

2022 Combined In-house 11/12 Rules

Hamilton, Middle River, Parkville, Bear Creek, Northwood, Gardenville, Essex, Dewees

PLAYING RULES: This league will use the Official MLB rules (which can be obtained at www.mlb.com) as the official reference with the rules below being the exceptions:

FIELDS: Teams may use either a 70 ft diamond or a 75 ft diamond.

EQUIPMENT:

- Catchers **MUST** wear a protective cup for games and practices. This does not apply to female catchers, but is recommended for all players.
- Catchers **MUST** use a catcher's mitt.
- No player will wear metal cleats or spikes; only plastic or rubber spikes allowed.
- Batters **MUST** wear full batting helmets with ear flaps on both sides.
- Players coaching any base during play **MUST** wear a batting helmet.
- Players in the batting circle **MUST** wear a batting helmet.
- Players warming up the pitcher, between innings, **MUST** be wearing a protective cup and catcher's mask with cap.
- Each team will supply one Pony League or equivalent baseball to the umpire at the start of the game. In the event additional baseballs are required, the home team will supply the first, and then the visiting team will supply the next (alternating replacements).
- Bat diameter is a maximum of 2 3/4 inches with no weight restrictions.
- All managers should encourage players to purchase the USA Baseball stamped bats. It is not mandatory at this time. Anyone using a USA Baseball stamped bat will have no diameter or weight restrictions placed on them.
- Jewelry, such as watches, bracelets or rings (metallic or non-metallic) are not permitted. No casts (plastic or other material) may be worn during games.

BATTING:

- The batting order will be continuous with free substitution for all defensive positions except the pitcher.
- All players must be placed in the batting order at the beginning of the game and will bat in that order during the duration of the game.
- Late arriving players will be placed at the end of the batting order, regardless of the time he or she arrives.
- If a player leaves the game for any reason, his next at bat will be an out (**ONE TIME ONLY**).
- In the case of a player's ejection, an out will be recorded at each of his following at-bats.

PITCHING:

- Players will be allowed to pitch a maximum of three (3) innings per game.
- Any pitcher removed from the mound may not return to pitch in that game. One pitch constitutes one (1) inning.
- Pitchers who hit two (2) batters in the same inning or three (3) batters in the same game, **MUST BE REMOVED** from the mound.

- A pitcher may play any other positions on the field, once removed from the mound, they may not pitch again in that same game.
- BALKS will be called. Each new pitcher will be given one “warning” on their first infraction.
- Never encourage a pitcher to intentionally throw at a batter or intentionally walk a batter.
- After the warm-up is thrown, only 1 visit to the mound per inning is allowed. If there is a second visit, then the pitcher must be removed.
- New pitchers entering game will be allowed 8 warm-up pitches. When returning to the mound in the next inning, the pitcher will be allowed only 4 warm-up pitches.
- Any violation of pitching rules will result in a forfeit.

PLAYERS:

- A team must start and finish with at least seven (7) players.
- A player who is injured and no longer bat when their spot comes in the batting rotation will count as an “out” only one time.
- All players, arriving on time, must play defensively at least three (3) innings in a seven (7) inning game and cannot sit out 2 consecutive innings.
- Infielders will be allowed to make fielding plays in the base paths, but, the baselines belong to the base runner at all other times.
- Infielders MUST NOT block any bag without the ball or anticipation of catching the ball.
- PLAYERS MUST SLIDE OR AVOID CONTACT. Head first slides will not be allowed at any base (other than diving back to the base). Failure to make a proper slide will result in the player being called out.
- Infielders must play a thrown ball in front of all bases in order to make a swipe tag.
- The first baseman must avoid, when possible, crossing the baseline in front of the bag in an effort to catch a thrown ball.
- The throwing of the bat while batting at the plate will result in a “warning being issued by the umpire to the player and the player’s bench for the 1st offense. The 2nd offense by the team that the warning was issued to, will result in the offending player being called “out” by the umpire in his discretion.

