

# WAYNE HOLMES BASEBALL LEAGUE HANDBOOK 2025

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WAYNE HOLMES BASEBALL, INC.

LAST MODIFIED: JANUARY 29, 2025

## Contents

1. LEAGUE SETUP .....	2
A. Divisions .....	2
B. Eligibility .....	2
C. Season Format .....	3
D. Trustees.....	3
2. GAMEPLAY RULES .....	4
A. NFHS Baseball Rule Book Exceptions .....	4
B. OHSA Pitching Rule Exception .....	6
3. ROSTERS .....	6
A. Regular Season.....	6
i. Setting a Roster .....	6
ii. Gameplay Restrictions.....	6
B. Tournament .....	7
i. Setting a Roster .....	7
ii. Gameplay Restrictions.....	7
C. Player Acquisition .....	7
4. FORFEITS .....	8
A. Regular Season.....	8
B. Tournament .....	8
5. VIOLATIONS.....	8

# 1. LEAGUE SETUP

## A. Divisions

The Wayne Holmes Baseball League (herein referred to as the “League”) is made up of 3 divisions: Gold, Silver, and Bronze. The League shall be divided into these 3 divisions provided there are enough teams for each division to have its own regular season and tournament. If there are not enough teams for 3 divisions, there will be Gold and Bronze divisions. The Board of Trustees may alter division structure in the spirit of fairness when numbers dictate.

### **Gold**

Teams are typically made up of the community’s most competitive 8th graders, but 7th graders are also allowed.

### **Silver**

The Silver division is for 7th graders only. Teams are typically made up of the community’s most competitive 7th graders. No 8th graders are allowed. If there are not enough teams for a Silver division, a Silver team must play in the Gold division unless the community already has at least one Gold team.

### **Bronze**

The Bronze division is a combination of 8th and 7th graders. A community must field either a Gold or Silver team before fielding a bronze team; no exceptions.

## B. Eligibility

The League is for players who are in 7th or 8th grade. No player who has started 9th grade may participate under any circumstances. Players who have not yet started 7th grade may participate if they meet the minimum age requirements.

### **Minimum Age (Grade) Requirements**

A player must be in 6th grade when the season starts in order to participate. This applies to all divisions.

### **Maximum Age Limitations**

For the Gold and Bronze divisions, if a player attains the age of 15 before August 1 in the calendar year in which the school year started, the student shall be ineligible to participate. This is in accordance with OHSAA Bylaw 4-2-2 (7th/8th Grade Age Limitation). [Example: If a player’s 8th grade school year is 2018-19 – thus referring to the 2019 summer baseball season – the player is ineligible if attaining 15 years of age before August 1, 2018.]

For the Silver division, if a player attains the age of 14 before August 1 in the calendar year in which the school year started, the student shall be ineligible to participate. This is in accordance with OHSAA Bylaw 4-2-2 (7th/8th Grade Age Limitation). [Example: If a player’s 7th grade school year is 2018-19 – thus referring to the 2019 summer baseball season – the player is ineligible if attaining 14 years of age before August 1, 2018.]

### C. Season Format

The regular season is comprised of an 18-game schedule. Teams are awarded 3 points for a win, 1 point for a loss, and 2 points for a tie. Forfeit losses are worth 0 points. A tie is given only for official games that are tied and suspended after completion of at least 5 innings due to weather or darkness and are not finished. All other suspended games that are not finished earn 0 points for both teams.

At the end of the regular season, each division is sorted by total points and teams are seeded accordingly. Tie breakers for seeding are: (1) Head-to-head win percentage, (2) Head-to-head run differential, (3) Number of forfeits, (4) Average runs against, (5) Average runs for, (6) Coin flip.

The postseason tournament is single elimination with a best-2-of-3-games Championship Series.

### D. Trustees

Wayne Holmes Baseball, Inc. is governed by the Board of Trustees. The Board operates with a minimum of three and a maximum of five members. Trustees are appointed to, or removed from, the Board by a majority vote of the current members. All current Trustees must be present to vote in order for a member to be appointed or removed. The number of Trustees on the Board at any given time is determined at the discretion of the Board within the limits stated above. The Board is under no obligation to add Trustees unless the number of trustees falls below the stated minimum operating limit. The death of a Trustee automatically removes that member from the Board.

