

Mid West Buckeye League

Baseball and Softball Association Constitution

ARTICLE I: NAME

The name of this organization shall be “Mid West Buckeye League”, an independent, non-profit, corporation.

ARTICLE II: OBJECTIVE

The “Mid West Buckeye League “ is to provide the opportunity for each participant to develop their athletic skill to the fullest potential by participating in baseball/softball games that will encourage the spirit of teamwork and sportsmanship as athletic competition.

ARTICLE III: ORGANIZATION

SECTION A: the immediate jurisdiction of the “Mid West Buckeye League” shall be limited to Directors of the Board and other participating organizations.

SECTION B: Any team or other association desirous of being included in the schedule may do so with the approval of the Board of Directors. Participating associations will have input on items of common interest and must abide by the organization and game rules of this constitution.

1. Goal of the organization is to limit drive from any community to any playing field to thirty (30) miles or less.
2. The team or other association desirous of being **included** must make request known by *March 1st* of the current season.
3. The team or other association desirous of being **excluded** must make request known by *March 1st* of the current season.
4. After March 1st of the current season: The Board has the right to request payment for any expenses that have occurred on the behalf of the team or association after the deadline.

SECTION C: The sponsoring association of each team included on the schedule is required to contribute to the following common game activity costs an amount equal to that contributed by all teams

1. Player sign-up fees, fundraisers, sponsor fees and concession stand income will be used to provide equipment, uniforms, umpire fees, field maintenance, lighting, etc. Each participating association will be responsible for these items at their respective playing sites. Playing fields must be kept safe as determined by the playing rules governing baseball and softball.
2. Each participating association will contribute at least their “fair-share” of playing field use for recreational league games. “Fair-Share” is determined by the number of teams entered in each league from a given participating

association in ratio to the total number of teams in that league. This ratio of teams should match the ratio of home field games played by a team on their sponsoring association's playing fields. "Fair-Share" will also apply to end of season league tournaments.

3. Each participating association will provide field availability to the Director of Scheduling in the time frame given by the Board of Directors.
4. The regular season will begin on Memorial Day weekend and finish with tournament play the last week of July. There will be games played through July 4th. Rainouts can be scheduled on Sunday's at 2:00 p.m. or after. Saturday's in July will be open for team to schedule all-star games. Exception will be to reschedule rained out games.
5. If a participating association has more than their fair-share of the playing field availability to offer, the excess availability will be used by the "Mid West Buckeye League", Director of Scheduling.
6. Common expenses, such as trophies, will be apportioned as per league to participation. For example, if an association sponsors 2 out of the 10 teams in a league, they would be responsible for 20% of the common expense.
7. Trophies will be awarded for both the overall season and the end of season tournament. First and second place will receive individual and sponsor trophies in all divisions. Other divisions may receive additional trophies based on number of teams in the division. If there is a tie for 1st place in any division, two (2) 1st place trophies will be awarded and zero (0) 2nd place trophies will be awarded.

ARTICLE IV: MEMBERSHIP

Membership is automatically granted to the parent or legal guardian of a child enrolled in their participating association, or by donating time through coaching, administering or sponsoring activities for the participating associations.

ARTICLE V: BOARD OF DIRECTORS

SECTION A: COMPOSITION

All directors must be active members of the participating associations. The board of directors "board" shall be constituted as follows: **President – Vice-President, and Commissioners of each level of baseball/softball league** of the participating associations.

SECTION B: PROCURMENT OF DIRECTORS, ELECTED AND NON-ELECTED

There are two type of directors, elected and non-elected.

ELECTED

Elected directors for the upcoming year activities shall be chosen by majority vote of the composition.

Each participating association of Presidents and Vice President cast 1 vote to elect a Co-Chairperson. In order to be eligible for the Co-Chairperson position, the person must have been actively involved in the MWBL for one full season. The Co-Chairperson position should be rotated amongst member associations to allow equal participation by all member associations.

- Chairperson
- Co-Chairperson

***** The Chairperson and Co-Chairperson cannot be representatives from the same participating association.**

The Chairperson may serve an unlimited number of 1 year terms. A serving chairperson must be re-nominated and reelected by a majority vote of the composition each year.

The Co Chairperson may serve an unlimited number of 1 year terms. A serving co-chairperson must be re-nominated and reelected by a majority vote of the composition each year.

It is encouraged that a newly elected chairperson has previously served as a co-chairperson prior to taking on the chairperson's position.

NON-ELECTED

The participating associations choose non-Elected Commissioner(s). They will be considered part of the Board of Directors. These include the following:

- Commissioner(s) of Baseball (all levels)
- Commissioner(s) of Softball (all levels)

Each participating association can determine its appropriate representation within Mid West Buckeye League. It is the belief of this organization that more involvement will make a better environment for the players.

OTHER NON-ELECTED POSITIONS

The board will choose non-Elected Directors. They will be considered part of the Board of Directors. These include:

- Director of Tournaments
- Director of Umpires
- Director of Scheduling

SECTION C: The above will take recommendation from each participating association for the betterment of the kids (players) and game. Chairperson will decide on dates and times for monthly meetings. **However, all rule changes will be made by April 1st of current season.** All other recommendations will be tabled until to next season's changes.

EXCEPTION WILL BE FOR THE SAFETY OF THE KIDS (PLAYER).

ARTICLE VI: BOARD OF DIRECTORS – DUTIES

SECTION A: CHAIRPERSON- It shall be the duty of the Chairperson (Eligibility dependent on maintaining the position in present association as in Article 5 Section A.)

