

# 2009 Joppatowne, Belcamp, Fallston, Edgewood Baseball In-House Rule Book

## I. Program Guidelines

### Registration

A copy of a player's birth certificate will be required for any player's first year of play. Children will play in their age groups according to their birth dates as indicated below:

Program	Age before May 1
T-Ball	4-6
Rookie	8 or younger
Minor	10 or younger
Major	12 or younger
13-15	13-15

Players may "play up", but are not allowed to play in lower age groups.

### Tournaments

\* Each age groups season shall be followed by a double elimination tournament (format to be determined)

### Tournaments Placement

The following points' system/formula will determine tournament placement:

Percentage points based on heads up play:

1. 2 points for each recorded win.
2. 1 point for each tie game
3. Forfeits are recorded with a score always being 7 runs for winning team, 0 runs for forfeiting team.
4. Final will be total defensive points allowed throughout season.
5. End of season tournaments will be based upon above rule and will be double elimination for all age groups minor on up.

### All Star Teams

An All Star day will be held at the end of the season, for all groups except T-Ball. Three or four children from each team, depending on league size, will participate. They will abide by in house rules.

### Defined Week

A week is defined as all games including make-up games between the days of Sunday to Saturday. This applies for all appropriate rules including pitching with no exceptions.

\*Each program may have it own structure and list of responsibilities this just a example of Joppatownes

## **II. Organizational Responsibilities**

### **Commissioners**

The Commissioners have many responsibilities. They include:

- Helping at Registration, Parade and picnic
- Recommending managers
- Supervising Team Selection
- Assist in scheduling make up games
- Handing out uniforms and equipment
- Helping with playing fields
- Keeping won-lost records (if appropriate)
- Picture Day
- Handing out awards and trophies
- Report accomplishments and concerns to the board and relay information to the managers.
  - . Complete score/innings pitched score sheet and communicate information both program designees & for both teams.
  - . In the event of an incident complete appropriate reporting documents and report to Vice-President of sponsoring program.

These are just some of the duties of the Commissioner, so please be helpful and cooperate with your Commissioner.

### **Managers**

Besides the on field game time decisions of the manager, he must assure all safety rules for his players. He will also be responsible for games dates, times and places. He must be sure his team is in uniform with protective cups on. His help will be required on the field, at Picture Day and much, much more. Managers must maintain official scorebooks and rosters to turn into commissioners at the end of the season. Managers are to report all scores and pitchers/innings pitched to commissioner after each game for both teams.

### **Umpire**

The umpire has more to do than just call balls and strikes. He must check for protective cups, check the base and mound distances, and make sure the bases are secure. The umpire must know the rulebook inside and out, and take authority of the game. Umpires must report any accomplishment or concern to the Chief Umpire. The Umpire will have complete control of the field and his decisions are final. Minor Baseball will use adult umpires only.

### **Field Crews**

The field crew will check the fields for safe playing conditions.

### **III. Conduct**

#### **Alcohol and Tobacco use:**

The sale or use of tobacco in any form is prohibited in school buildings or on school grounds. Anyone using alcohol or tobacco products in any form will be asked to leave school grounds or dispose of alcohol or tobacco. If that person refuses to do so then the team that the person is represented will forfeit that game.

**Managers and or Coaches** - Managers and/or Coaches shall at all times be respectful and courteous to fellow Managers, Coaches, and Umpires and also to Players and parents of Players. Managers and Coaches will not at any time, use vulgar and/or obscene language or gestures. To do so will require mandatory and permanent removal from the Program. To strike or threaten to strike any Manager, Coach, Umpire, Player or spectator will require mandatory removal from the Program. Any Manager or Coach, who uses alcohol and/or drugs during a game or at a practice, will automatically be removed from the Program permanently. If a Manager and/or Coach are in violation during a game, the Umpire will instruct the offending party to leave the field. If compliance to the Umpire's orders is not forthcoming in 5 minutes the team that the offender represents will forfeit the game and be declared the loser. The opposing team will be declared the winner and will be officially recorded in the books.

