

3-B GENERAL RULES 2012

1. The official game week will be Monday through Sunday.
2. Each team will be allowed five (5) sponsored players. Before these youths can be officially on the roster the Division Director must approve them.
 - a. If a sponsored player remains on the same team for a second year, he/she will still be considered a sponsored player.
 - b. Sponsored players may change teams in the second year by entering the draft or by being sponsored by another team.
3. SIBLING RULE:
 - a. Un-sponsored siblings will play on the same team if in the same division.
 - b. If an older sibling is a sponsored player their first year, and he/she remains sponsored their second year by the same team. Their sibling joins the team un-sponsored.
 - c. If two (2) siblings are sponsored together (including twins), they are considered two (2) sponsored players. Example – If older second year sibling is a new sponsor and has a younger first year player joining the league, the younger player is considered a sponsored player also.
4. All youths registered after the teams are made up will be placed in a general pool.
 - a. The assignment of players may be immediate under the following guidelines:
 - b. Players will be put on a team with the least amount of rostered youths. (Injuries may lessen a team's roster.)
 - c. Equal rostered teams will receive players based on a pre-determined rotation by the Division Director.
5. If a youth misses seven (7) consecutive days without notifying the team manager or coaches, he/she may be dropped from the roster as follows;
 - a. The Team Manager must notify the League Director that he wishes to drop said player.
 - b. The Division Director will meet/contact the said player's parents/guardian and then report to the League President before a final decision is made.
 - c. If for any reason the parents/guardian feel this termination is unfair, they may appeal to the Board of Directors.
6. Each manager or coach should contact the players on their team. They should explain the league's function and what is expected from the parents, i.e., transportation, spectator's behavior, etc.
7. Intoxication or the use of alcohol will not be tolerated. The use of tobacco in any form by players, coaches or managers is prohibited.
8. BLOOD RULE
 - a. Any 3-B participant who is bleeding must come out of the game as soon as:
 - i. The blood is seen and/or pointed out to the umpire.
 - ii. This participant may not return to the game until the bleeding has completely stopped and is covered.
 - b. If there is blood on the participant uniform, the player will be allowed to return to the game in another clean shirt and/or pants with no penalty.
9. If a manager has a roster less than the number assigned at the start of the year, he/she must notify the Division Director and acquire a youth within one (1) week. Manager will forfeit all games until he/she picks up another player. This is contingent on the fact that there are youths in the pool. (Note Rule #4)

10. If a team loses a player the last two (2) weeks of the regular season, they do not have to replace this player. They will finish the season with the players they have on their roster.
11. If a player quits a team or is dropped, said player cannot return to 3B until the following season. In the event he/she feels or their parents feel this player has been unfairly terminated, he/she may appeal to the Board of Directors.
12. If a manager is unsure of the number of players he/she will have to start a game, he/she may call a manager of the next lower division only, and arrange to have **up to (3)** youths play in the game. After getting the name of the youth(s), the manager must notify the opposing manager before the start of the game. NOTE: A player from the lower division **may not** play while a team player sits the bench. Lower division player may bat however, at the end of the batting order if opposing Coach agrees to allow him to bat.
13. No game shall be cancelled or postponed without permission of the appropriate Division Director. This includes scheduled or make-up games. In case of inclement weather, the Board of Director's President or League Director, or other board member if League Director is unavailable, will cancel the game.
14. If a player from a lower division starts a game in the field. He/she will be entitled to complete the inning in the field even if the regular team member(s) arrive, and will bat the rest of the game. **No player from the lower division will be allowed to pitch and must play outfield only, unless the infield cannot be filled.** All regular team members must bat ahead of any lower division member in the starting line-up. **Note:** If a regular division player shows after the start of the game, said player will go to the end of the batting line-up.
15. A team must field a minimum of 8 players. If a team has insufficient players to start the game within (15) minutes after the regular starting time, the game will be forfeited to the opposing team.
16. The Division Directors will coordinate re-scheduling of games with the individual responsible for maintaining master schedule.
17. All protests must be made at the time of the infraction of the rule. One (1) pitch or one play later disqualifies the protest. The procedure to be followed is:
 - A. The manager will request time-out, tell the umpire he/she is protesting and why.
 - B. The umpire will then sign both score books and the game will proceed to completion.
 - C. The protesting manager must notify, in writing, the Board of Director's President stating why he/she protested and the rule that was broken. This letter plus a \$20.00 filing fee must be in the hands of the Board of Director's President no later than 72 hours after completing the game. The fee is refundable upon an affirmative decision by the Board of Directors. (Exception – five (5) days will be allowed when protesting innings pitched in one (1) week.) Protest on infraction of rules only – not on judgement!! All protests will be judged by the Board of Directors.
18. Starting line-up including first and last names, numbers and all pitching changes must be given to the opposing managers.
19. Coaches must remain in the coaches' box during a ball game unless there is a time-out. Managers and coaches must maintain a well-dressed image at all times.
20. Home Team Managers are responsible to put bases in the storage area after each game or practice as required.