1. Serve as Chairperson of the Board of Directors
2. Preside at all Board of Director meeting
3. To call a board of meeting as described in Article VII, Section B
4. To develop and maintain a master schedule of Board events.
5. To ensure that the constitution of the Mid West Buckeye League is up to date and distributed to all board members and participating association's Presidents.
6. Will only vote to break a tie vote
7. Can ask and should ask for more discussion before voting.
8. Ask the vote be table to next meeting. To allow for more thought and possible cool down.
9. Assign a Secretary per meeting

SECTION B: CO-CHAIRPERSON- It shall be the duty of the CO-Chairperson (Eligibility dependent on maintaining the position in present association as in Article 5 Section A.)

1. Act in the absence of the Chairperson when requested by the chairperson, when chairperson cannot attend meeting or in case of an emergency.
2. Succeed the Chairperson in office in case of resignation.

SECTION C: SECRETARY- It shall be the duty of the Secretary.

1. Assigned per meeting by Chairperson.
2. Record minutes and distribute to all members.

SECTION D: COMMISSIONERS - It shall be the duty of the Commissioners. (Eligibility dependent on maintaining the position in present association as in Article 5 Section A.)

1. The Commissioners will be divided by BASEBALL / SOFTBALL.
2. They will only vote on their governing topics.
3. Each participating association will have only 1 vote.

Example 1: Association has 4 commissioners in softball to represent each level. The association is only allowed 1 vote on softball items.

Example 2: Association has a director of baseball and 4 commissioners in baseball to represent each level. The association is only allowed 1 vote on baseball items.

Example 3: Association has President, Vice-President, baseball and softball commissioners. The association is only allowed 1 vote on organizational items.

4. Serve on Protest & Disciplinary committees.

SECTION E: Directors of Events - It shall be the duty of the Commissioners to appoint the following.

(Eligibility dependent on maintaining the position in present association as in Article 5 Section A.)

- Director of Scheduling
 - Director of Tournaments
 - Director of Umpires
1. Shall be a current commissioner to represent each sport (baseball or softball),
 2. Shall be approved candidate by the Board of Directors.
 3. The Candidate will have no voting rights.
 4. Will have a voice to better the game.
 5. Goal is to have a Director from different participating association (Fair Share). Position can be shared (Co—Directors).

Director of Scheduling

1. Receive field availability by participating association by ***April 1st of the current season.***
2. Receive number of teams by level per participating association by ***April 1st of the current season.***
3. Creates regular season schedule and tournament schedule and distributes by ***May 1st of the current season.***
4. Set schedule by level.
 - a) Request additional support from participating association.
 - b) Set date for schedule to be final.
 - c) Print schedule for board approval
 - d) Schedule to each commissioner
 - e) Place Tournament time & place by levels
5. Publish results by league
6. Publish results in Local participating association's newspaper.

Director of Tournaments

1. Decide on tournament dates by league before schedules are final
2. Coordinate tournaments with host associations
3. Any special request must be brought to the Board of Directors

Director of Umpires

1. Coordinates consistent officiating across associations
2. Serve on Protest committee

ARTICLE VII: BOARD OF DIRECTORS OPERATING GUIDELINES

SECTION A: ETHICAL BEHAVIOR

1. Each participating association will be responsible for ensuring that their Respective players, Coaches, Parents, Sponsors, Fans, and Board of Director Members uphold the spirits of sportsmanship.
2. The Mid West Buckeye League and each participating association will be responsible for maintaining a spirit of teamwork among associations and their representatives and supporters.

SECTION B: REGULAR MEETINGS: Regular meetings of the Board of Directors shall be scheduled at least monthly. The Chairperson shall determine the time and place.

SECTION C: SPECIAL MEETING: Special meeting of the Board of Directors shall be held whenever called by the Chairman or the majority of the Board.

SECTION D: QUORUM: There shall be majority of attendees and representation from participating associations required for any meeting of the Board of Directors.

SECTION E: VOTING RIGHTS: Each association will have one (1) vote for any item brought in front of the Board of Directors. Any changes to this Constitution or its Addendums will require a majority vote by those in attendance at the meeting.

ARTICLE VIII: CODE OF ETHICS

SECTION A: Vandalism: defacing, destroying property or any other type of vandalism will result in the prosecution of the guilty parties! No second chances will be given!!!!!!

SECTION B: All players, parents, coaches, umpires, and fans of the Mid West Buckeye League must abide by the code of conduct agreement in the front of the program.

SECTION C: UNDERSIRABLE BEHAVIOR

1. **No player or coach shall show any form of open hostility.** The umpire will issue a team warning note on the umpire card. If it occurs again during the game, the player/coach will be ejected from that game and the player/coach will be required to attend a disciplinary hearing to determine appropriate corrective measures.
2. **Balls and strikes are not open to question.** These are an umpire's judgment call. Player/coaches cannot argue these calls.
3. **Umpires shall not award a game forfeit due to unsportsmanlike conduct.** The player, coach or spectator will be ejected from the game per guidelines established in article VIII, Section B of this constitution. The umpire will note any ejection on the score card that will be turned in at the end of the game
4. **If a coach is ejected from a game** that coach may appeal before the board for a disciplinary hearing. Failure to attend this meeting can result in dismissal for the

coach. If the coach is found at fault, on the offense then the Board will suspended the coach for remaining of current season and including tournament.

5. **Fans can be told to leave the playing facility by the umpire.** If the umpire determines it to be necessary to maintain a sportsmanlike atmosphere, the disruptive fan will receive 1 warning, the second addressing of the issue will result in the fans ejection from the playing facility. **Failure to comply with an ejection order will result in enforcement by the local authorities!**
6. **Fans should remember that the development of players' sense of sportsmanship is of the utmost importance.** At the core of all sportsmanship is the respect for individuals. Personal attacks will not be tolerated. Cheering for your team is encouraged and highly welcomed.
7. Absolutely no alcoholic beverages are permitted on school property or at any Mid West Buckeye League game or practice site! Any coach violating this code of ethics will be subject to disciplinary action by the board.
8. The use of tobacco products in any form is strictly prohibited while in contact with our youth on the playing field. Any coach violating this code of ethics will be subject to disciplinary action by the board.
9. Any league or team using "gentlemen agreements" of variance to the rules agreed upon by the Mid West Buckeye League will be subject to disciplinary action by the board.

