

CINCY WEST

# FALL BALL

League

6<sup>TH</sup> ANNUAL



## ***WELCOME TO THE 6<sup>th</sup> Annual 2009 CINSY WEST FALL BALL LEAGUE***

1. Any player who before May 1<sup>st</sup> of the current year, reaches the next highest age classification, shall not be eligible to play in the lower age group. Example, a 9/10 yr. Old league cannot turn 11 before May 1<sup>st</sup> of the current year and be eligible to play in the 9/10-under age group.
2. Any player can play in a higher age classification, but cannot play in a lower age group.
3. A full-use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on-deck circle, when at bat and while on the bases.
4. All bat boys/girls will wear full-use batting helmets when their team is at bat.
5. The catcher must wear protective gear: Mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard. Ages 9-12: Catchers must wear helmet that fully covers their ears.
6. All playing rules not specifically covered below shall be governed by the USSSA Baseball Handbook and the National League Rules for Major League Baseball.
7. Metal spikes are prohibited in Blue and Red league.

### **RULES OF CONDUCT**

1. Team managers must have full control of their players at all times. This means "on" and "off" the field.
2. In case of disputed play or decision, team managers or captains may consult the game officials. The other players and coaches or sponsors are to be kept out of the discussion.
3. Managers are to report any unsportsman-like or derogatory acts by players or spectators to the tournament director. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
4. Managers, coaches, players, sponsors, and teams are liable for suspension by not adhering to the league rules in effect. This could mean suspension for a game, games, or a longer duration depending on the act of violation.
5. A player, coach, manager, or sponsor may be suspended for fighting, abusive tactics or unbecoming acts that are detrimental and not in the best interest of the Cinsy West Fall Ball League.
6. Be careful of your conduct. Be sure that no action occurs that could reflect adversely on your sponsor, team, or division. Remember that the wrong actions of even one player can reflect upon your entire team and the various sporting programs.

**Complexes being used for Cincy West Fall Ball Season**

**Mid-America Ball Yard (aka Eggleston Park)**

**[www.midamericaballyard.com](http://www.midamericaballyard.com)**

6960 Blue Rock Rd  
Cincinnati OH. 45247

Main Line: 513-245-1212  
Weather/Field Conditions: 513-369-8399



**Rumpke PARK**

**[www.rumpkeballpark.com](http://www.rumpkeballpark.com)**

10400 State Rte. 128  
Harrison OH. 45030

Main Line: 513-738-2646  
Weather/Field Conditions: 513-629-9809

# 2009 Fall Ball League Guidelines

## AWARDS

IN AGE DIVISION, THERE WILL BE 1<sup>ST</sup> AND 2<sup>ND</sup> TEAM TROPHIES. IN EACH AGE DIVISON, THERE WILL BE 1<sup>ST</sup> INDIVIDUAL TROPHIES.

## REGARDING FORFEIT REFUNDS

- a) IF ALL GAMES IN TEAM SCHEDULED PLAYED, TEAMS WILL RECEIVE FORFEIT FEE (\$50) AT THE END OF THE LEAGUE. IF TEAMS FORFEIT 1 GAME, YOU FORFEIT YOUR REFUND.

## ADMISSION (all players and 3 coaches per team are in free)

\$ 3.00 per day

CHILDREN UNDER 16: FREE

## GAME TIME LIMITS

ALL AGES/DIVISIONS WILL BE ON A 2 HOUR TIME LIMIT. THAT MEANS NO GAME WILL START A NEW INNING AFTER 2:00. THE CLOCK WILL START AFTER GROUND RULES. IF GAME IS STILL TIED AFTER REGULATION, EVEN AT THE 8:00 GAME, THE GAME WILL BE A TIE AND COUNT TOWARDS THE STANDINGS.

NO GAMES WILL BEGIN AFTER 12:00 AM UNLESS ACTS OF GOD

INFIELD PRACTICE WILL BE ALLOWED PRIOR TO ½ HOUR OF GAME START TIME. IF LESS THAN ½ HOUR OF GAME TIME, INFIELD PRACTICE WILL NOT BE ALLOWED.

