



9100 Commerce Circle • Trafford, PA 15085 • 412-380-7000 • Fax: 412-380-7004 • www.playacbaseball.com

"The Ultimate Tournament Experience"

ACB Select League Rules

Atlantic Coast Baseball Select League will follow Official Major League Baseball Rules for all leagues unless otherwise specified below.

1. Registration

All teams registered for the ACB Select League must submit a completed roster form and provide verification of proof of insurance that lists Atlantic Coast Baseball as additional insured prior to April 1st.

2. Eligibility

Player's birthdates must meet the age requirements of their respective age divisions. A player's league age is based on the age they are as of April 30th. The team manager must have a copy of the birth certificates of all players on him at all times at all ACB league games and tournaments. If the manager does not have a copy of a player's Birth Certificate, he/she cannot participate in the game. If a team is caught using a player that is older than the cutoff for that age division, that team will forfeit every game in which that player has played.

3. Double Rostering

Players cannot be on two rosters in the same age division. However, a player can be rostered in an older age division.

4. Division Rules

(Age division's 9U-12U will play leads and steals)

<u>9 & 10 Yr. Olds</u>	<u>11 & 12 Yr. Olds</u>	<u>13 Yr. Olds</u>	<u>14-18 Yr. Olds</u>
65' bases	70' bases	80' bases	90' bases
46' mound	50' mound	54' mound	60' 6" mound
6 inning game	6 inning game	7 inning game	7 inning game

5. Roster

Teams will have a maximum roster of 18 players. The roster must be submitted before April 1st and will remain the same for the entire season.

6. Umpires

The home team, or host team, is responsible for scheduling umpires. Teams will split umpire fees.

7. Official Game

All games are official if the home team is leading after 3 ½ complete innings for ages 9U-13U, and 4 ½ innings for ages 14U-18U. If the home team is losing, you must complete 4 innings (9U-13U) and 5 innings (14U-18U) for an official game. All games that are stopped due to rain, or darkness, will be picked up from where it was left off unless the first inning has not been completed.

8. Scorekeeping

- A. Each team's manager must prepare 1 written copy of his lineup listing first & last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager.
- B. The Official Scorebook is to be kept by the home team. Both teams are to confer after each inning to confirm the score.

9. Pitching

There are no inning or pitch count rules for age's 13U-18U. Age's 9U-12U will follow the below pitching rules:

3 innings per game
5 innings total for a DH

This is not a gotcha rule. No forfeits. If a team violates this rule, the pitcher shall be removed at the time of notification to the umpire. Also, if a player does not pitch in the first game of the Double Header, he/she can still only pitch 3 innings in the second game of the DH.

10. Balks

There will be no warnings on balk calls.

11. Re-entry

Defensive: Each team will be allowed unlimited substitutions in the field. A player does not have to be in the batting order to play the field.

Offensive: You may bat nine players, your entire lineup, or anywhere in between. After the start of the game, you cannot change the number of batters you have; it must remain the same for the whole game. If you bat your entire lineup and a player should get ejected, or injured, and no substitute (a player not in the batting order) remains then you must take an out in that spot. Once a substitute bats, or runs, for a player in the batting order, then those two players are locked into that position. From then on, one of those two must hit/run in that spot only.

12. Courtesy Runners

Courtesy Runners for pitcher and catcher are allowed with 2 outs and must follow rule #11. If a team is playing with 9 players, or batting their entire lineup, then you may use the last recorded out as a courtesy runner.

13. Slide Rule

A player may slide head first into all bases. In the event of a close play the runner must avoid contact. On double plays, a runner must slide straight into the bag, not past the bag, or to the side to make contact. If a player does make contact sliding past the bag, or to the side, then that player and the runner, to where the defensive player was trying to make the play, are out and the sliding player may be ejected. All close plays and slides are at the umpire's discretion.

14. Baseball Cleats

Metal spikes are allowed in divisions 13U and older only.

