

EMMORTON RECREATION COUNCIL, INC.



EMMORTON BASEBALL PROGRAM



2010 BASEBALL RULES

March 1, 2010

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EMMORTON REC BASEBALL RULES

March 2, 2010

GENERAL RULES

These are general rules, which apply to all age groups unless changed by the specific rules published for the Baseball Program.

RULE BOOK

The Major League Rule book is used for all age groups with the following exceptions:

RULES CHANGES

There shall be no changes to these rules once the season has started, unless approved by the Rules Committee.

DRAFT

The commissioners of each age group will be responsible for setting the specific rules prior to the draft; however the following guidelines are suggested:

- ① Coaches should be allowed to reserve up to 2 players (e.g., their child and their assistant coach's child).
- ① Commissioners should make available to the drafting coaches a list of prior year in-house all stars players, current year travel players playing in-house, and players that tried out but did not make the travel team. Prior to the draft the commissioner should also have a coaches' discussion in order to share estimated rankings of all players in the draft.
- ① No team should have a preponderance of travel players, and the conduct of the draft should ensure this (e.g., drafting or distributing all travel players first, then moving on to in-house players, etc.). All teams should have approximately the same number of travel players, including pitchers. For 13-15, each team should have an approximately equal number of players who are either Travel players, JV or Varsity High School players, or 15 year old players.
- ① Draft order should be determined at random.
- ① Teams reserving less than the allowed 2 players should be allowed to draft among themselves until all teams have 2 players, at which point all teams should be included in the draft.
- ① Draft order should be reversed in subsequent rounds (e.g. The last team to select will also get the first pick of the next round, continuing in reverse order back to the first team, and so on)

- ⓪ Each team should have 3 minutes to select a player. If a team doesn't select a player in that time, the next oldest player on the date of birth (DOB) list should be assigned to that team.
- ⓪ At the conclusion of the draft coaches should be allowed to trade players to accommodate special needs or parent requests. Trades must be completed as soon as possible (e.g., that night) and coordinated with the commissioner to allow for the timely ordering of uniforms.
- ⓪ Consideration should be given to holding a 'blind' draft, where the coaches draft teams (less the coach's and assistant's children), and then a random process is used to assign each coach to the particular team they will manage for the season.

STANDINGS AND POST SEASON PLAY

Standings may be kept for age group 11-12 and above at the discretion of the age group commissioner who will coordinate the decision with all their age group coaches prior to the start of regular season play. When kept, standings shall be used to seed the end of season tournament. When not kept, placement for post season play will be from a blind draw. Travel teams are not eligible for in-house post-season play nor their players for play in-house all star games. All regular season rules shall apply during post season play. This includes rules on pitching, equal playing time, and rotation of players to infield and outfield positions as outlined in the rules for each age group.

UMPIRES

Home team supplies the umpire unless done so by Emmorton Baseball. If the umpire fails to appear by the forfeit time, both managers MUST select a game umpire. If the managers cannot agree on the selection, the visiting manager shall select an umpire for the first half of the game, and the home team manager shall select an umpire for the second half. The game must be played.

SAFETY REQUIREMENTS (RESPONSIBILITY OF TEAM MANAGERS)

- ⓪ PLAYERS MUST NOT WEAR watches rings, pins, jewelry (metallic or non-metallic), bracelets, or other items.
- ⓪ NO CASTS made of plaster or other material may be worn during the game.
- ⓪ NO ON DECK BATTER should be allowed. On deck batters do not pay attention well enough to what is going on around them and are too vulnerable to foul balls and wild throws. When swinging the bat, they pose a safety threat to teammates and spectators. No player beyond the batter and the next batter should hold bats.
- ⓪ HELMETS MUST BE WORN by batters, base runners, and any players acting as base coaches.
- ⓪ FIRST AID KITS are provided in the field equipment boxes. Administration of aid shall be provided by, or only with the approval of, the parent or designated

guardian. Any coach using these materials should notify the league President and Equipment Manager regarding what was used such that it can be replenished.

LIGHTNING DURING GAME

It is Harford County policy that at the first sight of lightning by anyone at the field, the umpire, or in absence of an umpire, the team managers shall IMMEDIATELY suspend play and send players and spectators to safe shelter (usually the car) for a period of 30 minutes. Each subsequent lightning strike restarts the 30 minute waiting time. If the lightning delays extend beyond a total of 40 minutes, the game will be terminated. Whether the game shall be deemed complete or to be resumed at a later date depends on the number of innings completed, and whether the game is a regular season or tournament game.