ARTICLE IX: FORMAL HEARINGS

SECTION A: PROTESTS

1. There will be no protest of judgment calls.
2. All notices of protest shall be submitted by the head coach, in writing within 48 hours to their association's president or designated person. Both of the head coaches will be notified by their respective presidents or designated person of the date that the issue will be reviewed.
3. Each participating association's president or designated person, the Mid West Buckeye League Director of Umpires and one properly certified umpire for baseball or softball depending on the league, will convene to hear and rule on all protests. If the protest is by same associations teams, there will be appointed commissioners by the Board. This meeting must be scheduled within one week of notification of the protest.
4. It is the responsibility of the Commissioner to communicate the results. The results given to each party involved. Director of Scheduling for accurate record keeping. Report to the Board of Directors at the next scheduled meeting.

SECTION B: DISCIPLINARY HEARINGS

1. All notices of disciplinary hearing shall be submitted by the head coach, in writing within 48 hours to their association's president or designated person.

- Affected coach will be notified by their respective presidents or designated person of the date that the issue will be reviewed.
2. Each participating association's president or designated person will convene to hear and rule on all disciplinary hearings. This meeting must be scheduled within one week of notification of the issue.
 3. Discipline will be aggressive.
 - a) Warning- Taken place on the field by the umpire
 - b) Dismissal- Remaining of current season including tournament play
 - c) Expulsion- Participation in the summer league is conditional, based on all participating teams and associations compliance to the ruling made by the Board of Directors at any aforementioned hearing.

ARTICLE X: PLAYER ELIGIBILITY

Recreational league player's geographic areas are determined by public school assignments. Participants asking guidance regarding location of sign-up shall be sent to the appropriate association according to the location of residence first. Extenuating circumstances will be considered second. Players must be signed up at least 1 day prior to the draft date.

ARTICLE XI: PROGRAM

SECTION A: PLAYER DISTRIBUTION

1. Governed by participating association
2. Travel Players must be equally distributed across teams

SECTION B: PLAYER ELIGIBILITY (AGE AND DATES ARE FOR PARTICIPATING YEAR)

Recreational Baseball League

14U: must be 13 or 14 by 5/1

12U: must be 11 or 12 by 5/1

10U: must be 9 or 10 by 5/1

8U: must be 7 or 8 by 5/1

Recreational Softball League

14U: must be 13 or 14 by 1/1

12U: must be 11 or 12 by 1/1

10U: must be 9 or 10 by 1/1

8U: must be 7 by the end of the regular season or 8 by 1/1

SECTION C: COACHING GUIDELINES: Governing by participating association with recommendations.

1. A coach must be at least 18 years old.
2. A coach must show good sportsmanship on the field and as a spectator.
3. A coach must have a through understanding of league rules.
4. A coach may not trade or recruit players but shall work through the board of directors to acquire players.
5. **Only the head coach may approach the umpire.** In the event of the head coach's absence, the assistant coach or other pre-determined person may fill in. The umpire must be notified who is the head coach of each team.
6. Coaches shall keep an accurate score book of the games or assign a responsible person to this duty. The home team shall keep the official score, checking with the opposing team each ½ inning to ensure accuracy.
7. Home coach is responsible to confirm proper field set-up.
8. Coaches must consider the welfare of each player.
9. **WINNING OF GAMES MUST BE SECONDARY!**
10. All coaches should call their sponsors and introduce themselves.
11. All HOME coaches report their score to the appointed person.

SECTION D: PLAYING RULES:

1. The Board of Directors approves all playing rule changes.
2. The following rules will apply to the applicable Leagues.
3. Except where noted, baseball play is governed by Official RULEBOOK of LITTLE LEAGUE BASEBALL distributed by H. Hardwood and Sons of Natick, Massachusetts.
4. Except where noted, softball play is governed by the American Softball Association (ASA) current rules
5. **TRAVEL PLAYERS ARE ENCOURAGED TO PLAY IN THE LEAGUE.**
 - a. The Board is encouraging travel players and asking participating association to split the TRAVEL PLAYERS equally between teams.
 - b. If a travel player is a normal starter for the pitcher or catcher positions s/he cannot start a game in their specialized position. A normal starter is defined as one of the top 2 players on their travel team in that position. They can only play their specialized position the last three (3) innings of a regulation game. This is regardless of time limit imposed on games. Thus, if a game is regularly scheduled for 6 innings, travel players can only play their specialized position in the 4th, 5th and 6th innings. If the game ends at the 4th inning due to time limit, the travel player is only eligible to play specialized position for that inning.
 - c. Travel players who are involved in an association's league but not on an MWBL roster may be used as pickup players as long as those travel players are identified at the start of the season and available to all teams within the MWBL.
6. In all levels, there is free substitution on defense.

7. All players' play two (2) innings of defense unless the player is being disciplined.
8. Pick-up players are permitted. Pick up players must be members of the participating associations and be listed on MWBL Rosters (exception: players being picked up for 8U games from T-Ball/Instructional League teams). For both Regular Season and Post-Season Tournament games, pick-up players must come from the next lower level. The "level" that a player is playing at is dictated by the MWBL league in which they are registered to and playing in, not by their actual league age. Thus if a player is "playing up" at a league level beyond their league age, they are unable to serve as a pick-up player at that level. Pick-up players must be picked-up from the same sport of registration. Pick-up players must play in the outfield and bat last in the lineup. A team may pick-up a maximum of three (3) players to field a legal team. If roster players arrive before the game could be considered to have met a point of completion the pick-up player should come out of the game and the player on the roster entered. **Coaches should use good judgment. Rostered players should be playing ahead of any pick-up players**
9. The only team personnel allowed on the field while the ball is in play are:
 - a. **Offense-** batter, base runner(s), 1 on deck batter, 1 first and 1 third base coach.
 - b. **Defense-** players placed in defensive playing positions.
 - c. Bullpen pitcher, catcher, and 1 spotter.

