

Western Howard County – Columbia  
Youth Baseball Softball League

2009

Baseball  
Coach's  
Guide

WHC/CYB - YOUTH BASEBALL SOFTBALL LEAGUE

Baseball Coach's Guide

Revision 7.0

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# WELCOME!

Welcome to the Western Howard County/Columbia Youth Baseball Softball League. Thank you for offering to be a coach. Without volunteers like you our League would not be able to provide a safe and enjoyable season for a growing number of children.

To provide players the ability to have a fun and successful season depends greatly on you, the coach. Many times a coach is the first person outside of the family that a child looks up to be a role model. A good coach can start a player off to a long and happy experience playing sports. Coaching will require a fair amount of your time, attention and sometimes patience. The League greatly appreciates all your efforts. Please keep in mind as the season progresses that the League's mission is to provide children with the opportunity to have a positive baseball or softball experience incorporating core values of self-esteem, learning, fairness, fun and sportsmanship. Please do not hesitate to contact your Age Group Coordinator, the Softball Coordinator, or the Director of Baseball or Softball for any guidance you may need.

Please take the time to read the League's Policy Guide and the other materials provided in this packet. There is important information that you, the coach, should know as well as information you may need to pass on to your team and their parents. Also, the next page provides an overview of your responsibilities as a coach. While this list is not exhaustive, it's a good place to start, especially if you are new to the coaching experience!

At this time, our League requires you to attend the American Sports Education Program (ASEP) offered by the Howard County Department of Recreation and Parks. This is offered at no cost to you. You only have to take this course and pass the open-book test once. We also ask that you attend a review of basic first-aid techniques, which the league will provide. In addition, the League offers clinics and other educational resources, which you are encouraged to access. At the end of the season a meeting of all the coaches is held to ratify certain business items of the League, most importantly, the election of its Officers and Board of Directors. This year the meeting/picnic will be held Monday, June 22<sup>nd</sup> from 6:00 to 8:00 PM at Centennial Park – Pavilion H. This season meeting is set in a picnic-like format so we can also celebrate the contributions of all our volunteers!

Again, thank you for contributing to the development of the youth in our county. Please do not hesitate to contact me, or any member of the Board of Directors, with suggestions to improve our support of you, the coach. I hope that your season is as rewarding for you, as it will be for the children!

Sincerely,

Ralph Hoyt  
WHCYBSL President

# OVERVIEW OF COACHES RESPONSIBILITIES

Included in your coaching responsibilities are:

Complete an Employee/Volunteer Disclosure Statement and return to your age group coordinator before the season starts.

Complete the Coaches Code of Ethics and return to your age group coordinator before the season starts.

Prepare handouts to your players which should include:

- Players Code of Ethics – to be completed and kept on file.
- Parents Code of Ethics – to be completed and kept on file.
- Team roster – including weather hot line phone numbers
- Team playing schedule
- Direct parents and players to the league's website ([whcsports.com](http://whcsports.com)) for the following information:
  - Copy of your age group and League rules
  - Directions to field locations/maps
  - WHCYBS Board Member List

Report all code of conduct violations via the Incident Form to your Age Group Coordinators.

Distribute Picture Day forms before Opening Day

Distribute uniforms to players.

Remind players to bring water bottles to each practice or game.

Bring your age group and League rules to each game.

Check equipment before each game for damage.

Prepare the field for play before each game. A job box located at each field should have what you need to set the fields up for play, i.e. chalk, bases, hammers, rake, etc. Copies of the field permit are also included in the job box.

Remove all trash from the fields at the end of the game. Trash bags can be found in the job box.

Complete player evaluations before the tournament games start and return to your age group coordinator.

At season end, return all original equipment issued to you and the job box key to your age group coordinator. Please clean all trash out of the equipment bag. Let your age group coordinator know of any missing or damaged equipment. No trophies will be given to your team until your equipment, key and evaluations are turned in.

Report any serious injuries to your Age Group Coordinator after the game.

## General League Rules

The rules of play for the **7-12 Baseball Age Groups** will be those as promulgated in the **2005 Little League Baseball Rule Book**, amended as follows with specific amendments contained in the specific age league:

The rules of play for the **13-18 Baseball Age Groups** will be those as promulgated in the **High School Federation Baseball Rule Book**, amended as follows:

**Eligible players** An eligible player is one properly registered with the Howard County Department of Recreations and parks and placed on a team according to the Bylaws by the WHCYB/SL. Exceptions must be approved by the Baseball Commissioner. Any team using an ineligible player shall forfeit each game in which that player participated.

**Protests** Protests will be accepted (in writing) by the Age Group Coordinator and reviewed and decided upon by the Baseball Committee within a week from the date the protest was received.

**Injury** If a player on the field becomes injured during a play, the umpire shall immediately call time-out and allow the injured player to be given the medical attention required. The umpire shall award the number of bases to each runner that in his opinion they would have advanced safely had the injury not occurred. An Accident Form should be filled out by the injured player's Manager and submitted to the Age Group coordinator within 24 hours of accident.

**Home Team** The home team is listed as the second team on the schedule (i.e. Mets vs. Cubs, the Cubs are the home team) The Home team is responsible for preparing the field prior to the game and securing all equipment after the game. The Home team will sit on the first base side.

**New inning** No new inning shall begin after 7:45pm up to May 4th. After May 4th, no new inning shall begin after 8:00pm.

**Start time** A new inning time is determined immediately after the 3<sup>rd</sup> out or 5<sup>th</sup> run of the bottom of the previous inning. Also, no new inning will start 15 minutes before the next scheduled game on the same field. **For Playoff games in June 8:15pm.**

**Official Game** A Game is official when the losing team has completed 4 at-bats (7-12) 5 at-bats (13-18).

**Run Limit** - 5 Run limit per inning for every inning, except as stated in 13-18 rules.

**Catcher's sub** If the catcher (for the next inning) becomes a baserunner with two outs, the last player that made an out must be used as a substitute baserunner.

**Batting Order** The entire team is to bat. Late arrivals (any player arriving after the start of the game) will be placed at the bottom of the order.