HEADFIRST SLIDE

Headfirst slides, except when a runner is returning to a base, are not permitted in any age groups. The umpire will call out any player sliding headfirst.

COLLISIONS

All players, whether on offense or defense, shall make a good faith effort to avoid unnecessary collisions at all times. This means that the offensive player must slide or take other appropriate action to avoid collisions, and the defensive player must avoid contact other than that necessary to attempt to get the out. The umpire is the sole authority in determining if the collision is intentional or incidental, and in determining the appropriate response. Failure to observe this rule may result in the awarding of the base and/or an out and may result in additional sanctions by the umpire, including a warning or ejection of the offensive and/or defensive player where necessary. *NOTE: It is recognized that some degree of collisions are inevitable on plays at home plate; however, blatant (in the judgment of the umpire) attempts by the runner to dislodge the ball or cause injury are not allowed, and in likewise fashion the catcher must avoid contact other than that necessary to attempt to get the out.*

OBSTRUCTION

Defensive players shall have unimpeded access to attempt to field the ball. Likewise, offensive players' ability to advance must not be unnecessarily blocked by defensive players. In cases where the advancement would interfere with the fielding of the ball, the fielding of the ball shall take precedence. Offensive players must take any reasonable action (e.g., pausing or slowing their advancement, etc.) needed to provide that unimpeded access to the defensive player. If the defensive player's ability to field the ball is impeded – inadvertently or intentionally - by the offensive player, then the umpire may choose to call the impeding player out. If an offensive player's ability to advance is impeded by any defensive player's action other than that associated with fielding the ball then the umpire may award advancement. The umpire's judgment is final.

THE PLAYING FIELD

The playing field is defined as the area contained within the backstop and outfield (if present) fences, including the area contained within imaginary straight lines extended from the backstop fences and parallel to the foul lines. Any balls within this area are considered 'in-play', while balls traveling outside this area are considered 'out-of-play'. Any significant obstructions or uneven or unsafe areas within this area may be also identified and designated 'out of play' areas before the game by the umpire or through agreement between the opposing coaches. Likewise, if there are no outfield fences but uneven ground or obstructed areas in the outfield are present, these areas may be designated 'home run' or 'ground-rule double/triple' areas before the game by the umpire or through agreement between the opposing coaches. All features of the playing field should be discussed and agreed to by the opposing coaches as part of the pre-game coaches meeting.

Distances between bases and to the pitcher's mound shall be as listed below for each age group. Note that the distance to the pitcher's plate is measured from the point at the rear of home plate to the front edge of the pitcher's plate. Distances to the bases are measured from the point at the rear of home plate to the rear edge of the base (or in the case of second base, to the point of the base pointing toward the outfield). All bases, including home plate, are contained within a square whose sides and corners are defined by the outer edges of the bases. This square defines the foul lines and the infield for purposes of ball control.

T-Ball: Bases set 60 feet apart;

Home to 2nd base 84 feet 10 inches

Clinic: Pitching distance is discretion of manager;

Bases set 60 feet apart; home to 2nd base 84 feet 10 inches

7-8: Pitching distance 40 feet; bases set 60 feet apart;

Home to 2nd base 84 feet 10 inches

9-10: Pitching distance 46 feet; bases set 60 feet apart;

Home to 2nd base 84 feet 10 inches

11-12: Pitching distance 50 feet; bases set 70 feet apart;

Home to 2nd base 99 feet 1 inch

13-15: Pitching distance 54 feet; bases set to 80 feet apart;

Home to 2nd base 113 feet 1 inch

Note that for safety reasons, the pitcher's plate and home plate should be dug into the ground such that the top surface of the plate is level with the ground immediately around it. It is acceptable for a pitcher to dig away a big part of the dirt from the edge of the pitcher's rubber that faces home plate in order to get a good foothold for leverage during the delivery of a pitch.

FIELD CONDITIONS

Before the start of the game, the field (including the entire playing area in fair and foul territory, the backstop and fence, and the team bench areas) must be checked to ensure it is safe to play. If there is a scheduled official umpire present, field safety is the umpire's responsibility. In the absence of an official umpire, the managers of the two teams are responsible. There must be no sharp objects, large rocks, trash, ruts or holes in the field that could cause injury to a player. All bases must be checked to ensure that base spikes are level with the ground, and the bases are reasonably secured in place. Home plate must either be loose, allowing it to slide if hit from the side, or if secured it should be dug into the ground such that its top surface is level with the ground. No edges of the home plate should be sticking up, to avoid possible injury to a player sliding in. The pitcher's rubber is installed so the bottom surface is level with the ground. It is permissible to dig away some of the dirt on the side of the pitcher's plate facing home plate, so the pitcher can get a toe-hold to push off. If the field is muddy, it should be raked and moisture absorbent additive applied, to prevent areas here players could slip and be injured. In the absence of an officially scheduled umpire, both managers must agree that the field is safe for the game to be played. See the section on rescheduling and rainouts below.