**Players** - A Player at all times shall be respectful and courteous to Managers, Coaches, Umpires, and other Players. Players are not to, at any time, use vulgar and/or obscene language or gestures to any Manager, Coach, Umpire, Player or spectator. If a player is in violation, one warning will be issued. If a second violation occurs during the season, the Player will be suspended for two (2) games. A third violation will require that the Player be removed from the Program. The Manager and/or Coach will notify the Commissioner of the League that a third violation has occurred and a Player has been removed from the Program within 24 hours. The Governing Board, by a simple majority vote, will determine whether that Player will be allowed to return to the Program the following year.

**Parents** - A Parent of a player shall at all times be respectful and courteous to Managers, Coaches, Umpires, Players and Parents. Parents are not to, at any time, use vulgar and/or obscene language or gestures to any Manager, Coach, Umpire, Player or other spectator, or be disruptive to the game. If a Parent is in violation during a game, the Umpire, with the assistance of the team Manager of the team the Parent represents, will inform the Parent that they are being disruptive to the game and please desist from the disruptive conduct. If the Parent continues to be disruptive, the Umpire, with the assistance of the Manager of the team the Parent represents, will ask the Parent to leave the field. If the Parent does not leave the field within 5 minutes the team that the offender represents will forfeit the game and be declared the loser. The opposing team will be declared the winner and will be officially recorded in the record books. Any parent removed from the field must be reported to the commissioner within 24 hours.

**Bat & Helmet Throwing** – (does not apply to T-Ball). Anytime a Player intentionally throws a bat or helmet in anger or just playing around, a team warning will be issued

and/or at the umpire's discretion the player will be removed. All ejected players will be removed at no expense to the line up. T-Ball managers are expected to emphasize proper conduct.

## **IV. Equipment**

### **Uniforms**

The league furnishes uniforms. It is the player's responsibility to wear and keep the uniform clean. The manager will give out uniforms at the beginning of the season. All players must be in uniform to play. Refer to Official Cal Ripken/Babe Ruth League rules. No jewelry is allowed in any age group this includes: earrings/body piercing, watches, necklaces, arm bands ET. There are no exceptions to this rule.

### **Personal Equipment**

Any player at any level may use his own equipment. Spikes must be rubber or plastic for all ages( metal cleats are permitted in 13-15 only ). Aluminum bats are permitted, but must be Little League Approved, and not exceed the following sizes for age groups:

Rookie & Minor Length: 35" Diameter: 2 1/4"

Major Length: 36" Diameter: 2 5/8"

13-15 Length: 36" Diameter: 2 3/4", (-3) for HS players

No wooden bats are permitted for any age group.

### **Batting Helmets**

All batters, base runners, and on deck batters must wear helmets. This applies to all age groups. Face shields are available but are not mandatory to wear.

### **Protective Cups**

With the exception of T-Ball, all players will wear cups at practice and games. The umpire will check all players before the game is played. NO CUP - NO PLAY. A player will be allowed to go home and get one and be placed at the bottom of lineup. Playing time will not be in affect for his time gone - inning missed will count as played.

### **Protective Equipment (Catchers)**

All catchers at all levels will wear helmet, mask, chest protector, protective cup, and shin guards. The league will provide this equipment, except for the cup. Players will be allowed to use their own equipment as long as it is Little League Approved.

### **Pre and Post Game Responsibilities**

Each team will provide 1 game ball. (supplied by the League). The home field is responsible for obtaining line, bases and the pitching rubber. Both teams should assist each other in field prep, at least 15 minutes prior to the scheduled start time. The scheduled teams are responsible for paying half of the umpire fees (supplied by the League) for the Minor, Major and 13-15 Divisions. The home program field is responsible for acquiring and paying the umpires for the Rookie Divisions. The home

field is responsible for removing bases, and placing them in the equipment box after the game.

