

State Line League

2011

Half Pints: Age 7-9
 Pints: Age 10-12
 Cubs: Age 13-15
 As of May 15th, 2011



Jeff Agnew, President
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Teams		
Half Pints (8)	Pints (7)	Cubs (9)
Braddyville	Braddyville	
BJ Blazers	BJ Blazers	BJ Blazers
Clearmont Black Sox	Clearmont Black Sox	Clearmont Black Sox
Hopkins (1)	Hopkins	Hopkins
		Clarinda
		Shenandoah
Maryville Mavericks	Maryville Mavericks	Maryville Mavericks
Hopkins (2)		Maryville Bulls
Nodaway Holt	Nodaway Holt	
Westboro Wildcats	Westboro Wildcats	Westboro Wildcats

Join the Tradition.

State Line Baseball is part of that great Little League tradition enjoyed by generations of players and fans on a proud field of play.

COACHES COVER LETTER 2011

Read all information you receive very carefully. Make sure it is correct before you pass it on or hand it out. If you find a mistake please notify me immediately so I can get the correction out to everyone as quickly as possible.

The policy on alcohol consumption is **zero tolerance**. No umpire or coach shall be allowed to participate in any aspect of a game after consuming alcohol in any amount. They shall not be on the field or in the dugout.

NFHS rules forbid the use of tobacco in any form by players, coaches, or umpires. That means on the field or in the dugout.

TIME LIMITS need to be stressed and followed. Great job last year by everyone. Let's make it happen again this year.

HALF PINTS have an hour and fifteen minutes or four innings, whichever occurs first. You start at 5:30. You start late, you lose that time. Do not play past 6:45. Coaches hustle and police up the balls at home plate for the catchers. Keep an extra ball with you so you can get it to the pitcher. Get someone to get a catcher dressed and on the field so we're not standing around waiting. Count your pitches and get the tee up there. An umpire at Home Plate should help with that too. That should make enough difference to get your innings played.

PINTS have an hour and fifteen minutes or four innings, whichever occurs first. You should be starting no later than 7:00. This year if you are ahead of schedule and want to add a fifth inning you may do so. But it ends at 7:50 regardless of where you are at in the inning. Both starting pitchers can have eight warm up throws to start the game. Five every inning after that. The umpires need to count pitches and enforce this rule like they're supposed to. Relief pitchers have the same rule. On a warm night I would drop it to five. The umpires have the authority to do this. They also have the authority to take away warm up pitches when pitchers want to take their own sweet time. When your catcher has been on base send someone out to take the pitcher's warm up throws. Then start play when the catcher gets out there. The umpires need to do their jobs and the coaches need to help them. This should help you get your innings played.

CUBS still have a two hour time limit. You should be starting right around 8:00. The umpires need to count warm up pitches. The eight and five throws warm up rule applies to starters and relievers. Eight throws to start a game. Five every inning after that. A reliever gets eight when he comes in. Five every inning after that. The umpire can take away throws for taking too much time. The pitcher doesn't have to use them all if he doesn't want to. Get someone to take the warm up throws between innings if the catcher is getting dressed. Start play when he gets out there. That should keep us on schedule.

Good luck to everyone and have a great season,

Jeff Agnew
League President

2011 STATE LINE LEAGUE SCHEDULE

First game of the night always begins at 5:30 regardless of how many games are to be played. Sunday games start at 1:00PM. If less than 3 games are to be played any changes to starting time must be agreed upon well in advance by coaches of all teams involved. (Youngest team plays first. Oldest team plays last.)

For schedule, refer to the website

www.statelineleague.org

2011 Tournaments and All Star Games

HALF PINT TOURNAMENT: June 3th & 4th at **Clearmont**. Tournament is seeded. See Half Pint rule #19. May 28th is last date for any games that count toward tournament seed. You will be notified of your seed on May 30th. Make sure you read the umpiring schedule carefully so you know what games you umpire. Third place game and Championship game have no time limit. Championship game is single elimination.

PINT TOURNAMENT: June 17th & 18th at **Burlington Junction**. Tournament is seeded. See Pint rule #15. June 11th is last date for any games that count toward tournament seed. You will be notified of your seed on June 13th. Third place game and championship game have no time limit. Championship game is single elimination.

CUB TOURNAMENT: June 21st – 25th at **Wildcat Field**. Number of teams involved will determine how many of the five days are used. Tournament is seeded. See Cub rule #14. June 17th is last date for any games that count toward tournament seed. You will be notified of your seed on June 19th. Third place game and championship game have no time limit. Championship game is single elimination.

