



Sykesville *Baseball Rules* **2024**

Sykesville Baseball is for the Players!!!

Effective **January 1, 2024**

The following rules are in effect for the Sykesville Baseball Program for the current season. The respective divisions below should also refer to the following rulebook:

The OFFICIAL RULES OF the NATIONAL FEDERATION of HIGH SCHOOL BASEBALL

These rules apply to all divisions except as superseded by Sykesville Baseball Rules.

Any questions on specific situations not covered by the Sykesville Baseball Rules or The Official Rules of the National Federation of High School Baseball will be addressed by the Sykesville Baseball Review Board.

In the event of any issues, a managers' first point of contact is his/her Player Agent. The following rules apply to all divisions unless stated otherwise

WEATHER POLICY

Upon the sighting of lightning or the sound of thunder, practices and/or games will be halted for 30 minutes. A horn may blow signifying that lightning has been spotted or thunder has been heard. Once lightning is spotted or thunder is heard, all fields will be cleared, and all players, coaches, and spectators must go to their vehicles. The 30 minutes restarts with each sighting of lightning or sound of thunder. At the end of 30 minutes, a decision will be made to either continue or call the game(s). The Board of Director on duty will make the final decision in all instances involving lightning and thunder. The extreme heat policy of Carroll County will be followed concerning all practices and games

I. DIVISIONS

<u>DIVISION</u>	<u>AGE</u>	<u>REQUIREMENTS</u>
T-Ball	4,5	Must be 4 by 12/31
Instructional 6	6	For 6-year-old players
Clinic 7	7	For 7-year-old players
Clinic 8	8	For 8-year-old players
Minors	9,10	9-year-old players may be reassigned to Clinic 8. 10-year-old players may not be reassigned to a lower division
Majors	11,12	11-year-old players may be reassigned to Minors. 12-year-old players may not be reassigned to a lower division
Prep	13,14	13-year-old players may be reassigned to Majors. 14-year-old players may not be reassigned to a lower division
Senior	High School Students	High School Students in Sr Division may not be reassigned to a lower division

- A. The official league playing age is the age of the player on August 31st of the current year. Four-year-old players must be 4 by December 31st.
For Senior Division age restrictions: Per NFHS and Maryland High School Sports Rules: High school students who reach the age of 19 after August 31st are eligible to play the following spring season.
- B. Any players requesting to play down one level must be brought to the attention of the Rec Director and the two Player Agents involved. If allowed to play down and, if possible, the player will be returned to the team the player played on the previous year. Players must be evaluated and attempt to play in the appropriate division according to age before being reassigned.
- C. All players on a team shall wear the numbered uniforms, supplied by Sykesville Baseball, identical in color, trim and style, with no alterations. All players must wear gray pants. Any part of the pitcher's undershirt or T-shirt sleeves shall be of a solid color, not white or gray. All shirts must be tucked in.

II. PLAYER'S PLAYING TIME

- A. Players may not sit out consecutive innings and no player may sit out a second inning until all players have sat one inning.
 - 1. In the Playoffs, Pitchers are excluded from the no player may sit out a second inning until all players have sat one inning rule.
 - 2. The penalty for intentionally violating the required innings rule is described under the heading Rule Violations later in this rulebook.
 - a) Unintentional Circumstances include illness, injury, discipline, or player requested and are not a violation of the rule. The manager must bring 'unintentional circumstances' to the attention of both umpires and the opposing manager or the violation will be considered intentional. This rule is waived should the game not be played to its full 6 or 7 innings or if the player in question arrives after the start of the game.
 - 3. Bleeding wounds:
 - a) The Umpire must wait a reasonable time for the Coach to determine if the bleeding can be stopped in order for the player to continue in the game without danger of further bleeding.
 - b) A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment.
- B. Any player in the Minor, Major, Prep or Senior division that must leave the game and will not return, will not result in a penalty to the team if the opposing scorekeeper is notified

III. ROSTERS

- A. If a Team's game-day roster is less than nine, the opposing team must share players if requested.
- B. Any player borrowed or filling in from another team cannot pitch.
- C. Every member of the team will be in the starting batting order.
- D. A player showing up after the start of the game goes last in the batting order.

