

2011 Northern Colorado Rookie & Select League

Rule Addendum

(revised 2/24/2011)

The following “**points of emphasis**” will to be stressed with all coaches and players prior to the 2011 season. The intent of these points of emphasis is to better maintain order and safety of everyone during Rookie League (NCRL), Select League (NCSL) and 14 Spring League games.

1. **Only the head coach is permitted to dispute calls or request clarification** during any contest played under NCRL and NCSL sanction. Any other coach or team member who leaves his or her position on the field or in the bench area for the purpose of arguing with an umpire or disputing any decision rendered by an umpire will be immediately ejected from the game or restricted to the bench from the game. **The head coach must attend the pre-game conference with the umpires** in accordance with high school rules. If the head coach is unable to attend the conference due to late arrival or other exigent circumstance, the assistant coach attending the pre-game conference will be considered the head coach until such time as the head coach is available to assume his duties. The assistant coach attending the pre-game conference shall be responsible for declaring that such a situation is occurring, and for informing the umpire when the head coach arrives.
2. **On disputed rule interpretations only, a head coach may request that an umpire confer with the other umpire(s) on the field** to be certain that the rule is being interpreted and applied correctly. Umpires are required to comply with such a request, and will conference with their partner(s) to be certain that the rule interpretation is correct. During their conference, coaches are required to remain in the immediate vicinity of their bench area. Once a decision has been made, no further argument or discussion may take place. If the call is changed as a result of the conference, the opposing coach will receive an explanation. Failure to comply with a coach’s request for a conference will result in loss of game pay for the umpires involved, unless the request is deemed frivolous or based on judgment, rather than rule interpretation. Failure to remain in the bench area, or further argument once a decision has been reached, by the head coach or any member of the team shall result in ejection from the game or restriction to the bench..
3. **Coaches are to remain inside the dugout when their team is on defense**, and to have no more than two coaches outside the dugout when their team is on offense (one coach at 3rd base, one coach at 1st base). In general, we strongly discourage having more than 2 – 3 coaches actively involved in a game. **Additionally, “BUCKETS” are not allowed on the field of play** – keep them in the dugout.
4. **Concussions - Rule 3-1-5**: Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.

The Northern Colorado Rookie League uses modified 2011 National Federation of State High School Associations baseball rules. The following are the League modifications or rules of emphasis for all age groups & divisions with references to NFHS rules where appropriate.

- o Metal cleats are allowed in age groups 13 and OLDER only
- o 1-1 EXTRA HITTER(S)
 - o A player may be designated as the Extra Hitter (EH) on the starting line-up card. This player will be considered a starter and will be governed by the substitution rule (3-1-x). A team that elects to use the EH will have ten (10) starters, each with a designated position in the batting order.
 - Additionally all age Divisions (9, 10, 11, 12, 13, 13 Select and 14) may choose to ‘bat everyone’ by designating all roster players present beyond the starting 9 fielders as Extra Hitters (EHs). These players will be considered starters. (By definition, the substitution rule does not apply as there are no players left to substitute) A team that elects to use multiple EHs will have >10 starters, each with a designated position in the batting order.
 - To be clear, teams have three options with regards to EHs:
 - No Extra Hitters – 9 starters
 - One Extra Hitter – 10 starters
 - Enough Extra Hitters such that ALL roster players present are starters

** If a team chooses to use an EH (or EHs) they must do so for the entire game. If a team that has chosen to use an EH (or EHs) is unable to provide ten (10) (or the total number of batters specified at the beginning of the game, if using multiple EHs) legal batters during the game an out will be charged each time the missing player(s) turn at bat is encountered in the line-up. Teams may not remove or add any players to or from the lineup once the game has begun. (A player coming late will not be allowed to play) **

