

2006 Reel League Rules



*Arch Street Youth Association
East End Community Association
Little Oaks Ball Park
Sardis Ball Park
Salem Ball Park
Haskell Youth Club*

AMMENDED

2006 REEL LEAGUE GENERAL RULES

Article I. Conduct

- 1.01 Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.
- 1.02 Only the head coach may have a discussion with an umpire. No one else (assistant coach, parent, or player) will be permitted to question an umpire. If anyone else questions an umpire, the umpire will remind him or her of the rule. A second attempt will result in ejection from the game and park.
- 1.03 If a head coach questions an umpire's decision, he may call time out and go discuss the complaint with the umpire in a rational, business-like manner. If he does not like the results of the discussion, he may file protest if the complaint is such.
- 1.04 If a coach raises his voice (talks in a loud abusive way), throws his hat, jumps up and down, or generally conducts himself in a non-professional manner, the umpire will calmly eject him from the game. If a coach is ejected from a game; the assistant coach becomes the head coach. If the assistant is ejected, the game will be forfeited. If the coach, assistant coach, or a fan is ejected from the game and refuses to leave the park, a forfeit shall result.
- 1.05 If a player throws his hat, glove, batting helmet, etc., in anger, he will be ejected from the game. Teeny league will be given one warning and then ejected. All other ages will be ejected on the first offense. If a player or coach uses profanity, he will be ejected from the game.
- 1.06 If coach or player is ejected from the game then he will not attend or participate in the next game of that particular division. (For example: If coach is ejected from a minor ball game, then he will miss the next minor game, but may coach the major games. If coach is ejected in a minor game prior to major game, he may still coach the major game.) If a coach or player is ejected two times in the same division, in a ball year, they will be suspended for the remainder of the year. The coach will not be allowed to coach the next year. The player may come back the next year if he has a written statement from his parents.
- 1.07 All coaches are to meet with their players and parents to ask for the following:
 - (a) All cheering is to be positive...no one is to say negative things about an opposing player.
 - (b) All cheering should be directed to your team.
 - (c) Any child involved in a fight in a game will be suspended the next game.
 - (d) Each team should correct any shortcomings itself.
- 1.08 Razzing of opposing players, managers or umpire is prohibited. Foul language will not be allowed. Penalty warrants removal from ballpark. Catcher may not address the batter.
- 1.09 If a player while batting throws his or her bat in a manner deemed dangerous by the umpire, the umpire shall proceed in the following manner: (1) First time bat is thrown player shall be given a warning; (2) Second offense the batter is automatic out; (3) Third offense the player is ejected from the game.
- 1.10 Any player attempting to charge the mound will be called out. If an out has already been recorded then the next batter will be called out also.
- 1.11 Unnecessary roughness by any player or coach warrants up to ten- (10) calendar day's suspension. Penalty will be left to the leagues discretion. Umpire-in-chief of park must notify league president within twenty-four (24) hours after action. Second time is permanent dismissal.
- 1.12 Any discrepancy in field dimensions will be corrected at the top of the next inning. This is not protest able.

Article II. AABA Rules

- 2.01 The REEL League has adopted the AABA 2006 Rule Book as our official rules with the exceptions stated in the REEL League Rules. For example, the order in which rules are followed are first, REEL League Rules; second, AABA 2006 Rule Book; and third The Official Rules of Baseball (Sporting News Edition) (Pony). AABA Rules can be found on the web at <http://aramba.tripod.com>

Article III. Protest

- 3.01 ANY game under protest must be first protested to the umpire-in-charge at time of infraction. A fee of \$50.00 cash will be paid to the umpire-in-charge at the time before the game may resume. The umpire-in-charge will forward this fee to the REEL league President. Protest must be submitted in writing to the League President within 48 hours. If the protest is not followed through, the money is forfeited. The protest fee shall be refunded should the protest be won. If lost, the fee will go to the park where the protest originates. All protest will be settled within 1 week of receipt of written protest.
- 3.02 REEL League President will call a meeting of the involved umpire and the officers (President, Vice- President, either Secretary or Treasurer, or other officer) of the non-involved parks to rule on the protest. This will be known as the Protest Committee. Only the affected coaches and umpires may attend the meeting. League Umpire In Charge will attend.