IV. GAME START/END

- A. The National Anthem or Pledge of Allegiance will be played/recited prior to the start of each game. (The Umpires shall be responsible for starting the Pledge of Allegiance).
- B. Game start times will be decided by Sykesville Baseball.
- C. The following rules (C1 through C13) apply to Minors, Majors, Prep and Senior Divisions. Every effort will be made to complete all games.
 - 1. No new inning will start after two hours have expired from the time of the start of the game.
 - 2. If the inning starts prior to two hours after the beginning of the game, the inning will be completed unless the umpire or Board Member on Duty calls the game due to rain, darkness, etc.
 - 3. All regular season Minor Games at Fairhaven will have a drop-dead game end time of 2 hours and 15 Minutes.
 - 4. All regular season games at Freedom will have a drop-dead game end time of 2 hours 30 minutes.
 - 5. A new inning begins at the last out of the previous inning.
 - 6. The home team is responsible for providing the official scorekeeper.
 - 7. The Umpires will start the play clock as the defensive team takes the field and announce the Game Clock has started. If the play clock malfunctions, the start time of the game is the regularly scheduled start time.
 - 8. If in the Umpire's judgment, the game is being intentionally delayed, the Umpire has the right to continue the game even if only one team is ready. If the fielding team is ready, and the batter is not in the batter's box for the team up-to-bat when the Umpire calls "Play Ball", any pitch thrown by the pitcher is a strike. Once the batter takes his position in the batter's box, the strike zone is in effect. If the pitcher is ready, but the batting team is not ready, upon the Umpire calling "Play Ball", the Umpire will first warn the team, and then after the warning, begin calling balls and strikes.
 - 9. Regular season games can end in a tie. This does not apply to playoff games.
 - 10. If a game is called, it is a regulation game in Majors and below-
 - a) If four full innings have been completed.
 - b) If the home team is ahead in the game during the bottom of the fourth inning, when the game is called.
 - c) The 2-hour time limit has been reached regardless of what inning the game is in.

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11. If the time limit hasn't been reached, the continuation of a game after the "slaughter" rule has taken effect is at the discretion of the coaches. All pitch counts will continue for the game and counted toward the overall pitches for the player.
 12. If a game is called before it has become a regulation game, but after one or more full innings have been played, it shall be resumed exactly where it was suspended.
 - a) Ball/Strike count, outs, etc. stay in effect when the game resumes.
 - b) All records, including pitch counts, will count towards the week.
 - c) Anyone on the team roster is eligible to play when the game resumes whether or not the player was at the start of the game.
 - d) Any player not playing at the start of the game goes at the bottom of the batting order when the game resumes.
 13. Once a game is regulation, a called game (due to weather, darkness, etc.) ends when the umpire or Board Member on Duty terminates play except if the game is called during an incomplete inning. Then the game reverts to the end of the last previously completed inning in each of the following situations:
 - a) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
 - b) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.
- D. All Instructional and Clinic games will be a minimum of one (1) hour and a maximum of two hours.
- E. Extreme Weather:
Upon the sighting of lightning or sound of thunder, practices or games will be halted for 30 minutes. A horn may blow signifying that lightning has been spotted or thunder has been heard. Regardless of a signal from a horn, once lightning is spotted or thunder is heard, Coaches have a responsibility to make sure that all fields, dugouts, bench areas, and batting cages are cleared, and all players, coaches, and spectators must go to their vehicles. The Snack Bar will also be closed during all lightning and thunder delays. The 30 minutes restarts with each sighting of lightning or sound of thunder. At the end of 30 minutes, the Board Member on

duty will decide whether to continue to wait or call the game(s) or practice(s). The extreme heat policy of Carroll County will be followed.

- F. Makeup Games:
Only the Player Agent in conjunction with the Rec Director and the Scheduler can reschedule games.