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- EXCEPTION: See rule 3-1-3 in this League Rule Addendum.
- (DESIGNATED HITTER – This is always still an option as by high school rule.)
- 1-2-1 The following playing field distances shall be used for all Rookie/Select League games.
 - All 9 & 10 divisions: The diamond shall be sixty-five (65) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be forty-six (46) feet.
 - All 11 & 12 divisions: The diamond shall be seventy (70) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be fifty (50) feet.
 - The 13 division and 13 Select League: The diamond shall be eighty (80) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be fifty-four (54) feet.
 - The 14 division: The diamond shall be ninety (90) feet between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be sixty feet, six inches (60'6").
- 1-3-2,3,4&5 There shall be no weight or length restrictions applied to bats in any age or division.
 - The 14 year-old age division players are strongly encouraged to not use the -5 or above bat ratings, especially if they hope to continue on into high school. Once in high school all bats must be no higher than -3 rated by rule. Be aware of the new bat rules for next season.
 - **There are sweeping changes being made to the bat rules. The ratings have been changed and will be implemented by the NFHS in 2012 – some are being mandated in 2011. All non-wood bats will have to have the BBCOR performance label on the bat (the current rating is BESR). This will affect the high school level but is undetermined how will be applied to lower levels.**
- 1-5-1,4 Batting helmets and catcher's equipment must be meet NOCSAE standards. All catchers helmets must have full ear protection (dual ear flaps) and throat protectors..
- 1-5-11 Non-traditional playing equipment must be reviewed by the League commissioner(s) before it will be permitted to be used.
- 2-17-1a INNINGS (see also 4-2-2a, 4-2-2b, and TIME LIMITS)
 - All 9 & 10 divisions: Games will consist of six (6) innings.
 - All 11 & 12 divisions: Games will consist of six (6) innings.
 - All 13 & 14 divisions: Games will consist of seven (7) innings.
- 3-1-3 If necessary, due to a player becoming injured or ill, a team will be allowed to re-enter a player not normally able to do so under the substitution rule. This exemption is valid only when a team has no eligible substitutes remaining, and is down to eight (or nine with EH) players. This exemption is not allowed if due to an ejection. If a starter, the player who is reentering must do so in his original spot in the batting order, and the player who substituted for him will take the injured player's spot in the batting order. This exemption specifically does NOT apply in the case where a team has chosen to use multiple EHs to 'bat everyone.'
- 3-1-6 COURTESY RUNNERS will be allowed for pitchers and catchers as outlined in the suggested speed up rules section of the rulebook.
- 3-2-1a Coaches are not required to be in team uniform. However, coaches must wear athletic attire that corresponds to his team's uniform colors. A player base coach is required to wear a batting helmet
- 3-3-1g5 EXCEPTION; During infield warm-ups the opposing team's starting pitcher may warm up in live ball territory. The starting pitcher shall warm-up at a location in which his warm-up activities will not obstruct or interrupt the opposing team's infield warm-up. The safety of the pitcher and catcher should be considered when selecting a warm-up location. The catcher may be any player or coach on the starting pitcher's team. If the starting pitcher elects to warm-up in live ball territory it is recommended that a protector (another player or coach with a glove) be used to help insure the safety of the pitcher and catcher.
- 3-3-1p Use of tobacco or tobacco-like products within 250 feet of the dugout is prohibited for all players, coaches, and team personnel (scorekeepers, attendants, etc.) offenders shall be ejected immediately upon discovery, and the league may impose additional sanctions.
- 4-1-1 The umpire-in-chief shall decide if the grounds and conditions are suitable for play.
- 4-2-2a NOMINAL TIME LIMITS:
 - 9 and 10 year-old leagues: a new inning may only start prior to completing one hour, forty-five minutes, (1 hour, 45 minutes) unless the game is tied, in which case Rule 4-2-2b, REGARDING EXTRA INNINGS, is applied to end the game. The game clock starts immediately at the conclusion of the umpire/coach pre-game conference. A new inning begins the instant the third out is made in the bottom half of the previous inning.