15. Bat Restrictions

8U-13U will have no bat restriction. 14U-18U will follow high school rules and use a “-3” and “2 5/8” barrel.

16. Protests

- A. Judgment calls by the umpire cannot be protested, rules only.
- B. The protesting coach must tell the umpire and the opposing team’s manager that he is going to protest the game at that specific point in the game. You cannot protest after that point in the game. Play the game out.
- C. A \$100 cash protest fee must be presented to the Atlantic Coast Baseball administrative offices within 24 hours of the protest along with the umpires name and cell phone number.
- D. A protest is only “Official” if accompanied by the \$100 and done within 24 hours.
- E. Protests include questioning a player’s age.
- F. If the protest is upheld, then the \$100 will be refunded and the game will be replayed from the point of the protest.

17. Entry Refunds

There will be no entry refunds for withdrawal from the league after February 1.

18. Ejections

- A. All ejections are at the umpires’ discretion.
- B. NO WARNINGS will be given to coaches, players, or fans for unsportsmanlike or unruly behavior.
- C. Upon ejection, the coach, player, or fan must completely leave the premises. Failure to comply will result in a team forfeit.

19. Mercy Rule

	<u>8U-12U Age Divisions</u>	
12 run lead after 3 innings	10 run lead after 4 innings	8 run lead after 5 innings
	<u>13U-18U Age Divisions</u>	
12 run lead after 4 innings	10 run lead after 5 innings	8 run lead after 6 innings

If both teams managers agree, you are encouraged to play the game out in an instructional based setting

20. Intentional Walk

All ages must throw 4 balls for an Intentional Walk

21. Baseballs

Each team will provide two new baseballs per game. All teams are required to supply “used” or “new” baseballs at the umpire’s request. Baseballs and umpire fees will be provided by Atlantic Coast Baseball for All-Star and Championship games only.

22. League Standings

Regular Season standings will be determined by Win-Loss record.

23. Playoffs

- a. Teams must play a minimum of 12 games to be eligible for playoffs and only the top 4 will advance to the playoffs. If there are two divisions in an age group, the top 2 teams from each division will advance. The 1 seed in Atlantic Division will play the 2 seed in Coast Division and the 1 seed in the Coast Division will play the 2 seed in the Atlantic Division. Games will be played at the higher seeds field. If the higher seed does not have a field, and the lower seed does, the game will be played at the lower seed's field. The home field team will be responsible for assigning umpires. The teams will have 5 days (Monday-Friday) to get the game in.
- b. Standings will be based on Win-Loss record. If two teams have the same record, it will then go to:
 1. Head to Head
 2. Winning Percentage
 3. Coin Flip

In the case of multiple divisions, divisional standings will be based on:

1. Win-Loss Record in their Division
 2. Head to Head
 3. Win-Loss Record in the League
 4. Winning Percentage in their Division
 5. Winning Percentage in the League
 6. Coin Flip
- c. Players must have played in at least 10 games to participate in the post season and must be on original roster.
 - d. Playoff/Championship games, dates, times, and fields will be assigned prior to the start of the season. If a team cannot play on that day, the next highest seed will replace them.
 - e. Playoffs: Home team is responsible for getting umpires. Teams will split umpire fees.
 - f. Championship games: Umpires will be paid for by ACB.
 - g. Champion and runner up will receive team and individual awards.

24. Game Cancellation/Forfeit Fee

If a team needs to cancel a game, you must notify the opposing team 6 days prior to the scheduled game to allow the opposing team ample time to schedule another game. If you cancel inside of 7 days, that game shall be scored as a forfeit. If a team cancels twice during the course of the season, they will be immediately dismissed from the league. Cancelling team must give opposing team 3 open dates to reschedule.

Reasons for Cancellation:

- Only acceptable reason is because of playing field conditions, unless proper notification above is followed.
- Unacceptable reasons
 - Not enough players
 - Played in a tournament and you have no pitching left

- Another game