

**STOW YOUTH BASEBALL LEAGUE RULES**  
**2014 SUMMER SEASON - FINAL**

**H GOLD LEAGUE RULES**

1. The Ohio Hot Stove Baseball League Rules are to apply, unless SYB specifies the rule for league play.
2. Pitching distance: 40 ft. Base distance: 60 ft. Home to second base: 84 ft 10 in.
3. The maximum number of players per team will be 13, unless special circumstances (i.e. siblings) require the League VP to make an exception.
4. A pitcher in H-Gold League may pitch 6 innings in any 60-hour period. The 60-hour period will be from game time to the next scheduled game time. This includes all pitchers that have participated in that game. There are no exceptions.
5. Innings shall be determined by the number of put-outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance.
6. An H-Gold pitcher shall not pitch more than three (3) innings in one calendar day.
7. In H-Gold there are no bat restrictions on youth bats, except no tee ball bats allowed. Penalty – If illegal bat detected BEFORE ball put into play (i.e. while batter still in batter's box), replace the bat and warn the batter and manager. If AFTER the batter reached base, the batter is called out and all base runners return to previous base.
8. A manager cannot tell the umpire that he wants a batter intentionally walked. The pitcher must throw at least 4 pitches to the batter.
9. The hidden ball trick is not allowed. ***PENALTY: Advance one base.***
10. In H-Gold bunting is ***not*** allowed.
11. Infield fly rule will ***not*** apply.
12. There will be ***no*** stealing or leading off. (If a base runner attempts to steal a base or leads off, he will be called out.)
13. Base runner can only advance when a batted ball is hit fair or he/she is forced to advance. Example: a base on balls. (No stealing is permitted).
14. Once the pitcher has the ball and is on the mound, all play stops.
15. If a runner is ***more than halfway*** to the next base at a dead ball, or when the pitcher gets the ball on the mound (umpire discretion), he may advance to that base.
16. No running on dropped third strike. Batter is out whether catcher catches ball or not.

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17. Six (6) innings shall constitute a regulation game.
18. The number of times a manager may talk to a pitcher is liberalized at the umpire's discretion (not to exceed 5 trips per game per pitcher). Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed.
- \*If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher.
- \*If a pitcher is removed from the mound to another defensive position on the field during a defensive inning, and remains in the field during that inning, he may re-enter as a pitcher during the game, but only once per game.
- \*If a pitcher is removed from the mound during the offensive inning (his team at bat), he can only re-enter the game as a pitcher once. For example, pitch 1<sup>st</sup> inning, does not pitch 2<sup>nd</sup> inning, can pitch 3<sup>rd</sup> inning, and then next time removed from pitching he cannot re-enter as pitcher even if he has inning left per rule #6.
19. A half inning constitutes 6 runs or 3 outs per team, until **ALL** innings are played.
20. Each team must play 10 players in the field, 4 as outfielders.
21. ***A two-hour time limit is placed on each game. No new inning starts after 2 hours.***  
The 2-hour limit is from the actual start time of the game. The teams may finish the inning they are playing at the 2-hour mark. If prior inning ENDS before the 2-hour mark, the NEXT inning may be started even if first pitch not thrown before 2-hours.
- \* Tied games should be played out as darkness permits.
- \* If at the end of the 2-hour time limit the game is still tied and darkness is not an issue (i.e. there is daylight remaining), the game continues until the tie is broken. Each inning must be completed (home team gets to bat) for the tie to be broken.
- \* If darkness ends the game before a winner is declared, the game will be a tie.
- \* If a suspended game is continued at a later date, the same continuing 2-hour time limit still applies. For example, play 1½ hours then rain suspends game. When finish game another day, no new inning will start after ½ hour. Suspending the game does not “buy more time”; to be fair all games are subject to the same time limit.
22. The umpire is the official time keeper (by his/her watch) and will have the exact start time and will log the start time onto the home team's scorebook. It is up to the teams to ask the umpire the start time of the game.
23. Violation of any SYB or Ohio Hot Stove rule shall be subject to forfeiture of game.
24. **RECOMMENDED MAXIMUM PITCH COUNT PER DAY**

7-8 years old      50 Pitches Per Day

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**H MAROON LEAGUE RULES**

1. The Ohio Hot Stove Baseball League Rules are to apply to H-Maroon League games, unless SYB specifies the rule for league play.
2. Pitching distance: 46 ft. Base distance: 60 ft. Home to second base: 84 ft 10 in.
3. The maximum numbers of players per team will be 13, unless special circumstances (i.e. siblings) require the league VP to make an exception.
4. A pitcher in H-Maroon League may pitch 6 innings in any 60-hour period. The 60-hour period will be from game time to the next scheduled game time. No exceptions.
5. Innings shall be determined by the number of put-outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance
6. An H-Maroon pitcher shall not pitch more than three (3) innings in one calendar day.
7. Seven (7) innings shall constitute a regulation game.
8. Run Limit – 7 runs maximum per half inning, except for the last inning. The “last” inning includes the 7<sup>th</sup>, all extra innings, or any earlier inning declared the “last” by umpire, due to impending darkness or weather, if done so at start of inning.  
Note: SYB rule is simplified version of Hot Stove rule, see rulebook for tournament.
9. Dropped 3<sup>rd</sup> strike the batter is out. The base runners may advance at their own risk.
10. Per OHSBL rule 7.14, a player cannot lead-off or steal until pitch passes home plate.