Article IV. Players

- 4.01 A player may not change from one park to another after seven (7) calendar days before start of season without the consent of the league president and Board of Directors.
- 4.02 No player can be on more than one Reel League team. Except for the short hand rule.
- 4.03 No player can play in anymore than three games a week except for the Babe Ruth Division. The penalty will be a forfeit unless previously approved by the REEL League.
- 4.04 If any teams fall to eight (8) players due to an ejection the game is a forfeit; If a team falls to eight (8) due to an injury, will take an out in the injury players spot in the batting order. No team can play with less than eight (8) players.
- 4.05 No player can play in any more than three games a week except for the Babe Ruth Division, unless approved by the REEL League Board.

Article V. Rainouts

- 5.01 All rained out games shall be made up at the parks earliest convenience. Any ball game stopped with less than 2 innings completed, ball game starts over. Over 2 innings played ball game resumes play.
- 5.02 Pitching regulations for make-up games goes to the week of the rainout for pitching availability. (Teeny Boys, Little League Boys, and Babe Ruth).
- 5.03 Makeup games must be resumed at the point of suspension with same lineup of original eligible players.

Article VI. Other General Rules

- 6.01 Either team more than fifteen (15) minutes late for scheduled playing time must forfeit game. (1ST game only).
- 6.02 Two adults or one adult and one player with batting helmet may occupy the coaching box to address words of assistance to base runner or batter only. Any effort or works to distract opposing players will warrant batter out and no runner advances.
- 6.03 Two (2) umpires shall be used in all games. Umpire must be eighteen (18) years of age or older. Teeny only, sixteen (16) year old umpires can call major bases and minor bases and plate as long as there is an experienced partner.
- 6.04 It will be the responsibility of each park Commissioner to notify the league president of all rainout games at their park and the won/loss record of each team.
- 6.05 All games will have a designated official scorekeeper. Umpire-in-charge and official scorekeeper for that game will sign official scorebook.
- 6.06 All team rosters must be turned in before the first league game is played. Failure for any team to comply shall constitute a forfeit.
- 6.07 NO REEL League rule may be changed in any way after start of season without 100% of

- the parks presidents in agreement.
- 6.08 If in the opinion of the umpire, the pitcher is hitting an excessive number of batters in an inning he shall tell the coach to replace the pitcher. Batters who do not attempt to move out of the way shall not count against the pitcher.
- 6.09 There will be no infield warm-up time before any ballgame.
- 6.10 Rainout/Makeup games must be resumed at the point of suspension with same lineup of original eligible players.
- 6.11 Ball games start at the time the 1st batter steps into the batters box & at that time, the umpire will give the scorekeeper the official start time. .
- 6.12 Big barrel bats will be allowed in little league minor & major.
- 6.13 No Steel cleats in any division.
- 6.14 Any team that does not show up for a game with a minimum of 7 players will be charged a \$50.00 forfeit fee. This will only be allowed once per year per team. On the second offence the Reel League Board will decide the punishment.
- NOTE:** This forfeit fee will not be charged to any team that has a legitimate school or church function as long as they inform the park commissioner of the home park at least 48 hours in advance. Must be enough players in this function to drop the team below 9 players.

REEL LEAGUE TEENY LEAGUE BASEBALL – 2006

AABA Teeny and Junior Playing Rules (latest edition) is to govern with the exception of league rules below:

Article I. Teeny League General Rules

- 1.01 Regulation game shall be on (1) hour and ten (10) minutes for major games and one (1) hour for minor games, not to exceed five (5) innings with the exception of tie game. The eleven run rule shall apply after three (3) innings.
- 1.02 A team's turn at bat shall end with three (3) outs or five (5) runs, whichever occurs first.
- 1.03 Pitching distance shall be forty-two (42) feet major.
- 1.04 Pitchers shall pitch not more than five (5) innings in 2 consecutive games.
- 1.05 There will be no infield fly rule.
- 1.06 All players on the lineup must play a minimum of 2 innings on the field if a team is on defense for four or more innings. All players on the lineup must play a minimum of 1 inning on the field if a team is on defense for three or less innings. NO EXCEPTIONS. If coach fails or refuses to insert subs:
- (a) First offense, coach will be warned, however, if the Reel League board determines that the offense was intentional, it will be ruled as if the 2nd offense
 - (b) Second offense, coach will be suspended for one game and the game recorded as played;
 - (c) Third offense, coach is suspended for the remainder of the season.
 - (d) These suspended games will carry over to District and State Tournaments if needed.
- 1.07 Teeny League will bat round robin.
- 1.08 If games are played on a softball field and the "orange" courtesy base is present at 1st base, the runner may use it.

Article II. Teeny Minor Play

Play will be as in Teeny Major with the following changes:

- 2.01 In Teeny League Minor, hash marks shall be drawn dissecting the base-paths at the mid-point between bases. The hash mark shall be approximately three (3) feet in length. A circle shall be drawn around the pitching rubber with an eight- (8) foot radius or sixteen (16) foot diameter.

- 2.02 In event a “stand off” occurs between a defensive player with the ball and a base-runner, the umpire shall call time and the base-runner must return to the base he has last occupied.
- 2.03 When the pitcher obtains possession of the ball inside the pitching circle, the umpire shall immediately determine base-runner(s) position(s) on the base-paths. The play remains live until a base runner reaches the next base or returns to the previously occupied base. However, if the base-runner(s) proceed(s) to next base and was not past the hash mark before the pitcher had possession of the ball in the pitching circle, the base-runner(s) shall be instructed by the umpire to return to the base(s) previously occupied.
- 2.04 Pitching Machine:
- (a) A pitching machine will do all pitching.
 - (b) The distance of the machine will be the distance Teeny Major Rubber “Centered over Rubber”.
 - (c) Machine will be set to throw strikes at a speed consistent at all ballparks that results in the pitching machine setting on 52% or approximately 40mph.
 - (d) In the event a new ball is introduced into the game or a batted ball hits the machine or if a defensive player bumps machine, adjustment can be made if necessary, otherwise no adjustments between batters can be made.
 - (e) When a batted ball hits machine or person feeding machine, it is a dead ball, batter goes to first base. All other runners advance one base if forced by the batter.
 - (f) Batting Team will supply a person to feed the machine. This person should try to place balls into machine the same way each time. Please consider lace positions. Person feeding the machine is not allowed to coach once the ball is in play.
- 2.05 The Player Pitcher:
- (a) Must be in the circle defined as pitchers circle when the ball leaves the machine.
 - (i) The pitchers circle should be a circle surrounding pitching rubber and have a radius of 8’ or 16’ diameter.
 - (b) The ball is considered dead when the player pitcher has control of the ball inside the circle.
- 2.06 Batter:
- (a) Each batter is to receive 3 good pitches to attempt to hit. Failure to hit a ball into play will be considered a strikeout. NO WALKS ALLOWED.
 - (b) Upon 3 legal swings of the bat and missed attempts, batter is out. Foul tips or fouls as in Teeny Major. Third strike foul is not an out unless attempting to bunt.
- 2.07 Runner may advance at any time ball is in play under rules of Teeny Major.
- 2.08 Teeny Minor General Rules of Play:
- (a) Substitutions will be made the same as Teeny Major.
 - (b) Nine (9) players in the field as in Teeny Major or Ten (10) players in the field will be one extra outfielder only.
 - (c) Umpires are to call balls and strikes.
 - (d) At the umpire’s discretion, he can ask that the machine be adjusted to provide the batter with three good pitches to hit or ask for another person to operate the machine. (Good Pitches are defined as strikes).
 - (e) In the case of a tie game after completing the inning in which the official time runs out, teams will play one more inning. If still tied, the game will be recorded as a tie.
 - (f) No 9 year old will be able to play minor ball.