## **V. Ground Rules**

\* Each field is subject to its own ground rules which shall be declared to both managers and umpire before the game

### **Game Cancellation and Curfews**

In the event of rain early in the day, the field crew, commissioner and managers should check the fields for safe playing conditions. The manager will be responsible to contact all players in the event of cancellation. The status of each field will be updated on the website at [www.leaguelineup.com/jtown](http://www.leaguelineup.com/jtown) and ERC website: [www.leaguelineup.com/erc](http://www.leaguelineup.com/erc)

Note: The status will not change for weekday games after 4:30pm, in order to allow enough time for umpire and player notification. If the status reads PLAY BALL! after 4:30pm, game cancellation or postponement will be an onsite decision.

In the event of rain during a game, there will be a 15-minute rain delay before the umpire calls a game. The commissioner will set a make up date unless the complete game rule applies.

If lightning is seen, leave the field immediately, and wait in your car. Do not remain on or around the bench, bleachers, or backstop. You must wait 30 minutes after **each** lightning strike before play can be resumed. The make up rule will be in effect unless the official game rules apply.

Games stopped in the middle of an inning due to darkness will be at the umpire's discretion. However, to ensure that enough daylight will remain to complete another full inning,

No new inning can start after:

April	8:00 pm
May	8:15 pm
June	8:30 pm

### **Game Length (Innings) per Age Group**

T-Ball 2 Innings with everyone batting and playing the field

Rookie 5 Innings

Minor 6 Innings

Major 6 Innings

13-15 7 Innings

### **Official Game**

A game that has completed four (4) innings and is called due to darkness or inclement weather will be official even if it is a tie. In the event of a tie the game will be recorded as a tie game.

It is an official game when four (4) innings have been completed (3 if the home team is

ahead). Games that have progressed to the top of the 5th inning which have been called for any reason (except a tie), shall be determined by the score at the end of the 4th inning. Games progressing to the 6th inning will use the 5th inning score. Games stopped due to inclement weather or darkness (that are not official) shall be resumed at the point of suspension, with the same line-up and players as possible. Pitching rules will apply.

### **Forfeits**

T-Ball and Rookie will not have forfeits. Play with what you have or take players from the other team. Minor, Major, and 13-15 have 15 minutes after the scheduled start time, to acquire at least eight (8) players to start a game, before a forfeit is declared. You may add to the lineup if players show up late.

\* Scheduled start time shall be 6:00 pm for evening games ,forfeit time shall be 6:30 a team having at least 8 players must start at 6:15 late players shall be added to the bottom of the line-up.

\* Teams may start with 8 players but must finish with at least 8 or forfeit

### **Farm Players**

T-Ball and Rookie will not use farm players. Minor, Major, and 13-15 teams may call up farm players from a lower age group in order to prevent a forfeit or if a manager has only 8 players available. Any farm player who is called up and shows up to the field in uniform is now on your roster for that game and must play. You cannot send a farm player home, or remove him from a game if another player arrives late. In Minor, a manager may call up a maximum of 2 players to make a team of 10. In Major and 13-15 a manager may call up enough players to make a team of 9. Managers will make every attempt to field a team. If a farm player is called up, he must have his parent's permission and a uniform from his own team. The rules of the age group he is playing for will be enforced. The farm player must play in the field and he must bat. However, a farm player CANNOT pitch. If he does pitch, it is a forfeit.

A farm player can only be called up to play for the same team one (1) time per week. Farm players can only play in the next age group up.

### **Umpire Discussions**

In the event of a discussion with the umpire, only one (1) representative (Manager or Coach) from each team may be involved. Others will be told to leave. Violations of this rule can result in forfeiture of the game.

### **Base Coaches**

All teams will have a manager and two (2) coaches. It is the responsibility of the coaches (or a spectator of a player) to coach the bases. A base coach may not enter the field of play. A base coach may not mark the field. In this event, a warning will be issued. Second offense, the lead runner will be declared out. A base coach may not grab, push or touch a player while the ball is in play. In this event, a warning will be issued. The second offense, the lead runner will be out. High five's and handshakes are permitted when play is dead. In 13-15, if a team member coaches, they must wear a

helmet. T-Ball is exempt from this rule in that they may allow one coach in the outfield to assist with player positioning and for safety. Rookie division coaches may enter field of play only to position players at the beginning of defensive play. Rookie baseball may have coaches for the first two weeks in the outfield grass no more than two for player positioning between plays. However there can be no interference during live ball scenarios.

