

**EFFINGHAM COUNTY RECREATION & SPORTS MANAGEMENT**  
**2021**

**14U & 17U BOYS RULES**

**Revised (1/25/2021)**

1. **General Rules:**
  - a. **Changing Teams:**

Once draft has been conducted, no player may change teams
  - b. **Courtesy Runner:**
    - i. All players present are in the batting order
    - ii. Courtesy runner for catcher or pitcher must be the player who made the last out.
    - iii. First inning it is the last person listed on the batting order.
  - c. **Must Play on Defense:**
    - i. All players present will be in the batting order
    - ii. All players must play two innings on defense and coaches must notify the umpire when making defensive substitutions.
    - iii. No exceptions to rule c. i.
  - d. **Tied Game:**
    - i. For game that is tied at the end of regulation or time limit, we will play one full inning to break the tie. We will use the international tie breaker rule for all games (placing a runner on second to start all extra innings).
    - ii. If there is still a tie after that inning, each team will be credited with 1/2 win and 1/2 loss.
  - e. **Home Team:**
    - i. Home team is the official scorebook. Protests against the score will not be allowed unless the scorekeepers are sitting together.
    - ii. Home team is the second team listed on the schedule
  - f. **Stopped Games:**
    - i. Games stopped at least 1/2 complete or more will be considered a completed game.
    - ii. Games stopped less than 1/2 complete will be played from that point at a later time **(UMPIRE MUST SIGN BOTH SCORE BOOKS AT THE STOPPING POINT)**.
  - g. **Protest Games:**
    - i. Must be filed on the field with the umpire at the time of the protest and before any more action takes place.
    - ii. Must pay \$ 50.00 to ECRSM staff person before the protest will be considered.
    - iii. Protest fee will be returned if the protest is upheld.
    - iv. No one, including game official or umpire, can deny a coach the right to protest.
    - v. Written report explaining the situation will be due in ECRSM office within 48 hours, weekend does not count.
  - h. **Coaches' Code of Ethics:**
    - i. All coaches must act in accordance with NYSCA code of ethics and ECRSM code of ethics.
    - ii. Any coach acting in an unsportsmanlike manner or in conduct that could prove detrimental to the league, players, umpires, or spectators will be subject to disciplinary action by Effingham County Recreation and Sports Management.
    - iii. **Disciplinary Action:**
      1. Language unbecoming to the league (suspended 1 game)
      2. Unsportsmanlike conduct at an athletic event (suspended 1 game)
    - iv. **Thrown out of a game (suspended next game and must leave the dugout and park immediately and cannot re-enter the park that day or night)**
    - v. **Damage to recreation property (Suspended indefinitely) \*\***

- vi. **Fighting (Suspended for one year from date of incident and must leave park immediately and not return that day) \*\***
- vii. **Touching or striking an official or staff member (Suspended indefinitely) \*\***  
**\*\* Police may be called**

**i. Players' Conduct:**

- i. **Player ejected for the following reason will not be required to sit out the next game:**
  - 1. **Failure to report as a sub**
  - 2. **Removal of helmet after a warning**
  - 3. **Carelessly slinging a bat after a warning**
- ii. **An ejection will result when a player throws or slings a bat in frustration and will result in suspension for the rest of that game and 3 innings in the next game.**

**j. Awards:**

- i. **We will award trophies or medals to the first and second place teams in each league. If tied for 1<sup>st</sup> we will have co-champions and No 2<sup>nd</sup> place winner. If we have a tie for 2<sup>nd</sup> place we will have co-2<sup>nd</sup> place.**
- ii. **We will not decide 1<sup>st</sup> and 2<sup>nd</sup> place by using head to head competition.**
- iii. **Ties will not result in a playoff game.**

**k. Adult in Dugouts:**

- i. **We will only allow three adults in the dugout during the game.**

**l. Free Substitution on defense:**

- i. **Any player present can play defense at any time and coaches must notify the umpire.**
- ii. **All players must play 2 innings on defense every game**

**m. Trips to the Mound:**

**When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game.**

**2. Game Play Rules:**

**a. Pitching Distance, & Base Distance:**

**14U – 54 feet to mound, and base distance is 80 feet**  
**17U – 60.6 feet to mound, and base distance is 90 feet**

**b. Infield Fly:**

**Infield fly rule will be effect during regular season and also for all stars at the end of the season**

**c. Length of Game:**

**105 minutes or 7 innings**

**d. Run Rule:**

- i. **8 runs after 5 innings; 12 runs after 4 innings, 15 runs after 3 and 20 runs after 2 innings**