TEAM RESPONSIBILITIES

The home team shall be responsible for pitcher's rubber, bases, game ball and home plate, where applicable. The visiting team shall be responsible for back-up ball and for cleaning litter from the field after the game.

WARM UP

Managers and coaches shall be permitted to warm up pitchers between innings and prior to the start of the game. Warm up of pitchers and catchers during the game shall be in an area behind the fence sheltered from foul balls. If a player is used to warm up a pitcher, they must wear a catcher's facemask or batting helmet with facemask. Coaches will equally share the field for pre-game warm up drills.

TEAM BENCH

When not in the field or at bat, players must remain on the team bench at all times. Teams who fail to keep their players on the bench and under control shall receive one warning. Subsequent violations shall result in ejection of the offending player. This rule does not apply to pitchers and catchers, who are warming up for the purpose of entering

the game. Pitchers and catchers warming up shall be in an area behind the fence sheltered from foul balls.

BATTING

All batters must wear a batting helmet. A helmet with faceguard should be made available to any player on either team who desires to use one. The batting lineup shall include all players participating in the game and the coaches shall exchange their batting lineups prior to the game. The batting order shall remain unchanged unless a player is ejected, in which case their next scheduled plate appearance is counted as an out. Players who must leave the game early, or are unable to continue participation due to illness or injury can be removed from the lineup without penalty. While the batting lineup remains unchanged, managers may freely rotate players in the field. Players who arrive after the game has begun must be placed at the bottom of the batting order.

PLAYER DEVELOPMENT

All players must play at least three innings in the field, and all players should sit out approximately the same amount of time overall. No player shall sit out a second inning until all players have sat out one inning, or a third inning until all have sat out two. One player may not play more than 3 consecutive innings in one position. A coach must request time and notify their opponent when these rules are being violated and give them a chance to rectify the violation. If their counterpart refuses to rectify the violation, then a formal protest may be lodged with the commissioner for later disposition and the game resumed under protest,

BASE COACHES

Each team shall be permitted to use two adult base coaches, however, it is suggested that the Little League practice of using one adult and one player as base coaches be used when possible and appropriate. Any players used as base coaches MUST wear a batting helmet when coaching on the bases.

MINIMUM NUMBER OF PLAYERS

To begin a game, a team must have a minimum of 7 players. Players arriving after the umpire has started the game may take the field immediately and must be added to the bottom of the batting order. Each team must finish the game with at least 7 players. A team that does not have at least 7 players must forfeit the game.

SCOREBOOK

To be eligible for post-season play a scorebook must be kept by all managers similar to that outlined within the Official Rule Book of the Cal Ripken Division.

PITCHING

Weekly Limits: All pitchers shall be limited to a maximum of 6 innings pitched per calendar week (i.e., Sunday to Saturday). Delivery of a single pitch constitutes having pitched an inning.

Game Limits: For age groups 12 and below, a player may pitch a maximum of 3 innings per game except where otherwise noted. Each Travel player will be limited to pitching a maximum of 2 innings per game. A maximum of 3 innings per game may be pitched in total by any combination of travel players.

For age group 13-15, a player may pitch a maximum of 4 innings per game as long as the maximum of 6 innings per week is not exceeded. If there are 15 yr. old, JV or Varsity, or Travel players on the team, they may not pitch more than 2 innings per player in one game; no more than 4 innings of a game may be pitched by any combination of 15 year olds, JV or Varsity, and Travel players.

In the interests of good sportsmanship, it is the responsibility of the opposing coach to notify the other coach when it appears this rule is not being adhered to and give them the opportunity to correct the situation as soon as possible. However, any game in which an ineligible pitcher has been used shall be declared a forfeit. The removal of an ineligible pitcher before the pitcher has pitched to a batter shall not be considered a violation.

Rest Requirements: Rest between pitching shall be guided by the Official Major League Rule Book. There shall be a minimum of 1 calendar day of rest before pitching again when a player pitches 3 or fewer innings in a day (e.g., a player who pitches on Monday may not pitch again until Wednesday). If a player pitches 4 innings in a day, three calendar days of rest must be observed (e.g., a player who pitches on Monday may not pitch again until Friday).