### **Base and Mound Distance**

It is not only field crew, but also the manager and umpire's job to ensure proper distance, and stabilization of all bases, pitcher's mound and home plate. The following measurements apply:

Age group Mound/Base/2<sup>nd</sup>-Home Distance

Rookie 40' / 60' / 84'10"

Minor 46' / 60' / 84'10"

Major 50'6" / 70' / 99'

13-15 60' / 90' / 127'3"

### **Out-Of-Play**

The umpire will set ground rules for Rookie, Minor, Major, and 13-15, prior to the start of the game. T-Ball will be at the manager's discretion prior to the start of the game.

### **On Deck Batters**

All on deck batters must wear a helmet and stand out of play in a designated area. The rest of the team must be on the bench at all times except to use bathroom facilities or warming up pitchers. All players warming up pitchers must be in full catcher's gear at all times.

### **Reporting Scores**

Winning team will report the final scores and pitchers/innings pitched for both teams to the league Commissioner and/or email through the website link. This applies to minors and up.

### **Protest**

A protest must be entered at the time of the protest. You cannot protest a judgment call. There will be a fee of \$100 to enter a protest, with all money going to the Recreation Council. The money will be due at the time of the hearing. If you win the protest, you will get your money back. To enter a valid protest, the manager must go to the league commissioner. The commissioner will then go to the League President, who will then appoint a board of three (3) persons not affiliated with the age group involved. There will be a hearing with both managers and the umpire who will tell their sides of the story. A decision will be made by the three (3) persons appointed and that decision is FINAL.

\* A protest must be lodged before the next play begins and must be accompanied by a one hundred dollar protest fee. If protest is upheld the fee will be returned in full. (Protest shall be heard by a committee with a representative of all for rec councils a neutral rec shall provide any tie breaking vote)

## **VI. Game Rules (Cal Ripken /Babe Ruth leagues rules apply, unless**

**stated otherwise below)**

### **T-Ball**

- Everybody plays in the field.
- All players will appear in the batting order, and bat accordingly throughout the game. If a player gets hurt or has to leave it will not count as an out.
- T-Ball does not use catchers.
- No stealing is allowed in T-Ball.
- T-Ball will have no leading off base.
- T-Ball will have no pinch runners except in case of injury.
- Base runners may not dive (head first) at any time.
- T-Ball will have NO Intentional Walks.
- T-Ball will have no bunting.

### **Rookie (7-8)**

- A total of ten defensive players are allowed, including the catcher. There may only be a maximum of five infielders, including the pitcher.
- All players will appear in the batting order, and bat accordingly throughout the game. If a player gets hurt or has to leave it will not count as an out.
- No one may sit out for more than two defensive innings.
- Coaches will pitch to their own hitters. The defense will provide a pitcher to stand beside the coach for fielding purposes.
- Two (2) coaches allowed in out field grass for player instruction for the first two (2) weeks of the season, providing that at least one (1) coach or manager be at the bench at all times.
- Game length will be five (5) complete innings with home team batting even if home team is ahead. This provides an extra ½ inning for fielding and pitching.
- Catchers are limited to 3 innings per game.
- There will be a limit of 5 runs per inning, with the last inning being unlimited.
- No stealing of any base.
- Leading off base is not permitted.
- A batter-runner may not slide into first base. Penalty is an automatic out.
- Base runners are strictly prohibited from diving (head first) at any time.
- A pinch runner may be used for the next inning's catcher with 2 outs. Pinch runner must be the player who made the second out.
- Intentional walks are not permitted.
- Each team will be allowed a maximum of 2 bunts per inning.
- No balks.
- First half of season: 3 innings coach pitch, 2 innings player pitch. Second half of season: 2 innings coach pitch, 3 innings player pitch. Player will pitch the first half and coach pitch second half of all games.
- No walks administered when the coaches pitch.
- All managers and coaches must pitch from regulation 40 feet overhand only. You may get down on one knee, etc... No exceptions.