V. DURING THE GAME

- A. Players shall not intentionally remove their batting helmets when the ball is alive and in play.
- B. Collision Rule:
The Collision Rule is an Umpire Judgement. When a collision occurs at a base and the runner does not slide, the runner shall be called out. Incidental contact is not a collision. The difference between incidental contact and a collision is an Umpire judgment. Malicious contact resulting in a collision will be ruled as Unsportsmanlike Conduct resulting in the ejection of the player.
- C. A fake tag to cause a slide is illegal and will result in an extra-base being awarded to the runner. A fake tag by a defensive player will result in obstruction being called by the Umpire:
 - 1. Fake tag is defined as an action taken by a defensive player to cause an offensive base runner to slide when the defensive player is not in possession of the ball.
- D. Throwing of the Bat by the Batter:
 - 1. The first warning will be given out at the Pregame conference by the Umpire. The difference between a dropped bat and a thrown bat is an Umpire Judgement.
 - 2. The First Offence will result in an immediate dead ball and the batter being called out.
 - 3. The Second Offence by a repeat offender will result in an immediate dead ball and the batter being called out then an Offensive Ejection of the Batter. The Batter will no longer be able to bat that game and the Batter's place in the Line-up will be an automatic out for the remainder of the game.
- E. Any deliberately thrown equipment is considered unsafe and unsportsmanlike conduct and will result in ejection.
- F. Headfirst Slides: Except as otherwise provided for in division-specific rules, headfirst slides are not permitted, except in retreat.
- G. Designated runners may be used for the pitcher or catcher at any time. The designated runner must be the player who made the last batted out.
- H. If the field allows it, On-deck batters shall be permitted on

the field of play in designated on-deck areas.

- I. Only one on-deck batter is allowed and must wear a batting helmet.
- J. No one (player or non-player) is permitted behind the backstop while a game is in progress, except on-deck batters.
- K. No requests for time shall be granted by the Umpire until a regulation play has stopped except in the case of an injured player when the Umpire may call time immediately.
- L. Mound Visits: For Minors division and above, any visit to the mound for any reason will be considered a mound visit.

VI. MISCELLANEOUS

- A. Metal spikes are allowed in the Senior Division Only
- B. A Batting Helmet must be worn during all batting practice at any Sykesville Baseball facility.
- C. The use of batting tees with pop up nets must be under coaches' supervision.
- D. Batter's donuts or sleeves are prohibited on any Fields at Fairhaven.
- E. Bats:
 - 1. Wooden Bats are allowed.
 - 2. Bats Sizes:
 - a) Clinic: length limited to 36" and 2 3/4" diameter with no weight limit
 - b) Minors: length limited to 36" and 2 3/4" diameter with no weight limit
 - c) Majors/Prep: length 36" and 2 3/4" diameter with no weight limit
 - d) Seniors: length 36", -3 weight limits and "BBCOR" certified.
- F. No tobacco products, e-cigs, or vapor cigarettes are to be used at any Sykesville Baseball facility.
- G. No pets, except service animals, are allowed at Fairhaven Park.

VII. PITCHING

- A. Two trips to the mound in the same inning or three trips in a game to the same pitcher is cause for removal of the pitcher from the mound.
- B. Pitchers hitting two batters in the same inning, or three batters in one game shall be removed from the mound.
- C. Pitchers that conduct an illegal pitch (motion violation) with no base runners on base will not be penalized.
- D. Pitching rules are specific to divisions. Refer to division rules.

VIII. MANAGERS/COACHES

- A. A maximum of one manager and two coaches are allowed in the dugout or on the playing field during a game. (Not in Fair Territory). Unless coaching at 3rd base or 1st base, managers will remain in dead-ball territory. (This does not refer to T-Ball and Instructional divisions).
- B. The minimum age for base coaches shall be 13 years old. All base coaches under 18 years of age must wear league-approved batting helmets.
- C. Both teams are responsible for preparing the field for play. Fields must be lined 5 minutes before the official game start time. The home team is assigned to the infield for pre-game warm-ups from 5:25 – 5:40 pm. The visiting team has the infield from 5:40 – 5:55 pm. Equivalent times will be used for weekend games depending on the scheduled start time and field availability with a goal of equally splitting the warm-up time between the teams. Both teams must allow the field to be prepared for play during warm-ups. The outfield is not assigned and is to be shared during pre-game warm-ups. Any violation of this rule may be subject to disciplinary action.
- D. The home team uses the third base dugout.
- E. Both teams are responsible for cleaning the dugouts and under the bleachers after each game.
- F. At the end of each game, both managers are responsible for emptying the trash cans and raking the pitcher's mound and base paths. Base paths should be raked parallel to the direction the player runs the bases.
- G. Any manager, coach or parent who provides direct coaching or guidance to the players during practices or games shall first be approved by Sykesville Baseball. This approval requires, among other criteria, the satisfactory completion of a background check completed in accordance with the then-current policies of Carroll County Recreations and Parks. In the event that an approved coach is not available to lead a team event, the division's Player Agent, as set forth on the final page of these rules, should be contacted.