Current members of the Board of Trustees are:

<b>Name</b>	<b>Phone Number</b>	<b>Email Address</b>	<b>Primary Contact For</b>
Doug Casper	330-309-3353	dcasper@sssnet.com	Statutory Agent
Craig Farrar	330-464-9052	cjfarrar95@gmail.com	Protests
Andrew Marcum	330-464-4946	thepitman13@gmail.com	Schedules and Rosters
Dustin Barnes	330-464-4826	dustin.barnes@yahoo.com	Treasurer

## 2. GAMEPLAY RULES

The League will observe all the rules listed in the 2020 NFHS Baseball Rules with the following exceptions. (page references per the 2020 NFHS rules book PDF).

### A. NFHS Baseball Rule Book Exceptions

#### **Rule 1, Section 1, Articles 2 thru 3 – Lineup Cards.** (Pages 17-18)

Each team must submit a lineup card to the opposing team prior to the game with at least the first name, last name, jersey number, and batting order. Neither the starting position nor a complete list of substitutes are required. However, if a non-starter enters the game at any time, the player's first name, last name, number, and place in the batting order must be declared to the opposing team at or before the moment of the substitution. Umpires are not required to be notified of the change; but if a manager has a concern as to the legality of the substitution, it may be raised to the umpire(s). All players must be on the official team roster maintained by the league to be eligible to play in a game except as allowed by Section (3)(A/B)(ii)(2).

#### **Rule 1, Section 2, Article 1 – Bases.** (Page 19) [*Diagram 2 – Page 20*]

The distance between bases shall be 80 feet instead of 90 feet.

#### **Rule 1, Section 2, Article 3 – On-Deck Circle.** (Page 19)

The on-deck player for the team up to bat is permitted to use the opposing team's on-deck circle as an alternative, provided it does not create a distraction. If the umpire determines that using the alternate on-deck circle is causing a distraction, the player will be instructed to return to the offensive team's on-deck circle.

#### **Rule 1, Section 2, Article 11 – Pitcher's Plate.** (Page 22) [*Diagram 2 – Page 20*]

The distance between the nearer edge of the pitcher's plate and the rear tip of home plate shall be 55 feet instead of 60 feet 6 inches.

#### **Rule 1, Section 3, Articles 2 thru 3 – Bats.** (Pages 23-25)

The bat measurements listed in this rule shall not be in effect. Any unaltered manufactured bats including Little League bats are considered to be legal.

#### **Rule 1, Section 4, Article 3 – Uniforms.** (Page 28)

Players must wear a shirt/jersey of their respective team with a number on the back so that the player may be identified in accordance with the lineup card and the team's league roster. Managers' and umpires' clothing requirements will not be enforced.

#### **Rule 3, Section 1, Article 4 – Extra Hitters (EH).** (Page 79-80) *Addition to the Rule*

The DH will not be used. An Extra Hitter (EH) may be used in place of the Designated Hitter (DH). The EH(s) are considered to be additional starters and are listed as such in the team batting order. An EH will bat but does not play a defensive position. Any change in defensive positions during a game that involve an EH will not be considered a substitution. Any other players that may replace any of these starting players will be subject to the regular substitution rules. An EH may re-enter since they are considered starters. The EH is optional and must be declared prior to the start of the game. The number of EH spots in the lineup is unlimited, allowing a team to bat all players as starters, if desired. The EH spot in the lineup may not be removed from the lineup once the game has started.

**Rule 4, Section 2, Article 1 – Extra Innings.** (Page 91) *Confirmation of the Rule*

Extra innings follow standard NFHS rules without any special modifications. The inning proceeds as usual, with no automatic baserunners, altered batter counts, or a pre-determined number of outs at the start.

**Rule 4, Section 2, Article 2 – Mercy Rule.** (Page 91) *Addition to the Rule*

The game shall end when the visiting team is behind by 10 or more runs after 4 1/2 innings, or after the 5th inning if either team is 10 runs behind and both teams have had an equal number of times at bat. In addition, a game may be declared final prior to the 10-run rule if the trailing team's manager requests to end the game and both team managers agree.

**Rule 4, Section 2, Article 3 – Complete Games.** (Pages 91-92) *Addition to the Rule*

If the visiting team has taken the lead in the top half of an inning and the game is called for any reason, the score shall not revert to the previous inning as implied in **b**. The game shall be a suspended game at that point and play shall resume from that point. If the game is not completed, it shall be considered a tie game. All tournament games which are not completed will be considered suspended games and resumed at the point of suspension unless they are considered to be a complete game as agreed upon by both managers.