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- 11,12,13, 13 Select and 14 year-old leagues: a new inning may only start prior to completing two (2) hours, unless the game is tied, in which case Rule 4-2-2b, REGARDING EXTRA INNINGS, is applied to end the game. The game clock starts immediately at the conclusion of the umpire/coach pre-game conference. A new inning begins the instant the third out is made in the bottom half of the previous inning.
- When a game is stopped under this rule, the team that is ahead wins, regardless of the number of innings completed. The game is treated as a complete game.
- 4-2-2b REGARDING EXTRA INNINGS:
 - I. “Extra innings” definition: Innings that are played in order to break a tie. These may include innings played beyond the prescribed number of game innings (as specified under 2-17-1a) or innings started after the 2-hour game time limit in order to break a tie. Once the first extra inning begins, the two-hour time limit no longer applies.
 - II. During the first extra inning the last scheduled batter for that inning will be placed on second base. There will be zero (0) outs to start the inning.
 - III. During the second extra inning the last scheduled batter for that inning will be placed on second base and the next-to-last batter will be placed on third base. There will be zero (0) outs to start the inning.
 - IV. The maximum number of extra innings allowed is two (2). If a game’s outcome has not been decided at the end of two extra innings, the game will be scored as a tie, and treated as a complete game.
- 4-2-2c MERCY RULES: The following mercy rules will be in effect for all League games. In all age groups & divisions **the game will end ANY time after two (2) complete innings if either team goes ahead by 20 runs** In addition, the following age group modifications will apply:
 - All 9 & 10 divisions: The game shall end at the conclusion of four (4) full innings (or three and one half (3 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
 - All 11 & 12 divisions: The game shall end at the conclusion of four (4) full innings (or three and one half (3 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
 - All 13 & 14 divisions: The game shall end at the conclusion of five (5) full innings (or four and one half (4 ½) when the home team is ahead) when a team is ahead by fifteen (15) runs or more.
- 4-2-3a CALLED GAME: A game that is called by the umpire for any reason (darkness, rain, another scheduled game, etc.) before it is officially completed shall be considered a **SUSPENDED game**. In this case, the game will be restarted at a later date/time at exactly the same point (innings played, outs, ball/strike count, score, runners on base, batter, batting order, etc.) that it was suspended. [Reasonable exceptions, such as a player being out of town when the game is resumed are okay.] Otherwise, the game is considered a **COMPLETE** game.
- 4-2-3a Additional conditions under which an umpire may “CALL” (end) a game.
 - When a game must be ended due to city ordinance about turning off park lights. Many of our fields have a mandatory “lights out” time of 11:00. If this occurs, the game is considered COMPLETE with the score being determined by normal-game-ending procedures. This is in effect even if the minimum number of innings that normally is required to have been played has not been played.
 - This and any other such ground rules that are known, should be discussed in the pre-game conference.
- 4-2-3b COMPLETE GAME: A game shall be considered complete, and will be counted in league standings, after:
 - All 9 & 10 divisions: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead).
 - All 11 & 12 divisions: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead).
 - All 13 & 14 divisions: Five (5) complete innings (or four and one half (4 ½) if the home team is ahead).
 - A complete game score will be figured as follows;
 - If the game is called when the teams have had an equal number of complete turns at bat, the score shall be as recorded when the game was called.
 - If the game is called when the teams have NOT had an equal number of complete turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent’s score the final score shall be as recorded when the game is called. NOTE: *If a game is called after it has qualified as a complete game under 4-2-3b ,and, if, as per this rule,*

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*the score must be recorded as it was at the end of the previous inning, and that inning would not qualify as a complete game, **the game shall still be recorded as a complete game.***

