

2023 League Coaches Packet



NO OUTSIDE FOOD OR BEVERAGES ALLOWED INSIDE THE PARK

General League Rules

Format

Each age bracket is structured to ensure the game minimums are met as well as providing a challenging and competitive event. In certain age groups, modifications to that format may take place to help determine a winner. Depending on age group size, straight pool play may be used to determine the winner or elimination play, whichever makes the most sense for the event. Please check your respective age group schedule and brackets to see how your specific event is structured. Those items would have been sent in a separate document but are also available on our website at <http://www.usactionsports.com/spring-baseball-league/#tab-id-2>

The exact format of the league, e.g., number of pools, number of teams in each pool, etc., will be set by the League Director and can be modified at any time in order to facilitate league play.

Awards

In each age division, there will be 1st and 2nd place individual awards for teams that win year end tournament. Only 1st place individual awards will be given for regular season league play.

League rules are covered below. Rules not specifically outlined below are covered by USSSA Rules.

- All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirt with numbers.
- Managers and coaches must wear a baseball cap and will be properly dressed. (Coaches may wear coaching shorts).
- While in the field, as a defensive player, team caps must be worn.
- Protest of uniforms will not be allowed. It shall be the Tournament Director's responsibility regarding uniform legality.
- A full-use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on-deck circle, when at bat and while on the bases.
- All bat boys/girls will wear full-use batting helmets when their team is at bat.
- The catcher must wear protective gear: Mask, chest protector, shin guards, protective cup & catcher's helmet.
- **Metal spikes are prohibited for all age divisions.**
- Game time is forfeit time. Please have your team warmed up and ready to play. Forfeits will be a 9-0 loss. If both teams are present and willing to start early, this is allowed.
- No BP before games on any of the fields.
- Pool play games will be seven (7) innings for 13U/14U & (6) innings for 12& under (no new inning to start after 1hr45min). Tied pool play games that exceed the time limit are declared a tie. (8U no new inning after 1hr15min)
- In bracket play, leading to the championship game, a time limit will be enforced with no new inning starting after 1:40. In the event of a tie at the end of regulation time, if further play is required to determine a winner, a runner shall be placed at first and second base with no outs. Runners must be the last 2 batters of the previous inning. Play continues in such fashion until a winner is determined.
- A new inning is designated by the first pitch of the inning. If the umpire deems that a new inning cannot start (with proper pitcher warm up) within the 1hr40min, the final decision belongs to the field official
- **Championship games are continued until there's a winner. No time limit on championship games**

- Courtesy runner for the catcher or pitcher at any time at coach's discretion. The courtesy runner must be a player not currently in the lineup. If roster batting, use last recorded out.
- \$250.00 cash non-refundable protest fee. Protest decided on the field by umpire and tournament director. The request for protest must be made at the time of contention on the field. A protest cannot be made after play has resumed.
- During pool play home team will be determined by coin flip. Higher seed will be home team in elimination play. In tournament play, the higher seed is always the home team. In the case of two teams from different pods facing one another in elimination and both being of equal seeds playing out of their respective pods, record shall determine seeding. If records are equal a coin flip shall determine home team.
- Home team is responsible for official score book
- **Official score cards will be provided to all teams. Both teams must sign off on the final score at the end of each game! League personnel will not be responsible for chasing down game scores. Score cards can be turned in at the nearest concession stand.**
- Once your rosters are submitted prior to the event and the event has started, only 5 additional players may be added during the season. Maximum roster size 20 players Final rosters will be submitted by May 1st
- Players may not play on 2 rosters within the same age division.
- A player **MAY** be on 2 rosters but must play up in age. (example; a 12U player may play on a 13U team as well) Players is only eligible to pitch for 1 age division per week. If player pitches for 2 different teams in the same week, the second game pitched will be considered a forfeit.
- **9U Specific** – The dropped 3rd strike rule will not apply for the 9U age division. If the batter strikes out and the catcher drops the ball, that batter is out. Any runners on base can move freely on a dropped 3rd strike.

