

## Sunrise Optimist Rules: 2019 Season

### 6th-8th Grade Baseball

*This is a game. These are kids. The coaches volunteer. The umpires are human. You do not play for the Royals.*

***\*No metal cleats for any age! \****

***Refer to MLB Rules of Baseball for all other interpretations***

- Home Team occupies 1st base. Only exception is in the case of a double header, in which case the home team may stay in whichever dugout they are occupying.
- Games will be two (2) hours in length. If the time limit is reached during an inning, the inning will be played to completion, or until the game is over (i.e.—time limit expires while home team is batting and is leading the game, the game will be called). Darkness can force a game to be called early.
- Run rule is 15 after 3, 10 after 5
- Teams must have a minimum of 7 players to play. If team is short players, and it is agreeable by both coaches, the team with more may lend players to the other team in order to avoid a forfeit. Once the game begins, that player is on that team for the night. **Only registered players from the two teams scheduled to play that game may play.**
- Bat the **full lineup**, play 9 in the field. The batting lineup does not change throughout the game. Batting out of order results in an out, unless the mistake is caught while the erring batter is still up. In that case, the correct batter will be up and resume the count.
- If there are fewer than 9 players in the lineup, an out will be recorded when the #8 and/or #9 spots come up in the batting order. An exception to this rule is if BOTH teams are playing with less than 9 players. For example, if Team A has 7 players and Team B has 8, then the only automatic out is when Team A's 8th player would have batted. If both teams have an equal number of players, no automatic outs are recorded for having less than 9.
- Every player present is expected to bat at least once and play in the field at least one inning per game. The only exception to this rule is if darkness or weather forces a game to end early, in which case it's possible a player has not batted or been in the field.
- Pitching Changes: The starter must face one (1) batter unless injured. If you change pitchers, they may be brought in at pitcher again after at least one (6 outs) full inning has passed.
- Substitutions: Aside from the pitcher, all fielders may exit the game and be re-entered with no restrictions.
- Score will be kept for tournament seeding purposes. The HOME team shall enlist someone to keep score. If no one can be provided, a suitable replacement will be agreed upon by both head coaches and the league. Scorebooks will be provided. No regular season champion will be crowned. We will have awards for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in each division after the completion of the tournament.

- 3 outs or 5 runs/inning. 5 run max/inning! \*If more runners are on base as 5<sup>th</sup> run comes across; play will continue until time is called. Only 5 runs will count. \*\*Exception: In the event of a homerun over the fence, all runs will count.
- If darkness or weather prohibits a game from continuing, the game will be called 'complete' after two (2) (1.5 if home team is ahead) innings have been completed. If an inning cannot be completed due to darkness or weather, the score shall revert to the last full inning, provided three full innings have been completed. If not, the game may be rescheduled or cancelled by the league office.
- Players may bunt. If a bunt goes foul with 2 strikes, the batter is out.
- Players may advance/steal on any base, including home.
- "Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions."
- Coaches get one (1) mound/circle visit per pitcher per inning. Each additional visit they must change pitchers. Going to the field of play to talk to an infielder/outfielder (unless injured or for equipment issues) counts as a visit.
- Coaches are to remain in the dugouts. Coaches may exit briefly to consult with the scorekeeper or for other reasonable instances between innings. Coaches may not be outside the dugout during game play.
- Thrown bats: a player must dispose of the bat in an appropriate manner after a hit/walk. If they throw/toss the bat after a hit/walk, the team will be given ONE (1) warning. Each occurrence afterward will be an automatic out and the ball will be dead when the umpire calls the batter out. Each runner will return to the previous base.
- Dropped 3<sup>rd</sup> strike: A batter becomes a runner on a dropped third strike when-First base is empty AND there are less than two outs or there are 2 outs.
- We have a NO-CRASH RULE. Runners must make a reasonable attempt to avoid a fielder making a tag (This includes the catcher, as well as second basemen, shortstop, etc). In the event a runner, in the judgement of the umpire, maliciously or purposely 'runs over' or 'runs through' a fielder, shall be called out and possibly ejected and confined to the dugout. Runners may not HURDLE a defensive player in order to avoid a tag.
- Protests are not allowed. Game stands as called.
- All instances of a coach or player being ejected by the umpire, Umpire in Chief or any member of the League Office will be reviewed by the League Office (director and assistant director). A first ejection will result in the player/coach being placed on probation. A second ejection will result in the player/coach being removed from all Sunrise Optimist League activities for the remainder of the season and postseason. No refunds will be given in this instance. The League Office reserves the right to lessen the punishment for a second objection to a suspension, depending upon the circumstances.

- Grounds for ejection: Cursing, unsportsmanlike act(s), continually questioning or badgering of an umpire, opposing coach, player or fan. If ejected, coach/player must leave the field of play immediately and retreat to the parking lot or clubhouse. If they refuse to do so, the game shall be forfeited and called final, with an official score of 0 – 10 (Run rule score). The ejecting umpire and partner will file an ‘unusual situation’ report with the crew chief/league office.
- Balks: Will be called sparingly. The intent is to teach proper pitching within the rules of the game. See the “Rules Governing Balks” for an explanation of what constitutes a balk. Umpires will be lenient with issuing balks, but will protect the batting team from being negatively affected by a balk. Each pitcher will be given one balk warning (dead ball), with a coach allowed to VERY quickly correct the error, with the umpire’s assistance, with no mound visit counting against them. Please see the Rules Governing Balks page for examples of balks.
- Infield fly: If there are runners on first and second, or first, second and third with less
  - than two outs, there is an infield fly possibility. If the batter then hits a fair fly ball (not a
  - line drive or bunt) that COULD be caught by a defensive player stationed in the infield
  - with ORDINARY EFFORT, an Infield Fly should be called. The purpose of this rule is to
  - protect the offense.
  - If practical (time, daylight, umpire, Crew Chief or League office discretion), games ending in ties may result in one extra inning being played. Otherwise the game will end in a tie. Normal rules apply to extra innings (i.e.—there will NOT be a runner placed on second base).