All other players and personnel are required to be within the dugout area (see exceptions in 8U league).

10. A coach may go to the mound to talk to a pitcher once per inning; the pitcher must be removed upon the coach's second trip to the mound in a single inning. Crossing the foul line is considered a trip to the mound when used for the purpose of talking to the pitcher.
11. The umpire may halt play in a game after completion of one (1) or two (2) less innings than a full game of play if considering the run rule, the team behind cannot score enough runs to win or tie the game.
12. When a player is warming up a pitcher on or off the field, a catcher mask must be worn. All catchers must wear an athletic cup and cannot catch without same. All players must wear safety equipment during practice at all times just as they would in a game.
13. RUN LIMIT: A team's half of an inning will end after three (3) outs or seven (7) runs have been scored, whichever shall occur first. Any runs above seven (7) will not be recorded in the official score. For example, if the team already has six (6) runs scored, bases are loaded and the batter hits a home run, only one (1) additional run will be added to the score. If a team is down more than seven (7) runs in the last inning of the game, they cannot score enough runs to win the game (the team can only score seven (7) runs in any inning).
14. TIME LIMIT: For 8U, 10U and 12U games, one hour and forty five minutes (1:45) of play is the time limit for all games in the league. For 14U games, two hours and fifteen minutes (2:15) of play is the time limit for all games in this

league. However, all games must end on complete inning. **No new inning may start at or after 1 hour and 45 minutes (8U/10U/12U) or after 2 hours and 15 minutes (14U) (EXCEPTION: Tie games will utilize the following tie-breaking procedure).**

15. TIE BREAKING PROCEDURE: If a tie occurs after all regulation innings are played, or if a tie exists at the end of a complete inning and the time limit has been met (regardless of how many innings have been played), the following tie-breaking procedure will be followed:
 - a. For the first extra inning exceeding the time limit, the inning will be started with runners on second-base and third-base with no outs. Each batter will start with a 0 ball, 0 strike (new) count. In 8U Baseball and Softball (coach-pitch), each player will start with 0 strikes and may get a maximum of three pitches. In 10U Softball (only), the coach will pitch all pitches and each batter starts with 0 strikes and may get a maximum of three pitches. All other league-specific rules remain in place (run limit, etc.).
 - b. Should the game remain tied after one extra inning is played, a second extra inning shall be played. For the second extra inning, the inning will be started with the bases loaded and no outs. Each batter will start with a 2 ball, 1 strike count. In 8U Baseball and Softball (coach-pitch), each player will start with 0 strikes and may get a maximum of three pitches. In 10U Softball (only), the coach will pitch all pitches and each batter starts with 0 strikes and may get a maximum of three pitches. All other league-specific rules remain in place (run limit, etc.).
 - c. For regular season games, should the game remain tied after the second extra inning is played, the game shall be recorded as a tie.
 - d. For post-season tournament games, should the game remain tied after the second extra inning, additional innings shall be played using the extra-inning format described in Paragraph b. above (bases loaded, 2-1 count on the batter) until a winner is decided.
 - e. The base-runners required by the above procedure shall be placed in the following manner. The player in the batting order immediately before the first batter of the extra inning shall be placed at the base furthest from scoring, the player two spots in front of the first batter of the extra inning shall be placed on the next furthest base, etc.
(EXAMPLE: The 7th batter is the lead-off batter in the second extra inning. The runner at first base would be the 6th batter, the runner on second base would be the 5th batter, and the runner on third base would be the 4th batter.)
16. LIGHTNING RULE: Safety of the players is of the utmost concern. Upon sighting lightning, the head umpire shall delay the game by thirty (30) minutes. If the head umpire does not see the lightning, coaches may make the umpire of aware of the situation. In any case, the game should be immediately delayed for thirty (30) minutes. (Hearing thunder in association with the lightning should **not** be considered. Sight of lightning is all that is required to delay the

game.) During this 30 minute delay, the time limit rule is suspended. For example, if a game started at 6pm and lightning was spotted at 6:15, the game still has one hour and forty five minutes (1:45) of play (EXCEPTION: 14U would still have two hours and fifteen minutes (2:15)) when the lightning delay is lifted. If any lightning is spotted during the delay, the thirty minute (30) delay is reset from that time. The head umpire will determine when the weather will not permit completing the game. Umpires should take into consideration if games follow the current game to avoid having later games start excessively late. Official rules for the sport will determine if the game is official, or if it must be completed at a future date. If the game is to be completed in the future, both teams should validate score books and remaining time before leaving the field.

17. CANCELLATION: Home team head coach will call opposing team and notify umpires. If in doubt, call the home team coach. Before the playing season starts be sure to know the contact information for all fields within the schedule to avoid the uncertainty of any game in question. If in doubt, double check with home team head coach.
18. HEART GUARD: The league strongly recommends that all players purchase and wear a heart guard while playing their respective sports. The league also strongly recommends that the player playing the “pitcher” position at the 8U level wear a helmet with face mask while playing in the field due to the limited reaction time and slower reflexes for players of this age. The MWBL and its member associations will not be held responsible for accidents that occur that could have been prevented if the players had been wearing a heart guard or other safety equipment.
19. LIMIT ON STEALING: If a team is ahead by eight (8) or more runs at any time, that team will not be allowed to steal or advance on passed balls/wild pitches until the run difference is below eight (8) runs.