A pitcher cannot be re-inserted as a pitcher if they are removed from the mound, regardless of whether the removal occurs during or in-between innings, what the total innings pitched in the game so far are, or what position they are moved to.

These pitching restrictions shall apply to all in-house games, both regularly scheduled, tournament, and make-ups, including continuation games (e.g., innings pitched per each day of the game dictates the rest requirements after each day of the game, while Game Limits restrict the number of total innings pitched in the entire game, across all days).

These pitching rules shall not apply to TRAVEL games. The travel league shall be responsible for its own pitching restrictions.

INTENTIONAL WALKS

For age groups 10 and below, all batters will be given the opportunity to hit and no intentional walks will be allowed. The umpire will make the determination of an intentional walk. If an intentional walk is determined, that batter will be awarded first base and every other base runner regardless of location will be awarded the next base. This rule does not apply to age groups 11 and above.

HIT BATTERS

For all age groups, if a pitcher hits two batters in the same inning, the pitcher must be removed from that position for the remainder of the game. The pitcher must be removed immediately upon hitting the second batter that inning. A pitcher who hits three batters total in a single game shall be removed immediately upon hitting the third batter.

BASE STEALING

Players in age groups 11 and above may attempt to steal any base at the risk of being tagged out; likewise, runners may attempt to take leads off the occupied base to facilitate the steal, again at the risk of being tagged out. In the 9-10 age group the runner shall not leave the base until the pitched ball has reached or passed the catcher.

SCORING LIMITATIONS

NOTE: The intent of this rule is to avoid artificial score inflation due to unnaturally limiting runners' advancement to set up a contrived 'bases loaded' situation.

For ages 12 and below there is a 5 run per inning limit, except for the last inning, which shall be unlimited. Runs which score during a play in which the run limit is reached shall not count. For example, if a team has scored 4 runs already and the bases are loaded and the batter hits a triple, clearing the bases, only the first run scored counts (i.e., total runs scored by the team in the inning = 5). For ages 13 and above there is no run limit per inning.

GAME START TIMES

Starting time for games played during the week shall be 5:45 PM with a 6:00 PM forfeit time. Games played at Singer Road, the Ripken Complex, or Long Bar Harbor fields during the week shall have a 6:00 PM start time with a 6:15 PM forfeit time. Starting times for games played on Saturday or specially scheduled games shall be determined by the Umpire or League President with a forfeit time fifteen minutes after the starting time.

GAME END TIMES

During the school year, NO inning shall start after 8:00 PM. This rule shall not apply on Friday evening games or other evening games when Harford County public schools are not in session the following day. Games may always be ended before 8:00 PM in the case of darkness or inclement weather. Coaches should work together to the greatest degree possible to agree (predetermine) as to what the last inning will be in the case of impending darkness.

OFFICIAL GAME LENGTH

For baseball, all games shall be 6 innings, with an official game being 3 ½ or 4 innings, except for the 13-14 age group which shall play 7 innings, with a an official game being 4 ½ or 5 innings. Incomplete games shall be handled according to the major league

rulebook. *Exception: All tournament games shall be completed in their entirety (i.e., if a tournament game is stopped due to weather or darkness after 5 innings, then the game will be resumed at the next available opportunity at the point of stoppage and played to completion). Per game and per day pitching restrictions and rest requirements shall apply, unless waived by the commissioner.*

SLOW DOWN OF GAME

If the umpire determines that deliberate attempts are being made to slow down the game upon approaching darkness or curfew, after a warning, the umpire may terminate play with the inning being ruled complete, the game over, and the score final.

SPEED UP OF GAME

In an effort to play the maximum number of innings, the umpire may invoke all or any of the following SPEED-UP rules:

- ① Reduction in the number of warm-up pitches thrown between innings or their elimination.
- ① With two outs, a pinch runner for the pitcher or catcher *of record* is allowed, if either or both are on base. The player(s) making the last out(s) will be substituted as the pinch runner(s).


RAIN-OUTS / SCHEDULE CHANGES


Changes to the schedule after the start of the season can only be made with the approval of the appropriate league presidents. Rainouts or postponements are not automatically rescheduled. Managers wanting to make up rainouts or postponements must contact their age group commissioner. The league president will coordinate with the field scheduler and the managers will be notified of a make up date.