**Coaches** Only Adult Coaches (at least 18 years old) are permitted in the coaching boxes. When not in the coaching boxes they need to stay behind the fence. A coach who is ejected from a game is automatically suspended for the next game.

**Coach's Responsibilities** Coaches are responsible for the conduct of their entire staff, all parents, and all players on their team and be an example of "Good Sportsmanship". Inappropriate behavior

**will not be tolerated** and should be reported to the Age Group Coordinator. If the umpire ejects someone from the game they must leave the field or their respective team will risk forfeit of the game.

**Coach Ejection** - A coach who is ejected from a game is automatically suspended for the next game and may be removed from the Head Coach position by the Age Group Coordinator with the approval of the Baseball Committee.

**Umpires** - The umpire is in charge of every game. If a coach wishes clarification of a call made during the game then the coach should wait until after the 3<sup>rd</sup> out to discuss the call calmly. It is **inappropriate behavior** to try to override any call made by the umpire. The Coach should work with the umpire to help provide a fun environment for the players to play the game. This includes comments on pitches before the umpire has called the pitch a 'strike' or 'ball' –e.g.: “Nice Pitch!” Coaching in WHCBSL is a privilege not a right, and can be rejected at any time by the Age Group Coordinator with the approval of the Baseball Committee. Remember our Umpires may be the children of members of the BOD of the league, or of coaches or even players from the upper leagues, so respect them and be patient at all times. Any issue about an umpire must be brought to the Age Group Coordinator for review and the Umpire Coordinator may observe the umpire’s next game, to correct possible mistakes. If the Coach or spectators of either team harass the umpire, the umpire has the right without warning to end the game and award the win to the opposing team as a forfeit. Consider this rule your warning! Also the umpire is the only one who can call a stop to the game due to darkness. The Coach should work with the umpire to help provide a fun environment for the players to play the game.

**Lightning** In the event of lightning or thunder, the umpire must suspend play immediately and all ballplayers, managers, coaches, and assistant coaches must promptly leave the playing field and take shelter, preferably in automobiles. Play may only resume if there has been no sighting or lightning nor the sound of thunder for 30 minutes.

**Inclement** In the event of inclement weather and the field weather line has not been updated, it will require the umpire or the mutual consent of the two coaches to cancel the game. Any field condition that establishes a condition in which player safety is jeopardized should result in game cancellation.

**Weather** require the umpire or the mutual consent of the two coaches to cancel the game. Any field condition that establishes a condition in which player safety is jeopardized should result in game cancellation. Fields that have been declared closed due to weather conditions will remain closed. Coaches should not attempt to make the fields playable.

**Incident Report** In the event there is a person (parent, coach, umpire, player, fan) whose conduct is not in keeping within the conduct standards of WHC, an Incident Report may be written up by anyone and submitted to the appropriate age group coordinator for action.

**Fans** No one may stand behind the back stop. The umpire will be responsible for keeping the area behind home plate clear.

**Alcohol & Tobacco** The use of alcohol or tobacco products at games and practices is strictly prohibited.

**Be sure everyone has fun!**

# T-BALL RULES AND INSTRUCTIONS

## TIPS

Always have fun! This is probably the child's first exposure to baseball or even organized sports.

Encourage the parents to participate as soon as possible, as you will definitely need the help during the course of the season. First time coaches - don't be afraid to ask for help, parents are very willing to pitch in.

## PURPOSE

The purpose of T-ball is to instruct children, from 5 to 6 years of age in the game of baseball. By taking away the fear of the pitched ball, the younger child is able to learn the skills and fundamentals of baseball. T-ball should be light-hearted and fun.

## EQUIPMENT

T-ball bats, aluminum or wood.

Safe soft T-ball.

Four batting helmets per team.

Catcher's equipment.

Bases (T-ball could be played on a make-shift diamond, lined with bases 50' apart; if a diamond is not available).

## SKILLS TO DEVELOP

Catching the ball with two hands.

Keeping their eye on the ball when hitting it.

Stepping and following through when throwing the baseball.

Getting the glove down, bending the knees, and watching the ball into the glove when fielding a grounder.

When to run from base to base and what happens when someone catches the ball in the air.

Throwing the ball to second base when it goes to the outfield (will provide additional explanation as necessary).

## GENERAL RULES

**Umpires** When a team is at bat, the coach of the batting team will serve as umpire behind the plate. The coach can direct his hitters as well as assist with the other team's catcher.

**Bats** 2 1/4" no differential limitations

**Game Duration** Games will be 1 1/2 hours or 3 innings

**Run Limit** The entire team bats around once per inning.

**Sliding** No head first sliding allowed. Feet first sliding is also discouraged.

**Home Team** will supply one game ball and the Visiting Team will supply one game ball.

**Playing Time** Total maximum of 1 innings in the pitching or 1<sup>st</sup> base position for a game.

**Bases** Bases are to be set at 60'.

**Foul Balls** - Balls hit outside the 1st and 3rd base lines are foul. Also, balls hit within a 5 foot radius of home plate will constitute a foul. Coaches should line the field in such a manner as to identify the 5 foot radius.

**Players on** All Players play in the field. Only the traditional 6 in the infield.

**Field** Additional players will be placed in the outfield only.

**Stealing** No Stealing or Leading. Runners can't leave the base until the ball is hit.

**Infield Fly Rule** None

**Scoring** Score is not to be kept, all games end in a tie.

## THE DEFENSIVE TEAM

Discourage the center fielder or other outfielders from stepping on second base (or any other base) for the force-out. This keeps the older players from dominating the game. Encourage the toss to the second baseman. Infielders can make the force-out.

## THE DEFENSIVE TEAM CONSISTS OF ALL PLAYERS.

Two coaches may be in the field to instruct and encourage. They may not interfere with the game.

Unless the batted ball is a caught fly ball, the ball must be thrown to the base for the out. This includes the play at home. The ball must be thrown to the catcher. The catcher makes the out. Tagging is not necessary on force-out. Children this age tend to get rough when tagging is encouraged. Tagging should only be done at the base by the baseman. No tagging is allowed on the play at first. The player will be awarded the base. The pitcher should throw the ball to first, and not run over to tag.