8U – Coach Pitch Rules

- No new inning shall start after 1 hr 15 minutes.
- Ten fielders will be used. Normal positions with four outfielders. Outfielders must be approximately an equal distance from home plate; this means no “short fielders”. Outfielders must have both feet in the grass – (if applicable and depending on the field of play)
- One coach is allowed in the outfield when his/her team is on defense. The defensive coach should be positioned behind the outfielders.
- The fielding pitchers must be within 5' of the pitching rubber until the ball is pitched. The fielding pitcher may stand to the right, left, or behind the mound, but not in front of the designated pitcher.
- The designated pitcher will pitch overhand from the pitching rubber. The designated pitcher **MUST** make every effort to leave the playing field immediately after the ball is hit. The designated pitcher will use caution **NOT TO INTERFERE** with the ball, fielders, and runner, and will remain off the field until play is stopped. If the designated pitcher interferes with the play, all runners will return to the last base they were at. The designated pitcher shall refrain from coaching the runners; this is the responsibility of the base coaches.
- 8U There will be no more than seven pitches to the batter. If the ball is not put into play on one of those pitches, the batter will be called out, with the following **EXCEPTIONS**:
 - A foul ball (unless caught) on the third strike, if it is also the 7th pitch, will not be counted as part of the seven pitches.

- If a batted ball hits the designated pitcher, it shall be ruled a DEAD BALL; no pitch, no strike.
- No walks
- The infield fly rule is in NOT in effect
- Batter cannot run on dropped third strike
- No bunting. If the umpire judges that the batter bunted or attempted to bunt, the pitch is counted as a strike.
- A base runner will be called out if they leave the base before the ball crosses the plate. This will not affect any other play that is being made on the batted ball.
- No stealing.
- Play is stopped when the ball is in control of an infielder and the lead runner has been stopped. Coaches, please don't send runners if the infielder is in control of the ball. If you wouldn't send a runner at a higher age level, then don't send him at this level. We are trying to teach them how to play the game correctly. Infielders can request time, but ONLY the umpire can call time.
- A half inning shall consist of three (3) outs or eight (8) runs, whichever comes first.

BAT RULES

OHSAA Approved USSSA/BBCOR Bats (1.15, Wood) 13U Max of Drop 8; 14U Max of Drop 5

Run Rule

The game shall be terminated in all games, including championship games that the spread reaches:

- 20 runs after 1 innings; 15 runs after 2 innings; 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings
 - If home team is up and run rule has occurred, the game would be considered complete
 - If run rule occurs, that score will be reported to the league director and will be the official score for that game

Pitching Requirements

It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required limitations below.

- If a pitcher gets to the maximum, they may finish that specific batter.
- If an ineligible pitcher is caught pitching without proper rest or has gone over the limit. That game will be a forfeit for that team.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	65	1-20	21-35	36-50	51-60	66+
11-12	75	1-20	21-35	36-50	51-65	66+
13-14	85	1-20	21-35	36-50	51-65	66+



Game Time Limits

- 8U no new inning shall start after 1 hr 15 min.
- 9U-14U no new inning shall start after 1hr 45min.
- There are no drop dead time limits. Finish the inning you last started before 1hr 45min

Tie Breakers

The following rules will determine how teams will advance out of their pool or determine round robin champion if applicable:

- Win-Loss
- Head to Head
- Fewest Runs Allowed
- Highest Run Scored
- Coin Flip

Note: Head to head will be used in cases where everyone has played one another in a pool or in the case where head to head clearly defines a tie break situation. If more than 2 teams are involved in a tie break, and not everyone has played one another, fewest runs allowed will be used to break a tie.

In a case where not all teams have played the same amount of games final seedings will be determined by a point system. 1 point for a win & ½ point for a loss.

Extra Hitter, Designated Hitter, Roster Batting

Roster batting is optional. You may bat 9, use an EH and/or a DH. Free defensive substitutions if you bat roster. You must declare what you are doing during umpire instructions.