Rain-outs or postponements for weather conditions or field conditions can only be made by the Umpire, age group commissioner, or either manager of the teams present at the field). The safety of the players is the primary consideration. Both managers must agree that conditions are safe to play. If one manager deems the field unsafe, then the game shall not be played, and that manager shall be responsible for calling the age group commissioner to report the cancellation. Before canceling a game for unsafe field conditions, consideration should be given to setting up the bases in the outfield and playing the game there. Due to the heavy field schedule, there is no guarantee that canceled games will be made up. Any other changes made will not be official and will count as a loss for the team involved.


EQUIPMENT




- ① **Helmets:** All batters, base runners, and players serving as base coaches are required to wear a NOCSAE-approved helmet. All batters should have the opportunity, if desired, to wear a batting helmet with face guard.


 **Catcher's Gear:** Catchers must wear protective equipment, including a helmet and mask with throat protector, a chest protector, and shin protectors. Catchers should use a catcher's mitt and wear a protective cup. Players warming up pitchers must wear a helmet and faceguard with throat protector.


 **Baseballs:** The home team should supply the baseballs. Only league-sanctioned baseballs appropriate for the age should be used, according to the following list:

-  **T-Ball and Clinic:** 'RIF-10"
-  **7-8, 9-10 and 11-12:** Little League or equivalent
-  **13-15:** Pony League, or equivalent

 **Bats:** Only BESR-certified bats (wood, metal, or composite) appropriate for the age may be used, according to the following list:

-  **10 and under:** 2¼" maximum diameter, unlimited weight 'drop'.
-  **11-12:** 2 5/8" maximum diameter, unlimited weight 'drop'.
-  **13-15:** 2 5/8" maximum diameter, -3 weight 'drop'.

 **Shoes:** Any type of athletic shoe is acceptable. No shoes with metal spikes are allowed.



 **Uniforms:** Jerseys should be worn tucked in. Hats should be worn with the brim centered and to the front. Jewelry must be removed prior to the start of play.

EQUIPMENT ABUSE

The abuse or misuse of equipment, including the deliberate throwing of the same, by any player or coach shall result in a team warning. Any subsequent violation shall result in the offender being immediately ejected from the game.

EJECTIONS

The following shall result in IMMEDIATE ejection by the umpire:

-  Foul or abusive language by a player, coach, manager or spectator.
-  Deliberate intentional physical contact with an umpire by a player, coach, manager, or spectator.

Ejections are not only for current game but also for 1 additional game (regular or tournament). Ejection is defined as the offending person(s) must leave the field area or their team will be subject to forfeit of the game. The Umpire will be given sole discretion for making the ejection decision. If a player is ejected, his position in the batting order will count as an "out" for the next time up only. The ejected player will not be placed in the batting order for the next game. Every ejection must be reported to the League President as soon as possible, but in no event any later than 24 hours after the ejection.

A hearing with the League President or other board member will be required for anyone ejected before they are allowed to return to play in the league.

SUSPENSIONS

Players, coaches or managers who have been ejected for the first time during the season will be contacted by a board member to discuss the ejection and the consequences should another ejection occur. Those ejected for a second time during the season (regular, travel or tournament) shall be suspended for a minimum period of 12 months from the date of the second ejection, and may not play or coach again in Emmorton Baseball (regular or travel) unless a request to do so is approved by the entire Emmorton Rec Baseball board. Once a second suspension occurs, that information will also be reported to the overall Rec Council Board for their further review.

SALE OR USE OF TOBACCO

The Board of Education of Harford County has established a Tobacco-Free School Environment Policy (06.01.006). The sale or use of tobacco of any form is prohibited in school buildings, on school grounds, in all school system vehicles, and in all school buses (whether owned by the school system or contracted or leased) every day, 24 hours a day of the entire calendar year. Organizations using school property which do not enforce and/or comply with this policy may be subject to revocation of their opportunity to use of said property.

PROTESTS

The protest rule, as it applies to umpire calls and decisions shall be eliminated. The only protests allowed shall be the use of a non-roster player, use of an ineligible pitcher, or failure to comply with Safety Requirements and Player Development rules. The protest shall be made to the Umpire, League President, or his designee. The Umpire, if available and the League President of that age group shall make the protest decision. The penalty for a violation shall be forfeiture of the game. *NOTE: Once a protest has been declared, the game shall continue play 'under protest'. Under no circumstances are coaches empowered to determine the disposition of the protest or to suspend game play due to the protest.*

TEE BALL LEAGUE RULES

FIELD DIMENSIONS

Distances between bases are 60 feet apart and home to 2nd base is 84 feet 10 inches. Distances to the bases are measured from the point at the rear of home plate to the rear edge of the base (or in the case of second base, to the point of the base pointing toward the outfield). The distance to the pitcher's mound shall be at the discretion of the managers.

