

# White Marsh/Parkville Little League (8)Rules

## Game Rules:

1. Games/Practices will start at 6pm on Monday/Friday. Games will have no new inning to start after 7:45pm and a drop-dead time of 8:15pm.
2. Scores and standing are not kept in Little League division. At least 7 players needed to start game. If not, it will be considered joint practice.
3. Team will field 10 players (4 OF). If everyone hits, inning will stop and change over to other team hitting.
4. No Infield fly rule.
5. Any player arriving after game started will hit at end of lineup.
6. Games will have umpires.
7. All players must play as evenly as possible.
8. Any player, fan, or coach ejected from game must leave field for game. Once we receive Umpire report, we will then come to a suspension decision.
9. **No Smoking on Baltimore County Grounds.**

## Game Format:

1. Kids will pitch all game. Kids will pitch no more than 2 innings a game.
2. Inning will be considered over when 3 outs happen, lineup bats through, batting team scores 5 runs (Continuous).
3. Games will be 6 innings.

## Equipment:

1. Kids must be in proper baseball jersey, pants, socks, jerseys, and hat. Hat to be worn forward during game.
2. Catchers must wear catching gear, along with a protective cup.
3. Metal spikes are not allowed.
4. Batting helmets must be worn by hitters and base runners.
5. Bats must have USA or USSSA stamp on them.

## The Ball Field:

1. Pitchers mound is 40 feet from home plate.
2. Base distance is 60 feet.
3. Home team will be decided by coin toss before game.
4. Only players, coaches, and umps can be in bench area.

## The Pitcher

1. Pitcher will throw from rubber on mound.
2. No more than 2 innings pitched per game.
3. Pitcher will be considered removed after two trips to mound by manager.
4. No balks called.
5. Pitcher will be removed if he hits two batter in one inning, or 3 in 2 innings.

## The Batter

1. Batter out if he throws bat (Ump discretion with one warning per team).
2. No bunting.
3. Foul tip caught by catcher is an out.
4. Batter will be considered out if he hits the ball twice in fair territory.
5. If the batter interferes with the catcher throwing the ball, batter will be called out and ball is dead.
6. If the batter leaves the batters box, pitch will be called a strike , no matter where the pitch was.

## The Base Runner

1. No leading or stealing. The baserunner must remain on base until it crosses home plate. No advancement on passed balls.
2. Baserunner will be called out if they interfere with a throw, or hinder a fielding attempting to make a play on the ball.
3. Must slide at home plate when there is a play there or they will be considered out.
4. Baserunners will be awarded one base on a fielders overthrows the ball from the fielding play.
5. All runners must slide feet first

## Play Stops and Time Outs

1. When umpire calls "play ball," the ball is live.
2. Ball to outfield or infield, play will stop when it's back to the pitcher on the mound.

## Managers and Coaches

1. Managers are responsible for players and fans conduct, along with equipment bag.
2. Managers and coaches can instruct players at all times.
3. Managers are the only ones that can question a call.
4. Base coaches can't touch base runners. If they do, they are out.