



YOUTH BASEBALL **2009 RULES OF PLAY**

It shall be the policy of Anne Arundel County Recreation and Parks that the rules of play shall be the National Federation of State High Schools and as amended/modified in the following changes listed by playing age groups and Rules for All Teams. All leagues are governed by the Anne Arundel County Organized Sports Rules.

I. Age Specific Rules

A. 10 and Under (age determined as of May 1st 2009)

1. Sixty (60) feet base paths.
2. Forty-six (46) feet pitching distance.
3. Balk rule will not be enforced.
4. Six (6) inning games - Three and one-half (3-1/2) innings equal a completed game if home team is ahead. If the minimum innings are not played, the game will be replayed in its entirety.
5. "A" & "B" league- Maximum of six (6) runs per inning – last (6th) and extra innings shall be unlimited
6. "C" league - Maximum of four (4) runs per inning - last (6th) and extra innings shall be unlimited.
7. **Slaughter Rule:** 12 run lead at three and one half (3-1/2) innings (home team) or four (4) innings (visiting team) is a complete game. 10 run lead at 4 and one half (4-1/2) innings (home team) or five (5) innings (visiting team) is a complete game.
8. Base runners shall not leave/lead off base until ball has crossed home plate. Result: Runner shall be called out.
9. No in-field fly rule.
10. No dropped third strike rule, ball is alive for all base runners.
11. **A League Only** - Stealing home allowed. ***a throw back to the pitcher within the circle is a dead ball. Runner CANNOT advance.
12. **B & C Leagues** - No stealing home allowed. If a play is being made on a base runner, ball is alive and runner on third may advance at own risk.
13. An overthrow back to the pitcher is not considered as a "ball in play." All base runners must return to their bases as soon as the pitcher has the ball and is within six (6) feet of the pitching rubber (similar to softball rules).
14. **B & C Leagues** – Must bat the entire team roster. If a player is forced to leave the field due to injury or illness ONLY, his spot shall be skipped in the batting order, without penalty of an out.
15. **Neutral Sites may be used for games to maximize umpire usage.**

B. 12 and Under (age determined as of May 1st 2009)

1. Seventy (70) feet base paths.
2. Fifty feet and six inches (50' 6") pitching distance.
3. One warning per team for a balk by the pitcher.
4. Six (6) inning games - Three and one-half (3-1/2) innings equal a completed game if home team is ahead. If the minimum innings are not played, the game will be replayed in its entirety.
 - a. "A" & "B" league- Maximum of six (6) runs per inning – Last (6th) inning and extra innings shall be unlimited.
 - b. "C" league - Maximum of five (5) runs per inning - last (6th) inning and extra innings shall be unlimited.
5. **Slaughter Rule:** 12 run lead at three and one half (3-1/2) innings (home team) or four (4) innings (visiting team) is a complete game. 10 run lead at 4 and one half (4-1/2) innings (home team) or five (5) innings (visiting team) is a complete game.

C. 14 and Under (age determined as of May 1st 2008)

1. a. B & C League - Eighty (80) feet base paths. Fifty-four (54) feet pitching distance.

- b. A Leagues - Ninety (90) feet base paths. Sixty feet and six inches (60' 6") pitching distance.
- 2. No balk warnings.
- 3. **14A ONLY: Bats are limited to minus 3. No bat may be more than 3 ounces less than the length of the bat (e.g., a 33 inch bat cannot be less than 30 ounces). BESR Certified bats only. Maximum barrel of 2 5/8"**
- 4. Seven (7) inning games - Four and one-half (4-1/2) innings equal a completed game if home team is ahead. If the minimum innings are not played, the game will be replayed in its entirety.
- 5. Maximum of seven (7) runs per inning - last (7th) and extra innings shall be unlimited.
- 6. Slaughter Rule: 12 run lead at four and one half (4-1/2) innings (home team) or five (5) innings (visiting team) is a complete game. 10 run lead at five and one half (5-1/2) innings (home team) or six (6) innings (visiting team) is a complete game.

II. Rules For All Teams

1. The maximum number of players on a roster for all teams shall be eighteen (18).
2. The minimum number of players on a roster for all teams shall be eleven (11).
3. Individual player contracts and team rosters shall be submitted to the Department of Recreation and Parks to the Sports Supervisor no later than Friday April 3rd, 2009.
4. Additional contracts and revised rosters must be received in the Sports Office a minimum of 24 hours in advance of the game in which the added player will be participating.
5. New / changed players may be added to a roster, up to the maximum of eighteen (18) before the 5th game of the season.
6. Games shall be started in accordance with the scheduled game time. A ten (10) minute grace period from the scheduled game time is allowed for late arriving players. As soon as nine (9) players are present, game shall start. After the ten (10) minute grace period, game shall be forfeited. Grace period applies only to the first game of the day at a site/park/field.
7. Game time limits:
 - a. Single scheduled games on weekdays - no new inning shall start after two (2) hours from start of game.
 - b. Weekend Games - no new inning shall start after one (1) hour and forty-five (45) minutes from start of game.
 - c. Tied games stopped because of time limits shall remain a tie.
8. Special Pitchers' Rules:
 - a. Pitchers may not pitch more innings than the maximum number of innings specified for a normal game for their playing age group (6 or 7 innings) or double header or combination there of.
 - b. Pitchers who pitch more innings than one-half (1/2) the number of innings specified for a normal game shall have a forty-eight (48) hour rest period (3-1/2 or 4-1/2 innings).
 - c. One (1) pitch in an inning shall count as a full inning pitched.
 - d. One forty-eight (48) hour rest period shall begin at the scheduled game time the day of the game.
 - e. Each team shall record innings pitched by player name / uniform number in scorebooks for all pitchers.
 - f. Violations of these rules can result in the forfeiture of the game(s).
 - g. Pitchers may return to the mound in accordance with H.S. Federation rules.
 - h. Pitchers bat in accordance with the free substitution rules.
9. Teams shall provide their written defensive and batting order line-ups to each other through the home plate umpire one-half (1/2) hour before the start of the game. All changes to the line-up shall be reported to the home plate umpire and the opposing team prior to the change.