UMPIRES

Official umpires shall not be assigned. Team managers and coaches shall handle any umpire calls during the game.

PITCHER/CATCHER

Each manager shall pitch to his own team. There shall be no player at the catcher or pitcher positions due to safety considerations. A coach or parent will act as catcher.

BATTING

All batters on each team shall bat in each inning, regardless of the number of putouts made. Depending on the batter's ability, the manager may opt to have the batter use the batting tee or the manager may pitch to the batter. Once a batter has missed 8 pitches, a batting tee should be set up to allow the batter to hit the ball off the tee. The last batter shall run all the way around the bases. All batter and base runners must wear a batting helmet. Coaches are encouraged to start pitching to the kids by week 3 or 4 however; coaches should not exceed the 8-pitch count described above before moving to hitting off the tee.

FIELDING

All players on the team playing defense shall be deployed in the field at the same time. No players should be sitting on the bench. Players shall be deployed no closer than 5 feet in front of the imaginary baselines from first to second and from second to third. A coach or parent should be posted behind each base to back up plays and minimize the time spent retrieving missed throws. An adult may assist the first base player especially if the player does not have good catching skills.

SCORE

No score will be kept.

GAME DURATION

Try to play at least 2 innings with the time available. Teams should not exceed the 45 minutes of established practice in order attempt to complete 2 innings.

RAINOUTS

The coaches not the Commissioner will determine if the game is to be cancelled. The coaches should meet on the fields to check playing conditions and then make a determination. However, the coaches need to understand that 4, 5 & 6 year olds may not want to play in muddy conditions. Also, the children's parents may not let their children play if they perceive the field conditions to be poor. Canceled or rained out games will not be made up but please notify the Commissioners of your decision.

SAFETY

Since there is no official umpire assigned by Emmorton Baseball present at the field, the safety of the field and safety of play is the responsibility of the two managers. Managers must advise their players and the players' parents about safety. Examples are: batting helmets must be worn by batters and all base runners, no throwing the bat, only throw a ball to another player when you are sure that player is looking at you and is expecting the ball, no head-first sliding into bases, no Tee Ball players may be pitcher or catcher, all fielders must be behind the pitcher and within 5 feet of the imaginary baselines from 1st to 2nd base and from 2nd to 3rd base. All players must remain on the bench while waiting their turn at bat.

Each base runner will advance one base for every hit, except for the last batter's hit, when the batter and all base runners shall run all the way home. All batters and base runners must wear a batting helmet.

CLINIC LEAGUE RULES

FIELD DIMENSIONS

Distances between bases are 60 feet apart and home to 2nd base is 84 feet 10 inches. Distances to the bases are measured from the point at the rear of home plate to the rear edge of the base (or in the case of second base, to the point of the base pointing toward the outfield). The distance to the pitcher's mound shall be at the discretion of the managers.

UMPIRES

Official umpires shall not be assigned. Team managers and coaches will handle any umpire calls during the game.

PITCHING

Each manager shall pitch to his own team.

BATTING

All batters on each team shall bat in each inning, regardless of the number of putouts made. Once a batter has missed 8 pitches the coach/assistant should help the player swing or allow the player to use a tee. If after a couple of swings contact has not been made, the batter returns to the bench until their next scheduled at bat. Each base runner will advance one base for every hit, except for the last batter's hit, when the batter and all base runners shall run all the way home. All batters and base runners must wear a batting helmet.

FIELDING

All players on the team playing defense shall be deployed in the field at the same time. No players should be sitting on the bench. No player shall be closer to the batter than the manager pitching. A coach or parent should be behind the catcher and the 1st baseman to minimize the time spent retrieving missed throws.

OUTS

Although the intent of clinic ball is to encourage the development of players, if a defensive fielder makes an out play on the batter, then the batter is considered out. The batter should be sent back to the bench and advised why they are out. For example, a fielder picks up a hit ball, throws the ball to the appropriate base and the fielder at the base catches the ball and touches the base, then the batter is out. Or, if a fielder catches a pop up then the batter is out. However, before a batter is called out it must be obvious to the coaches and spectators that there was a good catch and/or throw on the play. Remember that we are also teaching the children the rules of baseball and explaining an out is part of that learning process. Note also that this rule is designed to

encourage players to play the game of baseball appropriately; therefore, if a player chooses to run from the opposite side of the field or the outfield after fielding the ball to tag the runner or base instead of throwing the ball to the appropriate (and ready) baseman, this should not be called an out and instead should be taken as a coaching opportunity to teach appropriate defensive play (i.e., making a good throw to the waiting baseman). Coaches should exercise their best judgment with this rule to encourage the teaching of solid baseball strategy and skills.