SECTION E: GAME START TIMES

1. Games start time will be established by predetermined schedules.
2. Warm-up periods begin 15 minutes prior to the start of the first scheduled game and immediately following the vacating of the dugout by the prior games teams.
3. The visiting team will be allowed 7 minutes of warm-up followed by 7 minutes of warm-up by the home team. Immediately following the home team warm-up, the home players shall assume their defensive positions.
4. Teams that do not begin warm-ups within their allotted time frames will have their time reduced proportionately to their delay.
5. Teams arriving early should NOT take the infield for warm-ups until 15 minutes prior to the schedule start of the game.
6. Batting practice should never be conducted on the infield prior to a game.

SECTION F: MAKE-UP GAMES: Make-up games shall be played on the date and time as scheduled by the teams’ coaches involved. The home team association will be responsible for ensuring field and official availability and scheduling.

Games shall be rescheduled for the following reasons ONLY:

- weather conditions,
- playing field conditions,
- field scheduling conflicts.

The coaches shall notify the commissioners of both associations (baseball/softball) involved in the rescheduling. The home team association must notify the Director of Scheduling of the rescheduled date/time. **COACHES ARE ENCOURAGED TO MAKE UP GAMES AS SOON AS POSSIBLE...DO NOT WAIT UNTIL THE LAST WEEKEND OF THE SEASON TO TRY TO RESCHEDULE MAKE-UP GAMES.** If a coach is unable to contact an opposing coach about rescheduling a game, that coach should work through their local commissioner to ensure the game gets rescheduled. Games that are not played due to coaches inaction will be counted as a loss for both teams (exception: clear documentation of the non-responsiveness of one coach).

ARTICLE XII: CHANGES TO GENERAL AND SPECIFIC RULES

SECTION A: Changes will be made during the season for the safety of the players by the approval of Board of Directors. All other rule recommendation will be tabled to the following season.

ARTICLE XIII: END OF SEASON TIE BREAKER

SECTION A: If 2 or more teams are tied at the end of the regular season:

1. Head to head records will be used for placing.
2. Games that are not played or are not reported by the tournament seeding meeting will be counted as a loss for both teams.
3. If the head to head record is even, or no game was played. It will be considered a TIE.
4. Placement in the tournament will be decided by coin toss.

BASEBALL ADDENDUM:

LEAGUE DEFINITIONS

- 14UB:** (fields 9, bats 9, 7 innings)
- 12UB:** (fields 9, bats 10, 6 innings)
- 10UB:** (fields 9, bats entire roster, 6 innings)
- 8UB:** (fields 10, bats entire roster, 6 innings)

FIELD DIMENSIONS: (QUICK REFERENCE ONLY)

- 14UB:** Base distance set at 80 feet.
- 12UB:** Base distance set at 70 feet.
- 10UB:** Base distance set at 65 feet.
- 8UB:** Base distance set at 60 feet.

PITCHING PLATE DISTANCE (QUICK REFERENCE ONLY)

- 14UB:** Pitching Plate distance set at 54 feet.
- 12UB:** Pitching Plate distance 50 feet.
- 10UB:** Pitching Plate distance 46 feet.
- 8UB:** Pitching Plate distance 46 feet.

GENERAL RULES AND GUIDELINES:

1. Mid West Buckeye League playing rules in Article XI, Section D govern all play
2. Home team is responsible for supplying one (1) new leather game ball (meeting specifications of Little League Baseball) and one (1) slightly used leather game ball at the start of each game.
3. **PITCHING: CONTROL:** If the pitcher hits three (3) batters (regardless of if the balls hit the ground first) in any given game, the pitcher must be removed from the pitching position.
4. No slug bunting shall be allowed. The batter will be declared out and a dead ball will result with runners returning to the base(s) from which they started.
5. Baseball cleats are restricted to rubber only at all levels except 14U.

LEAGUE SPECIFIC RULES:

14UB

1. Regular substitution rules will be followed on both offense and defense (e.g. nine (9) fielders, nine (9) batters listed on offensive lineup). Free substitution remains in effect on defense only; once a player bats in a certain position in the line-up, he may bat nowhere else.
2. Pitcher's plate will be set at 54 feet. (Elevated pitching mound is optional.)
3. A player may pitch no more than four (4) innings in a single game.
4. Big barrel bats (up to and including 2 3/4") are permitted in this league.

12UB

1. Regular substitution rules will be followed on both offense and defense with the exception that an Extra Hitter will be used. Thus, teams will field nine (9) fielders and have ten (10) batters listed on offensive lineup. An Extra Hitter must be used if teams have ten (10) or more players present. If a team has nine (9) or fewer players present, that team will not use an Extra Hitter with no penalty. Free substitution applies on defense only; once a player bats in a certain position in the line-up, he may bat nowhere else.
2. Pitcher's plate will be set at 50 feet.
3. A player may pitch no more than three (3) innings in a single game.
4. All games will be six (6) innings, unless tied or halted by rain or other inclement weather. In case of rain, four (4) innings, three and one half if the home team is leading, will constitute a compete game.
5. Stealing: A base runner may leave their base after the pitch has left the pitcher's hand. Any pitcher "faking" a pitch to deceive a base runner shall be given one (1) warning (runner shall be returned to original base). This warning shall be given only once (1) per team, per game. Subsequent attempts which deceive a runner shall result in the pitcher being called for a balk, and all runners will be awarded one base. Otherwise, no other balks shall be called.

If runner leaves base early when stealing:

1st offense: one (1) warning per game per team, player is sent back.
2nd offense: player will be out.

6. Bat barrel size may not exceed 2 ¼" (no big barrel bats) in this league.

10UB

1. The team's entire roster bats.
2. Pitcher's plate will be set at 46 feet.
3. A player may pitch no more than three (3) innings in a single game.
4. No breaking pitches;
1st time: ball
2nd time: pitcher will be taken out of pitching position.

If a batter hits a breaking pitch it is a live ball.

