

# PARKVILLE BASEBALL RULES

## 9-10 MINOR LEAGUE

Weather Line – 410-372-8169

Website: [www.parkvillebaseball.org](http://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](http://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: 9-10 age group, all bats must be little league approved baseball bats 2 1/4" 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.
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 60 feet, measured from the rear point of home base to the back of 1<sup>st</sup> and 3<sup>rd</sup> base. 2<sup>nd</sup> base is 84 feet 10 inches from the rear point of home base to the middle of the base. [L] [SEP]
2. Pitching distance is 46 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. [L] [SEP]
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 official umpire arrives. Both managers will agree on the substitute umpire and abide by the decisions that they make. [L] [SEP]
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. [L] [SEP]
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. [L] [SEP]
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. [L] [SEP]
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. [L] [SEP]

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. [L] [SEP]

1.2 Games are 6 innings. All games are considered complete regardless of inning game ends at due to time, darkness etc. unless it is a championship game in the play offs. Championship games will be considered complete after 4 innings.

3. No new inning may be started after 8:15PM

#### 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

#### 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. [L] [SEP]
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. [L] [SEP]
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. [L] [SEP]

4. A team will field ten players defensively, 4 outfielders and 6 infielders. Outfielders must remain in the outfield before the ball is hit. Outfielders must be at least 10 feet into the outfield grass. [L] [SEP]
5. No player shall sit more than 2 innings per game. These innings may not be consecutive.
6. Teams may score a maximum of 5 runs in an inning during innings 1 through 4. Once the 5<sup>th</sup> run of the inning has crossed home plate, that half of the inning will be over. Any runs that cross the plate due to continuation of play or confusion of the score will not count.
7. In innings 5 and up, teams will bat until three (3) outs are made. [L] [SEP]
8. When the pitcher has control of the ball on the mound, all play stops per umpire discretion. Runners will be awarded closest base, per umpire discretion. Note: the mound will refer to the 3-foot circle around the pitcher's plate. [L] [SEP]
9. A batter is out on a dropped third strike. No attempt to advance to first base is allowed. [L] [SEP]
10. The hidden ball trick is not allowed. [L] [SEP]

## 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. [L] [SEP]
2. Balks: No balks will be called. Infractions will be called "No Pitch," The umpire will advise manager and player of the infraction. If such action continues a ball may be called on "no pitch" per umpire discretion. [L] [SEP]
3. Never encourage a pitcher to intentionally throw at a batter or intentionally walk a batter. [L] [SEP]
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. [L] [SEP]
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. [L] [SEP]

6. New pitchers entering the game will be allowed 6 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.
7. **\*\*NEW RULE as of 2018\*\*** Curveballs and breaking pitches are not permitted until player reaches 11/12 Major League. [L] [SEP]

## 8.0 STEALING

1. A player cannot advance more than one base on a steal. This is to encourage the catcher to throw the ball to the base. [L] [SEP]
2. No limit to the amount of steals per team as long as they are not leading by 5 or more runs. Once a team is leading by 5 or more stealing is stopped. If lead is cut to 4 or less stealing may continue until lead becomes 5 or more again. [L] [SEP]
3. No leading off. [L] [SEP]
4. A runner may not leave the base they occupy until the ball has crossed home plate. [L] [SEP] Only the umpire may determine if a player has left a base early. Any player leaving a base early on a steal will be sent back to their original base. If a runner leaves early and the batter puts the ball in play, than the runner will be called out. [L] [SEP]
5. Any advancement to any base by any player on a play when the baseball has not been put into play by the batter is a steal. A runner advancing on a pass ball by the catcher, is a steal. [L] [SEP]
6. Stealing home is permitted at anytime unless there is a 5 run lead. [L] [SEP]
7. Stealing on the throw back to the pitcher from the catcher following a pitch is not [L] [SEP] permitted and is an illegal steal. (even if the throw is over the pitchers head) [L] [SEP]
8. After a walk the runner must stop at first base. No steal can happen until after the next pitch. [L] [SEP]
9. If a runner attempts an illegal steal, time shall be called immediately and runners will

be put back to original bases.

## 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. <sup>[L]</sup><sub>[SEP]</sub>
2. Courtesy runners also apply for a runner that has been injured on the bases. <sup>[L]</sup><sub>[SEP]</sub>

## 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 <sup>[L]</sup><sub>[SEP]</sub> Not in effect for the 9-10 age group.

## 13.0 MERCY RULE

After the completion of 3 1/2 innings and the home team is leading by a difference of 12 runs or more, 4 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.