21. Good sportsmanship must prevail at all times. Do not be a bad loser. **Any persistent arguing, or profanity on the part of a member of the team, manager, coach, or spectators will not be tolerated**. This can result in the umpire forfeiting the game to the opposing team.
22. All players must wear the complete uniform as issued by 3B, except the catcher who may catch without a hat. All male players will wear a protective cup (fiber or plastic cup-type supporter). Shirts must be tucked into pants at all times. No alterations may be made to uniforms as issued (i.e., cutting off sleeves, etc.) All visible jewelry must be removed.
23. Any manager or coach ejected from a game for any reason, cannot participate in any 3-B practices or games until a meeting has been held with the Board of Director's President. Board of Director's President may impose any penalty up to and including expulsion from the league.
24. In the event a player is ejected, he/she is suspended from playing in the next game following the ejection regardless of when it is played. The player's name(s) must be reported by the player's manager to the President of 3B. The reason for the ejection will be reviewed by the President of 3B for any further action.
25. Spectators must be kept behind the players' bench. If after a warning by the umpire to a manager to get spectators off the field, and the warning is not heeded, the umpire may forfeit the game to the opposing team.
26. All youths in all divisions must play at least three (3) complete innings per game. No player will set on the bench for three consecutive innings. Players in all divisions will bat the entire game regardless if they are on the defensive line-up or not. All teams will list the entire roster on their line-up sheets prior to the start of the game. This line-up will constitute the batting order for the entire game. Free substitution is allowed between innings regardless of how many innings the player taken out has played.
27. If the game is ended for various reasons (darkness, rain, etc.), a team is not jeopardized by forfeit due to youths not getting their allotted playing time.
28. Managers who wish to sit a player out of a game for a disciplinary reason must first notify the Board of Director's President. Failure to notify Board of Director's President will result in a forfeit.
29. Catchers in all division must wear catcher's helmets and throat protectors during games and when warming up pitchers.
30. If a tornado warning is in effect for Lucas County or Monroe County 30 minutes prior to or during any game(s), game(s) will be immediately cancelled. If a tornado watch is in effect for Lucas County or Monroe County prior to or during any game(s), game(s) may be cancelled at the discretion of league director (or other board member if league director is unavailable). Further, if lightening is observed at the park, all games are immediately suspended. Continuation of play is at the discretion of league director (or other board member if league director is unavailable).
31. All game scores must be turned in to the appropriate Division Director within 24 hours.
32. There is no appeal to the bases.
33. A two (2) minute intermission between half innings will be allowed in all divisions to allow pitchers, new or returning, a maximum of five pitches to warm up. Additional warm-ups may be allowed by the umpire if he/she deems necessary. If a team utilizes the two (2) minutes in another manner, the pitchers may not be allowed to warm up. The time may be shortened if the umpire deems necessary.

34. The careless throwing of a bat or other equipment will not be tolerated. The first offense will result in a **team warning** with succeeding violators called out or ejected if flagrant.
35. All children under the age of 18 years must be wearing a batting helmet if they are inside the fence. This includes bat boys, on-deck batters, and any child who may be coaching 1st or 3rd base. If the child does not comply, he/she may be asked to put on a helmet or move behind the fence. All batters and runners must wear batting helmets (no caps necessary when on base). If a youth deliberately removes his/her helmet, he/she may be called out.
36. No manager, coach or other team player can assist a base runner physically. Penalty is that the base runner will be called out.
37. A pitcher cannot return to the mound after being removed.
38. Pitchers are not allowed to intentionally walk a batter. If the umpire feels that a pitcher intentionally walked a batter, he/she will officially warn the pitcher and the pitcher's manager and inform opposing manager of the official warning. Further violation will result in a one-game suspension for the manager.
39. A manager may request time out once per inning per pitcher. Every visit after that the pitcher must be removed from the pitching position.
40. The two acceptable forms of sliding:
 - A. Foot first with one (1) leg extended and buttocks down.
 - B. Head first slide with arms extended.Roll block, football blocks and slashing of legs are all illegal. An illegal slide is not penalized unless contact is made or interference is called. When contact is made and it is malicious or flagrant, the runner will be ejected from the game.
41. Any base runner when advancing, must slide or avoid contact if there is any chance that a play can be made on him/her (umpire's judgment). Violators will be called out.
42. A courtesy runner for the catcher may be used when there are two (2) outs. The courtesy runner will be the last out.
43. Home team takes third base at all games.
44. If a player is injured, ill, or using the restroom, he/she may be sidelined from the game (at no penalty) until the manager feels that he/she is ready to re-enter. If a player leaves for personal reasons, he/she will be removed from the line-up with no penalty. Once removed, he/she may not re-enter said game.
45. Players may not practice or play with any team if he or she has a cast or splint.
46. No position changes during an inning (other than due to injury) unless making a change of pitcher or catcher.
47. Above mention (3B) rules take precedent over National Federation Rules.
48. All managers & coaches will be subject to a background check.
49. During game play, **only one team manager/coach** may question rules with the Umpire(s) at any given time.