5. All games will be six (6) innings, unless tied or halted by rain or other inclement weather. In case of rain, four (4) innings, three and one half if the home team is leading, will constitute a compete game.
6. No balks shall be called.
7. Infield fly rule does not apply.
8. Stealing; after the pitcher is on the pitching rubber with ball and the catcher is in position to receive the pitch, no runner shall leave his or her base before the pitch has either passed the batter or been hit.

If runner leaves base early when stealing:

1st offense: one (1) warning per game per team, player is sent back.

2nd offense: player will be out.

9. Bat barrel size may not exceed 2 ¼" (no big barrel bats) in this league.

SUB

This league is an instructional league and should be coached and conducted as such. The basic fundamentals and sportsmanship along with participation and exercise should be some key ingredients to having a safe and fun time on the ball fields, not how many runs we score. Although that adds to the excitement, should not be the main reason for it.

1. The team's entire roster bats.
2. Pitcher's plate will be set at 46 feet.
3. Coaches pitch in this league. A chalk mark or pitching plate will be used to mark thirty five (35) feet and forty six (46) feet from the back edge of home plate. The coach must pitch overhand only between these two points of reference. (The chalk mark can be a DOT or a line equal in width to the width of the pitching plate.) The player playing the pitching position must be within five (5) feet left, right, but must be between the pitching reference marks .
4. All games will be six (6) innings, unless tied or halted by rain or other inclement weather. In case of rain, four (4) innings, three (3) and one half if the home team is leading, will constitute a compete game.
5. Ten (10) fielders may play at one time; no more than six (6) may play in the infield (Catcher, pitcher, fist baseman, second baseman, third baseman and shortstop). All other fielders must play in the outfield. The outfield is defined as the grass area between the dirt infield area and the fences, in fair territory. A team may field a minimum of 7 players with no out taken for vacant position in batting line up.
6. Each batter has seven (7) pitches or three (3) strikes to hit the ball. If the ball is not hit by the 7th pitch then the bat is recorded as an out. If on the last pitch the ball is fouled off an additional pitch is awarded.
7. No bunting shall be allowed. First time will result in a strike and a warning; second time shall be an out.
8. There shall be no bases on balls.
9. The coach who is pitching may not tell the player when to swing or run and he cannot coach player on the base path.
 - 1st offense: warning
 - 2nd offense: out for the game
10. Two (2) adult coaches will be allowed in the field on defense.
11. No lead offs. Runner cannot go until the ball is hit.
12. Infield fly rule does not apply
13. If a batted ball hits a coach/pitcher the ball is declared dead, all runners return to their positions and the pitcher may repitch the ball (the original pitch that was hit will not be counted against the batter's count).
14. All fair-batted balls will be defined as an infield or outfield ball. An infield ball is defined as a ball that stays on the infield area of the playing surface,

regardless of whether it is fielded by an infielder or an outfielder. An outfield ball is defined as a ball that reaches the outfield area of the playing surface, again regardless of whether fielded by an infielder or an outfielder. On an infield ball, base runners may advance a maximum of one base. The intent of this rule is to allow and encourage the defense to attempt the correct defensive play. On an outfield ball, runners may advance at will. Once the ball reaches the infield area and is controlled by an infielder within the infield area, the player may continue to the next base with the liability of being out. If the grass outfield is within a reasonable distance it should be used as the dividing mark. If not the coaches and umpire need to agree upon a reasonable distance. Infield/outfield and runner location at the time the ball is controlled is a judgment call by the umpire and will not be debated. Examples of this rule:

- a. No runners on, batter hits infield ball to shortstop, shortstop overthrows first:
 - i. Batter must stop at first base and cannot continue to second regardless of where the overthrow ends up
- b. Runner on first, batter hits infield ball to shortstop, shortstop overthrows second:
 - i. Batter must stop at first base
 - ii. Runner from first must stop at second base
- c. Batter hits infield or outfield ball to outfielder, outfielder throws ball to shortstop (and shortstop controls the ball) before batter reaches first:
 - i. Batter must stop at first base (batter may be put out if shortstop makes throw to first before batter reaches first)
- d. Batter hits infield or outfield ball to right field, right field throws ball to first base before batter reaches first:
 - i. Batter is out
- e. Batter hits outfield ball, outfield throws ball to shortstop (and shortstop controls the ball) after batter rounds first:
 - i. Batter may continue to second base with the liability of being put out by the shortstop.
 - ii. If shortstop overthrows the second baseman, batter may not advance beyond second base. Batter must stop at second base regardless of where the ball ends up.
- f. Batter hits outfield ball, outfield throws ball to shortstop (and shortstop controls the ball), batter stops on first base:
 - i. Batter must stop at first base
 - ii. If shortstop makes throw to first base, batter cannot advance
- g. Runner on second, batter hits infield ball to shortstop:
 - i. If the runner remains on second base, the runner may not advance regardless of where the ball ends up.
 - ii. If the runner leaves the base before the shortstop makes the throw to first, they may continue to third with the liability of being put out.

- iii. If the runner advances to third as possible in ii, the runner may not advance past third base and the batter may not advance past first base regardless of any play made by the infield.
15. Any player that is unable to bat for any reason may skip his/her position in the batting order without an out be declared. The MWBL will monitor use of this rule to ensure coaches do not abuse this rule. The idea of this rule is to not penalize a team for a player who is afraid to bat or must leave before the game completes.
 16. If any player becomes injured, the next scheduled batter will take his/her place and assume the same count as the injured batter.
 17. Coaches will be allowed to call for time and to instruct players on the field when they see coaching points. This should be done in a way to better the player or teams, not to stall the game. Nor should we use this time to single out players. This is an instructional league and it will be conducted as one! Use this league to instruct and teach our young athletes to become students of the game. Instructing during games at this age level will benefit players and coaches tremendously, provided it is done correctly.
 18. Bat barrel size may not exceed 2 ¼ “ (no big barrel bats) in this league.