REEL LEAGUE LITTLE LEAGUE BASEBALL – 2006

AABA Teeny and Junior Playing Rules (latest edition) is to govern with the exception of league rules below:

Article I. Little League General Rules

- 1.01 No inning shall start after one (1) hour and thirty (30) minutes in major games and one (1) hour and twenty (20) minutes on minor games, with the exception of tie games.
- 1.02 All substitutes must enter the game as a defensive player after the completion of the second full inning of play and must remain in the game until the completion of the fourth inning or until the game is called because of time or the ten (10) run rule. If coach fails or refuses to insert subs: (1) First offense, head coach will be suspended for one week and the game recorded as played; (2) Second offense, coach is suspended for the remainder of the year the game will be a forfeit. The suspension will carry over to the District and State Tournaments. This rule applies to Little League Minor Division Only.
- 1.03 Pitching: A pitcher cannot pitch for more than six (6) innings in two consecutive games.
- 1.04 Ten (10) run lead after four (4) innings is a ball game.
- 1.05 Little League minor will bat round robin.
- 1.06 There is a seven (7) run limit per inning for Little League Minor.
- 1.07 If games are played on a softball field and the “orange” courtesy base is present at 1st base, it may be used.
- 1.08 Pitching distance for little league minor is 46’. Base distance is ‘70’.
- 1.09 A 12 year old may not play down in minor play. Little league pitching and base stealing will go by AABA rules with exceptions noted here.

REEL LEAGUE BABE RUTH BASEBALL – 2006

AABA, Then Official Rules of Baseball (Sporting News latest edition) is to govern with the following exception of league rules below:

Article I. Babe Ruth General Rules

- 1.01 No inning shall start after one (1) hour and forty (40) minutes in major game and one (1) hour and thirty (30) minutes in minor game with the exception of a tie game.
- 1.02 A ten (10) run lead after five innings or fifteen run lead after four innings is a ball game.
- 1.03 Slide rule: Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- 1.04 If a pitcher pitches 3 innings or less in the minor game, he will be eligible to pitch in the following major game up to his weekly allowance of 7 innings.
- 1.05 If games are played on a softball field and the “orange” courtesy base is present at 1st base, it may be used.
- 1.06 Refer to AABA tournament rules for Babe Ruth pitching.
- 1.07 A pitcher may not pitch more than 7 innings in 2 consecutive games.
- 1.08 14 and under pitching distance is 54’. Bases 90’. 16 and under pitching distance is 60’6”. Bases 90’.
- 1.09 Maximum of 2- 15 & under players may play down. They must play outfield & bat last only to fill a 10 player roster.

6 AND UNDER BASEBALL PITCHING MACHINE RULES – 2006

Article I. Conduct

- 1.01 The Coach of each team is responsible for the conduct of themselves, their assistant coaches, their fans, and their players during a ballgame. Unruly conduct will not be tolerated.
- 1.02 Any player or coach thrown out of a game must go before the Board of Directors before they can coach or play in the next game.
- 1.03 A Coach can withhold a player from a game for disciplinary reasons. The Coach must notify the Umpire and the opposing coach.
- 1.04 Coaches must refrain from smoking on the playing field and dugouts during games.
- 1.05 Coaches must refrain from the use of alcohol and or any illegal substance prior or during practice sessions or games. Any Coach (head or assistant) found guilty of using alcohol or illegal substances by the Park Board of Directors will be dismissed from the team.

Article II. Sportsmanship

- 2.01 The coaches of a team should stress sportsmanship on and off the field to his players and fans.
- 2.02 After each game, both teams and coaches will meet on the field and shake hands.

Article III. Players

- 3.01 Players must be less than 7 years old on April 30th of the current year.
- 3.02 A team will play 10 players on the field, including 4 outfielders.
- 3.03 A team can play with 9 players if they only have 9 players available (3 Outfielders).
- 3.04 Subs must be inserted every inning.
- 3.05 No player may sit out more than one inning per game.
- 3.06 A player that is late for the start of the game will play as long as his name is on the bottom of the lineup. Coaches should list all players unless they are 100% sure the player is not going to be there.
- 3.07 A player that is not there at the start of the game will be moved to the bottom of the lineup.