50. Late signups are allowed up until the first regular season game of the Entire League. After that late entry will need approval of both Division Director and League President.

3-B FARM RULES 2012

1. LENGTH OF GAME

- a. Six innings or 60 minute time limit.

2. OFFENSIVE LINE-UP

- a. All players bat.
- b. The batting order will remain the same for both games of a double header. The second game batting line up will start where the first game left off.
- c. On balls hit to the outfield, all runners will stop at the base they are advancing to when the ball is returned to the infield from the outfield including last batter.
- d. On infield plays, runners will stop at the base they are advancing to when an infielder has control of the ball.

3. DEFENSIVE LINE-UP

- a. (11) players on field each inning.
 - Catcher, 1st Base, 2nd Base, Shortstop, 3rd Base,
 - (1) Defensive Pitcher; pitcher must remain within 6 feet of the pitcher's mound until batter has made contact with the ball.
 - (5) Outfielders; spaced equally apart and equal distances from home plate.
- b. (1) Coach allowed in the outfield.
- c. No player will be on the bench for two consecutive innings.
- d. Coach will pitch to his own team and coach must have one foot on the pitcher's rubber.
- e. Players may not play the same position more than two innings per game.

4. RULES

- a. No base on balls given.
- b. Batter either hits ball or strikes out.
- c. (1) swing required per (3) pitches.
- d. Every 3rd pitch will be a called strike if not swung upon.
- e. (9) pitches maximum. Leave 3rd strike up to the umpire.
- f. No bunting, stealing or Infield Fly Rule
- g. Runners may not leave the base until batter has made contact with the ball.
- h. Overthrows: All runners advance one base. An overthrow is any ball which goes beyond the backstop line parallel to the baseline.
- i. Innings: Each inning will end after 3 outs or 8 batters, whichever comes first.

5. BATTING ORDER

- a. Home team will maintain official batting order.

6. FIELD DIMENSIONS

- a. 60 feet basepaths.
- b. Pitching rubber at 46 feet.

7. TEAM DRAW

- a. Team draw and rules will follow the 3-B standard rules.

8. AGE LIMIT

- a. Players whose age is 6, 7, or 8 prior to **May 1st** of current year.

9. BAT SIZE

- a. Bat size is limited to 2 1/4" diameter

3-B PEE WEE RULES 2012

1. League is open to players 9 and 10 years old prior to May 1st of current year
2. Complete games shall be 6 innings or limited to (2) hours from the time of the first pitch, whichever comes first.
3. The catcher does NOT have to hold the third strike.
4. In the case of darkness, rain, or inclement weather, 3-1/2 innings shall constitute a legal game if the home team is ahead. If a game is called before 3-1/2 innings are played, all statistics will be disregarded, including innings pitched.
3. No player can score from third base except, a play ensuing from a fair batted ball, caught foul ball, walk/hit batter with bases loaded, or catcher's interference.
4. The mercy rule will apply. If any team is 10 or more runs ahead at the end of 5 innings, the game shall be terminated.
5. Pitchers will throw only fastballs and change of pace. No curve balls or knuckleballs will be allowed. If a pitcher throws a curve ball (other than a natural curve) in the judgment of the umpire, it will be called a ball.
6. The balk rule will not be enforced, but the pitcher must have 1 foot in contact with the rubber.
7. Pitchers will be allowed to pitch 6 consecutive outs per game.
8. Base runners shall not leave their base until the ball has been delivered and has reached the batter. No stealing of bases allowed. Violators of this rule will be called out. However, runners may advance (1) base (**except home**) at their own risk on a dropped (**see below**) or pass ball.
***** A dropped ball is any pitch that hits the ground.
9. A team's time at bat, in any given inning, will be either 3 outs or one time through the batting line-up. The batting line-up will consist of a number equal to the greater number of players on either team.
10. In the case of the last possible batter, the play will be called dead on the third out or when a defensive player has possession of the ball at home plate, whichever occurs first.
11. The defensive line-up for teams will consist of 10 players. The extra player will be an outfielder. Each team will have 4 outfielders equally spaced from home plate.
12. Pee Wee will play 60 ft. bases and 46 ft. from the back of home plate to the front of the pitching rubber.
13. Infield Fly Rule will not be used.
14. The above mentioned rules take precedent over the National Federation High School Rules where these rules differ.
15. These rules pertain to 3-B league games only. Tournament games are not necessarily affected by these rules.

