

Carroll County Recreational Baseball League (CCRBL)

Manchester/Finksburg/Hampstead/Westminster

13-14 Baseball Rules (03/2016)

Inter-league baseball will utilize Major League Baseball rules with the following rule modifications:

Coaches:

- Coaches are responsible for maintaining a high level of sportsmanship, fair play, and professionalism within the team and family members of their team.
- Coaches are to make sure that parents understand that unwanted behavior of any kind will not be tolerated.
- Should this core value be violated, the coach may face suspension.
- Examples of unwanted behavior are bad sportsmanship, cursing, fighting, stealing, name calling, or heckling of players, coaches, umpires or league officials.

Ejections:

- Any ejected manager, coach, player and/or team personnel will receive a one game suspension. This is to be a played game.

Both teams are to notify the CCRBL league commissioner of any ejection and provide details, such as names, uniform number etc. This is to be done before the next scheduled game.

Player Eligibility:

- 13/14-year-old players must be 14 or younger on 4/30
- 15-year-old players must be 15 or younger on 4/30. 15-year-old players are not allowed to pitch and should be lower-skilled players who are not capable of play at the next level; they must be identified to the opposing manager before the start of the game.
- Travel Team players **are not allowed**.
- A team that is short players may have a registered MBA player from a younger age group playing up for its 8th, 9th or 10th player to make the game official. A player or players brought up to play from MBA must play 4 games to be eligible for playoffs.
- Players on Varsity High School Baseball teams **are not allowed**.
- Players on Junior Varsity High School Baseball Teams must be identified to the opposing manager before the start of the game.
- JV Baseball and 15 year old players should be evenly distributed among teams.

- If one league has extra players, it is allowed to register in another league to fill teams
- No player is permitted to play with a cast (hard of soft).

Game Length/Procedures:

- A regulation game consists of 7 innings unless extended because of a tie score.
- A complete game is 4 innings. Losing team bats 4 times.
- Weeknight games, 6pm start, should continue until it is too dark to play safely. **Umpires discretion.**
- A regulation game that is tied after four (4) or more completed innings will be considered a complete game. 1 point for each team.
- Saturday game times are 10:00 am. and 1:00pm.
No inning is to **start past 2 hours, 30 minutes of playing time.**
- Each team must have at least 8 players to start a game and 8 players to finish a game. If a team does not have 8 players available to start (within 15 minutes of scheduled game time) or 8 players to finish, a forfeit will be declared.
- If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off.
NOTE: All records, including pitching, shall be counted.
- When a TIE game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest for his/her particular age group. For scorekeeping purposes, it shall be considered the same game, and all batting, fielding and pitching records will count.
- The mercy rule is a 12 run lead after the losing team bats at least 4 times. 10 runs after the losing team bats 5 times.

NO OPTION

Batters:

- Teams are to bat their entire line up. Once the game has begun, late arriving players are to be placed at the bottom of the order.
- A player in the line-up that is unable to bat because of illness or injury, the player will be skipped and no out will be recorded.
- **A player that is announced at the start of the game that they are leaving early or if there is a family issue that is announced in advance, there is no penalty.**
- A player that is ejected from the game by the umpire, that player's **turn at bat will be an out for the remainder of the game.**
- Bat sizes are limited to nothing larger than 2-5/8" diameter and no more than 34" in length.
- There are no weight restrictions.
- Wooden bats are permitted provided they meet the above restrictions.
- All batters and on-deck batters must wear a batting helmet. The wearing of face guards should be encouraged by coaches but is not required.

Base Running:

- Base paths will be at 80 feet.
- No head first sliding is allowed unless the runner is returning to the base. Penalty – the runner is out.
- If the catcher is on base at any time, the catcher may be replaced with the player making the last out. This rule is in place to help speed up the game.
- Avoid contact - The runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
Umpire discretion.

Pitching:

- Pitching rubber will be at 54 feet.
- Intentional walks are not allowed.
- JV pitchers are allowed to pitch 2 innings/game; 4 inning per week. Only one (1) JV pitcher allowed to pitch for their team in a game.
- Pitchers may only pitch a maximum of 4 innings per game; one pitch is considered 1 inning. **NOTE:** that's if the game was stopped (such as because of lightning) and the game is finished on a different day the rule still limits the pitcher to 4 total innings in that game

- If a pitcher pitches 4 innings then 2 calendar days rest is required, less than 4 innings 1 calendar day rest must be observed. If a pitcher pitches only 1 inning no mandatory rest is required.
- Pitchers may only pitch a total of 7 innings per week with a 2 game per week schedule and 8 innings per week with a 3 game per week schedule.
- The week begins on Monday and ends on Sunday.
- Defensive conferences are limited to 2 per inning (not charged if a pitching change is made).
- The pitcher must be removed at the second conference.
- There may be only one offensive time-out for the purpose of a visit or conference with a batter per inning.
- Balks will be called by the umpires with each pitcher allowed 2 warnings before runners are advanced. A balk is a dead ball.
- A pitcher cannot re-enter the game in a pitching position once removed.
- If a pitcher hits 2 batters in an inning or 3 batters in a game, he/she must be removed as the pitcher. (No discretion)

Miscellaneous:

- Home team pays the umpire. Each team supplies a game ball.
- The dropped third strike rule will be used.
- The infield fly rule will apply.
- No metal spikes are allowed.
- Catchers must wear a protective cup, throat protector, protective helmet, shin guards and chest protector. Hockey style masks" with NOCSAE standard label will not require the throat guards.
- Players warming up a pitcher in a crouch position must wear a mask and throat protector.
- Coaches are permitted to warm up pitchers during games to help expedite speed of play.
- Bat boys/girls must wear helmets.
- **No jewelry is allowed.** Medical alert and religious bracelets, necklaces are not jewelry and, if worn, must be taped to the body.
- Lightning/thunder – all practices and games must be suspended for **30 minutes** after the last lightning strike is seen or thunder is heard. All fields are to be cleared of children. It is the responsibility of all coaches and umpires to ensure the fields are cleared.
- **There are no protests. Decisions made on the field by the umpire(s) are final.**

Tournament Notes

Two umpires for each tournament game

Higher seed is home team throughout

No limit on innings pitched