10. Batting and Roster Option - Each team has the option to bat their roster in place of the normal 9/10 batting roster, except 10U B & C (See Rule I-A-14). The team must declare this option before the start of the game; must remain with it throughout the entire game, including extra innings; and may only add additional players as substitutes to the batting roster once the roster has completed a complete cycle.
11. Courtesy Runner- If a team bats its roster (Rule #10) the runner is to be the player who made the last/called put out. A courtesy runner can be used for the pitcher or catcher at any time. Again, this is to be either a player not in the game or the last put out (see rule #10,12).
12. Substitutions - Teams may substitute for defensive positions (except pitcher) as many times as they wish, as long as the batting order remains the same. A player does not have to play the field in order to bat. Conversely, a player does not have to bat to play the field. Once a player has been placed in a slot of the batting order, the player may only bat in this slot.
13. High School Baseball Players - High School Varsity and Junior Varsity Baseball players may NOT play in the Anne Arundel County Baseball league, even after the regular High School season has ended. Refer to page 38, item 9 of the Anne Arundel County Department of Recreation and Parks Guidelines & Reference Manual (revision: December 1, 2008).
14. Baseball Bat Rule - All baseball bats that are labeled and/or legal for Little League Baseball, Pony/Bronco/Maverick League Baseball, and/or nationally recognized baseball leagues/associations shall be legal for all Association playing age groups. No softball and/or other types of special bats shall be allowed for batting. **14A ONLY: Bats are limited to minus 3.**
15. Weighted warm-up bats are allowed for warm-up only.
16. Baseballs - Must state "official baseball" on game balls. Game balls must have a leather covering. Teams are required to supply one new ball and one back-up ball per game.
17. Footwear - Metal spikes may **ONLY** be worn by **the 14 and under A** teams.
18. Catchers - Helmets must conform to the NHSF regulations. **All catchers must wear a protective cup.**
19. Pre-Game Warm - Up- The home team must have the field properly prepared, their warm-ups completed, and be off the field at least 15 minutes prior to the scheduled game time. The visiting team will have use of the field until 5 minutes before game time. In the case of multiple games, the umpire in chief will determine warm-up times, if any, between games.
- 20. Neutral Sites may be used for games to maximize umpire usage.**

COACHES CODE OF ETHICS

The Coaches Code of Ethics shall be required each playing season and shall be submitted before the Coach is permitted to coach a team in any Anne Arundel County Baseball league. Failure to submit a properly completed Code of Ethics form, with id # and signature, shall cause the Coach to be suspended from coaching any and all teams in the league. All coaches must be certified within their first year of coaching. All Head and Assistant coaches must have a completed and clear background check before coaching in any Anne Arundel County sponsored baseball league.

PLAYERS CONTRACT

A player must have a signed contract on file with the Anne Arundel County Department of Recreation and Parks in order to participate. If the player is found to be in violation, all games in which her participates are subject to forfeit.

TROPHIES

1. The **champion** for each playing age group division shall be determined by the most overall league wins in the season.
2. If teams have a tied final season league record, the following will apply in the order listed.
3. Winning team of season head to head game(s).
4. In the event of a continued, teams will be declared "co-champions" and will receive a team trophy

PROTESTS

1. Protests on the eligibility of a player may be submitted anytime, but no later than 24 hours after the last scheduled game of the season. No fee is required to protest player eligibility.
2. Protests on matters of games are not considered.

GAME DAYS AND SCHEDULING GAMES

1. The following are the recommended game days for each playing age group. When possible, they shall be followed; however, they may be adjusted for rescheduled games, umpire assignments, field availability, holidays, etc.
 - a. 10 & Under – Monday, Wednesday, Friday, Saturday
 - b. 12 & Under – Tuesday, Thursday, Friday, Saturday
 - c. 14 & Under – Monday, Wednesday, Friday, Saturday
2. All games shall be played as scheduled and/or rescheduled. Failure to play as scheduled/rescheduled shall result in a forfeit.
3. **Forfeiture will result in a \$30.00 fee to be paid by the responsible team prior to the next scheduled game. Pay all fees at the Department of Recreation and Parks by CHECK or MONEY ORDER. Two forfeits during one season of play will lead to dismissal of the team from league play without compensation.**
4. Recreation and Parks representatives will conduct all rescheduling of games. All umpire assignments or changes are the sole responsibility of the Department of Recreation and Parks.
5. The sport supervisor has the ability to adjust schedules and placement of teams after the season begins. The coach will be notified if his/her team is affected.