SCORE

No score will be kept.

GAME DURATION

There will be a 45 minute practice and 45 minute "game". Try to play at least 4 innings with the time available. Coaches and managers should use the practice time to work with the team on the basics of the game on a weekly basis.

DEAD BALL

The coach pitching is not to receive throws from the field for the purpose of ending a play. Players may only advance 1 base at a time. However, if a batter hits a ball that travels to the outfield in the air, that batter should be rewarded with an extra base.

RAINOUTS

The coaches not the Commissioner will determine if the game is to be cancelled. The coaches should meet on the fields to check playing conditions and then make a determination. However, the coaches need to understand that 4, 5 & 6 year olds may not want to play in muddy conditions. Also, the children's parents may not let their children play if they perceive the field conditions to be poor. Canceled or rained out games will not be made up but please notify the Commissioner of your decision.

SAFETY

Since there is no official umpire assigned by Emmorton Baseball present at the field, the safety of the field and safety of play is the responsibility of the two managers. Managers must advise their players and the players' parents about safety. Examples are: batting helmets must be worn by batters and all base runners, no throwing the bat, only throw a ball to another player when you are sure that player is looking at you and is expecting the ball, no head-first sliding into bases, no players may be pitcher or catcher, all fielders must be behind the pitcher and within 5 feet of the imaginary baselines from 1st to 2nd base and from 2nd to 3rd base. All players must remain on the bench while waiting their turn at bat.

Each base runner will advance one base for every hit, except for the last batter's hit, when the batter and all base runners shall run all the way home. All batters and base runners must wear a batting helmet.

7-8 LEAGUE RULES

FIELD DIMENSIONS

The distances between bases shall be **60** feet apart, and the distance from home plate to second base shall be **84 feet, 10 inches**. Distances to the bases are measured from the point at the rear of home plate to the rear edge of the base (or in the case of second base, to the point of the base pointing toward the outfield). The distance to the pitcher's rubber shall be **40** feet. Note that the distance to the pitcher's rubber is measured from the point at the rear of home plate to the front edge of the pitcher's rubber. All bases, including home plate, are contained within a square whose sides are the length of the designated distance from home plate to first base. This square defines the foul lines and the infield baselines for purposes of ball control.

PITCHING

Manager/coaches shall pitch to their own players while at bat during innings 1, 4-6 and during post season play. An overhand motion must be used. A pitcher's rubber is required. If the coach pitcher touches or deflects a batted ball, it is to be played by the defensive team as if no contact were made. The ball is fair and playable.

During the 2nd and 3rd inning, pitching will be done by the children under the following rules:

- ① A maximum of one inning per pitcher
- ① Home team coach or designee will call balls and strikes for both teams. Strike zone is considered below the arm pits to the knees and one ball's width on the outside of the black portion of the plate. It is the intent to keep the game moving and encouraging the children to swing.
- ① A maximum of 8 batters or 5 runs per inning will be allowed.
- ① Travel players (B players only) will be allowed to pitch.
- ① Two visits to the pitcher's mound are allowed per inning. Pitcher must be changed at the 2nd visit
- ① If a pitcher hits two batters, the pitcher must be removed from that position immediately.

BALLS AND STRIKES

No walks shall be allowed while the coach is pitching. A player shall be called out on three strikes. A strike will have occurred when the player swings at the ball and misses, when the ball is hit into foul territory or after 2 strikes if the batter fails to swing at the 3rd ball passing through the strike zone, the batter shall be called out. Coaches will be responsible for calling the balls and strikes on their own batters.

DEFENSIVE TEAM

The defensive team may have up to 10 players on the field. The extra player must be positioned in the outfield. Outfielders must play beyond the infield dirt. A defensive player shall be positioned at the pitching station, next to or behind the coach pitching. This pitcher-player is to receive throws coming in from the field, and may receive the throws from the catcher and give the ball to the coach pitching. Defensive players, except the catcher, may not play closer to the batter than the pitching area. Defensive players other than the catcher are to play behind the player at the pitching station.

STEALING

No stealing shall be permitted.