## REGARDING PITCHING

**Unlimited pitching but please, coaches use your best judgement.  
Pitchers will be allowed 3 warmup pitches between innings**

## FIELD DIMENSIONS

<u>DIVISION</u>	<u>BASES</u>	<u>PITCHING</u>
Gold League	90	60.6
Silver League	80	54
Red League	70	50
Blue League	65	45

*Within the Time Limit... Red and Blue Leagues shall play 6 inning games. Gold and Silver Leagues shall play 7 inning games.*

## RUN RULE

- ❑ In Red and Blue Leagues, if the home or visitor team has an 8 run lead or more at the end of the 4<sup>th</sup> inning (3 ½ if home team is ahead) the game shall be terminated.
- ❑ In the Gold and Silver Leagues, if the home or visitor team has an 8 run lead or more at the end of the 5<sup>th</sup> inning (4 ½ if home team is ahead)
- ❑ The game shall be terminated in all games that the spread reaches 15 runs or more after 3 innings (2 ½ innings if home team is ahead)

## ROSTER

**All players and new players per team must report, sign the roster before playing. (exception 1<sup>st</sup> week)**  
**You may pick up players from lower leagues to help with having enough players for a game. If teams are found to have players from upper leagues or players that do not fall in the age requirement for that league. Immediate forfeiture of that game will take place, no questions ask.**

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- ALL PLAYERS MAY BAT (TEAMS MAY ROSTER BAT). FREE SUBSTITUTION TO PLAY IN THE FIELD.
- ONCE A PITCHER IS REMOVED FROM THE PITCHING POSITION, THE PLAYER MAY NOT RETURN TO THE PITCHING POSITION.
- TO PROTEST, \$50 IS NEEDED UP FRONT. GAME WILL STOP AND RULING MADE. IF THE TEAM PROTESTED WINS THE PROTEST, THE \$50 WILL BE REFUNDED, OTHERWISE THE PROTEST FEE IS LOST.
- YOU MAY START WITH 8 PLAYERS AND FINISH WITH 8 PLAYERS (ANY ADDITIONAL PLAYERS, ADD THEM TO THE BOTTOM OF THE LINEUP). IF YOU START WITH 8 PLAYERS, THE 9<sup>TH</sup> BATTER IS AN AUTOMATIC OUT. YOU CAN ADD PLAYERS IN THE GOLD AND SILVER DIVISIONS GAMES, UP TO THE 5<sup>TH</sup> INNING. IN THE BLUE AND RED DIVISIONS, GAMES, YOU MAY ADD PLAYERS UP TO THE 4<sup>TH</sup> INNING \*\*\*\*
- **IN ALL LEAGUES YOU CAN PICK UP 2 PLAYERS FROM THE SAME LEAGUE TO GET YOU TO 8 IF NEEDED. YOU STILL MUST TAKE AN OUT FOR THE 9<sup>TH</sup> BATTER AND THE PICKUP PLAYERS MUST NOT PITCH.**
- IF A PLAYER GETS EJECTED OR HAS TO LEAVE THE GAME (EXCEPT ILL OR INJURED) AND THERE IS NOT A SUBSTITUTION, THE PLAYER IS OUT EVERY TIME THE PLAYER COMES UP TO HIS NEXT BAT.
- IF A PLAYER BECOMES ILL OR INJURED, JUST PROCEED TO THE NEXT BATTER
- NO SUBSTITUTE RUNNERS IF TEAMS ARE ROSTER BATTING. IF NOT ROSTER BATTING, ONLY PLAYERS NOT IN THE BATTING ORDER CAN SUBSTITUTE FOR A PITCHER OR CATCHER 1 TIME IN THE INNING.
- FOLLOW HIGH SCHOOL RULES.
- EACH TEAM PAYS UMPIRE \$25 AT THE START OF THEIR GAME

## REGARDING TIE BREAKERS

The following rules will determine the Standings

- ❖ POINTS
- ❖ HEAD TO HEAD
- ❖ FEWEST RUNS ALLOWED
- ❖ HIGHEST RUN DIFFERENTIAL
- ❖ MOST RUNS SCORED
- ❖ COIN TOSS
  - *The maximum run differential per game is +8 or -8*

*Home Team is Determined by Coin Flip.*

## STANDINGS POINT SYSTEM

TEAMS WILL RECEIVE 1 POINT FOR A **WIN**, TEAMS WILL RECEIVE ½ POINT FOR A **TIE**. THE STANDINGS CAN BE FOUND AT [WWW.PLAYBASEBALL.INFO](http://WWW.PLAYBASEBALL.INFO) ON EVERY MONDAY STARTING 8/24/09