UMPIRES

1. The number of umpires, by playing age group, to be assigned to call a game shall be as follows:
 - a. 10 & Under - one (1)
 - b. 12 & Under - two (2) for A and B levels, one (1) for C
 - c. 14 & Under - two (2) for A and B levels, one (1) for C
2. When two (2) umpires are normally specified to call a game, and only one (1) umpire is available, game shall be played with the one (1) umpire.
3. If no umpire shows up to call the scheduled game, the following shall apply:
 - a. Both teams may provide a volunteer to umpire the game (two {2} umpires, even when only one {1} is specified: see 10U and C leagues).
 - b. Unless agreed to by both teams, the volunteers shall divide their time at home plate and as base umpire.
 - c. The volunteers shall divide the umpire fee fifty-fifty (50/50) and this fee is to be paid to their association by Recreation and Parks at the end of the season (if reported).
 - d. Rec & Parks shall be informed the following: date/time/location of game, teams playing, score and volunteer affiliations (by organization or team).
 - e. Once the game is started, it must be completed. The outcome of the game is official.

- f. If both teams cannot agree to use alternate umpires, the game shall be canceled and rescheduled ONLY if final standings are directly affected
- g. There shall be no payments on the field to any umpire.

SPORTSMANSHIP

1. It is the policy and philosophy of the Anne Arundel County Department of Recreation and Parks Department that good sportsmanship shall be promoted and a requirement of all persons involved.
2. The following guidelines on specific items are provided:
 - a. Players - Each player should be afforded the opportunity to play in each game as long as they are physically able, have attended practices, have not been disruptive, demonstrate a willingness to learn, and shares in the beliefs of team spirit and teamwork. See the "minimum play rule" in the Organized Sports Rules manual.
 - b. Coaches - Each coach shall teach and demonstrate good sportsmanship in their practices and games. The Coaches Code of Ethics provides additional details. Coaches are responsible for the conduct of all players and spectators.
 - c. Parents/Spectators - All parents and spectators are to be reminded that this is youth sports and as such, coaches, teams, organizations, etc. shall not tolerate bad sportsmanship or any conduct that is not becoming of youth sports.
 - d. Umpires - The umpires should recognize that they are the mediator between two (2) rival teams and therefore must demonstrate great skill and shall enforce the rules at all times.
3. The following penalties will be enforced:
 - a. Coach Ejected from a game: automatic two (2) game suspension. This is **not appealable**.
 - b. Player Ejected from a game: automatic one (1) game suspension. This is **not appealable**.
 - c. Second Offenses- Penalties for second offenses are at the discretion of the Department of Recreation and Parks.
 - d. All Persons - Any person who demonstrates / implies in any manner or form physical or other types of threatening behavior towards and/or at any umpire, league official, coach, player, etc. may be suspended and restricted from all properties, games, events, activities, etc. for a maximum of five (5) years.
4. Disciplinary actions by the Sports Supervisor can be appealed to the Board of Appeals accordance with the department's Organized Sports Manual. (except those noted above).

COACHES INFORMATION SHEET

1. ***STANDINGS POLICY*** - It is required that the winning team fax/email scores to the Recreation & Parks Department at (410) 222-4120 or ***rproac10@aacounty.org***. The team must report scores within 24 hours of completion of the game(s). When reporting scores, the team representative must state game information in the following order:
 - League name (ie. 10 & under)***
 - Date and time of game***
 - Final score (please state the full name for each team)***
 - The number of County umpires present***
2. ***RAIN POLICY*** - Anne Arundel County is responsible for game cancellations at all times. The weather hotline (410) 222-7312), updated by 4:00 p.m. weekdays, and 7:00 am on weekends for all game cancellations. Rainouts for Joe Cannon Stadium are available at (410) 222-6652.
Game cancellations will also be posted on the Department's website,
www.aacounty.org/RecParks/cancellation.cfm.

For rainouts other than those designated on the Sports Hotline or **website** (i.e. canceled during play, or a field that is unplayable) notification must be made to the County within 24 hours. Games not reported within 24 hours **WILL NOT** be rescheduled.

3. **TEAMS ARE RESPONSIBLE FOR READYING THEIR FIELDS FOR PLAY.**
4. **RAIN MAKE-UPS** – *Rainout games may also be scheduled during the week, on a night normally utilized by that league, on Friday evenings or Sundays based on field and umpire availability.*
Teams will play as scheduled or forfeit. Neutral fields may be used to maximize umpire usage. All organizations should be prepared to host multiple games at their site.
5. **GAME SCHEDULES** - All games shall be played when scheduled and/or rescheduled. Failure to play when scheduled shall result in a forfeit. Please note above for rainout reschedule procedure.

ANNE ARUNDEL COUNTY SPORTS OFFICE

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