- A pitcher may hit a maximum of 2 batters per inning, or 3 batters per game before he/she must be removed as a pitcher.
- \*\*\*\*It is the manager and leagues responsibility not only to teach proper pitching techniques but also teach pitcher safety. Some in-house pitchers also play travel ball. There should be open lines of communication between in-house, travel managers and the pitcher's parents to avoid over pitching and player injury. It is strongly recommended that travel pitchers pitch one less inning per game week than in-house only pitchers. Remember that players want to win and will normally not complain of being sore/tired to their coaches or parents. Larger or faster growing children are also more susceptible to injury than smaller/slower developing players so don't go by size. Educate and communicate with pitchers and their parents. Look for signs of fatigue and do not over pitch any player. If there are questions regarding this recommendation contact the commissioners or league Vice-Presidents.\*\*\*
- No infield-fly or dropped third strike rule.

### **Minor (9-10)**

- All players will appear in the batting order, and bat accordingly throughout the game. If a player gets hurt or has to leave it will not count as an out.
- No one may sit out for more than two defensive innings.
- Innings pitched limitations: 3 per game, 6 per week. One day rest between any appearances. Two days minimum rest if the pitcher throws more than two innings in a single game.
- There will be a limit of 5 runs per inning, with the last inning being unlimited.
- Slaughter rule is in effect (10 runs after team behind completes four at bats).
- Leading off base is not permitted.
- A batter-runner may not slide into first base. Penalty is an automatic out.
- Base runners are strictly prohibited from diving (head first) at any time.
- A pinch runner may be used for the next inning's catcher or pitcher with 2 outs. Pinch runner must be the player who made the second out.
- No balks.
- Intentional walks are not permitted.
- There is no dropped third strike, however the "infield fly rule" does apply.
- A pitcher may hit a maximum of 2 batters per inning, or 3 batters per game before he/she must be removed as a pitcher.
- Cal Ripken Baseball rules apply to playing 9 players in the field/defensive play. However if both managers agree prior to the start of any game a tenth defensive player (outfielder only) may play in the field.
- No stealing/leaving the base until the ball crosses home plate.
- \*\*\*\*It is the manager and leagues responsibility not only to teach proper pitching techniques but also teach pitcher safety. Some in-house pitchers also play travel ball. There should be open lines of communication between in-house, travel managers and the pitcher's parents to avoid over pitching and player injury. It is strongly recommended that travel pitchers pitch one less inning per game week

than in-house only pitchers. Remember that players want to win and will normally not complain of being sore/tired to their coaches or parents. Larger or faster growing children are also more susceptible to injury than smaller/slower developing players so don't go by size. Educate and communicate with pitchers and their parents. Look for signs of fatigue and do not over pitch any player. If there are questions regarding this recommendation contact the commissioners or league Vice-Presidents.\*\*\*

\*A runner may not steal more than one base per batter

\*runners may not advance on an overthrow during a steal

### **Major (11-12)**

- All players will appear in the batting order, and bat accordingly throughout the game. If a player gets hurt or has to leave it will not count as an out.
- No one may sit out for more than two defensive innings.
- Innings pitched limitations: 4 per game, 6 per week. One day rest between any appearances. Two days minimum rest if the pitcher throws more than three innings in a single game.
- Slaughter rule is in effect (10 runs after team behind completes four at bats).
- A batter-runner may not slide into first base. Penalty is an automatic out.
- Base runners are strictly prohibited from diving (head first), except when returning to a base.
- A pinch runner may be used for the next inning's catcher or pitcher with 2 outs. Pinch runner must be the player who made the second out.
- Intentional walks are limited to a total of 2 per game, but not to the same hitter.
- A pitcher may hit a maximum of 2 batters per inning, or 3 batters per game before he/she must be removed as a pitcher.
- Each pitcher may receive 1 balk warning per game. Any runners that safely advance on a play on which a warning was issued are entitled to any base(s) they safely obtained as a result of the play. If a runner(s) are called out on a play on which a warning was issued, they must return to the last base that was safely obtained. (Example A: R1 attempts to steal second. Pitcher balks and throws wild to second, throwing the ball into the outfield. Runner rounds second, and is thrown out while attempting third. No out is recorded, and runner is placed at second. Example B: R1 attempts to steal second. Pitcher balks and picks off R1 before reaching second. R3 breaks for home on the play, and safely scores. R1 returns to first, and R3 scores.)
- \*\*\*\*It is the manager and leagues responsibility not only to teach proper pitching techniques but also teach pitcher safety. Some in-house pitchers also play travel ball. There should be open lines of communication between in-house, travel managers and the pitcher's parents to avoid over pitching and player injury. It is strongly recommended that travel pitchers pitch one less inning per game week than in-house only pitchers. Remember that players want to win and will normally not complain of being sore/tired to their coaches or parents. Larger or faster growing children are also more susceptible to injury than smaller/slower