The umpire will call time when:

- a. All play comes to a logical conclusion (umpire’s judgment), i.e. the lead runner stops (change of direction is considered a stop). All runners will return to last base touched. Runners must remain on their base until the next pitch.
- b. The lead runner is stopped, no play being made on any runners, i.e. play comes to a logical conclusion. The umpire will place the runners on their last occupied base. This does not void any legal advances that must be made.

This rule is not intended to stop all stealing, but its intent is to control it by not allowing it to occur until the pitch passes home plate. Time out will be called when, in judgment of the umpire, the play is over. Whether or not time was called, the umpire may still return runners to their proper bases if in the umpire’s judgment they had improperly advanced after the play was over.

**Penalty:** When the runner leaves early, the ball is dead, the runner is called out and the count continues on the batter. This is considered an immediate dead ball. No player can advance. This is considered an umpire’s judgment call.

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- c. SYB only: A runner on third base can NOT steal home, UNLESS there is a wild pitch/passed ball, OR the defense makes a play on a base runner.
  - d. SYB only: A batter advancing to first base on a walk can NOT steal second until after the next pitch, UNLESS the defense makes a play on a base runner.
11. Baseball bat restrictions (conform to OHSBL Rule 1.10): use aluminum or wood baseball bats that are  $2\frac{3}{4}$  of an inch maximum diameter and difference between weight (in ounces) and length (in inches) cannot be greater than **10**. (e.g. 31" bat must weigh at least 21 ounces). **NO composite or two-piece bats allowed.** Penalty – batter is out if illegal bat is used, or detected in batter's box, whether or not batter made contact. All base runners return to base occupied at time of pitch.
12. A manager cannot tell the umpire that he wants a batter intentionally walked. The pitcher must throw at least 4 pitches to the batter.
13. The hidden ball trick is not allowed. ***PENALTY: Advance one base.***
14. In H-Maroon batter is allowed to bunt.
15. A manager or coach may take one trip to the mound per inning for each pitcher used, but not for purpose of delaying game. A second trip to same pitcher in same inning causes the pitcher's automatic removal as a pitcher for the remainder of the game. **THIRD VISIT IN THE GAME AUTOMATIC REMOVAL OF THE PITCHER AS A PITCHER FOR THE REMAINDER OF THE GAME.** Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed.
- \*If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher.
- \*If a pitcher is removed from the mound to another defensive position on the field during a defensive inning, and remains in the field during that inning, he may re-enter as a pitcher during the game, but only once per game.
- \*If a pitcher is removed from the mound during the offensive inning (his team at bat), he can only re-enter the game as a pitcher once. For example, pitch 1<sup>st</sup> inning, does not pitch 2<sup>nd</sup> inning, can pitch 3<sup>rd</sup> inning, and then next time removed from pitching he cannot re-enter as a pitcher even if he has inning left per rule #6.
16. Violation of any SYB or Ohio Hot Stove rule shall be subject to forfeiture of game.
17. ***In SYB league play only (non tournament) you can use 4 outfielders.***
18. **RECOMMENDED MAXIMUM PITCH COUNT PER DAY**
- 9-10 years old      65 Pitches Per Day

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**G LEAGUE RULES**

1. The Ohio Hot Stove Baseball League Rules are to apply to all games, unless SYB specifies the rule for league play.
2. Pitching distance: 50 ft. Base distance: 70 ft. Home to second base: 99 ft.
3. Baseball bat restrictions (conform to OHSBL Rule 1.10): use aluminum or wood baseball bats that are  $2\frac{3}{4}$  of an inch maximum diameter and difference between weight (in ounces) and length (in inches) cannot be greater than **10** (e.g. 31" bat must weigh at least 21 ounces). **NO composite or two-piece bats allowed.**  
Penalty – batter is out if illegal bat is used, or detected in batter's box, whether or not batter made contact. All base runners return to base occupied at time of pitch.
4. The maximum numbers of players per team will be 13, unless special circumstances (i.e. siblings) require the league VP to make an exception.
5. A pitcher may pitch 8 innings in any 60-hour period. There are no exceptions.
6. The 60-hour pitching rules shall be from scheduled game time to next scheduled game time. This includes all pitchers that have participated in that game.
7. Innings shall be determined by the number of put outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance
8. A pitcher shall not pitch more than four (4) innings in one calendar day.
9. Violation of any SYB or Ohio Hot Stove rule shall be subject to forfeiture of game.
10. Seven (7) innings shall constitute regular game.
11. Run Limit – 8 runs max per half inning, except for the last inning. The "last" inning includes the 7<sup>th</sup>, all extra innings, or any earlier inning declared the "last" by umpire, due to impending darkness or weather, if done so at start of inning. (SYB Only)
12. A manager cannot tell the umpire that he wants a batter intentionally walked. The pitcher must throw at least 4 pitches to the batter.
13. A manager or coach may take one trip to the mound per inning for each pitcher used, but not for purpose of delaying game. A second trip to same pitcher in same inning causes the pitcher's automatic removal as a pitcher for the remainder of the game. **THIRD VISIT IN THE GAME AUTOMATIC REMOVAL OF THE PITCHER AS A PITCHER FOR THE REMAINDER OF THE GAME.** Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed.

