

Summer B League Rules - version: June 20, 2020

1. GENERAL

- a. Weather
 - i) Roseville Parks and Recreation department will call RSSA Deputy Commissioner by 7:30am if games are to be cancelled due to inclement weather and/or poor field conditions
 - ii) Deputy Commissioner will call League Directors by 8:00am if games are to be cancelled.
 - iii) League Directors will notify Managers ASAP. Managers will notify players.
- b) Roseville's 'Adopt a Park Program' – pick up around the field after games

2. ROSTERS

- a) 13 players – may be increased with new player assignments
- b) All new players during the season (post draft) will be assigned by the League Directors. No new player is to be picked up under any circumstance without approval by Director.

3. GAME DAY

- a) Managers are responsible for all activity and final decisions. Keep players out of it.
- b) Home Team – Provides new game ball, back-up ball, and batting practice balls.
- c) Visiting Team – Provides pitching screen and mat/wooden plate.
- d) Batting practice at 9:30. Game starts at 10:00 AM.
- e) Play 11, everyone bats
- f) Manager discretion to play 12.
- g) 5 run max per inning except for the 9th – open inning
- h) Flip flop if 12 run lead (each team to have batted 8 times)
- i) Games 9 innings
- j) If tied, extra inning at manager discretion. Start each half of the extra inning with a runner (last out) on second base

4. PITCHING

- a) Screen 12 feet in front of the rubber
- b) Pitcher must deliver the ball with one foot on the rubber
- c) Pitches must be delivered over the screen
- d) Pitch height max 12 feet from ground
- e) Pitch that hits the screen is a ball
- f) Any batted ball that hits the screen is considered a foul ball (strike)
 - a. When a batter has already used his courtesy foul ball, a batted ball during that same at bat that hits the screen will NOT result in a strikeout. It will be considered a "no pitch".
- g) Pitcher can make defensive plays
- h) Any thrown ball that hits the screen – ball is alive and in play
- i) Batter ready – pitcher can pitch
- j) Quick/Fast pitch is illegal, umpire to issue warning on first occurrence, subsequent pitches are to be called a ball

5. INFIELD FLY

- a) This rule applies to B League (not to C League/Winter Leagues). Standard infield fly rule applies in force out situations with less than two out and runners on first and second base.

6. WALKS

- a) Innings 1 through 7, batter has the option of walking or batting again with a new count (no runner put on base if batter decides to bat again) - - a second occurrence of three balls and the batter is awarded second base and other runners advance.
- b) Innings 8 and 9, batter must walk with 3 balls / intentional walks permitted

7. BASE RUNNING

- a) First base: Defensive player – inside of the base / Runner – outside of the base - - first baseman is allowed to tag out the batter running to first base
- b) Home: Defensive play at pitching mat / Runner to the home base mat
- c) Commit line – no turning back to third base (20 feet from home)
- d) Base runners can pedal backwards
- e) Runner interferes with defensive player fielding or throwing the ball – runner is out, batter is out if interference at second base on double play.
- f) Sliding is allowed

8. SUBSTITUTE PLAYERS

- a) Call BYE team to obtain substitute players of equal abilities
- b) If no BYE team in B league, managers can call C bye team players but only one day before a scheduled game
- c) Catch for opponent / pitch for opponent
- d) As needed, a team can pick up a pitcher and exceed their 13 man roster
- e) Substitute players must be placed at the end of the batting order

9. UMPIRING

- a) Batting team provides umpires for plate and bases
 - home plate ump calls balls/strikes, foul balls, infield fly, and plays at home
 - first base ump calls plays at first (and can assist at second if requested)
 - third base ump calls plays at third and second base
- b) Balls and Strikes – 3/2 count with one courtesy foul
- c) Managers handle disputes - - **keep others out of disputes!!**

10. FOUL BALLS

- a) Out if the catcher catches the ball regardless of height
- b) Foul balls caught for an out – runners can advance at their risk.

11. BALLS OUT OF PLAY

- a) Runner get the base they were going to plus one from the start of the play
 - Over throw from the infield is two bases from the start of the pitch
 - Over throw from the outfield is two bases from the start of the throw