GAME PLAY:

- The home team will use the first base bench.
- Home team will supply the umpire and pay the umpire. This will change for the end-of-season playoffs.
- Games will be seven (7) innings in duration. Scores can be maintained by the respective teams but they are not used for seeding purposes since it is a blind draw for the end-of-season tournament.
- Games will begin at 6 pm. Forfeit time will be fifteen (15) minutes after scheduled game time. Games may start and finish with 7 players.
- Due to time, darkness or weather, a game will be official after five (5) innings or four and one half (4 ½) if the home team is leading.
- The ability to start another inning due to darkness will be determined by the County field leader in charge of the site. If the field leader is unavailable, then the determination will be made by the managers and umpire. No inning will begin after 8:15 pm unless being played on a lighted field.

- If a game is postponed due to darkness, weather, or otherwise, before becoming official, the managers of both teams may reschedule it on a mutually agreeable future date. The game will begin where it left off and played until completed.
- Leading off is allowed.
- Stealing will be allowed as long as they are not leading by more than 10 runs.
- If a team is leading by more than 10 runs during any inning, that team may no longer STEAL or LEAD OFF. Once the lead is cut to 9 or less, stealing and leading off may continue.
- A player cannot advance more than 1 base on a steal and/or an overthrow.
- A throw to any base, to try to get a runner out or stop him from advancing, is a play on a runner and he or she or any other runner may advance at their own risk.
- A batter is out on a dropped ball third strike but the batter has the right to run to first base if it is open. It is the defensive team's responsibility to throw out the batter at first base, or tag the batter out. Any other runners on base at this time may advance at their own risk, and it is not a steal when a play is made on the batter.
- The hidden ball trick is not allowed.
- After a batter has been walked, it is a dead ball for batter. The batter must stop at first base. No steal can happen until after the next pitch.
- A courtesy runner will be allowed for the catcher and pitcher, to avoid delays, The courtesy runner may only be used after the second out and must be the player that made the last out. The courtesy runner also applies to a runner who has been injured on the bases.
- There is an infield fly rule.

SLAUGHTER/MERCY RULE:

- A ten (10) run slaughter rule will be in effect after the team behind in runs has batted at least five (5) innings.

PROTESTS:

- Every effort is to be made to resolve all protests at the game. Umpire decisions are final and cannot be protested. Any use of non-rostered or illegal player must be brought to the attention of the umpire immediately. Failure to resolve the protest must be reported to the League Chairman by the team manager within 24 hours of the scheduled start of the game. League Chairman will resolve the protest as he deems fit within seven (7) days.

END-OF-SEASON-TOURNAMENT:

- Seeding will be determined by a blind draw. All games must be complete. Both managers are responsible for reporting their score to their respective League Chairman ASAP after the game. More details after the blind draw.

AWARDS/TROPHIES:

- Trophies will be given to the 1st and 2nd place teams participating in the end-of-season tournament.
- All costs of trophies/awards will be split equally among all league commissioners participating in this age group.

MISCELLANEOUS:

- All managers should try to make-up all postponed games. It is the responsibility of the respective managers to attempt to find a mutually agreeable date and field.
- The home team manager should contact his league to see if a field is available at their site. If not, then the visiting team will see if their program has a field that can be used.
- No spectators are allowed on the bench or behind the backstop. Players not playing must remain on the bench or behind the fences.

UNSPORTSMANLIKE CONDUCT:

- Unsportsmanlike conduct by players, managers, coaches or parents will not be tolerated at any time.
- The use of profanity, fighting, razzing, or throwing equipment will result in the removal from the game of the players or people involved.
- The removal of a player or coach from the game will immediately disqualify that person from the next scheduled game.
- The “suspension” will only count if the player is at the next game, in uniform and sitting on the bench for the duration of that game. This person will remain disqualified until the suspension” is performed. The manager who has been “suspended” will not be allowed to attend the next scheduled game.

CONDUCT:

- Managers are responsible for their team, their team’s conduct, and the conduct of the parents and fans.
- Failure to control the teams will result in a forfeit, by the umpire, after he deems proper warnings have been issued.
- NO SMOKING on the field.
- Alcoholic beverages are not allowed on County property by anyone at any time.