An extra hitter (EH) will be allowed. This will give a team a 10-player line-up that must be declared before the start of the game and used the remainder of the game. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH.

A Designated Hitter will be allowed, but if removed from the game, cannot re-enter.

A team may start a game with 8 players but must take an out in the event the 9th player does not show in time for his scheduled at bat. Every time that player's spot comes up in the order and it is vacant, an out must be taken. If a 9th player does arrive, the team may insert that player into the lineup. That lineup spot must be last in the batting order.

If a team starts with 9 but is unable to continue a lineup utilizing more than 9 players due to injury or illness, that slot in the batting order will be an out

Refunds

The league director retains the ultimate decision on refunds of tournament entry fees. The refund policy for ACTS of GOD is outlined below:

- 50% if league is postponed or canceled and team has only played half its games
- No refund if the team plays more than five games.

If a team does not finish the league and elects to drop out before playing and after brackets are drawn, is not eligible for a refund.

Registration

All teams must complete their roster online before league play begins.

All teams must have photocopies of birth certificates – Birth certificates do not have to be shown before start of 1st game, but have birth certificates available upon request.

All participants are competing at their own risk. By participating you agree to hold the league director, league officials, league sponsors, and City of Dayton and any sanctioning organization associated with this league harmless from any liability resulting from participation in the league. **Team insurance is mandatory and proof of insurance must be on hand during each game.**

Schedules

The schedules will be posted at play.usactionsports.com under your particular age division. Action Sports Center reserves the right to change schedules at any time to help facilitate league play.

Gate Fee

- \$5 for a whole car load per day
- 3 coaches & all players are free entrance (3 coaches passes will be provided per team)
- \$100 for individual yearly pass – 1 pass
- \$125 for family yearly pass – 2 passes
- Yearly pass gets individual or families into the park all year long on all events held by Action Sports Center
- Yearly passes can be pre-ordered online

Rules of Conduct

We at Action Sports Center strive to provide a quality and positive playing experience for the teams and fans alike. We kindly request that:

- Coaches please exhibit professionalism and sportsmanship and please communicate with your players and spectators that we request the same of them as well.
 - This is youth baseball, players make errors so please use the opportunity to coach your players positively
 - The health and well being of your players is of first concern. Always make your decisions on the side of caution
 - Umpires are the final say. Excessive arguing of calls may result in ejection from the park. This is the umpires call
 - Umpires may eject a fan from the park if the fan becomes unruly or abusive to the umpire, other team or another player.
- Team managers must have full control of their players at all times. This means “on” and “off” the field, in a timely fashion
- Team managers that are ejected from a game are suspended for the next 2 games.
- Players that are ejected from a game must sit out for two complete games following the ejection.
- If a parent or family member is ejected from the game, the player of that specific family member will also be ejected and both will be suspended for 2 complete games.
- If a coach, player or fan is ejected more than 1 time during the duration of the season, that specific person will be suspended for the remainder of the season for any and all league games.
- In case of disputed play or decision, coaches may consult the umpire. The other players and coaches or sponsors are to be kept out of the discussion.
- Managers are to report any unsportsmanlike or derogatory acts by players or spectators to the tournament director. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
- Managers, coaches, players, sponsors, and teams are liable for suspension by not adhering to the tournament rules in effect. This could mean suspension for a game, games, tournament or a longer duration depending on the act of violation.
- A player, coach, manager, or sponsor may be suspended for fighting, abusive tactics or unbecoming acts that are detrimental and not in the best interest of tournament play.
- Be careful of your conduct. Be sure that no action occurs that could reflect adversely on your sponsor, team, or individuals. Remember that the wrong actions of even one player can reflect upon your entire team and the various sporting programs.
- Any report by the hotel or motel management of destruction of property or abuse of hotel or motel property will be dealt with very sternly. Team managers and sponsors will not be warned other than through this notice.