If a thrown ball, going to 1<sup>st</sup> or 3<sup>rd</sup> base, goes out of play, the runners will not advance. The play is stopped when the pitcher has possession of the ball and is on the pitcher's mound. If the ball is thrown back to the pitcher after running has stopped and the pitcher misses it, no runners may

advance. If the play is still in progress and the pitcher misses it, play is considered dead if the intent was to throw the ball to the pitcher. Sometimes, the smaller players have difficulty throwing the ball a long distance. If the attempt has been made to throw the ball towards the pitcher, even if the outfielder only managed to throw the ball a few feet, the play is dead. The umpire needs to make these judgement calls. Defensive infielders should not be positioned in the base paths. Collisions often occur between runners and defensive infielders during a game. Coaches should inform players of the obstruction rule when defensive players interfere with runners in the base path.

The position of pitcher and 1<sup>st</sup> baseman get the majority of the action. Therefore, the same player may not play these positions more than one (1) inning each game.

Example: 1<sup>st</sup> inning - Jim pitches, George is 1<sup>st</sup> baseman. The remainder of the game Jim cannot pitch or play 1<sup>st</sup> base, George cannot play 1<sup>st</sup> base or pitch.

## THE OFFENSIVE TEAM

The entire team is placed on the batting lineup and bats throughout the game.

The batter is to assume proper batting stance in the batter's box. The batter may take one practice swing to adjust the tee height. The catcher places the ball on the tee and the pitcher, after the cue from the umpire, pretends to pitch (by going through the complete pitching motion - but not actually throwing a ball). The batter then hits the ball off of the tee using one correct swing, as if the ball was pitched.

A batted ball must land 5 feet beyond home plate to be considered a fair ball, if close to this point encourage the catcher to get the ball and make the play.

A player who has been forced out or tagged out is out, and leaves the playing field this applies to any base, including first base.

Any player who throws a bat should be pulled aside at an appropriate time. It should not be the intent to embarrass the child, but to reinforce the severity and potential danger of this situation.

The batter must wear a batting helmet to bat and it must be kept on while running bases. Base runners should remain within the base paths when running the bases. If a base-runner runs outside the base paths, the coach is to remind the player that such action would constitute an out.

Only singles are allowed, and runners may advance only one base on a hit with the exceptions of the double and last batter rules below:

A batter may attempt to advance to second base for a double only if a hit ball carries over the infield on the fly. All runners may also attempt to advance two bases.

Batting order is to be changed each inning so no child bats in the same position as any prior inning. The last batter in the lineup each inning, and anyone on base, are to run around all the bases to home plate. Offensive coach must announce the last batter when they come to bat.

Sliding is to be discouraged, base runners are not to collide with fielders.

A 1<sup>st</sup> and 3<sup>rd</sup> base coach are allowed. A coach is allowed at the batter's box to help position the batter. Players are not permitted to steal or lead off bases. Base runners should run in base paths. If a defensive player is in the way or accidentally causes a collision with a base runner, the base runner shall be awarded the base to which he was running.

If a base runner is hit by a batted ball, the base runner will continue to advance, and after the play the coach should reinforce that this would normally constitute an out.

If two base runners end up on one base, coaches are to move the players to the appropriate bases and explain that two players may not occupy the same base at the same time.

### ADDITIONAL INFORMATION

Why use a safe-soft T-ball?

This should allow easy transition to softball for girls and baseball for boys. In addition, the safe-soft T-ball won't be hit as hard which means fewer injuries.

Why use a catcher and have equipment?

The position of catcher seems to be the most sought after position. The kids enjoy wearing the equipment. They do not use a catcher's mitt but use their own glove.

Why not put the entire team on the infield?

By placing too many players on the infield, the players don't learn the different positions and there are too many players in a small area.

Why no tagging going to first?

It is hard enough to teach the kids to run fast to first and overrun 1<sup>st</sup> base properly. A pitcher, who catches the ball and runs over to tag, scares the younger, more timid player, and generally tags in the middle of the back. The purpose of T-ball is to instruct the proper skills of baseball. The players need to learn to throw the ball and play as a team.

Why can't the same player pitch or play first?

Some coaches need encouragement to use different players in the key positions. It is highly recommended that once the players are familiar with the game, that they be given the opportunity to try each position. This can be done by rotating them during the game, or making sure a player plays a different position each game. No one should be at one position all season. Remember this is instructional and fun!

Why no swinging the bat from the hip or taking practice swings?

Proper batting form should be taught. Habits taught now will be taken into baseball and softball.

# 7-8 BASEBALL RULES AND REGULATIONS

## GENERAL RULES

Children who are 6 years old as of the league's age requirement date may be eligible to play in the 7-8 Age Group. Any 6 year old child wishing to play in the 7-8 Age Group must attend an evaluation session held prior to the start of the season.

**Umpire** The home team will provide a home-plate umpire. The first-base and third-base coaches will serve as umpires for their respective bases. The outfield coach will serve an umpire at second base. The adult pitcher will call time-out when the ball is in possession of an infielder in fair territory.

Home Team will supply one game ball and the Visiting Team will supply one game ball.

**Game Duration** Games will be 6 innings in duration or no new inning will start 15 minutes before the next scheduled game on the same field. Usually a 2 hour limit.

**Mercy Rule** If a team is unable to come back from a game due the 5 run max per inning rule, i.e. Cubs are losing to the Mets 14-1 after 4 innings. The coach and only the coach of the team that can no longer win (Cubs) has the option to end the game early.

**Forfeit** A team fielding less than 8 players will forfeit. A 15 minute grace period from the scheduled start of a game will be granted for those teams who have less than 8 players.

**Pitching** In the second half of the regular season, 1 or 2 innings of each game will be set aside for an introduction to kid pitch baseball. The intent of this rule is to provide some exposure to kid pitch ball as preparation for the 9-10 age group. Implementation of this rule will be at the direction of the 7-8 Age Group Coordinator.

**Pitchers Warm-ups** - Pitchers are allowed 4 warm-up pitches between innings and 8 warm up pitches for a new pitcher

**HBP** A Pitcher hitting 2 batters in one inning or 3 batters in the game must be removed and can not return during that game. A HBP is not considered a walk.