**e. Official game:**

**At the end of the third inning it is declared an official ball game. If the home team is ahead after 2 ½ innings, this is also an official game.**

**f. Free Substitution:**

**Free substitution may be made at all positions.**

g. **Playing short:**

You may play with 1 less player than required, with no penalty. If you play with 2 less players then the **8<sup>th</sup> batter will be an automatic out.** You must play with a catcher and pitcher at all times.

h. **Player Injury:**

If there is an injury and the umpire thinks it is serious, he has the authority to call time out at that moment, and award appropriate bases later, before further play. If a player is injured during a game and cannot bat. **RULING: IF YOU STILL HAVE 8 PLAYERS, YOU WILL NOT BE PENALIZED.** Just skip those slots. If you have less than 8 players, then that place in the batting order is an out.

3. **Batting Rules:**

a. **All players will bat:**

All players present and eligible to play will be listed in the batting line up. Late players must be added to the bottom of the batting order.

b. **Helmet Rule:**

You must wear your helmet at all times while hitting, base running, or on deck. **PENALTY:** Team gets 2 warnings, and then the player is called out. If a player makes an out then takes the helmet off, you will get another out. **NOTE:** The penalty must have happened during a “Live ball” situation. It cannot be enforced on a dead ball situation.

c. **Slinging the Bat:**

The umpire can do one of three things: 1. Warn the batter. 2. Call the batter out. 3. Eject the player (the bat must endanger the safety of others to warrant ejection for the first time). **AFTER THE 2<sup>ND</sup> WARNING AN OUT WILL BE CALLED.**

4. **Base Running:**

a. **Missing a Base:**

Runner missing a base will be an **APPEAL PLAY.** Head coach must call time, request an appeal from the umpires.

**Base Runners:**

Stealing is regular baseball.

b. **Stopping Runner:**

Playing regular baseball

5. **Playing in the Field:**

a. **Catcher's equipment:**

Catcher mask/helmet, throat protector, shin guards and chest protector are required for boys and girls. Violations are treated as illegal equipment. **BOYS ARE REQUIRED TO WEAR A PROTECTIVE CUP.**

b. **Outfielders:**

The 3 (Three) Outfielders

c. **Pitching Rules:**

**THE MAXIMUM NUMBER OF PITCHES THAT CAN BE THROWN IN A GAME IS 105 PITCHES. A PITCHER WHO THROWS 40 OR LESS PITCHES IN A DAY REQUIRES NO REST PERIOD. A PITCHER WHO THROWS BETWEEN 41-70 PITCHES IN A DAY REQUIRES ONE (1) CALENDAR DAY OF REST. A PITCHER WHO THROWS BETWEEN 71-105 PITCHES IN A DAY REQUIRES TWO (2) CALENDAR DAYS OF REST. IF A PITCHER PITCHES LESS THAN 41 PITCHES IN GAME ONE, THEY ARE ELIGIBLE TO PITCH IN GAME TWO BUT THE PITCH COUNT WILL BE A CUMULATIVE TOTAL FOR THE DAY. IF A PITCHER THROWS 41 OR MORE PITCHES IN A GAME AND IS REMOVED FROM THE MOUND, THEY ARE NOT ELIGIBLE TO RETURN TO THE MOUND IN THE SAME GAME OR UNTIL THEIR REQUIRED REST PERIOD IS OBSERVED.**

**EXCEPTION: IF THE PITCH LIMIT IS REACHED DURING AN AT BAT, THE PITCHER MAY CONTINUE TO PITCH UNTIL THE BATTER HAS REACHED BASE OR HAS BEEN DECLARED OUT AND/OR THE THIRD OUT IS MADE TO COMPLETE THE HALF INNING, AT WHICH TIME THE PITCHER MUST BE REPLACED. THE PITCH COUNT SHOULD CONTINUE TO BE DOCUMENTED AS LONG AS THE PITCHER IS ON THE MOUND. THE PITCH TOTAL FOR THE GAME/DAY WILL REMAIN CUMULATIVE – EXAMPLE – THREW 34 PITCHES BEFORE OUTLINED SCENARIO ABOVE OCCURS THEN WOULD HAVE 51 PITCHES REMAINING FOR THE GAME/DAY.**

**ALL OTHER RULES NOT COVERED IN THIS MANUAL WILL FALL UNDER GRPA OR GHSA.**