Article IV. Forfeit

- 4.01 In the event a team cannot field 9 players to start a game, they will be allowed 15 minutes from the original starting time to get enough players. If they do not do this, they must forfeit the game. However, the game will be played with the available players.
- 4.02 If a team has two forfeits during the season, the Head Coach must come before the Board of Directors and explain why.
- 4.03 If two Coaches from the same team are thrown out of a game, the game will be called and recorded as a forfeit.

Article V. Protest:

- 5.01 To protest any game, you must call time out and pay the umpire \$50.00. If the protest is in your favor, your money will be refunded.
- 5.02 A judgment call by the umpire cannot be protested.
- 5.03 The Board of Directors will handle protest on the spot.

Article VI. Rainouts:

- 6.01 In case of a rainout, the game will be played on the next time slot (To be determined by home park). See Park Director for date and time.
- 6.02 In case of rainout after a game has started, the game will resume where left off.
- 6.03 Home park Board of Directors has the authority to call a rainout.
- 6.04 Umpire has the authority to call a rain delay.

Article VII. Game Time:

- 7.01 Games will last 55 minutes. No new inning will start after 55 minutes.
- 7.02 If score is tied, it will be recorded as a tie.

Article VIII. Run Limits:

- 8.01 4 runs per inning.

Article IX. Before the Game and Leaving After the Game:

- 9.01 Home team coach of the first game is responsible for getting the bases and the pitching machine out. Please have them out at least 10 minutes before game time.
- 9.02 Please have your lineup turned in at least 15 minutes before game time.
- 9.03 There will be no before game warm-ups.
- 9.04 First game will start at 6:00pm or 6:30pm on weekdays and 10:00am on Saturdays. Please have your players at the park 15 minutes before game time.
- 9.05 After the game, each coach is responsible for getting his or her team off the field and out of the dugout as soon as possible.

Article X. Coaching During The Game:

- 10.01 Each team may have one (1) coach on the field when their team is in the field to help instruct their players. He or she may not touch any player while the ball is in play.
- 10.02 There will be a first base coach and a third base coach for the batting team.

Article XI. Pitching:

- 11.01 The machine will be set on 40%, which is approximately 35 MPH>
- 11.02 Beginning on May 20th the machine will be set at 44%, which is approximately 37 MPH.
- 11.03 Batting Team will supply a person to feed the machine. This person should try to place balls into machine the same way each time. Please consider lace positions. Person feeding the machine is not allowed to coach once the ball is in play..
- 11.04 Umpire and Head Coach of both teams will adjust the machine at the beginning of the game until all agree it is set right.
- 11.05 If the machine is pitching erratically, the umpire may adjust it at any time. Both coaches must agree on the new setting.
- 11.06 Each batter will get 4 pitches from the pitching machine.
- 11.08 A foul on the 4th pitch will constitute one more pitch and continue until the player swings and misses or doesn't swing at all.

Article XII. Base Stealing:

- 12.01 No stealing home. Base runners may steal 2nd and 3rd until the pitcher has control of the Ball and is in the circle.
- 12.02 There will be a hash mark halfway between bases. If base runner is past this mark when eligible player gets control of the ball inside the circle, he will advance to the next base. (see 13.01, 13.02)
- 12.03 If base runner is not past hash mark when eligible player gets control of ball inside the circle , he must go back to the previous base. (see 13.01, 13.02)
- 12.04 After a non-hit pitch, the catcher must throw the ball back to the player pitcher when there are base runners. The player pitcher must hand the ball back to the pitcher. When there are no base runners the umpire may get the ball back from the catcher.