developing players so don't go by size. Educate and communicate with pitchers and their parents. Look for signs of fatigue and do not over pitch any player. If there are questions regarding this recommendation contact the commissioners or league Vice-Presidents.\*\*\*

(only three inning per game can be pitched by travel pitchers) all other inning have to be pitched by in house pitchers

\*intentional walks are prohibited

\*MLB stealing rules apply except at third base –The lead at third base shall not be more than 2 steps

Once ball is controlled by catcher or pitcher runner must return to base or advance-failure to do so will result in an out. Once runner chooses to advance in this situation he may not return to the previous base.

(The intent of this rule is to prevent delay or mockery of the game with a chicken match at third)

### **(13-15) Baseball**

- All players will appear in the batting order, and bat accordingly throughout the game. If a player gets hurt or has to leave it will not count as an out.
- Innings pitched limitations: 4 per game, 7 per week. One-day rest between any appearances. Two-days minimum rest if the pitcher throws more than three innings in a single game.
- Any player that is used as a pitcher in a High School (Varsity or JV) game, becomes ineligible as a pitcher until the High School season is completed.
- Farm players are not permitted to pitch.
- Slaughter rule is in effect (10 runs after team behind completes five at bats).
- A batter-runner may not slide into first base. Penalty is an automatic out.
- Base runners are allowed to dive/slide head first, into a base.
- Metal cleats are permitted in this age group only. However remember when sliding feet first, feet must stay toe down and avoid collisions.
- A pinch runner may be used for the next inning's catcher or pitcher with 2 outs. Pinch runner must be the player who made the second out.
- Intentional walks are limited to a total of 2 per game, but not to the same hitter.
- A pitcher may hit a maximum of 2 batters per inning, or 3 batters per game before he/she must be removed as a pitcher.
- Each pitcher may receive 1 balk warning per game, if agreed upon by both managers during the pre-game umpire conference. Any runners that safely advance on a play on which a warning was issued are entitled to any base(s) they safely obtained as a result of the play. If a runner(s) are called out on a play on which a warning was issued, they must return to the last base that was safely obtained. (Example A: R1 attempts to steal second. Pitcher balks and throws wild to second, throwing the ball into the outfield. Runner rounds second, and is thrown out while attempting third. No out is recorded, and runner is placed at second. Example B: R1 attempts to steal second. Pitcher balks and picks off R1 before reaching second. R3 breaks for home on the play, and safely scores. R1 returns to first, and R3 scores.)
- No one may sit out for more than two defensive innings.
- \*\*\*\*It is the manager and leagues responsibility not only to teach proper pitching techniques but also teach pitcher safety. Some in-house pitchers also play travel

ball. There should be open lines of communication between in-house, travel managers and the pitcher's parents to avoid over pitching and player injury. It is strongly recommended that travel pitchers pitch one less inning per game week than in-house only pitchers. Remember that players want to win and will normally not complain of being sore/tired to their coaches or parents. Larger or faster growing children are also more susceptible to injury than smaller/slower developing players so don't go by size. Educate and communicate with pitchers and their parents. Look for signs of fatigue and do not over pitch any player. If there are questions regarding this recommendation contact the commissioners or league Vice-Presidents.\*\*\*

### **Travel**

Player playing on a "travel team" shall attend "In-house" Games and practices. All "In-house" games and practices will have priority over any ""travel" game or practice. Innings pitched in "travel" games shall not count toward "in-house" Pitching Limits.