

White Marsh/Parkville Major League (13/15) Rules

Game Rules:

1. Games/Practices will start at 6pm on Tuesday/Thursday. Games will have no new inning to start after 7:45pm and a drop-dead time of 8:15pm. Regardless if the inning isn't completed, whatever the score is at the drop dead time is the final score.
2. At least 7 players start the game, if not, the game is forfeited (1-0) if the team isn't filled by 6:15pm. Games are 6 innings. A full game is anything after 4 innings if the game is called.
3. If a game is called due to weather, darkness, etc, the score at the last completed inning is the score of the game.
4. The team will field 9 players.
5. At-bat will be complete after 3 outs.
6. Games can end in a tie.
7. Run Rules- Up by 10 runs after 4 innings. (Slaughter rule)
8. Infield fly rule is in effect.
9. Drop 3rd strike is in effect.
10. If the ump is running late, coaches are to start the game until he arrives.
11. Any player arriving after game starts will hit at the end of the lineup. Not an out regardless how late.
12. All players must play as evenly as possible.
13. Any player, fan, or coach ejected from the game must leave the field for the game. Once we receive an Umpire report, we will then come to a suspension decision.
14. No Smoking on Baltimore County Grounds.

Equipment:

1. Kids must wear proper baseball jerseys, pants, socks, jerseys, and hats. Hat to be worn forward during the game.
2. Catchers must wear catching gear, along with a protective cup.

3. Metal spikes are allowed.
4. Batting helmets must be worn by hitters and base runners.
5. Bats must have a USA or USSSA stamp on them. Drop 5 smallest or BBCOR Drop 3.

The Ball Field:

1. The pitcher's mound is 60 feet from home plate.
2. Base distance is 90 feet.
3. The home team will be decided by coin toss before the game.

The Pitcher:

1. The pitcher will throw from rubber on the mound.
2. No more than 2 innings pitched per game (Regular Season and Playoffs).
3. The pitcher will be considered removed after two trips to the mound by the manager.
4. Balks are called. The first one is a warning from Umpire.
5. A pitcher will be removed if he hits two batters in one inning, or 3 in 2 innings.

Misc.:

1. No stealing of home if up by 8 runs or more.
2. Catcher interference will give first base to batter after first warning.

The Batter:

1. Batter out if he throws a bat (Ump discretion with one warning per team).
2. Bunting is allowed.
3. Batter will be called out if the team bats out of order. Reminding a late player at end of line up, doesn't result in an out.
4. A foul tip caught by the catcher is an out.

5. Batter will be considered out if he hits the ball twice in fair territory.
6. If the batter interferes with the catcher throwing the ball, the batter will be called out and the ball is dead.
7. If the batter leaves the batter's box, the pitch will be called a strike, no matter where the pitch was.

Base Runners:

1. Leading and stealing is allowed. The runner must tag up on fly balls.
2. Base runners will be called out if they interfere with a throw or hinder a fielder making a play on a ball.
3. When there is a play at home plate, base runners must slide or they will be called out.
4. Base runners will be awarded one base on a fielder's overthrow of the ball from the fielding play.
5. The last batted out may pinch run for pitcher and catcher when there are two outs.
6. All runner must slide feet first.

Play Stops and Time Outs:

1. When the umpire calls "play ball," the ball is live.
2. After the ball becomes dead, play resumes with the pitcher on the mound and ump saying, "play ball."
3. Players and coaches may request time outs, but only ump can grant it.

Managers and Coaches:

1. Managers are responsible for players and fans' conduct, along with equipment bag.
2. Managers and coaches can always instruct players.
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.

*** During the playoffs, no capped runs, teams must get 3 outs regardless of the score. ***