

PARKVILLE BASEBALL RULES
11-12 MAJOR LEAGUE
Weather Line – 410-372-8169
Website: www.parkvillebaseball.org

Major league rules for baseball (American League) will be used for play in addition to the following rules and regulations. Information on Major League Baseball rules can be obtained at www.mlb.com located on the bottom left hand side of the web page. No playing rules may be changed during the season.

1.0 EQUIPMENT

1. Tennis shoes and rubber cleats are permitted. No metal cleats are allowed in any age group.
2. Players must wear baseball pants or long athletic pants, shorts are not permitted.
3. Catchers must wear a cup and athletic supporter during games and practices. The wearing of a cup is highly recommended for all other players.
4. Players must wear double earflap batting helmets while on deck, at bat, and while on the bases. 9-10 and 11-12 age groups helmets with attached faceguards will be provided and are recommended. Players may use their own personal batting helmets (double earflap) without a faceguard. If a player is coaching a base he must also wear a helmet.
5. Catchers and anyone warming up the pitcher that is under the age of 18 must wear a facemask with a throat protector and a chest protector.
6. Each team will supply one new baseball at the start of each game. Additional baseballs will be rotated in from each team as they are needed.
7. Bats: 11-12 age group, all bats must be no larger than 2 5/8" maximum bat diameter. There is no weight to length ratio limit. Softball bats of any kind are illegal. Wood bats are completely acceptable as long as they do not exceed the maximum bat diameter. **(2 3/4" bat diameter is illegal)**
8. Jewelry, such as watches, bracelets or rings (metallic or non metallic) are not permitted. No casts (plaster or other material) may be worn during games.

2.0 FIELD DIMENSIONS

1. Bases will be at a distance of 70 feet, measured from the rear point of home base to the back of 1st and 3rd base. 2nd base is 99 feet 1 inch from the rear point of home base to the middle of the base.
2. Pitching distance is 50 feet, measured from the rear point of home base to the front edge of the pitcher's plate.

3.0 GAME DAY

1. The home team will occupy the first base side bench.
2. Lineups are to be exchanged at this time. Any player who arrives after the lineups have been exchanged will be placed at the end of the batting order. If the umpire has not arrived by game time, managers will solicit volunteers to act as the umpire until the

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- official umpire arrives. Both managers will agree on the substitute umpire and abide by the decisions that they make.
3. Each team will supply one **new** baseball for each game. Additional balls that are required will alternate between teams. These balls can be used balls in good condition. If no used balls in good condition exist, then a new ball may be used.
 4. Each team is responsible for keeping its own score. Scorekeepers will verify the score with each other at the end of each inning. If there is a discrepancy, it is up to the coaches to rectify the situation before the start of play for that inning.
 5. Umpire decisions are final. There will be no formal protests of games or of an umpire decision. The only protest that can be made is the use of a non-roster or illegal player. This must be brought to the umpires attention as soon as possible during the game in question.
 6. Coaches, Assistants and Players are the only people allowed to occupy the bench area. No spectators are allowed behind the backstop directly behind home plate. All players and coaches not playing the field, batting or coaching a base must remain behind fences.

4.0 GAME TIMES

1. Games will begin at 6:00 pm. It is the leagues intention that all games be completed if possible.
2. Each team has until 6:15 pm to acquire enough players, 7 minimum, to begin a game and 7 to finish a game. After 6:15 pm, the team without the required amount of players will forfeit the game.
3. Games are 7 innings. In the 11-12 age group a game is official if 5 innings are completed or the home team is leading in the bottom of the 5th inning.

5.0 CONDUCT

Managers have the responsibility for themselves, assistant coaches, players, and parents in reference to conduct. Unsportsmanlike conduct may lead to an ejection from the game or removal from the field by an umpire. All coaches, players and parents must abide by the Baltimore County Code of Conduct. No smoking, drinking, foul or abusive language.

6.0 BATTING ORDER, FIELDERS & STOPPING PLAY

1. All players must be in the batting order and bat continuously during the entire game (even if a player comes out defensively, he continues to bat in order). Players arriving after the lineups have been exchanged must be inserted at the bottom of the lineup.