**Rule 4, Section 4, Article 1 a – Forfeits Due to No-Show.** (Page 94)

A game shall be considered a forfeit if one of the teams is not available to play after 30 minutes have elapsed from the scheduled game time.

**Rule 4, Section 4, Article 1 f – Required Number of Players.** (Page 94) *Confirmation of the Rule*

A team must be able to provide at least nine players to start a game or eight players to finish a game. Failure to comply will result in a forfeit. Games are not to be played when the minimum number of players are not present. The game is a forfeit even if played.

**Rule 4, Section 4, Article 1, Note 1 – Missing Players.** (Page 94)

A team will not be required to take an out for a missing player if the player was removed due to injury or illness. A team must take an out if a player was removed due to ejection or any other reason. This rule may apply to multiple missing players if the EH is used.

**Rule 4, Section 5 – Protests.** (Page 95)

A protest may be filed by the offended team if an error in rule interpretation is made which does not involve a judgment call. The opposing manager must be notified at that point that the game is being played under protest. Both scorekeepers shall document the point of protest and reason for protest. The protesting manager must obtain a signature from the opposing manager and home plate umpire acknowledging that the game is being played under protest before resuming play. There is no fee involved in any protest. If the manager wishes to continue the protest after the game has ended, he must notify the designated League Trustee immediately following the game. The Board of Trustees will decide if the protest is allowable. If the protest stands, the game will be resumed at the point of protest. If a successful protest results in the game being resumed on a later date, the League shall pay any umpire fees for the makeup date.

**Rule 8, Section 3, Article 1 a – Balks.** (Page 129)

A base will not be awarded for the first instance (warning) of a balk **(6-2-4)** for a given pitcher which is called in a Silver or Bronze Division regular season game unless the runner would have

attained that base even if the balk had not been committed. After the first warning for a given pitcher, no exception applies for the remainder of the game for that pitcher. This exception will apply only to the regular season games. The Gold Division has no rule exception regarding balks (no warnings).

## B. OHSAA Pitching Rule Exception

The League will not follow the OHSAA's pitch count rule. In place of the pitch count rule is an innings-based rule: No pitcher may pitch more than 10 innings in a span of 72 hours. This applies only to league contests. Failure to observe this rule will cause a game to be considered a forfeit.

## 3. ROSTERS

### A. Regular Season

#### i. Setting a Roster

- 1) Every team must submit a regular season roster at or by the designated pre-season league meeting. Every player on the roster must include first name, last name, jersey number, grade, and school district of residence.
- 2) If jersey number is not known at the time of submission, it must be provided prior to the first game of the season.
- 3) Players who reside in a district other than the team claiming them are subject to approval by the League. See section (3)(C).
- 4) Rosters may be updated throughout the regular season. To do so, a manager must submit the proposed change to the designated League Trustee. **Approved roster changes will take effect the following day.**
- 5) For 2 weeks following the start of the regular season, communities may move misassigned players into a more appropriate division, and adjust rosters as necessary. After those 2 weeks, players must abide by the Gameplay Restrictions in (3)(A)(ii)(2).
- 6) A player may only appear on one team roster, even if a community has multiple teams in the same division.
- 7) Rosters will be published publicly so all managers can access them.

#### ii. Gameplay Restrictions

- 1) There is no rule prohibiting players on a Gold or Silver roster from playing for other teams outside of the League. No travel players may play in the Bronze division unless that player is a 6th grader. No travel player in 7th or 8th grade may play in Bronze.
- 2) Players may play for other League teams (of the same community), even in separate divisions and with the player not being on the team's roster. This rule should be used sparingly and on an as-needed basis to help a team have enough kids to play. The following conditions apply:
  - a) The non-roster player must be an approved member of one of the community's League rosters.
  - b) The non-roster player may not pitch or catch.
  - c) The non-roster player may not play if the team has 9 or more roster players present. This includes EH. If the player starts the game and a 9th roster player arrives, the non-roster player must be replaced immediately and may not return unless the team goes back under 9 roster players. In which case, normal substitution rules apply (**Rule 3, Section 1, Article 3**), except for the case of injury.
  - d) A Bronze player may play for the community's Silver or Gold team.

