

White Marsh Clinic League Baseball Rules

GENERAL RULES

1. All players must be in full uniform consisting of a **team uniform shirt (tucked in)**, baseball uniform pants, socks, and baseball **team hat (in proper direction)**.
2. A team may field ten players; the pitcher, catcher, first, second and third baseman, short stop, left, left center, right center and right fielder.
3. The infield-fly rule will be prohibited in this league.
4. Any player arriving after the game is in progress, must be placed at the bottom of the batting lineup.
5. The strike zone is considered as follows; as the batter stands in his normal batting stance, from the bottom of the knees to the armpits, and all of the plate area.
6. Sliding into the bases or home plate shall be prohibited.
7. **ALL PLAYERS MUST BE ROTATED EVENLY**. No player should sit-out a second time until all players have sat out at least one time. Player(s) that are sitting out may sit on the bench or work with a coach on baseball fundamentals off to the side of the playing field until their team has completed that inning in the field.
8. The pitcher position should be played a safe distance back and to the side of the coach who is pitching. Never let the pitcher wander to the front or directly behind the coach that is pitching.
9. The bases shall be set at 60 feet apart.
10. 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 implies team 2 shall be the home team.
11. Players and Coaches and designated assistants are authorized to be on the field and in the bench area. All other individuals are prohibited.
12. **BALTIMORE COUNTY REQUIRES NO SMOKING AT ALL TIMES.**

EQUIPMENT

1. Catchers must wear the protective catching equipment, and a protective cup.
2. Metal spikes, or any metal style cleat shoes are prohibited.
3. Batting helmets must be worn by all batters and base runners.
4. Players may use their own bats, provided that the bat is aluminum, and meets the official requirements established by Little League Baseball (The USA bat rule will NOT be adopted this season). The player must carry the bat to the field in a bat bag, or he may allow the manager or coach to store it in the team's equipment bag that is maintained by the coach.

THE PITCHER

1. Managers and coaches shall pitch to batters, and shall pitch only to their team. Pitching shall be overhand from a standing or kneeling position. The manager or coach may pitch underhand, only if deemed necessary for certain players.

THE BATTER

1. Batters will be called out, if after hitting the baseball, they throw the bat (umpire/coach discretion with 1 warning allowed per batter).
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, helmet on and ready to enter the batter's box. For safety reasons, there is to be NO on-deck swinging of the bat.
4. 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 after the batter is warned one time.

THE BASE RUNNER

1. No leading off or base stealing in this league. The Base runner must remain on the base until the ball is hit.

MANAGERS & 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 call time-out and instruct players.

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FIRST HALF CLINIC RULES

1. Games will start at 6:00 p.m. and must conclude at 8:00 p.m. They may conclude earlier if the managers deem it necessary, however they should not go later.
2. During the First half of the season, every player on the team shall bat each inning. The batting order shall be prepared from player #1 through the remaining players in attendance that day on the team. In the next inning up to bat, managers should reverse the batting order so that the last batter to bat, will bat first, and the first batter to bat in the previous inning shall bat last.
3. A player that will play the catcher position in the field the next inning, should be allowed to bat near the top of the order so that they may get their equipment on in a timely fashion prior to taking the field.
4. Batters and base runners may remain at their base even if called out. Base runners shall only advance one base per batter no matter what kind of hit.
5. The last batter in the batting order each inning shall hit a "Home Run" and will be allowed to run all the bases. All base runners on the bases at that time shall advance through the bases to home plate. Every player should have the opportunity to hit the "Home Run" during the First Half of the Clinic season. Managers should keep track of batting orders to assure this happens fairly.
6. During the "Home Run" all defensive players should remain on the field until all base runners have crossed home plate. Then the sides should switch.
7. Coaches and assistants are allowed on the field for player instruction while their team is fielding. Generally one assistant behind shortstop and one assistant behind second base is enough to help direct play. More can be used if necessary.
8. Players must be rotated through all the fielding positions as evenly as possible.

SECOND HALF CLINIC RULES

1. Games will start at 6:00 p.m. and must conclude at 8:15 p.m. They may conclude earlier if the managers deem it necessary, however they should not go later.
2. Coaches doing the pitching shall also umpire the game. The coach pitching shall assume responsibility as the umpire, calling the strike zone and playing at the bases and plate. 3. There will be three outs per team each inning at bat. Any batter or base runner that is called out at a base must return to the player bench.
4. The batting order remains set for the entire game. If a team has only two outs, and has batted their entire team batting order once, then play shall end with the last batter in the rotation. Last batter is no longer the "home run" hitter and the bases are not cleared with his hit. If the last batter hits a single he gets first base and once play is dead, the teams switch.
5. The maximum "Big Hit" allowed is a double at this level and existing base runners can advance one extra base in accordance with a "Big Hit". The object is to have play stop without having the players throw the ball all over the field trying to get runners out. A "Big Hit" should be a hit deserving an additional base, such as a hit through the outfield. The batter can also advance to second base on a clear overthrow of the first baseman where the ball goes out-of play.
6. No Base Coach can touch a runner while the ball is in play. If he does, the runner is out. 7. Managers, coaches and assistants are NOT allowed on the field during the game. However, managers and coaches may call time-out during a game to enter the field and instruct a player when necessary.