

CARROLL COUNTY PARKS AND RECREATION

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13 & 14 BOYS BASEBALL RULES

All communities entered in this league are expected to give their coaches these rules. Each community is expected to play by these rules and these rules only! Each community should go over these rules with their game officials and must follow these rules while officiating.

PLAYING FIELD:

- Base distance is 75 feet.
- Pitching distance will be 54 feet from the back point of home plate to the front edge of the pitching plate.

GAME REGULATIONS:

- Age control date is prior to May 1st.
- Roster limit will be no more than 15 players.
- Players can practice on a school team and recreation team at the same time. If a player makes a school team and their name is placed on a line up sheet or scorebook, regardless of whether they play or not, this makes him or her ineligible for recreation ball. A player may participate once school ball season is over.
- Players cannot play or participate in two different county recreation leagues
- Players are required to play at least two (2) defensive innings, unless they are being disciplined for any reason.
- There will be **FREE DEFENSIVE SUBSTITUTION** in 11 & 12 Boys baseball.
- Injured players - will not be allowed to play with any type of plaster or metal cast on any part of her body.
- Injured player-if an umpire removes an injured player, he or she may not re-enter if the coach removes an injured player, they may re-enter per the substitution rule.
- Any player ejected for unsportsmanlike conduct will sit out the remainder of that game plus his or her team's next scheduled game. The player may attend the game he/she is to sit out and sit on the team bench. **Exception** – any player ejected due to equipment violation, substitution violation or carelessly swinging his or her bat will not be required to sit out the next game.

STARTING, ENDING, GRACE PERIOD OF ALL GAMES

- A regulation game shall be 7 innings (6 ½ if the home team is ahead) or 2 hour whichever comes first. The inning at the 2 hour mark will be completed. Tied games will remain tied. Play 7 innings with a time limit Monday – Friday and play 7 innings with a 2 ½ hour time limit on Saturdays.
- There will be a 10-minute grace period for the first game of the day. Game time will be forfeit time thereafter.
- Teams must have 8 players to begin a game. If the team begins with 8 players, an out will be charged in the 9th batting spot.
- Teams must have at least 8 players to finish a game.
- 4 ½ complete innings constitutes a completed game if called due to bad weather (rain, lightning, etc.). Make-up games will be resumed at the exact point where they were stopped.
- Home team will be responsible for providing game balls.

EQUIPMENT:

- Helmets – all batters, base runners and on-deck batters must wear helmets with double earflaps.
- Bats – bats must not exceed thirty-six inches (36') in length and two and one-quarter inches (2 5/8) in diameter.
- Balls – will be Wilson 1082 or equivalent baseballs.
- Uniform – matching jerseys similar in color and style with number on back.
- Catchers will wear full catchers gear: helmet with face guard, chest protector, and shin guards. **It is mandatory for all catchers to wear a protective cup.**
- Steel spikes and Rubber-molded cleats, and interchangeable cleats are allowed in this league.

OFFENSE REGULATIONS

BATTER / BATTING ORDER:

- All players present at the start of the game must be placed on the line up sheet, in batting order. The intention is for every player in the batting line up to bat regardless of whether they are playing defense or not. Every player will not necessarily bat every inning, but will be in the lineup to bat when their turn at bat approaches.
- **Any player arriving late may be added to the bottom of the line up if and only if the lead –off batter has not come to bat for the second time. If a player arrives after the leadoff batter has batted twice, then he or she will not be allowed to participate in that game.**
- Line-up should be turned into the scorekeeper no less than 10 minutes prior to game time with all players full name and jersey number listed.
- Bunting is allowed.
- If the batter slings his or her bat, the offense will be a warning. The second time the bat is slung, batter will be called out. Coaches need to teach proper swing technique for safety.
- Infield fly rule does apply to this league.
- Third strike foul-tip rule IS in affect.
- NO (DH) designated hitter.
- Dropped third strike rule – on a third strike that is not caught, provided a runner occupies first base and there are less than 2 outs the batter is out. If there are two outs or if first base is not occupied, then the batter may advance to first base, if the third strike is not caught.

BASE RUNNER:

- Stealing is allowed.
- Regular baseball stealing is permitted in this league, along with leading off.
- There is no appeal in this league. The umpire will call out any runner, who misses a base or leaves a base early when tagging up on a fly ball, when play stops.
- No courtesy runner.
- Base runners CANNOT intentionally run over or collide with a defensive player runner will be out.
- Headfirst sliding is allowed. Unless the runner is wearing a helmet with a facemask.

RUN LIMIT:

- Maximum of 6 runs per inning EXCEPTION: unlimited runs allowed in the 7th inning for all games.
- An inning will end after: 3 outs have been made OR the 6 run rule limit is meet.
- Run Limit for this league, will be 18 runs after 3 innings and 15 runs after 4 innings and 10 runs after 5 innings.
- Games ending in a tie will remain a tie, no extra innings.

DEFENSE REGULATIONS

PITCHING REGULATION:

- A pitcher who hits three (3) batters during a game intentional or not, shall be removed from the mound for the remainder of the game.
- Balks will be called.
- Once a pitcher is removed from the mound, he or she may be returned as a pitcher only once per inning provided the return as a pitcher does not violate either the pitching, substitution or charged conference rule. Ten warm up pitches are allowed for relief pitchers.
- For regular season games, the maximum innings allowed per week is (12). The maximum allowed for one day is 7. A pitcher who throws (3) innings in a day is available the next day. Under no circumstance may a player pitch more than (16) innings in a period of (7) consecutive days. Once a pitcher takes the mound and throws one pitch; that will count as a full inning. No intentional walks are allowed. A pitching week is considered Monday – Saturday. A pitcher requires one (1) days of rest if they pitch more than three innings in one day. After four innings, the next available day to pitch is listed below.

Monday Wednesday
 Tuesday Thursday
 Wednesday Friday
 Thursday Saturday
 Friday Monday
 Saturday Monday

CHARGED CONFERENCE:

- Each team when on defense will be granted not more than three (3) charged conferences during a game without penalty. Any coach or player may make a request for this conference. Time allowed for injury shall not constitute a charged conference nor shall a conference be charged whenever there is a pitching change. Anytime two visits to the mound are made in one inning, the pitcher must be replaced.
- Each team, when offense may be granted no more than one charged conference per inning, including extra innings. The umpire shall deny any subsequent requests.

COACHES:

- No coach or player will be permitted to use any type of tobacco products on the park.

- Profanity is strictly prohibited.
- Any coach under the influence of drugs or alcohol, at practices or games, will be dismissed immediately.
- There is a limit of **3** coaches/adults allowed in the dugout during games.
- All coaches must stay inside the dugout when his or her team is on defense. Coaches will not be allowed to sit or stand outside the dugout during the game.
- If a coach and/or spectator are ejected from a game, they must leave the playing and/or practice facilities immediately and will be banned from all facilities for the next two (2) scheduled games and any practices during this time. Any coach and/or spectator causing problems during their ejection period and/or two (2) ejections during the season, will carry a penalty deemed necessary by CCPRD, which could include but not limited to the following:
 - Coaches or spectator 1 – year ban from all CCPRD facilities, sponsored events and leagues.
 - Coach’s indefinite suspension from any coaching duties.