16. Bat size is limited to 2 1/4" diameter.
17. Batters must use face guards on batting helmets
18. Appeals to the umpire must be made by the opposing team, after completion of the play and during a dead ball timeout
19. (Tie breaker) After the completion of 6 innings or when time limit has expired, and the score is still tied, the tie breaker procedure will begin. A single extra inning will begin with the player who had the last completed at bat, assuming a position on second base, with zero outs. Play will continue and if after one extra inning, the game is still tied, each team will be awarded half a win. There will be no tie breakers on field 2 and 4 if there is a night game to follow.

3-B Minor Rules 2012

1. League is open to players 11 and 12 years old prior to May 1st of current year
2. Complete games shall be 6 innings or limited to (2) hours from the time of the first pitch, whichever comes first
3. (Tie breaker) After the completion of 6 innings or when time limit has expired, and the score is still tied, the tie breaker procedure will begin. A single extra inning will begin with the player who had the last completed at bat, assuming a position on second base, with zero outs. Play will continue and if after one extra inning, the game is still tied, each team will be awarded half a win. There will be no tie breakers on field 2 and 4 if there is a night game to follow.
4. In the case of darkness, rain or inclement weather, 3 ½ innings shall constitute a full game, if the home team is ahead. If a game is called before 3 ½ innings, all statistics will be disregarded, including innings pitched.
5. One pitcher, per game, will be allowed to pitch 7-9 consecutive outs per game. All other pitchers will be limited to (6) consecutive outs.
6. Pitchers may only throw fastballs, change-ups or knuckeballs. No breaking balls (other than a natural curve) will be allowed. If the pitcher throws a breaking ball, in the umpire's judgment, it will be called a ball.
7. The catcher does not have to hold the third strike
8. Bat size shall be limited, up to, 2 ¼" in diameter barrel
9. Minor will play 70 ft. bases and 50 ft. pitcher's mound. Pitcher's plate will be measured from the back of the home plate to the front of the pitching plate.
10. A team's time at bat, in any given inning, will either be (3) outs of one time through the batting line-up. The batting line up will consist of a number of batters equal to the greater number of players on either team. In the case of the last possible batter, the play will be called dead on the 3rd out or when a defensive player has possession of the ball at home plate, whichever occurs first.
11. Position changes are allowed during any inning, however, the inning will not count as a completed inning for any player set on the bench for (1) or more pitches (see General Rule 26.)
12. The mercy rule will apply if any team is 10 or more runs ahead at the end of 5 innings, the game will be terminated.
13. A courtesy runner for the catcher may be used when there are (2) outs. The courtesy runner will be the player who made the last out.
14. Appeals to the umpire must be made by the opposing team, after completion of the play and during a dead ball timeout.
15. The above mentioned rules take precedent over the National Federation High School Rules where these rules differ
16. These rules pertain to 3B league games only. Tournament games are not necessarily affected by these rules.