IX. RULE VIOLATIONS:

- A. Ejection Policy -
 - 1. Manager - First offense results in a two-game suspension (this shall be the next two games played); Second offense

- suspended for the season and must go before the Review Board prior to reinstatement.
- 2. Player – First offense results in a two-game suspension (this shall be the next two games played); Second offense, the player must go before the Review Board.
- 3. Managers will have a mandatory one game suspension if an assistant coach or player is ejected from a game.
- B. Protests - No protests will be considered. All decisions rendered by the umpires are final.
- C. Rule violations will be brought before the Review Board. Most, but not all, violations will result in the following penalties:
 - 1. First Time: Warning to team/manager/player.
 - 2. Second Time: Manager/player ejection (two games).
 - 3. Third Time: Manager/player dismissal from the league for the remainder of the season.

X. PLAYOFFS

- A. Playoff seedings will be determined by the season-ending standings.
 - 1. In the event of a tied record, playoff seeding will be determined by:
 - a) Head-to-head record; in the event of a tie;
 - b) Coin flip
- B. All teams in the Minors, Majors and Preps will enter the playoffs.
- C. The playoff seedings for the Seniors division will be determined by a blind draw.
- D. Playoff games length will be limited to no new innings starting after two hours but will not be subject to the “Drop Dead” Rule set forth in Section IV(c).
- E. Championship games will have no time limit and will be played to completion, weather or daylight permitting, with “slaughter” rules in effect.
- F. All-Star games will have no time limit and will be played to completion, weather or daylight permitting, with “slaughter” rules in effect

XI. CONDUCT OF MANAGERS, COACHES, PLAYERS, PARENTS, FANS

- A. Managers, coaches, players, parents, and fans are expected to conduct themselves in an orderly, mannerly and courteous fashion. Profanity will not be tolerated. Any person using any form of a swear word, such as "damn" or worse shall be immediately ejected from the game and the fields (i.e., there is no warning).

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- B. Any Umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- C. Players leaving their positions in the field or on base, or managers or coaches leaving the bench or coaches box, to argue balls and strikes will not be permitted. They will be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game and subject to further discipline as set forth in Section IX of these rules.
- D. Parents dissatisfied with any aspect of the game shall wait 24 hours after the game to discuss their concerns with their child's team Manager. Only after meeting with their child's team Manager, the parent may then discuss their dissatisfaction with the division's Player Agent. After meeting with the Division Player Agent and as a last resort, the parent may then discuss their dissatisfaction with the League's Executive Board of Directors.
- E. Coach/Manager Responsibility
 1. The conduct of the players, parents, and fans is the primary and direct responsibility of the manager of the team, before, during and after the game.
 2. Coaches/managers should report misconduct to the Board Member on Duty at the clubhouse.

XII. DIVISION RULES

T-BALL 4 - 5 RULES
(4-year-old & 5-year-old players)

- Minimum one-hour games will be played in the T-Ball Division.
- A maximum of six fielders in the infield. No catcher position will be fielded.
- A maximum of 10 fielders will be on the field.
- No player may sit out more than two innings per game.
- Helmets must be worn by a player while batting and running the bases.
- A protective cage style face mask, which is attached to the batting helmet, must be worn by all batters and base runners.
- An inning will consist of once through the lineup
- The batters will begin the season using the batting-tee. As the season progresses the manager will have the option to begin coach pitch (if the player skill wise is ready to hit pitched balls). The manager will kneel on one knee and pitch up to 4 pitches. If the batter does not hit the pitched balls, the ball will be placed on the batting tee.
- No stealing.
- No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.
- The pitcher's mound will be positioned approximately 40 feet from home plate.
- Bases shall be positioned 40' apart.
- No person under the age of 18 shall act as the "batter backup".