**Sliding** No head first sliding allowed. Base runners must slide if there is the clear possibility of a defensive play at the base. The decision as to whether there is a "clear possibility" of a defensive play is a judgment call of the umpire. If the umpire determines that there was or could have been a defensive play, the runner shall be called out. Any obvious attempt by the runner to "run over" or injure any fielder is grounds for ejection from the game.

**Playing Time** All players must sit one inning before any player sits out two innings. All players must sit out two innings before any player sits out three innings. Total maximum of 2 innings in the same position for a game. To ensure that all players receive quality playing time, coaches will follow a "2-inning differential" rule when creating game rosters. Under this rule, no player may play the infield for more than two innings longer than any other player. For example, a player

cannot play the infield during 5 innings if another player has played the infield during only 2 innings. Exceptions: Injuries, safety concerns, or disciplinary actions may prevent players from participating fully.

**Stealing** No stealing. No leading allowed. A base runner may not leave the base until the ball has been hit.

**Dropped Third Strike** For a dropped third strike, the batter is out and can not attempt to reach first.

**Infield Fly Rule** None.

**Player at Bat** During “coach pitch” a batter may receive up to ten pitches or 3 swinging strikes. A batter will not be out on a third strike foul unless it is caught.

**Players on Field** 10 players play the field. There will be 4 outfielders. All outfielders must start each play in the outfield grass and are not allowed to make put outs at the bases.

**Ball is Dead** Ball is considered “in the infield” and runners cannot advance beyond the base they are advancing to once the ball makes contact with anything in the infield, including a player or the ground. If a runner is standing on a base when the ball is considered “in the infield”, he can no longer advance to the next base.

**Possession** Possession of the ball is determined by the coach who is pitching.

**Playoffs** No playoffs. Enables more games for everyone in this Instructional League.

## 9 - 10 BASEBALL RULES AND REGULATIONS

### GENERAL RULES

Children who are 8 years old as of the league’s age requirement date may be eligible to play in the 9-10 Age Group. Any 8 year old child wishing to play in the 9-10 Age Group must attend an evaluation session held prior to the start of the season.

**Bats** 2 1/4” no differential limitations

**Bat Throwing** Is at the discretion of the umpire-when called, the batter will be warned first. Any subsequent infraction by that player during that game, the player will be called out.

**Bases** Bases are to be set at 60’.

**Pitching Mound** Pitching Mound is to be set at 46'

**Home Team** - will supply one game ball and the Visiting Team will supply one game ball.

**Game Duration** Games will be 6 innings in duration or no new inning will start 15 minutes before the next scheduled game on the same field. Usually a 2 hour limit.

**Mercy Rule** If a team is unable to come back from a game due the 5 run max per inning rule, i.e. Cubs are losing to the Mets 14-1 after 4 innings. The coach and only the coach of the team that can no longer win (Cubs) has the option to end the game early.

**Forfeit** A team fielding less than 8 players will forfeit. A 15 minute grace period from the scheduled start of a game will be granted for those teams who have less than 8 players.

**Pitching** Pitchers once removed may not come back to pitch in that game. A coach may make only two visits to any one pitcher in one inning. The second trip to the same pitcher in the same inning will cause this pitcher to be automatically removed. If the bases are loaded and the pitcher throws "Ball 4" the coach will come in to throw six pitches. The batter can swing at all six pitches. If a hit is not produced after the sixth pitch the batter is out.

**Pitching Week** Pitching week runs Monday thru Sunday. 1 pitch in an inning constitutes an inning pitched. A maximum of 2 innings per game, and 6 innings per week for any player pitching, including Sunday Travel League games is permitted. It will be up to the coaches of the Sunday Travel Player to coordinate pitching time and comply with this rule to ensure the player's arm health.

**Pitchers Warm-ups** Pitchers are allowed 3 warm-up pitches between innings and 6 warm up pitches for a new pitcher.

**HBP** A Pitcher hitting 2 batters in one inning must be removed and can not return during that game. A HBP is considered a walk and if the bases are loaded a run scores.

**Sliding** No head first sliding allowed. Base runners must slide if there is the clear possibility of a defensive play at the base. The decision as to whether there is a "clear possibility" of a defensive play is a judgment call of the umpire. If the umpire determines that there was or could have been a defensive play, the runner shall be called out. Any obvious attempt by the runner to "run over" or injure any fielder is grounds for ejection from the game.

**Playing Time** All players must sit one inning before any player sits out two innings. All players must sit out two innings before any player sits out three innings. Total maximum of 2 innings in the same position for a game.

**Stealing** Stealing 2<sup>nd</sup> and 3<sup>rd</sup> base is allowed. No stealing home. No leading allowed. Base runners may not leave the base until the ball crosses home plate. After a warning from the umpire, if a runner continues to leave early, a strike will be awarded to the batter. A player may not steal home, nor can a player score during any steal attempts to include from any overthrow that results from a stolen base attempt. If a runner is attempting to steal third and the catcher throws the ball away, the runner must remain at third. He must earn the run. On a play at third, other than an attempted

steal, the runner can score on an error. A run cannot be scored on a ball pitched past the catcher. If there is a runner on 3rd base and the catcher misses the pitched ball, the runner must stay on third base. If a batter walked, he must remain on 1st base until the pitch to the next batter. You cannot steal second base on a walk. A runner may be tagged out between third and home while leading off the base after a pitched ball.

**Dropped Third Strike** A batter may attempt to reach first on a dropped third strike, if first base is unoccupied at the time the pitcher begins his motion (i.e., a runner attempting to steal second is still occupying first base). Also, if there are 2 outs, regardless of who is on base, a runner may attempt to reach first on a dropped third strike.

**Infield Fly Rule** None. But on a Sacrifice fly ball a runner may tag up and score from third.

**Players on Field** Only 9 players play the field with free substitution except for pitching position. All outfielders must play in the outfield grass.

