will be released in another 24 hours. Please report any problems with coaches or players promptly. Official Scorekeeper will note inning, score, outs and runners on base at time of protest. Both Head Coaches need to initial.



He's just a little boy...

He stands at the plate with his heart pounding fast.

The bases are loaded; the die has been cast.

Mom and Dad cannot help him, he stands all alone.

A hit at this moment would send the team home.

The ball nears the plate; he swings and he misses,

There's a groan from the crowd, with some boos and hisses.

A thoughtless voice cries, "Strike the bum!"

Tears fill his eyes; the games no longer fun.

Remember... he's just a little boy who stands all alone.

So open your hearts and give him a break.

For it's moments like this a man you can make.

Keep this in mind when you hear someone forget;

He's just a little boy and not a man yet.