

2022 REC BASEBALL RULES

	WILLOWICK	MADISON / PERRY/ WILLOWICK	MEL HARDER LEAGUE	
	8U / COACH PITCH	10U / MINORS	12U / MAJORS	15U / PONY
Age cut-off (birthday)	4/30	4/30	4/30 or 5/1	4/30 or 5/1
Pitching mound distance (raised or flat)	40' w/pitching circle	46'	50'	60' 6"
Base distance	60'	65'	70'	90'
Game balls	Level 5, med/firm, 2 provided by home team (no low compression)	9 in./5 oz., 2 provided by home team	9 in./5 oz., 2 provided by home team	9 in./5 oz., 2 provided by home team
Umpires	1 or 2 non-certified umpires	1 certified umpire (non-certified ok if necessary), paid by home team	1 certified umpire (1 non-certified, 16 or older, ok if necessary), paid by home team	1 certified umpire (2 non-certified, 16 or older, ok if necessary), paid by home team
# of weekly games (approx.)	2	2	2	2
Game start time	6:30 PM	6:30 PM	6:30 PM	6:30 PM
Minimum number of players to start game	8	8 - late players may be added to end of batting order	8 - out will be counted for 9th batter (if 9th batter shows late, place at bottom of order)	8 - out will be counted for 9th batter (if 9th batter shows late, place at bottom of order)
Call-ups permitted to make 9 players ONLY	From same age division or one level down	Regular season games: From same age division or one level down, must be registered with respective community league - no outside players - cannot pitch Playoffs: From one level down ONLY - cannot pitch	Regular season games: From same age division or one level down, must be registered with respective community league - no outside players - cannot play infield Playoffs: From one level down ONLY - cannot play infield	Regular season games: From same age division or one level down, must be registered with respective community league - no outside players - cannot play infield Playoffs: From one level down ONLY - cannot play infield
Grace period	10 minutes	10 minutes - if game is not started by 6:40pm, team short on players will forfeit 6-0	10 minutes - if game is not started by 6:40pm, team short on players will forfeit 6-0	10 minutes - if game is not started by 6:40pm, team short on players will forfeit 6-0

Game time limit	2 hrs., no new inning to start after 8:30pm	2 hrs., no new inning to start after 8:30pm	2 hrs., no new inning to start after 8:30pm	2 hrs., no new inning to start after 8:30pm
# of innings per game	6	6	6	7
Run limit per inning	5 runs/inning, unlimited last inning	5 runs/inning (all runs from last at bat score), unlimited last inning	7 runs for 1st 3 innings (all runs from last at bat score), unlimited inning 4+ - no run limit in playoffs	None
Mercy rule	N/A	10 runs after 4 complete innings (3 1/2 innings if home team is up 10) - coaches can decide to continue playing after mercy rule is reached, though game is officially over	10 runs after 4 complete innings (3 1/2 innings if home team is up 10) - coaches can decide to continue playing after mercy rule is reached, though game is officially over	10 runs after 4 complete innings (3 1/2 innings if home team is up 10) - coaches can decide to continue playing after mercy rule is reached, though game is officially over
Mandatory play time	6 defensive outs (does not need to be consecutive)	6 defensive outs (does not need to be consecutive)	6 defensive outs (does not need to be consecutive)	3 defensive outs/1 inning required, 6 defensive outs/2 innings highly recommended
Conduct	Any player or coach ejected from a game is ineligible to play the remainder of that day	Any player or coach ejected from a game is ineligible to play the remainder of that day, as well as the next game (regular or tournament)	Any player or coach ejected from a game is ineligible to play the remainder of that day, as well as the next game (regular or tournament)	Any player or coach ejected from a game is ineligible to play the remainder of that day, as well as the next game (regular or tournament)
Mandatory scorebooks	Scorebook will be provided and is recommended to use.	Home team scorebook (not electronic) is official, though must be kept by both teams and subject to review - books are to reflect pitch counts for ALL pitchers and be signed off on by both head coaches after each game	Home team scorebook (not electronic) is official, though must be kept by both teams and subject to review - books are to reflect pitch counts for ALL pitchers and be signed off on by both head coaches after each game	Home team scorebook (not electronic) is official, though must be kept by both teams and subject to review - books are to reflect pitch counts for ALL pitchers and be signed off on by both head coaches after each game
Metal spikes allowed	No	No	No	Yes (molded cleats recommended)