ALL STAR GAMES: June 27th at **Maryville**. Coaches need to have their all star information turned into the league president by June 21st. Teams will bring the money for their player's medals as they need to be paid for that evening. Pint players and coaches need to be at the park by 5:30 p.m. so medals can be handed out and paid for. Starting lineups and final instructions will also be given at this time. At 6:00 p.m. sharp the players and coaches will be announced. This will be immediately followed by the performance of the National Anthem. This should get the game started no later than 6:15 p.m.

Cub coaches and players need to be at the park by 7:30 p.m. You will meet with the league president or his appointed representative. Medals will be handed out and paid for at this time. Starting lineups and final instructions will also be given. If the field is ready we will start with player introductions at 8:00 p.m. sharp. This will be immediately followed by the performance of the National Anthem. This should get the game started no later than 8:15 p.m.

Half Pint Rules

1. Ages 7-9 as of May 15th, 2011. Playing up is up to the discretion each team.
2. Starting time is 5:30. Time limit is lesser of four innings or hour and fifteen minutes.
3. Base distance is 65 feet (same as pints).
4. An inning consists of three outs or five runs. No outs are taken for missing batters when playing short.
5. No steel spikes.
6. Older players or adults may be used to umpire games (first, third and home). This allows Coaches to coach their bases with less distraction.
7. Each player must play at least one inning of defense. All players must be on the lineup and bat through. Courtesy runners must be the player making the last out or a substitute not in the game.
8. Coaches will pitch to their own team.
9. Batters receive 5 pitches and then must use a tee. If the last pitch is a foul ball, batter may keep receiving pitches until ball is either hit or missed.
10. Catcher must leave his mask on and be in the Catcher's Box while batter is hitting off the tee.
11. No bunting.
12. No leading off. Base runner must keep foot in contact with base until batter swings at or hits the ball. Each team will receive one warning for violation with the next offender being declared out.
13. No stealing any base or advancing on passed balls.
14. When the defense is attempting to make a play on a batted ball or any runner, all runners may advance until the ball is returned to the pitcher. At that point a runner who is between bases may continue to the base he was attempting to reach at his own peril.
15. A player shall not play any closer to home plate than the pitching rubber (46 feet).
16. Pints may only be used to fill out a team with less than nine half pints; they may only play outfield; they must bat opposite; and they must be identified prior to starting the game.
17. If a game needs to be rescheduled the home team has three days to provide the visiting team with three possible make up dates. The visiting team has up to three days to respond. If either team fails to play on the agreed upon date, with the exception of inclement weather, the game shall be ruled a forfeit.
18. A runner is never required to slide but must attempt to avoid contact. The runner is out if he initiates malicious contact, intentionally interferes with a throw, or does not execute a legal slide. A player that is guilty of malicious contact is also ejected from the game.
19. Home team coach must call in or email game results. Give the names and scores of both teams. If a game is ended by the run rule, that is the official score. *Please have one person report all scores for that night's games.*

Pint Rules

1. Ages 10-12 as of May 15th, 2011.
2. Starting time is ASAP following Half Pint game, but no later than 7:00PM.
3. Four inning games with an hour and fifteen minute time limit. If ahead of schedule and "fun fifth inning" is played it ends at 7:50 regardless.
4. An inning consists of three outs or five runs.
5. Pitching distance is 46 feet.
6. Base distance is 65 feet.
7. Each player must play at least one inning of defense and have one appearance at the plate.
8. No steel spikes.
9. A player acting as a base coach must wear a batting helmet.
10. Free substitution, but starting players must return to their original slot in the batting order. A batter can only bat one time through a nine batter rotation. Courtesy runners must be the player making the last out or a substitute not in the game.
11. Regular season pitching limit: Four innings in a night. Six innings in a week.
12. Tournament pitching limit: Eight innings. An appearance is considered as an inning. Because the tournament is played within the week, those regular season innings do not count against the pitchers tournament innings.
13. Anytime a coach or a player is ejected from a ballgame the league president shall be notified ASAP. The ejected coach or player is ineligible to participate in the next game between league teams.
14. During regular season games the home team shall provide the plate umpire and the field umpire. The plate umpire shall be paid no less than \$20 per pint game and no less than \$25 per cub game. The visiting team shall provide the field umpire only in an emergency. All tournament umpires shall be provided by the host team. The plate umpire shall be paid normal game fee and the field umpire shall be paid a fee of no less than \$10 per game.
15. Home team coach must call in or email game results. Give the names and scores of both teams. If a game is ended by the run rule, that is the official score. *Please have one person report all scores for that night's game.*
16. If a game needs to be rescheduled the home team has three days to provide the visiting team with three possible make up dates. The visiting team has up to three days to respond. If either team fails to play on the agreed upon date, with the exception of inclement weather, the game shall be ruled a forfeit.
17. National Federation of High School Associations rules apply.
18. A runner is never required to slide but must attempt to avoid contact. If a runner elects to slide, the slide must be legal. One leg and one buttock on the ground. The other foot can be no higher than the fielder's knee. The runner is out if he initiates malicious contact, intentionally interferes with a throw, or does not execute a legal slide. No kicking, slashing, rolling, cross body slides, pop up slides into the infielder, etc. A player guilty of malicious contact is also ejected from the game.
19. Games may be started and played with less than nine players but the out for a missing batter will be counted.