# 11-12 BASEBALL RULES AND REGULATIONS

## GENERAL RULES

**Ground rules** Prior to each game the managers will review ground rules.

**Bats** Maximum diameter is **2 5/8"** no differential limitations.

**Bat Throwing** Is at the discretion of the umpire-when called, the batter will be warned first. Any subsequent infraction by that player during that game, the player will be called out.

**Bases** Bases are to be set at 75'.

**Pitching Mound** Pitching Mound is to be set at 54'

**Game Duration** Games will be 6 innings in duration or no new inning will start 15 minutes before the next scheduled game on the same field.

**Mercy Rule** If a team is unable to come back from a game due the 5 run max per inning rule, i.e. Cubs are losing to the Mets 14-1 after 4 innings. The coach and only the coach of the team that can no longer win (Cubs) has the option to end the game early.

**Forfeit** A team fielding less than 8 players will forfeit. A 15 minute grace period from the scheduled start of a game will be granted for those teams who have less than 8 players.

**Pitching** Pitchers once removed may not come back to pitch in that game. A coach may make only

two visits to any one pitcher in one inning. The second trip to the same pitcher in the same inning will cause this pitcher to be automatically removed. Maximum of 3 innings per game, 6 innings per week for any player.

**Pitching Week** Pitching week runs Monday thru Sunday. 1 pitch in an inning constitutes an inning pitched.

**Pitchers Warm-ups** Pitchers are allowed 4 warm-up pitches between innings and 8 warm up pitches for a new pitcher

**Balks** One Balk warning per pitcher.

**HBP** A Pitcher hitting 2 batters in one inning or 3 batters in the game must be removed and can not return during that game.

**Sliding Sliding** No head first sliding when advancing. Head first sliding is allowed when returning to a base. Base runners must slide if there is the clear possibility of a defensive play at the base. The decision as to whether there is a “clear possibility” of a defensive play is a judgment call of the umpire. If the umpire determines that there was or could have been a defensive play, the runner shall be called out. Any obvious attempt by the runner to “run over” or injure any fielder is grounds for ejection from the game.

**Playing Time** All players must sit one inning before any player sits out two innings. All players must sit out two innings before any player sits out three innings.

**Stealing** Stealing of all bases is allowed.

**Dropped Third Strike** A batter may attempt to reach first on a dropped third strike, if first base is unoccupied at the time the pitcher begins his motion (a runner attempting to steal second is still occupying first base). Also, if there are 2 outs, regardless of who is on base, a runner may attempt to reach first on a dropped third strike.

**Infield Fly Rule** In effect when verbally called by the umpire while the ball is in the air. When a batter pops up the ball to the infield with less than 2 outs and runners on either 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, if in the judgment of the umpire the ball can easily be caught by an infielder, the umpire may yell, “Infield fly batter is out” or something similar. When this is called, the batter is automatically out (regardless of if the ball is caught) and runners on base may advance at their own risk. If the infield fly rule is called, runners do not have to run if the ball is dropped because there is no force outs. REMEMBER: An umpire must call infield fly while the ball is in the air in order for it to be in effect. **Players on Field** Only 9 players play the field with free substitution except for pitching position.

# 13-14 BASEBALL RULES AND REGULATIONS

## GENERAL RULES

**Ground rules** Prior to each game the managers will review ground rules.

**Bats** 2 5/8" max diameter with a max of -8 differential between length and weight.

**Bat Throwing** Is at the discretion of the umpire-when called, the batter will be warned first. Any subsequent infraction by that player during that game, the player will be called out.

**Bases** Bases are to be set at 90'

**Pitching Mound** Pitching Mound is to be set at 60' 6".

The Home Team will supply two game balls and the Visiting Team will supply one game ball.

**Game Duration** Games will be 7 innings in duration or no new inning will start 15 minutes before the next scheduled game on the same field.

**Official Game** A Game is official when the losing team has completed 5 at-bats.

**Run Limit** 5 Run limit per inning for every inning except the last, which will have unlimited runs.

**Forfeit** A team fielding less than 8 players will forfeit. A 15 minute grace period from the scheduled start of a game will be granted for those teams who have less than 8 players.

**Pitching** Pitchers once removed may not come back to pitch in that game. A coach may make only two visits to any one pitcher in one inning. The second trip to the same pitcher in the same inning will cause this pitcher to be automatically removed. Maximum of 3 innings per game, 8 innings per week for any player.

**Pitching Week** Pitching week runs Monday thru Sunday. 1 pitch in an inning constitutes an inning pitched.

**Pitchers Warm-ups** Pitchers are allowed 4 warm-up pitches between innings and 8 warm up pitches for a new pitcher.

**Balks** One Balk warning per pitcher.

**HBP** A Pitcher hitting 2 batters in one inning or 3 batters in the game must be removed and can not return during that game.

**Sliding** No head first sliding when advancing. Head first sliding is allowed when returning to a base. Base runners must slide if there is the clear possibility of a defensive play at the base. The decision as to whether there is a “clear possibility” of a defensive play is a judgment call of the umpire. If the umpire determines that there was or could have been a defensive play, the runner shall be called out. Any obvious attempt by the runner to “run over” or injure any fielder is grounds for ejection from the game.

**Playing Time** All players must sit one inning before any player sits out two innings. All players must sit out two innings before any player sits out three innings.

**Stealing** Stealing of all bases is allowed

**Dropped Third Strike** A batter may attempt to reach first on a dropped third strike, if first base is unoccupied at the time the pitcher begins his motion (a runner attempting to steal second is still occupying first base). Also, if there are 2 outs, regardless of who is on base, a runner may attempt to reach first on a dropped third strike.

**Infield Fly Rule** In effect when verbally called by the umpire while the ball is in the air. When a Batter pops up the ball to the infield with less than 2 outs and runners on either 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, if in the judgment of the umpire the ball can easily be caught by an infielder, the umpire may yell, “Infield fly batter is out” or something similar. When this is called, the batter is automatically out (regardless of if the ball is caught) and runners on base may advance at their own risk. If the infield fly rule is called, runners do not have to run if the ball is dropped because there is no force outs. REMEMBER: An umpire must call infield fly while the ball is in the air in order for it to be in effect.