- e) A Silver player may play for the community's Gold team.
- f) A Gold player may not play for a team in any other division.

## B. Tournament

### i. Setting a Roster

- 1) Every team must submit a tournament roster at or by the designated league tournament meeting. Every player on the roster must include first name, last name, jersey number, grade, and school district of residence.
- 2) A player may only appear on one roster, even if a community has multiple teams in the same division.
- 3) **Once a tournament roster has been submitted, it may not be changed.** Managers will know the date range in which the tournament will be played, and therefore are responsible for planning ahead to accommodate for players who may be absent. Managers are expected to be able to field a team any day during the tournament time frame Monday through Saturday.
- 4) If a player is placed on the tournament roster of a different community team than the one whose roster he or she occupied during the regular season, the tournament roster change must be approved by the Board of Trustees.
- 5) If a community is forced to consolidate multiple regular season teams into fewer tournament teams in order to be able to field a team(s) for the tournament, the resulting tournament roster(s) must be approved by the Board of Trustees. If two or more teams combine, the tournament team will be the one with the weaker seed.
- 6) Rosters will be published publicly so all managers can access them.
- 7) Team participation must be complete by the referenced date in that season's timeline, generally a week prior to the tournament meeting.

### ii. Gameplay Restrictions

- 1) There is no rule prohibiting players on a Gold or Silver roster from playing for other teams outside of the League. No travel players may play in the Bronze division unless that player is a 6th grader. No travel player in 7th or 8th grade may play in Bronze.
- 2) A player may only play for the team whose roster contains that player.
- 3) A snapshot of all rosters will be taken the first day of the regular season. If a player is on a tournament roster but not on the initial roster of a community team, he or she may not pitch, catch, or play ahead of any player who was. See Rule (3)(A)(ii)(2)(b-c).

## C. Player Acquisition

- 1) A player must reside or attend school within the community for which he is playing unless prior approval is obtained from the player's community and the Board of Trustees.
- 2) All requests to add a player who resides in or attends the school of a different community will be submitted to the Board of Trustees in writing. Coaches should discuss their desire to use an out-of-community player with their own community director/administrator. If the community director/administrator agrees, the director/administrator will submit a written request to the designated League Trustee for rosters. Player acquisition requests will not be accepted from coaches. The request must include the name, address, and community of the player who is the subject of the request as well as the reason for the acquisition request.



- 3) Player acquisition requests for players already on another team's roster are not permitted once regular season rosters have been finalized.
- 4) As appropriate, the Board will contact the player's community to determine if the community is willing to release the player to the requesting community or if the community wishes to retain rights to the player. There is no obligation for a community to approve a player acquisition request. The community may deny the acquisition request for any reason. The Board is under no obligation to present the request to the player's community if it determines beforehand that the request is inappropriate or not in the best interest of the league.
- 5) If the player's community approves the request, the Board of Trustees will then consider the request for final approval. Final approval requires a majority vote of all current Trustees. The Board reserves the right to deny the request at any point in the acquisition process even if the player's community has approved the request.

## 4. FORFEITS

### A. Regular Season

A regular season game may be forfeited as per the Forfeit Due to No-Show rule outlined above. While not mandatory, if a no-show occurs, games may be rescheduled with the agreement of both managers. Managers are encouraged to be flexible and to consider makeup dates rather than forfeits so that the kids can play as many games as possible. However, if the game is not played and completed by the end of the regular season, the team who initially requested the reschedule shall forfeit as would have occurred without the agreement to reschedule.

### B. Tournament

A team must forfeit a tournament game if it cannot field the minimum required number of players on the date the game was scheduled. If neither team can field the minimum required number of players, the tournament game shall be rescheduled for the very next day (excluding Sundays and days where a field is unavailable) until at least 1 team can field a team, at which point the forfeit rules resume. If 2 days have passed after the originally scheduled date and neither team has been able to field a team, both teams shall forfeit and be removed from the tournament. The next opponent in both the winner's and loser's brackets will have a bye.

A community may receive an exemption from the forfeiture rule if its varsity baseball team is competing in the Regional or State tournament on the scheduled date. In such cases, the game will be rescheduled for the following day (excluding Sundays and days where a field is unavailable).

## 5. VIOLATIONS

A violation of any rule in this handbook, regardless of intent or knowledge of the rule, will result in a forfeit of the game(s) in question.