SOFTBALL ADDENDUM:

LEAGUE DEFINITIONS

14US: (fields 9, bats entire roster, 7 innings)

12US: (fields 9, bats entire roster, 7 innings)

10US: (fields 10, bats entire roster, 6 innings)

8US: (fields 10, bats entire roster, 6 innings)

FIELD DIMENSIONS: (QUICK REFERENCE ONLY)

BASES AT ALL LEVELS WILL BE SET AT 60 FEET

PITCHING PLATE DISTANCE (QUICK REFERENCE ONLY)

14US: Pitching Plate distance set at 40 FEET.

12US: Pitching Plate distance 40 FEET.

10US: Pitching Plate distance 35 FEET.

8US: Pitching Plate distance 35 FEET. Coach has to pitch within the circle.

GENERAL RULES AND GUIDELINES:

1. Mid West Buckeye League playing rules in Article XI, Section D govern all play
2. Home team is responsible for supplying one (1) new game ball (meeting specifications of ASA) and one (1) slightly used game ball at the start of each game.
3. In all levels, the team's entire roster bats.
4. **PITCHING: CONTROL:** If the pitcher hits three (3) batters in any given inning (regardless if the ball hits the ground first), the pitcher must be removed from the pitching position for at least one rotation of the opposing team's batting line up (regardless of if the balls hit the ground first). They may return to pitch. If they hit one (1) additional batter, (regardless if the ball hits the ground first), they are to be removed for the remainder of the game!
5. **OUTFIELD:** Positioning of all outfielders in all leagues must be no closer than 15ft. from bases or base path. (Excluding 8U check league specific rules).
6. **CHIN STRAPS and FACE GUARDS:** The league requires that all softball players purchase and wear both a chin strap and a face guard while playing. The American Softball Association (ASA) required both starting in 2005 and the Ohio High School Athletic Association (OHSAA) requires both starting in 2006.

LEAGUE SPECIFIC RULES:

14US & 12US

1. Pitching Plate distance set at 40 feet.
2. Pitchers may pitch a maximum of five (5) innings per game (free substitution). Any pitches thrown will constitute an inning.

10US

1. Pitching Plate distance set at 35 feet.
2. Each team should field 10 players with 4 outfielders and 6 infielders.
3. Pitchers may pitch a maximum of four (4) innings per game (free substitution). Any pitches thrown will constitute an inning
4. A runner may leave any base after the ball crosses the plate. A runner may only advance to home by a batted ball or by a batter being hit by the pitch with the bases loaded (may not steal home or advance home on a passed ball/wild pitch). Each runner may only advance one base on a steal attempt (no advances on overthrows from the catcher to encourage catchers to try to make a play on the runners).
5. Infield fly rule does not apply
6. Bunting is allowed and is encouraged. However, a batter may not show bunt and draw defense up and then pull back and take a full swing, full power – sometimes referred to as a “slug bunt” actually a fake bunt. This will not be tolerated and any coach found teaching this in the 10U league will be disciplined. A slap bunt is allowed. Separating the hands to bunt does this, then sliding the lower hand to meet the top hand where the top hand is when in the bunting position. The swing is taken from there. Not drawn back with full power swing, but just the opposite – from the bunting position and no power. The idea is to move the defense and “slap it” where they are not.
7. A batter cannot be walked. If a pitcher throws ball four, the offensive coach will throw a max of three pitches. The batter must hit one of the pitches or they will be retired (recorded as an out). Strike count will remain in effect. Additionally, the umpire will continue to call strikes on pitches by the coach that are not struck at by the batter but cross the plate in the strike zone. Example: The batter has one strike when the pitcher throws ball four. Coach takes the pitchers’ circle. If the batter takes two more swinging or called strikes then the batter is out. If the third pitch is fouled off then the batter gets another pitch. No stealing or advancing on passed balls/wild pitches is allowed on coach-pitched balls.

8US

This league is an instructional league and should be coached and conducted as such. The basic fundamentals and sportsmanship along with participation and exercise should be some key ingredients to having a safe and fun time on the ball fields, not how many runs we score. Although that adds to the excitement, should not be the main reason for it.

1. Pitching Plate distance set at 35 feet.
2. Coaches pitch in this league and can pitch from any distance within the circle (standard softball circle, 16 foot diameter, centered on pitching rubber), underhand only. However, the player playing the pitching position must have one foot within the pitching circle until the ball is released.

3. All games will be six (6) innings, unless tied or halted by rain or other inclement weather. In case of rain, four (4) innings, three (3) and one half if the home team is leading, will constitute a complete game.
4. Each team should field 10 players: 4 outfielders (no less than 10 feet from the baseline), 4 infielders (no more than 10 feet away from the base) 1st base, 2nd base, 3rd base, and a shortstop, 1 catcher, 1 fielding the pitcher position. A team may field a minimum of 7 players with no out taken for vacant position in batting line up.
5. Each batter has seven (7) pitches or three (3) strikes to hit the ball. If the ball is not hit by the 7th pitch then the bat is recorded as an out. If on the last pitch the ball is fouled off an additional pitch is awarded.
6. No bunting shall be allowed. First time will result in a strike and a warning; second time shall be an out.
7. There shall be no bases on balls.
8. The coach who is pitching may not tell the player when to swing or run and he cannot coach player on the base path.
1st offense: warning
2nd offense: out for the game
9. No lead offs. Runner cannot go until the ball is hit.
10. Infield fly rule does not apply.
11. If a batted ball hits a coach/pitcher the ball is declared dead, all runners return to their positions and the pitcher may repitch the ball (the original pitch that was hit will not be counted against the batter's count).
12. All fair-batted balls will be defined as an infield or outfield ball. An infield ball is defined as a ball that stays on the infield area of the playing surface, regardless of whether it is fielded by an infielder or an outfielder. An outfield ball is defined as a ball that reaches the outfield area of the playing surface, again regardless of whether fielded by an infielder or an outfielder. On an infield ball, base runners may advance a maximum of one base. The intent of this rule is to allow and encourage the defense to attempt the correct defensive play. On an outfield ball, runners may advance at will. Once the ball reaches the infield area and is controlled by an infielder within the infield area, the player may continue to the next base with the liability of being out. If the grass outfield is within a reasonable distance it should be used as the dividing mark. If not the coaches and umpire need to agree upon a reasonable distance. Infield/outfield and runner location at the time the ball is controlled is a judgment call by the umpire and will not be debated. Examples of this rule:
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 - b. Runner on first, batter hits infield ball to shortstop, shortstop overthrows second:
 - i. Batter must stop at first base
 - ii. Runner from first must stop at second base

