

Game Limits SMALL TOWN SUMMER REC LEAGUE **Players age before May 1st of current year.**

1. An official game will be 7 innings with one team ahead or 5 innings with one team ahead by 10 or more runs.
2. No inning may start beyond 1 hour and 30 minutes from the start of the game.
3. Extra innings will be allowed if there is a tie after 7 innings as long as they begin before 1 hour and 30 minutes from the start of the game. The exception to this rule is elimination tournaments where one team must win to advance at which time International tie breaker will be utilized for remaining innings– International Tie Breaker: start with runner on 2nd (last batted out)
4. If both teams' coaches agree that a rain out or other game postponement should be rescheduled, then the home team's coach must communicate that need to the In-House Game Schedule Coordinator and schedule with the opposing coach. Coaches may also reschedule themselves as long as fields and umpires are available.

Lineup and Playing Time

1. The defensive team will play a maximum of 9 players on the field at one time.
2. Every player present must play at least 1 inning in the infield within the first 4 innings.
3. Every player present must play a minimum of every other inning on defense. If this is pointed out during the game, the offending team must forfeit the game.
4. Teams will bat every player present in sequence.
5. If a team has less than 9 players in the batting order, then those empty positions in the order will be counted as automatic outs when they are due to bat.
6. **Pitchers : see below page 2 regarding pitching**
7. Players can be called up from a lower division when a team is short players, but cannot play the infield ahead of a regular player and will bat last. **Player must be on a current rec roster of that season.** (If a player is needed please contact a league commissioner for assistance if needed) –**NO TRAVEL PLAYERS (unless on the rec roster and playing both rec/travel) No players are allowed to play down any age group.**

Field Dimensions

1. Bases: 70 feet apart
2. Pitchers Rubber: **48 feet from home plate**

Game Rules

1. Infield fly rule will be called.
2. Bunting will be allowed.
3. Batter can advance on a dropped third strike.
4. Runners can leadoff on all bases
5. Stealing of all bases is allowed.
6. Speed up rule applies – one foot must always be in the batter's box. One warning per team will be given. The next offender will be called out.
7. Pitchers must pitch from the stretch with runners on base. Each pitcher will be given one warning on a balk. The next balk will result in runners advancing 1 base.
8. Runner at 3rd base will not be allowed to come home on a balk
9. Pitchers will be allowed to turn the front shoulder in order to see runners at first or third. In the stretch position, the pitcher must come to a pause before throwing the pitch home.
10. The strike zone will be from the top of the shoulders to the bottom of the knees.
11. No more than 5 warm-up pitches will be allowed for a pitcher per inning.
12. All other rules will be IESA.
13. Courtesy runner is allowed in all divisions (must be last batted out for the pitcher or catcher only).
14. Home team is responsible for game balls.
15. All teams must email the roster (last name and first letter of first name – J. Smith) at the time they send in team numbers, **this must be done by the end of MAY of the season.**

Safety

1. Batters and base runners must wear protective headgear during live ball. Catchers must wear protective headgear, mask, throat protector, chest protector, cup, and shin-guards.
2. No metal spikes or cleats on shoes will be allowed.
3. Bats: League Rules ABSOLUTELY NO WOODEN BATS; Legal bat use follows IESA contest rules. Bats can be questioned and follow IESA penalties.
4. Players will be encouraged to slide or avoid contact when being played upon at a base and remain in the base path. Intentionally causing contact or mowing players will not be tolerated. Players will be called out with no warnings and a second offense will be removed from the game.

5. The onset of severe weather coaches and umpires will call games. Please take this matter serious and err on the side of caution. If lightning or thunder occurs, the game must be postponed at least for 30 minutes after the last sighting of lightning or hearing of thunder. Postponements should not exceed one hour, if so then the game should be called.

Competition and Awards

1. Scorebooks will be kept for games.
2. Division standings will not be kept, and no awards will be given for division standings.

Special Tournament Rules

1. Teams will be seeded randomly for the tournament.
2. Maximum of only two games scheduled per day per team in the tournament bracket.
3. **Individual player awards for first and second place in the tournament.**
4. **Pitchers : same rules apply as regular season**
5. If a team has less than 9 players in the batting order, then those empty positions in the order will be counted as automatic outs when they are due to bat. **Any roster changes, the added player must appear on a league roster from that season.**
6. **There will be no time limit to the championship game.**
7. **The championship game will be one and done and not based on wins or losses.**
8. Speed up rule applies – one foot must always be in the batter's box. One warning per team will be given. The next offender will be called out.
9. **Teams playing in tournaments must submit a \$25 fee to play in said tournament. Tournament host will contact league directors for payment.**

PITCHING RULES:

PITCH COUNT Note: Pitch count caps are soft, meaning that the pitcher will be afforded the opportunity to finish the at-bat if the maximum for the day is reached in the middle of an at-bat.

PITCH COUNT PER DAY	REQUIRED DAYS OF REST	MAX NUMBER OF PITCHES ON NEXT APPEARANCE
1-20	0 days	Pitcher who throws 1-20 pitches may pitch 2 consecutive days without rest. The max number of pitches that can be thrown on the second day is 70. One day rest after.
21-35	1 day	Pitcher who throws 21-35 pitches must rest one day. After one day rest, pitcher is eligible to pitch to cap of 90 pitches.
36-50	2 days	Pitcher who throws 36-50 pitches must rest for 2 days, after 2 day rest the pitcher can pitch to cap of 90 pitches.
51-65	3 days	Pitcher who throws 51-65 pitches must rest for 3 days, after 3 day rest the pitcher can pitch to cap of 90 pitches.
66-90	4 days	Pitcher who throws 66-90 pitches must rest for 4 days, after 4 day rest, the pitcher can pitch to cap of 90 pitches.