3-B COLT RULES 2012

1. League is open to players 13 and 14 years old prior to May 1st of current year
2. All regulation games will be 7 innings, with no time limit. Exception is a (2) hour time limit on games immediately preceding a night game.
3. (Tie breaker) After the completion of 7 innings and the score is still tied, the tie breaker procedure will begin. A single extra inning will begin with the player who had the last completed at bat, assuming a position on second base, with zero outs. Play will continue and if after one extra inning, the game is still tied, each team will be awarded half a win. There will be no tie breakers on field 2 and 4 if there is a night game to follow.
4. In the case of darkness, rain, or inclement weather, 4 1/2 innings shall constitute a legal game if the home team is ahead. If a game is called before 4 1/2 innings are played, all statistics will be disregarded, including innings pitched.
5. All pitchers will be allowed to pitch a maximum of 12 consecutive outs in a game.
6. All types of pitches are allowed and balks will be enforced.
7. Bats up to 2 3/4" diameter barrel are allowed with drops between -3 to -9. 2 1/4" diameter barrel bats are allowed with unlimited drops. All bats MUST display proper markings and be at least BESR certified, to be used in game play. BBCOR is allowed, but not required.
8. Colt will play 80 ft. bases and 54 ft. pitcher's mound, from the back of home plate to the front of the pitching rubber.
9. The mercy rule will apply. If any team is 15 or more runs ahead at the end of 5 innings, or is 10 or more runs ahead at the end of 6 innings, the game shall be terminated.
10. Appeals to the umpire must be made by the opposing team, after completion of the play and during a dead ball timeout.
11. These rules pertain to 3-B league games only. Tournament games are not necessarily affected by these rules.
12. High School Freshmen who are playing on a High School athletic team are not eligible to play in the Colt division. High School athlete team members are eligible to play in the Knothole division.
13. Metal cleats are allowed during 3B league games. Safe sliding techniques, as determined by the umpire, are required. The cleat rules for games played against other leagues are governed by their home field rules.
14. There is no run limit or batter limit per inning. Play will continue until 3 outs are recorded. Good sportsmanship is expected.
15. There is no limit on hit batters for a pitcher. However, if the umpire deems it is intentional or is creating a safety risk for players, a pitcher can be removed by the umpire.
16. The above mentioned rules take precedent over the National Federation High School Rules where these rules differ.

3- B KNOTHOLE RULES 2012

1. League is open to players whose age is 15-18 prior to May 1st of current year.
Exception: Players may register to play in the league if they have not reached the required age if the following apply:
 - a) They are a member of a high school sanctioned athletic team.
 - b) They are a High School Freshman
 - c) They are prevented from participating in the age appropriate league due to high school rules.
2. All regulation games will be 7 innings, with no time limit. Exception is a (2) hour time limit on games immediately preceding a night game.
3. (Tie breaker) After the completion of 7 innings and the score is still tied, the tie breaker procedure will begin. A single extra inning will begin with the player who had the last completed at bat, assuming a position on second base, with zero outs. Play will continue and if after one extra inning, the game is still tied, each team will be awarded half a win. There will be no tie breakers on field 2 and 4 if there is a night game to follow.
4. Each participating team will submit a team roster to the League Director. The team roster will include Knothole Registration form for all players. This roster must be turned in before the deadline on the current year registration form.
5. Winning teams must call or e-mail in their score to the League Director within 24 hours of game end.
6. Managers are responsible for maintaining discipline of their players and spectators. If a player, coach, or manager is ejected from a game, they will not be allowed to participate until they meet with the League Director and/or 3B President. If a player, coach or manager is ejected from a 2nd game, they will be suspended for the rest of the season. They may appeal their ejection to the League Director and/or 3B President within 24 hours of ejection.
7. Good sportsmanship should apply at all times. Any persistent arguing or profanity on the part of a member of the team, manager, coach or spectators will not be tolerated. This will result in the umpire forfeiting the game to the opposing team.
8. Bats must meet High School standards, including BBCOR certification. All bats MUST be display proper markings and are subject to umpire inspection.
9. Teams are required to bat their entire line up and free substitution, with certain exceptions for the pitcher, are allowed.
10. Pitchers can return to the mound if they were not removed from the game
11. A courtesy runner for the catcher may be used when there are 2 outs. The runner is the last player to record an out.
12. Home team takes third base side at all games.
13. Steel cleats are allowed.
14. Players must slide or avoid contact (per High School Rules).

Effective 4/1/12

15. In double-headers, pitchers can pitch a maximum of 12 innings.
16. A total of (3) defensive conferences (trips) to the mound are allowed in 7 innings (per High School Rules).
17. The mercy rule will apply. If the visiting team is 15 or more runs ahead at the end of 5 innings, or is 10 or more runs ahead at the end of 6 innings, the game shall be terminated. If the team is 15 or more runs ahead at the end of 4-1/2 innings, the game will also be terminated. If the home team scores in the bottom of the fifth making the 15 run spread, the game will be over at that point.
18. Appeals to the umpire must be made by the opposing team, after completion of the play and during a dead ball timeout.
19. The above mentioned rules take precedent over the National Federation High School Rules where these rules differ