

## HEREFORD AREA 2013 BASEBALL RULES GRADES 1-2 LEAGUE - FINAL

**RULES: Official Little League with the below exceptions and classifications. The following may be exception or clarification to the official rules:**

1. **SPORTSMANSHIP: Unsportsmanlike Conduct:** It is agreed that each council should monitor for unsportsmanlike conduct and handle accordingly. The umpires are empowered to confront anyone behaving in an unacceptable manner. Still, coaches must also take a part in the control not only of the players, but also of the spectators. If unacceptable behavior is exhibited by anyone a warning should be given. If the behavior continues, the game will be suspended and the team responsible will forfeit the game. We must make everyone know that unsportsmanlike conduct will not be tolerated. Our children should NEVER have to put up with derogatory statements of any kind!
2. **DIMENSIONS:** 60 ft. base distances with a 35' pitching distance.
3. **LENGTH OF GAME:** 6 innings. If tied at the end of 6 innings, game shall remain a tie. Prior to May 10<sup>th</sup>, no inning should start after 7:45pm. After May 10<sup>th</sup>, innings should not start after 8:00pm. It is at the umpire's discretion that either of these times be adjusted due to weather, darkness or late start time. Games suspended after 4 completed innings shall revert back to the last complete inning. Team ahead shall be declared the winner.
4. **PARTICIPATION:** All players showing up prior to the game in uniform (For safety, a uniform is to include a hat, shirt and long pants) shall be in the batting order for the entire game. All players must play at least 2 innings in the field. No more than 6 players may be in the infield. These positions are catcher, pitcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, and shortstop. Infielders must be on the edge of the dirt and the grass. Outfielders must be on the outfield grass at the time the ball is hit, with a maximum of 5 outfielders. The only coach allowed on the field is the pitcher. If a player must leave the game, he must take an out for each time he would later be up to bat.
5. **PITCHING:** Pitching shall be done by a non-player, i.e. adult, older brother or sister, etc. Each pitcher will pitch to his/her own team. This pitcher must make every effort to not interfere with a batted or thrown ball, allowing the other team's player in the pitcher's position to make a play. They cannot field a ball in play. Pitching shall be overhand. Pitching should be from a distance of 35 feet. The player pitcher must stand behind the coach pitcher within 3-5 feet on either side. A parent is allowed to stand behind the catcher to speed up the game by retrieving passed balls and returning them to either the pitcher or the catcher.
6. **FORFEIT:** A team must have 6 players dressed and ready to play. Forfeit time is 15 minutes after the scheduled start time.
7. **BUNTING:** Bunting IS NOT allowed.
8. **DROPPED THIRD STRIKE:** Batter is out.
9. **CATCHER POP UP:** As determined by the umpire, if the catcher catches a foul ball that goes over the batter's head the batter is OUT.
10. **STEALING:** Stealing IS NOT allowed.
11. **SLIDING:** Sliding allowed at all bases except first.
12. **STRIKES:** Umpire shall call swinging strikes only. Three strikes is an "out". All foul tips are considered strikes. If a foul tip is caught by the catcher on the third strike the batter is out. There shall be no walks.
13. **LEADING OFF:** There is no leading off allowed.
14. **BASE RUNNING:** Once a runner makes a motion back to base, last touched during play (such as a batted ball and stops running and turns to go back to base, walks back to base) play for that runner shall be considered complete, runner must return to base.
15. **FIVE-RUN RULE:** For the team at bat, when the 5<sup>th</sup> run of the inning scores, once a play is considered completed, team at bat shall move to the field, regardless of the number of outs. It is possible, however, to score more than five runs in an inning. Example: Bases are loaded and batter hits an apparent home run. All runs count that score before in judgment of umpire play

was complete. Five-run rule is in effect only during the first 5 innings. It is not in effect during the sixth or extra innings.

16. **INFIELD FLY RULE:** Infield fly rule does NOT apply.
17. **OVER THROW RULE:** ASA rules apply
18. **END OF PLAY:** Play stops when ball is returned to (coach) pitcher. The coach pitcher MUST stay within 2 feet of the dirt around the mound. If the ball is hit to the outfield, as soon as it is returned to ANY infielder the play is dead. Any runner more than ½ way between bases may continue to the next base.
19. **BASEBALL EQUIPMENT:**
  - **Balls:** An RIF Level 5 ball shall be used. Home team shall supply one new ball, and one good used ball.
  - **Gloves:** There are no restrictions as to the size or type of glove a player may wear at any position.
  - **Bats:** Any bat designated “Official Baseball” will be allowed with the maximum bat size being 2 5/8 (-3).
  - **Catchers:** Catchers must wear masks, shin guards, cup, and chest protectors. Any player warming up a pitcher must wear a catcher’s mask.
  - **Runners:** Runners and batters must wear helmets.
  - **Players:** May NOT wear metal spikes.
  - **Uniform:** To participate in a game, players must be in uniform. A uniform consists of a shirt (no tank tops) baseball pants (no shorts), and a baseball cap. Jewelry (other than medical alerts) will not be allowed.
15. **AWARDS:** Each council shall determine awards for their teams.
16. **RAINOUTS/POSTPONEMENTS:** Managers shall try to call opposing manager by 5:00pm if game is not to be played. If you do not hear from the opposing manager, then go to the field. Make-up games shall be at the discretion of opposing managers. Local Baseball Commissioner must clear dates for make-up games. **If during a game, lightning should appear in the area, it is the umpire/field attendant’s responsibility to suspend or terminate the game. A representative from the Baltimore County Department of Recreation and Parks can make the final determination on all weather and darkness decisions.** Games suspended after 4 completed innings shall revert back to the last complete inning. Team ahead shall be declared the winner.
17. **DEADLINES:** Any Recreation Council that does not adhere to the schedule due dates for program information will have their respective staff person and Rec. Council notified, and will have 24 hours to forward information to the appropriate commissioner. Failure to comply within 24 hours results in removal from program.
18. **SMOKING:** NO SMOKING is allowed on school premises.
19. **OFFICIALS:** One umpire will be assigned to each game.

**COMMISSIONERS AND COACHES – IF YOU MUST CANCEL A GAME, YOU HAVE 24 HOURS TO DO SO, IN AN EMERGENCY ONLY! IF YOU DO NOT NOTIFY YOUR COMMISSIONER TO CANCEL A GAME, OR YOUR TEAM DOES NOT SHOW UP AT THE FIELD, YOU STILL MUST PAY FOR THE UMPIRE. COMMISSIONERS ARE THE ONLY PEOPLE TO CONTACT UMPIRE COORDINATORS!!! GAMES SHOULD ONLY BE CANCELLED DUE TO SCHOOL FUNTIONS OR WEATHER.**