**Players on Field** Only 9 players play the field with free substitution except for pitching position.

# 15-18 BASEBALL RULES AND REGULATIONS

## GENERAL RULES

**Bats** 2 5/8” with a max of -3 differential between length and weight.

**Bat Throwing** Is at the discretion of the umpire-when called, the batter will be warned first. Any subsequent infraction by that player during that game, the player will be called out.

**Bases** Bases are to be set at 90’.

**Pitching Mound** Pitching Mound is to be set at 60’6”

The Home Team will supply two game ball and the Visiting Team will supply one game ball.

**Game Duration** Games will be 7 innings in duration or no new inning will start 15 minutes before the next scheduled game on the same field.

**Official Game** A Game is official when the losing team has completed 5 at-bats.

**Run Limit** 6 Run limit per inning for every inning except the last, which will have unlimited runs.

**Forfeit** A team fielding less than 8 players will forfeit. A 15 minute grace period from the scheduled start of a game will be granted for those teams who have less than 8 players.

**Pitching** Pitchers once removed may not come back to pitch in that game **MAXIMUM OF 4 INNINGS PER GAME, 9 INNINGS PER WEEK FOR ANY PLAYER.** A coach may make only two visits to any one pitcher in one inning. The second trip to the same pitcher in the same inning will cause this pitcher to be automatically removed.

**Pitching Week** Pitching week runs Monday thru Sunday. 1 pitch in an inning constitutes an inning pitched.

**Pitchers Warm-ups** Pitchers are allowed 4 warm-up pitches between innings and 8 warm up pitches for a new pitcher.

**Balks** One Balk warning per pitcher.

**HBP** A Pitcher hitting 2 batters in one inning or 3 batters in the game must be removed and can not return during that game.

**Sliding** No head first sliding when advancing. Head first sliding is allowed when returning to a base. **Base runners must slide if there is the clear possibility of a defensive play at the base.** The decision as to whether there is a “clear possibility” of a defensive play is a judgment call of the umpire. If the umpire determines that there was or could have been a defensive play, the runner shall be called out. Any obvious attempt by the runner to “run over” or injure any fielder is grounds for ejection from the game.

**Batting Order** The entire team is to bat. Late arrivals (any player arriving after the start of the game) will be placed at the bottom of the order.

**Stealing** Stealing of all bases is allowed

**Dropped Third Strike** A batter may attempt to reach first on a dropped third strike, if first base is unoccupied at the time the pitcher begins his motion (a runner attempting to steal second is still occupying first base). Also, if there are 2 outs, regardless of who is on base, a runner may attempt to reach first on a dropped third strike.

**Infield Fly Rule** In effect when verbally called by the umpire while the ball is in the air. When a Batter pops up the ball to the infield with less than 2 outs and runners on either 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>, if in the judgment of the umpire the ball can easily be caught by an infielder, the umpire may yell, "Infield fly batter is out" or something similar. When this is called, the batter is automatically out (regardless of if the ball is caught) and runners on base may advance at their own risk. If the infield fly rule is called, runners do not have to run if the ball is dropped because there is no force outs. REMEMBER: An umpire must call infield fly while the ball is in the air in order for it to be in effect.

**Players on Field** Only 9 players play the field with free substitution except for pitching position.

## DIRECTIONS TO PLAYING FIELDS

**Alpha Ridge Park** - 11685 East Old Frederick Road, Marriottsville, MD 21104. Take Route 29 N to Interstate 70 W to right onto Marriottsville Road. Take Marriottsville Road. to Frederick Road. Left onto Frederick Road (also known as Route 99). Park is on left about 1.5 miles.

**Bushy Park Elementary** -2670 Route 97 Glenwood, MD 21738. Take Route 40 to Route 70. Follow Route 70 to Route 97 South (towards Olney). Travel 2-1/2 miles; school is on right alongside Glenwood Middle School. Or take Route 32 North to Burntwoods Road. Make a left turn on Burntwoods Road and proceed to Route 97. Turn right onto Route 97; school is approximately 2 miles on the left.

**Centennial Park East** -Woodland Road, Columbia. (large corporate pavilion) Route 29 to Route 108 West. Follow Route 108 west through one traffic light to Woodland Road. Make right onto Woodland Road then make an immediate left. Follow road to park pavilion.

**Centennial Park North** -Old Annapolis Road, Columbia. from Route 29: Route 29 to Route 108 West. Follow Route 108 West and make right at first traffic light (Columbia Road). Follow Columbia Road to first intersection and make a left onto Old Annapolis Road. Follow Old Annapolis Road approximately 1 mile to park entrance on left.

**Centennial Park South** -10,000 Route 108, Columbia. (picnic pavilions, boat dock, boat launch) from Route 29: Route 29 to Route 108 West. Follow Route 108 West to 2nd traffic light and make right into park.

**Centennial Park West** -Centennial Lane, Columbia (ball fields, tennis center). Route 29 to Route 108 West. Follow Route 108 West to Centennial Lane. Make right onto Centennial Lane to the park entrance on right.

**Clarksville Elementary** -12041 Route 108 Clarksville, MD 21029. From Route 29 travel West on Route 108 directly to the elementary school on Route 108 (left hand side of the road). From Western Howard County travel south on Route 32 to intersection with Route 108. Make left turn onto Route 108 and drive approximately 1-1/2 miles to elementary school on right.

**Clarksville Middle** -6535 Trotter Road, Clarksville, MD 21029. See Pointers Run Elementary.

**Cradlerock School** -6700 Cradlerock Way, Columbia, MD 21045. Route 29 South to Exit 18, Brokenland Pkwy towards Owen Brown. Make a left at the second light, onto Cradlerock Way, school is on the right. Formerly Dasher Green Elementary and Owen Brown Middle.

**Dayton Oaks Elementary** - 4691 Ten Oaks Road, Dayton, MD 21036. From Rte. 29, take MD-32 west toward Clarksville. Turn left onto West Linden Church Rd. Travel a short distance and make a right onto Ten Oaks Rd. Make another right to stay on Ten Oaks Rd.

SSchool will be on the left.

**Folly Quarter Middle** -13500 Triadelphia Road, Ellicott City. From Rte. 29 take Rte. 32 West towards Clarksville. Travel approximately 9.5 miles and turn left on Ten Oaks Rd and travel .4 miles school is on the left.