Article XIII. Hit Balls:

- 13.01 When the ball is hit and the ball does not go out of the infield (past base lines), the batter and runners may advance until an infielder has control of the ball inside the pitching circle. At this time rule 12.02 and 12.03 above (Base Stealing) will apply.
- 13.02 When the ball is hit and goes out of the infield (past base lines), the batter and runners may advance until the ball gets back inside the base lines and an infielder has control of the ball inside the pitching circle. At this time, if base runner is not past the hash mark, he must go back to the previous base. If he is past the hash mark, he will advance to the next base or home. Runner may advance until the ball is in control in the circle by an infield player.
- 13.03 A hit ball must go at least 10 feet in front of home plate or it will be called a foul ball. This will be at umpire's discretion and may not be protested or argued.
- 13.04 If a defensive player overthrows the first baseman on a hit ball, all runners will be allowed to advance a maximum of 1 base. All overthrows will be made by judgment of the umpire.

Article XIV. General Rules:

- 14.01 Base distance will be 60 feet.
- 14.02 Home Park Board of Directors will decide if field is playable before game starts.
- 14.03 Umpire decides if game is playable after game starts.
- 14.04 Any player batting, on base or in the batting circle must wear a helmet.
- 14.05 Only a player on base, batting or on deck may be out of the dugout, except to use the restroom.
- 14.06 If a runner takes his helmet off intentionally, the umpire will call him out unless time-out has been called on the field.
- 14.07 A catcher must have his mask on if catching, even during warm-ups.
- 14.08 Each team will be allowed a maximum of 4 coaches in the dugout during play.
- 14.09 If a question comes up about a rule not included in these rules, home Park Director will call a Reel League meeting to discuss rule changes.
- 14.10 The ball will be a Riff Level 5 ball. Reel League Park Directors will make final interpretation of these rules.

Reel League General rules: as of 2006

League Organization

The Reel League consists of 6 baseball programs in Central Arkansas. Arch Street Youth Assoc., East End Community Assoc., Haskell Youth, Little Oaks Ball Park, Salem Baseball, & Sardis Athletic Association.

Purpose of the league is provide the youth of our area opportunities for recreational play of Baseball & Softball. League play will be an 8-week season. Start date varies due to the start date of District & State tournaments, but is normally 1st half of April.

Each year, a host park will be responsible for all league rules & scheduling.. Host park will be determined by a yearly rotation procedure.. Beginning in 2006 rotation will be as follows:

2006: East End

2007: Arch Street Youth

2008: Little Oaks

2009: Haskell

2010: Salem

2011: Sardis

In the event one of the above drops out of this league, the rotation will be moved up to the next park in line. Also, in the event a new park comes into the league, they will not be eligible until 1-complete rotation has been completed.

The league governing body will be as follows:

Host park will provide League President, League Commissioner, & A Secretary.

All other parks will provide voting board members as follows: Park president & Park Baseball Commissioner. Each park gets 2-votes, with the host park only being eligible for voting in tie breaker situations. A voting member must be in attendance to be eligible to vote.

Host Park Responsibilities:

Holding preliminary rules meetings & league scheduling meetings in a timely & orderly manner.

Distribution of Rules & Schedules to all other parks in the league.

Hosting any & all protest's that may arise during the season.

Ballpark Contacts

Sardis Ballpark: 602-2440

Ron Caple- President: 993-0423

Kendall Jones- Baseball Commissioner: 602-5012

Rick Hatten-: 240-9410

Little Oaks Ballpark: 455-4551

Don Youngblood- President: 227-4098

John Pendleton-Baseball Commissioner: 350-4527

Robbie Harris-Asst Baseball Commissioner: 993-2903

Brian Glenn – 6 & Under Commissioner

Haskell Ballpark: 860-6780

Jeff Ramsey- President: 776-0993

Belinda Ramsey- Softball Commissioner: 776-7174

Salem Ballpark:

Ron Blackburn: 316-0109

Norm Oliver: 316-1646

Beverly Neal: 794-2047

East End Ballpark:

Ron Gray President: 888-4297

Greg L McGathy Baseball Commissioner: 888-7881

Steven Bibb Co. Commissioner: 261-1552

Andy Callaway- 6 & Under Commissioner: 888-3936

Arch Street Ballpark: 888-2088

Tim Jones- President: 888-3046

Tim Jones – Baseball Commissioner: 888-3046

Debbie Jones- Softball Commissioner: 888-3046