Cub Rules

1. Ages 13-15 as of May 15th, 2011.
2. Starting time is ASAP following Pint game. Should be around 8:00PM. Sooner if possible.
3. Six inning game with two hour time limit. No ties.
4. Run Rule is 15 after three innings, 10 after four innings.
5. Pitching distance is 56 feet.
6. Base distance is 80 feet.
7. No steel spikes.
8. Free substitution, but starting players must return to their original slot in the batting order. A batter can only bat one time through a nine batter rotation. Courtesy runners must be the player making the last out or a substitute not in the game.
9. A player acting as a base coach must wear a batting helmet.
10. Regular season pitching limit: Six innings in a night. Nine innings in a week.
11. Tournament pitching limit: Twelve innings. An appearance is considered as an inning. Because the tournament is played within the week, those regular season innings do not count against the pitchers tournament innings.
12. Anytime a coach or a player is ejected from a ball game the league president shall be notified ASAP. The ejected coach or player is ineligible to participate in the next game between league teams.
13. During regular season games the home team shall provide the plate umpire and the field umpire. The plate umpire shall be paid a fee of no less than \$20 per pint game and no less than \$25 per cub game. The visiting team shall provide the field umpire only in an emergency. All tournament umpires shall be provided by the host team. The plate umpire shall be paid the normal game fee and the field umpire shall be paid a fee of no less than \$10 per game.
14. Home team coach must call in game results. Give the names and scores of both teams. If a game is ended by the run rule, that is the official score. *Please have one person report all scores for that night's game.*
15. If a game needs to be rescheduled the home team has three days to provide the visiting team with three possible make up dates. The visiting team has up to three days to respond. If either team fails to play on the agreed upon date, with the exception of inclement weather, the game shall be ruled a forfeit.
16. National Federation of High School Associations rules apply.
17. A runner is never required to slide but must attempt to avoid contact. If a runner elects to slide, the slide must be legal. One leg and one buttock on the ground. The other foot can be no higher than the fielder's knee. The runner is out if he initiates malicious contact, intentionally interferes with a throw, or does not execute a legal slide. No kicking, slashing, rolling, cross body slides, pop up slides into the infielder, etc. A player guilty of malicious contact is also ejected from the game.
18. Games may be started and played with less than nine players but the out for a missing batter will be counted.

Notes 2011

1. There will be no league dues or treasury. There will be a \$20 tournament entry fee for the Half Pint teams. There will be a \$30 tournament entry fee for the Pint and Cub teams. These fees will go toward field umpire fees for the tournament games. Host team will provide game balls.
2. League President: Jeff Agnew (660)-736-4604 cell (660)-623-0441
3. The team that wins the regular season league championship is responsible for purchasing trophies or awards for their team if desired.
4. Any team that sponsors a league tournament is responsible for awarding 1st, 2nd, and 3rd place trophies for that tournament.
5. The host team of any league tournament will provide adult plate and field umpires for the tournament.
6. Coaches will umpire the half pint tournament games per the umpiring schedule provided with the tournament bracket.
7. Rotation of the league tournaments and All Star games:

Rotation of Tournaments and All Star Games				
Year	Half Pints	Pints	Cubs	All Star
2011	Clearmont	Burlington Jct.	Westboro	Maryville
2012	Burlington Jct.	Hopkins	Braddyville	Clearmont
2013	Hopkins	Braddyville	Maryville	Burlington Jct.
2014	Nodaway Holt	Maryville	Burlington Jct.	Braddyville
2015	Braddyville	Nodaway Holt	Clearmont	Westboro
2016	Maryville	Westboro	Hopkins	Hopkins
2017	Westboro	Clearmont	Clarinda	
2018			Shenandoah	