**Fulton Elementary** -11600 Scaggsville Rd, Fulton, MD 20759. Travel Route 29 South to signal light at Route 216. Make a right onto Route 216 and follow 1/4 mile to school on right.

**Glenelg High**-14025 Burnt Woods Road, Glenelg, MD 21737. Route 40 West to Route 32 exit. Make left turn at ramp in the direction of West Friendship. Travel south on Route 32 approximately 4-1/2 miles to Burntwoods Road. Make a right turn and travel approximately one mile to school on the left. OR From Route 29 take Route 32 West. Travel approximately 4-1/2 miles to Burnt Woods Road. Make a left, school is approximately 1 mile on the right.

**Glenwood Community Center** -2400 Rte. 97, Cooksville, MD 21723. Take Route 29 North to Route 70 West to Route 97 South. After crossing Frederick Road, Route 144. Travel about a mile and you'll see the center on the right in close proximity to the Glenwood Library.

**Glenwood Middle** -26880 Route 97, Glenwood, MD 21738. Take Route 40 to Route 70. Follow Route 70 to Route 97 South (towards Olney). Travel 2-1/2 miles, school is on right alongside Glenwood Middle School. Or take Route 32 North to Burntwoods Road. Left turn on Burntwoods Road to Route 97. Right turn onto Route 97 school is approximately 2 miles on the left.

**Harpers' Choice Middle** -5450 Beaverkill Road, Columbia, MD 21044. Route 29 to Route 108 West. Turn left onto Harper's Farm Road. Go through first signal light and make a left turn at next light onto Beaverkill Road. Athletic Club will be on the right.

**Jeffers Hill Elementary** -6000 Tamar Drive, Columbia, MD 21045. Route 29 South to Route 175 East. Route 175 East to Tamar Drive. Turn right onto Tamar Drive to Jeffers Hill Elementary on your left.

**Kiwanis-Wallas Park & Recreation Center** -3300 Norbert's Way, Ellicott City. Take Route 29 North to Route 40 West to signal light at Route 144 make left. Take an immediate left on Norbert's Way into Kiwanis-Wallas Park. Follow road to dead end at recreation center building. From 695- take exit Rte. 40 West (toward Ellicott City) continue several miles, pass the Enchanted Forest on the right. Go through two lights and make left onto Rte. 144. Make an immediate left on Norbert's Way into Kiwanis Wallas Park. Building is at dead end past the ballfields.

**Lime Kiln Middle** See Fulton Elementary. Make right into the Fulton Elementary School entrance; follow road past school. Entrance is on the left.

**Lisbon Elementary** -15901 Frederick Road, Lisbon, MD 21765. Route 70 West to Route 94 exit. Make left turn at the end of the ramp and travel down Route 94 South to the intersection of 94 and Route 144. Make a left onto Route 144 and travel approx. .5 mile to the school on the right.

**Longfellow Elementary** -5470 Hesperus Drive, Columbia, MD 21044. From Route 29 take Columbia Town Center exit (Route 175 West), Little Pat Pkwy, Right onto Harper's Farm Road (across from HCC) Second signal light (Eliot's Oak Road) turn right. First stop sign (Hesperus Dr) turn light. School is on your left.

**Long Reach High** -6101 Old Dobbin LN, Columbia, MD 21045. From 29 South, to 175 East, Left at traffic onto Dobbin Road, Continue to first light make left on to Old Dobbin Lane, school is on right.

**Manor Woods Elementary** -11575 Frederick Road, Ellicott City, MD 21042. Route 29 North to Route 40 West (toward Frederick). Take left turn onto Route 144 (Old Frederick Road). Follow 2 miles. School is on the left.

**Meadowbrook Park** -5001 Meadowbrook Lane, Ellicott City, MD 21043. From Route 29, exit Route 100 East. Exit onto Long Gate Parkway (the first exit). At the end of the exit ramp, turn left. After passing the Park & Ride, turn left into the second parking lot. From I

95, exit Route 100 West then exit 1A, Long Gate Parkway. At end of ramp, turn left. At the stop sign, turn right onto Long Gate Parkway. After passing the Park & Ride, turn left into second parking lot.

**Mount Hebron High** -9440 Route 99 Ellicott City, MD 21043. Route 40 West to St. Johns Lane. Turn right, Take St. Johns Lane to Route 99. School is at the intersection of Route 99 and St. Johns Lane.

**Mount View Middle** -12101 Woodford Dr, Marriottsville, MD 21104. Route 29 to I 70 West, to Marriottsville Road West. Take Marriottsville to Frederick Rd/Route 99 turn left at signal light. School is on right about 3 miles.

**Oakland Mills Middle** -9540 Kilimanjaro Road, Columbia, MD 21045. Route 29 South to Route 175 East, to right on Thunderhill Road and follow to dead end at Santiago Rd (Near Oakland Mills Village Ctr). Make a left onto Santiago Rd and follow to the stop sign at Stevens Forest Rd. Make a left onto Stevens Forest Road, follow to light at Kilimanjaro Rd and turn left onto Kilimanjaro Road. Follow to Middle School.

**Oakland Mills High** -9410 Kilimanjaro Road, Columbia, MD 21045. Same directions as Oakland Mills Middle School. High School is just beyond middle School, approx. 1/4 mile.

**Owen Brown Middle** Now part of Cradlerock School. See Cradlerock School.

**Phelps Luck Elementary** -5370 Oldstone Court, Columbia, MD 21045. Route 29 South to Route 108 East. Route 108 East to right on Phelps Luck Drive. Left on High Tor Hill to right on Oldstone Court to the school.

**Pointers Run Elementary** -6600 Trotter Road, Clarksville, MD 21029. From Columbia take Route 29 south to Route 32 West toward Clarksville. Exit at Great Star Drive. Top of ramp at stop sign take left onto Great Star. Take left onto Guilford Road. Next light is Trotter Rd go left. School is on left. Or, from Rte. 29, take Rte. 108 west. Turn left at Great Star Dr. and follow to end. Turn left on Guilford Rd. Turn left at signal on S. Trotter Rd. The school is on the left.

