

# White Marsh/Parkville Minor League (9/10) Rules

## Game Rules:

1. Games/Practices will start at 6pm on Monday/Wednesday. Games will have no new inning to start after 7:45pm and a drop-dead time of 8:15pm.
2. At least 7 players to start game, if not, game is forfeit (7-0) if team isn't filled by 6:15pm. Regulation game is 6 innings. Home team decided by coin toss.
3. If game is called due to weather, darkness, etc, score at last completed inning is score of game.
4. Team will field 10 players (4 OF).
5. No infield fly rule.
6. Team batting will end after 3 outs or 5 runs scored (Continuous).
7. Run rule is 10 after 4 innings.
8. If ump is running late, coaches are to start game until he arrives.
9. Any player arriving after game started will hit at end of lineup.
10. All players must play as evenly as possible.
11. 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.
- 12. No Smoking on Baltimore County Grounds.**

## 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 (2 ¼" Barrel max).

## The Ball Field:

1. Pitchers mound is 46 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. Batter will be called out if team bats out of order.
4. Foul tip caught by 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, batter will be called out and ball is dead.
7. 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 off. Stealing is allowed except from 3<sup>rd</sup> to home.
2. No runner advancement if catcher makes an overthrow to base.
3. Baserunner will be called out if they interfere with a throw, or hinder a fielding attempting to make a play on the ball.
4. Must slide at home plate when there is a play there or they will be considered out.
5. Baserunners will be awarded one base on a fielders overthrows the ball from the fielding play.

#### Play Stops and Time Outs

1. When umpire calls “play ball,” the ball is live.
2. After ball becomes dead, play resumes with pitcher on 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 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.