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2. There will be free substitution of players with the exception of pitchers. Once a pitcher is removed from the mound they may not return as a pitcher.
3. If a player has to leave the game early or is injured, an out WILL NOT be called when he would be due up at bat and the player is removed from the game. If the team of the injured player decides to take an out when the injured players place in the order comes up to bat then the player will remain in the line-up and is eligible to return. It is the scorekeepers responsibility to inform the opposing coaching staff and umpire of any such line-up changes. If a Manager knows that one of his players will be leaving the game early it should be brought to the attention of the opposing coaching staff when line-ups are exchanged.
4. No player shall sit more than 3 innings per game. These innings may not be consecutive.
5. Teams will bat all players in the line-up continuously in any offensive inning until three (3) outs are recorded by the defensive team.
6. **DROPPED THIRD STRIKE:** On a dropped third strike, the batter has the right to take first base if it is open, it is the fielding teams 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 risk, and it is not a steal when a play is made on the batter. When there are two outs in an inning, first base may be occupied and the batter can run on a dropped third strike. For clarification : first base must be open for a batter to run on a dropped third strike, except when there are two outs the batter can run on a dropped third strike no matter what the occupancy of the bases is. If a runner steals from first to second on a dropped third strike with less than two outs, the batter is out. The location of the runner when the pitcher has the ball determines if first base is open, not if the runner has already left first base.
7. The hidden ball trick is not allowed.

7.0 PITCHING

1. Pitching limitations: no pitcher may pitch more than 3 innings per game. One pitch constitutes an inning. Once a pitcher is removed from the mound he may not return as a pitcher.
2. Balks: Balks will be called. Each new pitcher must be afforded one warning on their first infraction.
3. Never encourage a pitcher to intentionally throw at a batter. Intentional walks are allowed due to situational baseball strategy.
4. If a pitcher hits two batters in a single inning or three in the game he must be removed from the mound and cannot re-enter as a pitcher for the remainder of the game.
5. After the first warm-up is thrown, only one visit to the mound per inning is allowed by any manager or coach. On the second visit the pitcher must be removed.

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6. New pitchers entering the game will be allowed 8 warm up pitches. Returning pitchers at the beginning of a new inning will only be allowed 4 pitches. This is to speed up the play of the game and to spare pitcher's arms.

8.0 STEALING

1. There is no limit on how many steals a team can make or attempt as long as they are not leading by 10 or more runs.
2. Once a team has achieved a 10 run lead all stealing and leading off of bases by that team is stopped. If the lead is cut to 9 runs, stealing and leading off may resume until the lead becomes 10 runs again. A steal on a throw back to the pitcher from the catcher is a delayed steal and is allowed as long as there is not a 10 run lead and stealing has been stopped.
3. Once a team is leading by 10 or more runs no additional base stealing is allowed, unless:
 - 1) The pitcher attempts to "pick-off" the runner of an occupied base, therefore putting the ball in play.
 - 2) The pitcher leaves the mound to attempt to "run-down" the runner, therefore putting the ball in play.
 - 3) The catcher attempts to "pick-off" the runner, therefore putting the ball in play
4. Definition of a steal: Any advancement of a runner on a pitched ball that does not result in a walk. For example, a runner advancing on a wild pitch or ball past the catcher is a steal.
5. **Leading off** - Leading off is allowed. The runner may lead off at any time. He does not have to wait until the ball is pitched, or crosses the plate to take his lead. If stealing has been stopped per rule 8-2, see a. b. & c. for situational explanation.
 - a. If a team no longer can steal, then runners may no longer lead off of any base.
 - b. A runner may not leave the base they occupy until the ball has crossed home plate.
 - c. If a runner leaves early and the batter puts the ball in play, than the runner may be called out, only per umpires discretion. Only the umpire may determine if a player has left a base early.
6. If a runner is tagged out during any illegal steal situation, he is out. At any time when a runner leaves a base and time has not been called, the runner has put himself in jeopardy and is liable to be put out by the defensive team. 4a. If a runner steals a base after his team is leading by 5 or more runs and achieves the next base safely, the runner is safe. After this illegal steal has occurred, time must be called and the runner (or runners) must be sent back to the base they previously occupied. This must be done before the next pitch is thrown.

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9.0 NON-CONTACT RULE

Runners must attempt to slide or avoid contact. Failure to slide in order to avoid contact will result in the player being called out, if in the umpires opinion the runner initiated contact affecting the play. No headfirst slides, however this does not apply to base runners diving back to a base.

10.0 PINCH RUNNER

1. A courtesy runner will be allowed for the catcher or pitcher if there are 2 outs. The runner must be the last player to make an out at the plate.
2. Courtesy runners also apply for a runner that has been injured on the bases.

11.0 THROWING OF THE BAT

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 players bench for the first offense. **The second offense by the team that the warning was issued to, will result in the offending player being called out, per umpire discretion.**

12.0 INFIELD FLY RULE

In-field fly rule - in effect. Once the infield fly rule is called by the umpire, the batter is out. Runners may advance at their own risk.

13.0 MERCY RULE

After the completion of 4 1/2 innings and the home team is leading by a difference of 10 runs or more, 5 complete innings if the visiting team is leading, the game will be called, with the leading team being the declared winner.

FINAL NOTE: ALL GAME SCORES AND RESULTS MUST BE REPORTED TO THE AGE GROUP COORDINATOR WITHIN 24 HOURS OF THE GAME BY EMAIL OR TELEPHONE CALL.