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\*If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher.

\*If a pitcher is removed from the mound to another defensive position on the field during a defensive inning, and remains in the field during that inning, he may re-enter as a pitcher during the game, but only once per game.

\*If a pitcher is removed from the mound during the offensive inning (his team at bat), he can only re-enter the game as a pitcher once. For example, pitch 1<sup>st</sup> inning, does not pitch 2<sup>nd</sup> inning, can pitch 3<sup>rd</sup> inning, and then next time removed from pitching he cannot re-enter as a pitcher even if he has inning left per rule #8.

14. The hidden ball trick is not allowed. ***PENALTY: Balk, no warning.***

15. In G League, one balk warning will be issued per pitcher. On subsequent balks by same pitcher, the runners will advance one base. For SYB league play only (see OHSBL for rules to apply during tournament play).

**16. RECOMMENDED MAXIMUM PITCH COUNT PER DAY**

11-12 years old    75 Pitches Per Day

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**F LEAGUE RULES**

1. The Ohio High School Baseball rules apply to all league games, as amended by SYB league rules and "Cuyahoga Falls, Hudson, Stow League Rules".
2. Pitching distance: 55 ft. Base distance: 80 ft. Home to second base: 113 ft 2 in.
3. Baseball bat restrictions:
  - (a) **SYB league play:** use aluminum, wood, or composite bats that are 2 3/4" max diameter and difference between weight (ounces) and length (inches) cannot be greater than **5**. (e.g. 32" bat must weigh at least 27 ounces).
  - (b) **Hot Stove Tournaments:** use aluminum or wood baseball bats that have a difference no greater than **3**. (e.g. 32" bat must weigh at least 29 ounces). All bats must have the BBCOR Certified .50 rating stamp on the bat.

Penalty – batter is out if illegal bat is used, or detected in batter's box, whether or not batter made contact. All base runners return to base occupied at time of pitch.

4. The maximum numbers of players per team will be 13, unless special circumstances (i.e. siblings) require the league VP to make an exception.
5. A pitcher may pitch 10 innings in any 60-hour period. There are no exceptions.
6. The 60-hour pitching rule shall be from scheduled game time to next scheduled game time. This includes all pitchers that have participated in that game.
7. Innings shall be determined by the number of put-outs per inning (3 per inning). One pitch constitutes 1/3 inning appearance.
8. Violation of any SYB rules shall be subject to forfeiture of game.
9. Seven (7) innings shall constitute a regular game.
10. Run Limit – 8 runs maximum per half inning, except for the last inning. The "last" inning includes the 7<sup>th</sup>, all extra innings, or any earlier inning declared the "last" by umpire, due to impending darkness or weather, if done so at start of inning.
19. A manager or coach may take one trip to the mound per inning for each pitcher used, but not for purpose of delaying game. A second trip to same pitcher in same inning causes the pitcher's automatic removal as a pitcher for the remainder of the game. **THIRD VISIT IN THE GAME AUTOMATIC REMOVAL OF THE PITCHER AS A PITCHER FOR THE REMAINDER OF THE GAME.** Any change of a pitcher during an inning constitutes a trip to the mound for the pitcher being removed.

\*If a pitcher is removed from the mound during a defensive half inning and moved to the bench, he may not re-enter the game as a pitcher.

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\*If a pitcher is removed from the mound to another defensive position on the field during a defensive inning, and remains in the field during the inning, he may re-enter as a pitcher but only once per game.

\*If a pitcher is removed from the mound during the offensive inning (his team at bat), he can only re-enter the game as a pitcher once. For example, pitch 1<sup>st</sup> inning, does not pitch 2<sup>nd</sup> inning, can pitch 3<sup>rd</sup> inning, and then next time removed from pitching he cannot re-enter as a pitcher.

11. The hidden ball trick is not allowed. PENALTY: Balk, no warning.
12. The use of chin-straps is NOT required.
13. Metal spikes ARE permitted.
14. NO balk warnings are given. When a balk is called, the base runner(s) will be awarded one base.
15. **RECOMMENDED MAXIMUM PITCH COUNT PER DAY**

13-14 years old    85 Pitches Per Day

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