



NORTH OLMSTED HOT STOVE LEAGUE

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North Olmsted Hot Stove Baseball Organization **2009 Local Rules for “H1” League**

- 1. We are governed by the Ohio Hot Stove Board of Directors and will use their handbook as well as the American League rulebook for Major league baseball to govern all rules and regulations not covered in these local rules.**
2. The field size is (60) feet squared between all the bases, (84’10”) on a diagonal from first base to third base and (46) feet from the pitchers rubber to home plate.
3. The **batting order is continuous** (Only 2 times through the order per inning) each team will bat around the order or (3) outs whichever comes first. All team members must bat even if they are not playing in the field.
4. **The regulation bat sizes for H-G league are as follows:**
 - a. **Aluminum bat- is to have a maximum of 2 ¾” diameter barrel and a range of (-8 ½) to (-3) weight ratio. The weight ratio is calculated by taking the length minus the weight.**
 - b. **Wooden bat- is to have a maximum of 2 ¾” diameter barrel and it may not be longer than 42” in length.**
5. All batters in H-F league must wear regulation batters helmet, which includes two earflaps, **a regulation chinstrap**, and must have the certified seal of NOCSAE in decal form on the back of the helmet.
6. Each team must have a catcher. The catcher is to wear the appropriate protective gear and will play the position in full gear. All catchers must wear all the gear including a protective cup (not provided). They must have a matching mask and helmet and again, must have the NOCSAE seal in decal form on the back of the helmet. If a catcher has a Hockey Goalie style mask and helmet, they are not required to wear a chin protector. If they have a standard mask, then they are asked to wear the chin protector.
7. For all “H” league teams, there will be a 2-hour time limit on all games for the entire regular season only. This does not apply to the end of the season tournaments. If you reach your 2-hour time limit and the home team has not completed it’s final at bats, you will revert back to the previous completed inning and use that as the final score.

8. There is a maximum of (10) fielder in the field at one time with (4) of them playing the outfield. A team may choose to play with (9) in the event they are missing a player or a player is injured prior to the start of the game. No team is permitted to play with less than (9) players unless there is an ejection or injury during the game.
9. There is a delayed steal in effect for all "H" leagues. A delayed steal allows the runners to leave the base and attempt to steal only after the ball crosses the plain of home plate. Any runner deemed to leave early by the umpire would be called out. If a team is up by (10) or more runs, it is strongly recommended in the spirit of sportsmanship that there should be no stealing permitted until the other team closes within (10) runs. This also includes passed balls and overthrows that are not out of play.
10. Every player must play no less than (4) innings per game in the field during a 7-inning game. Each player should play a minimum of 12 consecutive outs in a shortened game. There are no exceptions.
11. **Balks will be called with (1) warning per pitcher per game.**
12. **The infield fly rule will not be enforced but will be explained by the umpire at the end of the inning.**
13. All players must have a full uniform to play the game. This includes shirt, pants, hat, and socks. Should a player lose an article of the uniform, they are to tell the manager and the manager should contact the equipment manager to get a replacement if available. The player is responsible for this cost. (All players are inspected prior to the start of the State Tournament Games)
14. The team that is batting can have no more than (2) coaches in the field, one at first base and the other at 3rd base in the coaches' box/area. No coach, manager, parent or player is allowed behind the backstop, in the doorway of the field, in front of the dugout, or in the stands at any time during the game.
15. A coach must always stay in the designated area. If a coach leaves the area to talk to a player, touches a player during a live ball, or approaches the umpire with out calling time, he or she can be thrown out of the game and a player can be ruled out if touched. **No one but the manager is allowed to approach an umpire to question a call**
16. There will be no taunting of another player or team by a team, coach, parent, or grandparent. This includes heckling the umpire. If there is such behavior, the umpire will eject a player, coach, manager, or parent from the game and follow standard disciplinary regulations on reporting the incident. Should a coach, manager, parent or grandparents fail to leave, the game will be called and the opposing team will be awarded the victory.
17. Each team is responsible to keep their own scores. At the end of every other inning, they are to check with the opposite scorekeeper to verify the scores are correct. At such time, the home team is to communicate this to the umpire at the end of an inning. The final score is to be reported to the proper officials no more than 24 hours after the conclusion of the game.
18. At the end of the regular season, the top four (4) teams in the league will advance to the playoffs. Team 1 will play 3, team 2 will play 4. The winners of these two games will advance to the final league championship game, which will decide the champion and runner up. Trophies will be awarded. All other teams will have completed their seasons at the conclusion of the last scheduled regular season game.

19. The home team is responsible for setting up bases and raking out the infield prior to the start of the game. The home team sits on the **first base** side and will take infield prior to the game 15 minutes prior to game time. The visiting team will take infield 30 minutes prior to game time. Any team wishing to take batting practice prior to the game must have it completed 30 minutes prior to the start of the game or they are not allowed to start the batting practice. No exceptions.
20. All managers, coaches, assistants, and parents who help are reminded that they must adhere to the code of conduct that all Hot Stove Managers are responsible for.
21. All managers, coaches, assistants, and volunteers must fill out a Manager Registration packet prior to any participation with the team in games or in practices. This applies to anyone who sits in the dugout area. Included in the packet is the information release form, which will require a background check. Any violation will be immediate dismissal of your child from the league and further discipline action can be levied.