Non-permitted attire by pitcher	N/A	No white sleeves, white mitts, sunglasses (prescription ok), batting glove under mitt, jewelry	No white sleeves, white mitts, sunglasses (prescription ok), batting glove under mitt, jewelry	No white sleeves, white mitts, sunglasses (prescription ok), batting glove under mitt, jewelry
Pitch Count/Restrictions	7 - if batter does not hit after 7th pitch, they are out	Pitches/Days Rest 1-20 = 0 21-35 = 1 36-50 = 2 51-65 = 3 66-75 = 4 75 pitch maximum pitcher may finish batter if at-bat started before max pitch count	Pitches/Days Rest 1-30 = 0 31-50 = 1 51-70 = 2 71-85 = 3 86+ = 4 85 pitch maximum pitcher may finish batter if at-bat started before max pitch count	Pitches/Days Rest 1-30 = 0 31-50 = 1 51-75 = 2 76+ = 3 125 pitch maximum pitcher may finish batter if at-bat started before max pitch count
Pitch count record & pitcher availability	N/A	Pitch counts from previous 3 days must be shared with opposing team, otherwise pitcher may only pitch 1 day max - if team is found to be in violation of pitch counts, contest is forfeited 6-0	Pitch counts from previous 3 days must be shared with opposing team, otherwise pitcher may only pitch 1 day max - if team is found to be in violation of pitch counts, contest is forfeited 6-0	Pitch counts from previous 3 days must be shared with opposing team, otherwise pitcher may only pitch 1 day max - if team is found to be in violation of pitch counts, contest is forfeited 6-0
Pitcher re-entry as pitcher	N/A	No	No	No
Pitches permitted	N/A	Fastball & change-up	Fastball & change-up	Fastball, change-up, curveball
Pitcher warm-up by coach	N/A	Yes	Yes	Yes
Intentional walk	N/A	No	No	No
Balk	N/A	No	Yes - 1 warning per pitcher before balk counts	Yes - 1 warning per pitcher before balk counts
Hit batter limit	N/A	Replace pitcher on 3rd hit batter	Replace pitcher on 3rd hit batter	Replace pitcher on 3rd hit batter
Visits to mound	N/A	1/inning, pitcher must be replaced on 2nd visit in same inning	1/inning, pitcher must be replaced on 2nd visit in same inning	1/inning, pitcher must be replaced on 2nd visit in same inning
Catchers - # of defensive innings	Unlimited	Unlimited	Unlimited	Unlimited

Catchers required equipment	Catcher's mitt, cup, chest protector, shin guards, helmet (throat guard optional)	Catcher's mitt, cup, chest protector, shin guards, helmet (throat guard optional)	Catcher's mitt, cup, chest protector, shin guards, helmet (throat guard optional)	Catcher's mitt, cup, chest protector, shin guards, helmet (throat guard optional)
Catchers permitted to pitch	N/A	Yes	Yes	Yes
Catchers pitching restrictions	N/A	None	None	None
# of outfielders	4	3	3	3
Coaches on field of play	Yes	No	No	No
Bat restrictions	Max. 2 3/4" diameter w/"official" baseball marking	Max. 2 3/4" diameter w/"official" baseball marking	Max. 2 5/8" diameter, -11, w/"official" baseball marking	Max. 2 5/8" diameter, -5, w/"official" baseball marking
Continuous batting order	Yes	Yes	Yes	Yes
Thrown bats	One warning, out on each occurring offense	One warning given to both benches on first offense by either team, batter out on each occurring offense	One warning given to both benches on first offense by either team, batter out on each occurring offense	One warning given to both benches on first offense by either team, batter out on each occurring offense
On-deck batter	No	Permitted inside fence on side of batter or per field rules (donuts ok)	Permitted inside fence on side of batter or per field rules (donuts ok)	Permitted inside fence on side of batter or per field rules (donuts ok)
Lead offs	No	No - can attempt advancement once ball crosses plate	Yes	Yes
Steals/advancements limit (not on a play or walk)	N/A	Unlimited (if team is up 10 runs, cease stealing as a courtesy to opposing team)	Unlimited (if team is up 10 runs, cease stealing as a courtesy to opposing team)	Unlimited
Advancement on walk	N/A	Yes	Yes	Yes
Dropped 3rd strike	N/A	No	Yes	Yes
Sliding	No	Yes - No Collisions - offensive interference or defensive obstruction will be determined by umpire	Yes - No Collisions - offensive interference or defensive obstruction will be determined by umpire	Yes - No Collisions - offensive interference or defensive obstruction will be determined by umpire
Head-first sliding	N/A	No (dive-back permitted)	No (dive-back permitted)	No (dive-back permitted)

Courtesy runner	Use last out or substitute not already in lineup to run for pitcher/catcher when there are two outs	Use last out or substitute not already in lineup to run for pitcher/catcher when there are two outs	Use last out or substitute not already in lineup to run for pitcher/catcher when there are two outs	Use last out or substitute not already in lineup to run for pitcher/catcher when there are two outs
Pinch runner	N/A	Enter substitute not already in lineup to replace offensive player - no pinch runners if batting order is continuous (unless batter is injured)	Enter substitute not already in lineup to replace offensive player - no pinch runners if batting order is continuous (unless batter is injured)	Enter substitute not already in lineup to replace offensive player - no pinch runners if batting order is continuous (unless batter is injured)
Infield fly rule	Yes	Yes	Yes	Yes
End-of-season playoffs	Yes	Yes	Yes	Yes

ADDITIONAL NOTES:

- OHSAA rules apply if not specified by above
- Insurance, background checks, concussion certificates and Lindsay's Law training for coaches are the responsibility of each community
- All players must be registered through community recreation league
- Roster limits are at the discretion of each community league
- Rosters should be as balanced as possible if more than one team from a community in respective division
- Community league boards may place players one level higher than their age group if they deem it appropriate