- If the score in the called, complete game is figured as a tie using the method described in this rule, it will be recorded as a tie – no extra innings will be played to resolve the tie.
- 4-4-1a FORFEITED GAMES: A game shall be forfeited to the offended team by the umpire when a team:
 - Is unable to provide at least nine (9) players to start a game.
 - Is unable or unwilling to participate in the resumption of any suspended game or in any game that has been rescheduled the League Administration for any valid reason.
 - Forfeited games will be scored as a 7-0 win for the offended team, and count in the league standings.
- 4-4-1b Neither teams shows up for a game. Teams must play all games on the published League Schedule. If both teams fail to show up for a scheduled game, each team will be credited a loss and no score will be entered.
- PITCHING RESTRICTIONS All totals apply to league play only. *While totals apply to league play only, it is recommended that coaches attempt to follow league restrictions for all games (league and non-league alike) to insure the health of all pitchers. Be aware of those pitcher/catcher situations also in the possible overuse of young arms.*
 - All 9 & 10 divisions:
 - A maximum daily total of six (6) consecutive, or four (4) non-consecutive innings.
 - Mandatory two (2) calendar days rest between appearances of four (4) or more innings, and one (1) calendar day rest between appearances of three (3) innings. (E.g. A pitcher who throws 3 innings on Fri. may not pitch again until Sunday.)
 - Maximum of nine (9) innings per week, defined as Tuesday through Monday.
 - Maximum of seventy (70) innings per season.
 - One Pitch equals a full inning.
 - All 11 & 12 divisions
 - A maximum daily total of six (6) consecutive, or four (4) non-consecutive innings.
 - Mandatory two (2) calendar days rest between appearances of four (4) or more innings, and one (1) calendar day rest between appearances of three (3) innings. (e.g. A pitcher who throws 3 innings on Friday may not pitch again until Sunday.)
 - Maximum of nine (9) innings per week, defined as Tuesday through Monday.
 - Maximum of seventy (70) innings per season.
 - One Pitch equals a full inning.
 - All 13 & 14 divisions
 - No more than seven (7) innings in any two (2) games on the same day.
 - Mandatory one (1) full calendar day of rest after an appearance of five (5) or more innings. (If a pitcher throws four (4) innings in Game One of a double header he may pitch up to three (3) innings in Game Two. If a pitcher throws five (5) innings or more in Game One of a double header, that pitcher may not pitch in Game Two of the double header and may not pitch the following day.)
 - One Pitch equals a full inning.
- PROTESTS: Protests will be allowed for game ending procedures questions **ONLY**. Protests must be made in writing to Fort Collins Baseball Club no more than 24 hours after the completion of the game in question. A \$100.00 protest fee must accompany all protests. The protest fee will be returned if the protest is up held.
- PRE-GAME WARM-UPS: Both teams should get an equal amount of on-field warm-up time. Coaches should work together to be certain that both teams' warm-ups are completed five (5) minutes prior to the game's scheduled start time. **Umpires WILL NOT consider unequal warm-up time, and will start the game on schedule.** See also 3-3-1g5.
- NON-GAME TEAM FUNCTIONS: Any use of alcohol by team personnel before or after games or at any team parties, tournaments, or other functions where the players are present is prohibited.
- ENTERING OF GAME SCORES ON THE FCBC WEBSITE: The coach of the winning team is responsible for entering the score of the game, and pitcher innings, as soon as possible after the game using the Coach Login to the FCBC website. If a game is not entered within 48 hours of completion, it will be scored as a 0-0 tie, and that tie will become part of both team's record for determining end-of-season playoff seeding.

NCRL/NCSL Suspension and Ejection Policy - These policies will be in effect for all Rookie and Select League games, including the NCRL End-of-Season Playoff, in 2011.

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- **DEFINITION OF TERMS:**
 - **EJECTION:** A penalty for un-sportsmanlike conduct or other violation penalized by ejection as outlined by NFHS baseball rules. An ejection is served during the game in which the ejection occurred.
 - **SUSPENSION:** A penalty for un-sportsmanlike or other inappropriate conduct. The League Competitive Committee governs suspensions. A suspension can be additional punishment to an ejection. A player, coach, or other person associated with a team may be suspended even if they haven't been previously ejected.
- **EJECTIONS:**
 - **COACH EJECTIONS:** All coach's ejections are governed by the NFHS baseball rules.
 - **PLAYER EJECTIONS:** All player's ejections are governed by the NFHS baseball rules.
- **SUSPENSIONS:**
 - **COACH SUSPENSIONS:** A coach, or other person associated with the team, who is ejected from any league game will be suspended for a minimum of one (1) additional game. A coach, or other person associated with the team, may be suspended for more than one game. A coach, or other person associated with the team, may be suspended without having been previously ejected.
 - **PLAYER SUSPENSIONS:** All player ejections will be reviewed by the Competitive Committee to determine if a suspension is necessary.