- c. Batter hits infield or outfield ball to outfielder, outfielder throws ball to shortstop (and shortstop controls the ball) before batter reaches first:
 - i. Batter must stop at first base (batter may be put out if shortstop makes throw to first before batter reaches first)
 - d. Batter hits infield or outfield ball to right field, right field throws ball to first base before batter reaches first:
 - i. Batter is out
 - e. Batter hits outfield ball, outfield throws ball to shortstop (and shortstop controls the ball) after batter rounds first:
 - i. Batter may continue to second base with the liability of being put out by the shortstop.
 - ii. If shortstop overthrows the second baseman, batter may not advance beyond second base. Batter must stop at second base regardless of where the ball ends up.
 - f. Batter hits outfield ball, outfield throws ball to shortstop (and shortstop controls the ball), batter stops on first base:
 - i. Batter must stop at first base
 - ii. If shortstop makes throw to first base, batter cannot advance
 - g. Runner on second, batter hits infield ball to shortstop:
 - i. If the runner remains on second base, the runner may not advance regardless of where the ball ends up.
 - ii. If the runner leaves the base before the shortstop makes the throw to first, they may continue to third with the liability of being put out.
 - iii. If the runner advances to third as possible in ii, the runner may not advance past third base and the batter may not advance past first base regardless of any play made by the infield.
13. Any player that is unable to bat for any reason may skip his/her position in the batting order without an out be declared. The MWBL will monitor use of this rule to ensure coaches do not abuse this rule. The idea of this rule is to not penalize a team for a player who is afraid to bat or must leave before the game completes.
14. If any player becomes injured, the next scheduled batter will take his/her place and assume the same count as the injured batter.
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Revision History

Primary Author(s)	Description of Version	Date Completed
Dwayne Walk, Bill Curry Bill Curry	Initial Version	1/15/2005
Bill Curry	Changes from March 13, 2005 meeting <ul style="list-style-type: none"> • remove 9th batter rule from 8u, • add recommendation for chin straps and face guards for softball, • softball bat entire roster at all levels, • baseball and softball provide 1 new, 1 slightly used ball per game, • remove number of games per week restriction from baseball pitchers (assumption is league will be able to manage number of games per week), • 8u baseball and softball, 7th pitch not hit is recorded as an out, • 8u baseball and softball, ball must be controlled in infield to cause runners to stop running (and examples), • 8u baseball and softball, uninjured or missing player not batting will not generate an out (league will monitor for abuse), • 8u softball, 6 innings, • examples of 7 run rule 	3/15/2005
Bill Curry	Changes from April 10, 2005 coaches meeting for oversights on: <ul style="list-style-type: none"> • Stealing in 14u baseball, • 50' pitching rubber in 12u baseball, • Pitching circle and coach-pitcher location for 8u baseball 	4/10/2005
Bill Curry	Modifications to lightning rule due to Ohio High School Athletic Association revision on lightning rule	5/1/2005
Bill Curry	Changes from September 24, 2005 meeting: <ul style="list-style-type: none"> • No scheduled games on July Saturdays • No trophies for 2nd place if tie for 1st • Chairperson / Co-chair term length • Discipline for :”gentlemen’s agreements” • Pick up players must be from same sport • Clarification on travel players not on recreation league team • Time limit rule clarified 	10/19/2005

	<ul style="list-style-type: none"> • Format changes to make it clear which rules are for baseball and which for softball • Removed circle for pitcher in 8u baseball – changed to two reference points • Modified chin strap/face guard recommendation for softball 	
Bill Curry	Changes from Winter 2006 meetings	4/20/2006
	<ul style="list-style-type: none"> • Chairperson / Co-Chair term length • Age cutoff dates for baseball changed to 5/1 (from 8/1) • Travel player positions only matter for pitchers or catchers • Change to 8u infield/outfield rules 	
Bill Curry	Changes from Spring 2006 Rules Review	5/1/2006
	<ul style="list-style-type: none"> • 10 fielders for 10U Softball 	
Bill Curry	Clarification on big barrel bats for 14u baseball	5/22/2006
Scott Sherer	Changes from Winter/Spring 2007 Meetings	4/17/2007
	<ul style="list-style-type: none"> • Changes to pick-up player rule • Added Extra Hitter rule to 12UB and clarified free substitution for defense only • Infield Fly Rule removed from 10UB • Modified 8-run lead stealing rule for 10UB and 10US. • Called strikes on 10US coach pitches and no stealing/advancing on coach pitches • Face mask/chin straps required for softball and recommended use of helmets on pitchers at 8U • Moved 8-run stealing rule from 10U to general rules. 	
Scott Sherer	Changes for 2008 Season	3/27/2008
	<ul style="list-style-type: none"> • Changed term limits for chairperson and co-chairperson. • Changed pick-up player rule (must come from lower level) • Increased time limit to 2:30 for 14UB and 14US. • Added extra-inning tie-breaking procedure. • Added emphasis for coaches to reschedule make-up games. • Games not played or reported by the tournament seeding meeting will be treated as losses for both teams. • Clarified big-barrel bat rule for baseball. • Explicitly stated one base on steal attempts 	

for 10US (previously an ASA rule but was changed by ASA and MWBL did not want to change).