**Reservoir High** -11550 Scaggsville Road, Fulton, MD 20759. From Columbia, take Rte. 108 west to Rte. 216 east. Make a left on Rte. 216 east. Follow 216 east for approximately 3 miles. The school is on the left, past Fulton Elementary.

**River Hill High** -12101 Route 108, Clarksville, MD 21029. Take Route 29 to Route 108 West (towards Clarksville). Remain on Route 108 past Trotter Road (just past Clarksville Elementary). School is on the left.

**Rockburn Branch Park** East Area -5400 Landing Road, Elkridge, 21075. Rte. 29 to Maryland 100 East toward Glen Burnie. Travel 4 miles and take the Maryland 103 exit. Go through the roundabout and continue on Maryland 103/Meadow Ridge Road. Pass through the next roundabout. At the first signal light, turn right on Montgomery Road. Proceed to next signal and turn left to remain on Montgomery Road. Travel about 1.7 miles and make a left onto Landing Road. The park entrance will be about .75 mile on the left.

**Rockburn Branch Park** - West Area -6105 Rockburn Branch Park Road, Elkridge, 21075. From Rte. 29, take Rte. 100 east to Md. 103 exit. Go around the circle and cross over Rte. 100; proceed through next circle. At the first signal light, make a right on Montgomery Road. Proceed to signal light and make a left to remain on Montgomery Road. Travel about a mile; make a left onto Rockburn Branch Park Road and proceed to park.

**Running Brook Elementary** -5215 W. Running Road, Columbia, MD 21044. From Route 29 take Columbia Town Center exit (Route 175 West) which will put you on Little Patuxent Parkway. Go to second signal light (West Running Brook Road) turn right. School will be on your right.

**Savage Park** -8400 Fair Street, Savage, 20763. Route 29 S to Route 32 East. Route 32 to Route 1 S (toward Laurel). Once on Route 1 make right at first light (at Exxon Station) onto Howard St. Follow Howard St and bear left onto Baltimore Street. Follow Baltimore St through Savage to end and make right into park. (Picnic area is behind tennis courts.) OR From Route 1: Route 1 to North Laurel/Savage area (where Waste Water Treatment Plant and Storch Woods Apartments are). Turn onto Howard Street (at Exxon Station). Follow

Howard Street and make left onto Baltimore Street. Follow Baltimore Street through Savage to end and make right into park. Picnic area is behind tennis courts.

**Schooley Mill Park** (and Schooley Mill Park Activity Room) -12975 Hall Shop Road, Highland, MD 20777. Take Route 108 West past Route 216 intersection (Highland) to first left onto Hall Shop Road. Follow Hall Shop Road to park entrance on right. Or, take Route 29 to Route 216 West. Follow Route 216 West to Hall Shop Road. Turn left onto Hall Shop Rd. Follow to park entrance on left. The Activity Room is located in the large Multi-Purpose building.

**Stevens Forest Elementary** -6045 Stevens Forest Road, Columbia, MD 21045. Route 29 South to Exit 18 toward Owen Brown. Right at first light onto Broken Land Parkway. Left onto Stevens Forest Road (at light), school is one mile on the right.

**Sykesville Fire Hall** -Take Route 29 North to Route 70 West to Route 32 North (toward Sykesville/Eldersburg). Take left onto Freedom Road. Hall on immediate right.

**Swansfield Elementary** -5610 Cedar Lane, Columbia, MD 21044. From Route 29 take Columbia Town Center exit. (Route 175 West) to Little Patuxent Parkway. Make right turn at Cedar Lane. (The intersection across from the Howard County General Hospital.) School is on the left of Cedar Lane.

**Talbott Springs Elementary** -9550 Basket Ring Road, Columbia, MD 21045. Route 29 South to Route 175 East. Route 175 East to first signal light (Thunderhill Road). Make a right onto Thunderhill Road and go to White Acre Road, school is on the right.

**Thunder Hill Elementary** -9397 Mellenbrook Road, Columbia, MD 21045 Route 29 South to Route 108 East. Route 108 to Mellenbrook. Right onto Mellenbrook Road to the school on your left.

**Triadelphia Ridge Elementary** -13400 Triadelphia Rd, Glenelg, MD 21737. Take Route 32 West. Make a left onto Ten Oaks Rd. Make a left onto Triadelphia Road (Royal Farms is on the corner). Turn left (follow the sign) to stay on Triadelphia Rd. School is 1/10 mile on the left.

**Waterloo Elementary** -5940 Waterloo Road, Columbia, MD 21045. From Route 29 South make a right onto Route 108 East. School is on the right approximately 2 miles down past the intersection. Columbia School for the Deaf is directly across the street from the elementary school.

**Waterloo Park** -Old Water Road, Elkridge. Route 29 to Route 175 East. Follow Route 175 East and make a left at light onto Route 108 (toward Ellicott City), before I-95. Once on Route 108 take first right onto Lark Brown Road. Follow Lark Brown Road to stop sign and make a right onto Old Waterloo Road. Waterloo Park is at end next to Deep Run Elementary School.

**West Friendship Elementary** -12500 Frederick Road, West Friendship, MD 21794. Take Route 70 West to Route 32 exit. Turn left onto Route 32. Go to blinking light and turn left. School is on left of Route 144.

**Western Regional Park** -14800 Carrs Mill Rd., Woodbine MD, 21723. From I 70, exit Route 97 South. After crossing Frederick Road, Route 144, go about 1.3 miles to Carrs Mill Rd and turn right. Proceed about .3 mile; entrance to the park will be on the right.

**Wilde Lake High** -5460 Trumpeter Road, Columbia, MD 21044. From Route 29 South, take Columbia Town Center exit (Route 175) to Little Patuxent Parkway. Bear right onto Governor Warfield Parkway. Go to second signal light (Twin Rivers Road) turn right. Make a left on Trumpeter Road (just before Interfaith Center). School is straight ahead.

**Wilde Lake Middle** -10481 Cross Fox Lane. Columbia, MD 21044. Located next to Wilde Lake High School (see above directions). Follow road to the right.