

White Marsh Minor (9-10) League Baseball

Rules IN-HOUSE REFERENCE SHEET

Game Rules

1. Games will start at 6:00 p.m. on weeknights, and the assigned time is scheduled on Saturdays. **If a team is not able to field 7 players**, at a minimum, within 15 minutes after the 6:00 p.m. start, then that team will forfeit the game. No innings in a game shall begin after 7:45pm with a drop dead time of 8pm. **A regulation game will be 6 innings with extra innings allowed due to a tie game at the umpire's discretion.** Games will be considered completed if due to weather conditions, or darkness, a minimum of 3 innings have been completed, regardless of the score. If the teams are tied after a regulation game, the score will revert back to the first previous inning that the score was not tied to determine the winner (if necessary).
2. **A team may field ten players;** the pitcher, catcher, first, second and third baseman, short stop, right and right center fielder, and a left and left center fielder. **All players shall bat in a bat-around-rotation batting no more than once in a single inning.** During tournament play, at bats will continue until 3 outs are achieved.
3. There will be **no infield-fly rule** in this league.
4. The Slaughter Rule will be implemented when a team is ahead by **10 runs after completing 4 innings of play**, the team with the most runs shall be considered the winner.
5. In the event the Umpire does not arrive for the game at the scheduled start time, then the team managers and coaches shall umpire the game jointly. Each team's coaches shall assume the umpiring duties when their team is playing the field.
6. Any player, who arrives after the games scheduled start time, must be placed at the bottom of the line-up.
7. **All players must play as evenly as possible. No player is to sit out another time until all players have sat out evenly.**
8. The strike zone is considered as follows; as the batter stands in his normal batting stance, from the bottom of the knees to the batter's armpits and all of the plate area. 9. The home team shall be the official scorekeeper for the game.
10. Any player, manager, coach or parent, exhibiting unsportsmanlike conduct during a game, on or around the playing field shall be expelled from the field area for the remainder of that game (at the umpires or officiating manager's discretion).

Equipment

1. All players must be in full uniform consisting of a team uniform shirt, baseball uniform pants, socks, and baseball team hat. Players wearing sweatshirts or light jackets during official games must wear it under the team baseball uniform.
2. Catchers must wear the protective catching equipment, and a protective cup.
3. Metal spikes, or any metal style cleat shoes are prohibited.
4. Batting helmets must be worn by all batters and base runners.
5. Players may use their own bats, provided that the bat is an aluminum 2 ¼" barrel, and meets the official requirements established by **Little League Baseball**. **THE BAT MUST HAVE THE USA BASEBALL OR USSSA STAMP ON IT.**

The Ball Field

1. **The pitcher's plate shall be 46 feet from home plate, bases are at 60 feet.** 2. Players, Coaches and Umpires are authorized to be on the field and in the bench area. All other individuals are prohibited.
3. The home team shall occupy the third base side team bench of the baseball field. The home team is that team specified first on the schedule for that time specification, i.e., Team 2 vs. 4, team 2 shall be the home team.

The Pitcher

1. Pitchers must pitch from the rubber on the mound. If the pitcher throws a pitch while not on the rubber, then that pitch will be considered a ball. However, if that pitch is hit into fair

territory by the batter, then the ball will be considered a live fair ball, and in play.

2. Pitchers can't pitch more than 3 innings in a single game. The goal for the Tournament is to limit ALL PITCHER's to a 2 inning maximum.

3. A pitcher will be considered removed from the game upon a second visit to the mound by the manager or coach.
4. **No appeal plays or balks shall be called on a pitcher in this league.**
5. A pitcher will be removed from the game if he throws and hits 2 batters in an inning, and 3 batters within one game.

The Batter

1. Batters will be called out, if after hitting the baseball, they throw the bat (umpires discretion with 1 team warning allowed).
2. **No bunting will be allowed.** The batter must make a full swing.
3. The on-deck batter must be in the on-deck area, with helmet on and ready to enter the batter's box. No on-deck swinging of the bat.
4. Batters shall be called out if they proceed to bat out of the batting order, and the next batter completes his at-bat.
5. If the batter hits a foul tip with two strikes, and the foul tip is caught by the catcher, then the batter shall be called out.
6. The batter shall be called out if the bat hits the ball two times in succession while the ball is in fair territory (ball is then dead).
7. If a batter interferes with a catcher attempting to throw or field a ball in play, the batter shall be called out, and the ball dead.
8. If the batter leaves the batter's box when the pitch is coming in, it will be called a Strike, no matter where the pitch was.

The Base runner

1. **No leading off.** Stealing is allowed except from 3rd to home. **There is NO stealing of home.** The Base runner must remain on the base until the ball crosses home plate.
2. Base runners will be called out if they interfere with a throw, or hinder a fielder attempting to make a play on a batted ball.
3. **Base runners not sliding into home plate when there is a play at the plate shall be called out. NO CONTACT rule is in effect.**
4. Base runners shall be awarded one additional base if a fielder throws the ball out of the playing field, i.e., an overthrow at first or third base, and enters the out-of-play area of the field. **There is no runner advancement on overthrows made by the catcher.**

Live Ball in Play, Time-Outs

1. Upon the umpire calling "play ball", the ball shall be live. Any player or coach may request a time-out, but only the umpire has the authority to call the time-out.
2. After the ball becomes dead or time-out is called, play resumes when the pitcher returns to the mound, and the umpire calls "play ball".

Managers and Coaches

1. Managers and coaches are responsible for player conduct, parent conduct, and the team's equipment and uniforms.
2. Managers and coaches can at any time, during the game, instruct players.
3. Managers shall be the only members of the baseball teams authorized to question a call or ruling with the umpire.
4. No Base Coach can touch a runner while the ball is in play. If he does, the runner is out.
5. **THERE IS NO SMOKING ON BALTIMORE COUNTY PROPERTY.**