ENDING A PLAY (DEAD BALL RULE)

NOTE: The intention of this rule is to foster team play by encouraging players to make the appropriate play by throwing the ball to a base and attempting to get an out. Players running the ball across the infield or running the ball in from the outfield, without involving their teammates, is to be discouraged.

A play ends either when the ball is in the control of any player covering any base or acting as the 'cutoff' (i.e. second baseman or shortstop) while on the infield dirt, or the ball is thrown out of the playing field. The pitcher (coach or player) while on the mound is not to receive throws from the field for the purpose of ending a play (unless receiving the ball as the incidental result of an overthrow, at which point the play would end). If the throw to the base results in a rundown play, then play will be maintained until the player involved in the rundown is either put out or safely reaches a base. Overthrows – including overthrows to the second baseman – shall not result in any base runners advancing except according to 'Placement of Runners' below.

Placement of Runners – A runner who is more than halfway to the next base before the play ends will advance to the next base. If the runner is less than halfway to the next base when the play ends, the runner goes back to the base he was at. Placement of the runners shall be in the sole discretion of the umpire.

Overthrows and out of play balls will be considered a dead ball and advancement will not be allowed.

Otherwise, the ball is in play and remains alive until the umpire calls for time. The calling of time by a player is not valid until acknowledged by the umpire.

SCORES AND STANDINGS

Scores must be kept to be as outlined in the in the general rules of Emmorton Baseball.

PLAYER DEVELOPMENT

Managers are required to rotate their players between various defensive positions, so all players will get a chance to play in both the infield and outfield. No player shall play

more than 2 consecutive innings in one position, or 3 innings total at that one position per game. All players must play at least three innings in the field, of which at least one inning must be played in an infield position (1st base, 2nd base, 3rd base, shortstop, or pitcher) and at least one inning must be played in an outfield position (left field, center field, or right field). All players should sit approximately the same amount of time. No player shall sit out a second inning until all players have sat out one inning, or a third inning until all have sat out two,

For the purposes of this rule, the catcher shall not count as either an infield or outfield position. For post-season play, the player development rule will still apply. *NOTE: In the interests of good sportsmanship, it is the responsibility of the opposing coach to notify the other coach when it appears this rule is not being adhered to and give them the opportunity to correct the situation as soon as possible (ideally, at the start of the inning). If the opposing coach fails to provide notification and an opportunity for correction, then no violation will have occurred. If the coach, upon such notification, fails to correct the violation then a protest may be filed against his team by the opposing coach per the 'Protests' rule section.*

SUBSTITUTIONS AND CHANGES

Players' defensive field positions can be changed at any time during the game; however, the batting order shall remain unchanged. Players arriving after the start of the game will be inserted to the bottom of the batting lineup without penalty. Pitchers cannot be reinserted as a pitcher if removed from the mound, whether removal occurred during or in-between innings.

9-10 LEAGUE RULES

FIELD DIMENSIONS

The distances between bases shall be 60 feet (from the back of one base to back of the other base), and the distance from the rear point of home plate to the outside point of second base shall be 84 feet, 10 inches. The distance to the pitcher's rubber shall be 46 feet, measured from the rear point of home plate to the front edge of the pitcher's rubber. All bases, including home plate, are contained within a square whose sides are 60 feet. This square defines the foul lines and the baselines.

STEALING

Stealing will be allowed only after the ball crosses the plate. A player may steal one base per batter. Overthrows to 2nd or 3rd base for the purpose of attempting to retire the stealing base runner are considered dead balls and further advancement will not be allowed. Players cannot steal home. There are no lead-offs.

ENDING A PLAY (DEAD BALL RULE)

The ball is in play and remains alive until the umpire calls for time. The calling of time by a player is not valid until granted by the umpire. Overthrows out of the field of play shall result in all base runners advancing one base, except when the overthrow occurs in an attempt to retire a player stealing a base (which results in a dead ball and no further advancement).

SCORES AND STANDINGS

Scores and game records must be kept in a team book as outlined in the in the general rules of Emmorton Baseball for the league to be eligible for post-season play with its sanctioning body. Standings will NOT be used to seed the end of season tournament.

PLAYER DEVELOPMENT

Managers are required to rotate their players such that all players will get a chance to play in both the infield and outfield. One player may play no more than 3 consecutive innings in one position per game. All players must play at least three innings in the field, with at least one inning each in an infield (1st base, 2nd base, 3rd base, shortstop, or pitcher) and an outfield position (left field, center field, or right field). All players should sit approximately the same amount of time. No player shall sit out a second inning until all players have sat out one inning, or a third inning until all have sat out two,

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