END OF INSTRUCTIONAL 4/5 RULES

INSTRUCTIONAL 6 RULES
(6-year-old players)

- Maximum of 90 Minutes will be played in the Instructional Division.
- A maximum of six fielders in the infield, when the catcher position is occupied.
- A maximum of 10 fielders will be on the field.
- No player may sit out more than two innings per game.
- Helmets must be worn by a player while batting and running the bases.
- A protective cage style face mask, which is attached to the batting helmet, must be worn by all batters and base runners.
- An inning will consist of once through the lineup (if a runner is out, they must return to the bench).
- The team batting will provide the “batter backup”.
- Each batter will have six chances to hit a pitched ball, after which the player will be required to hit off a tee.
- Play will be stopped once the ball is returned to the infield. The infield is defined as the baseline, between first and second, and second and third. When the ball reaches that area, in the judgment of the manager/coach, the ball is dead. Runners who have been judged to be more than halfway to the next base will be allowed to continue to that base. Runners who are less than halfway to a base must return to the last legally occupied base.
- No stealing.
- No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.
- The pitcher's mound will be positioned approximately 40 feet from home plate.
- The bases will be positioned approximately 45' apart.
- Anyone under 18 years of age who occupies the position of “batter backup” must wear protective gear.

END OF INSTRUCTIONAL 6 RULES

CLINIC 7 RULES
(7-year-old players)

- Maximum of two-hour games will be played in the Clinic 7 Division.
- A maximum of six fielders in the infield, including the catcher.
- A maximum of 10 players will be on the field.
- No player may sit out more than 2 innings per game.
- Helmets are required while a player is batting and while running the bases.
- A protective cage style face mask, which is attached to the batting helmet, must be worn by all batters and base runners.
- An inning will consist of:
 - The season will begin with the teams batting through the lineup.
 - After the 3rd week of games an inning will consist of three outs or once through the lineup.
 - Runners that have been called out will return to the bench.
- Pitchers shall be allowed to throw 3 pitches per batter. After 3 pitches, a coach shall throw 3 pitches. If the batter has not hit the ball within these 6 pitches, they shall be required to hit from a “tee.”
- Pitchers may pitch a maximum of one inning per game.
- No ball buckets shall be allowed on the field of play.
- Play will be stopped once the ball is returned to the infield. The infield is defined as the baseline, between first and second, and second and third. When the ball reaches that area, in the judgment of the manager/coach, the ball is dead. Runners who have been judged to be more than halfway to the next base will be allowed to continue to that base. Runners who are less than halfway to a base must return to the last legally occupied base.
- No stealing.
- No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.
- The pitcher's mound will be positioned approximately 35 feet from home plate.
- The bases will be positioned approximately 50' apart.
- Anyone under 18 years of age who occupies the position of “batter backup” must wear protective gear.

END OF CLINIC 7 RULES

CLINIC 8 RULES
(8-year-old players)

- A maximum of six innings or a two-hour game will be played in the Clinic 8 Division.
- 10 players on the field. Four outfielders are used.
- Helmets are required while a player is batting and while running the bases.
- A protective cage style face mask, which is attached to the batting helmet, must be worn by all batters and base runners.
- Players will pitch all innings. If an Umpire is not provided, a Coach-Umpire of the batting team will call "Balls" and "Strikes" from behind the pitcher. If the pitcher throws four "Balls" to a batter, rather than issuing a walk to that batter, the coach will come in and finish the at-bat until there is either a batted ball or strikeout. When the coach comes in to finish the at-bat, the count on the batter will reset to zero strikes. The player may then pitch to the next batter. The Coach-Umpire will continue to call "Balls" and "Strikes" while pitching. A Hit by Pitch is only awarded when a player is pitching.
- There will be no Infield Fly Rule for this Division
- No coach other than the Coach-Umpire is allowed on the field during play.
- An inning will consist of:
 - three outs (if a runner is called out, they must return to the bench) or,
 - four runs.
- No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.
- Pitchers may only pitch a maximum of two innings per game. Players may pitch a maximum of 40 pitches per games and 60 pitches per week.
- If a pitcher hits two batters in one inning or three batters in a game, the pitcher is then removed from the mound.
- If the pitcher leaves that position the player shall not return as the pitcher.
- No stealing.
- Play shall be stopped once the ball is returned and controlled in the infield. The infield is defined as the baseline, between first and second, and second and third. When the ball reaches that area, in the judgment of the coach-umpire, the ball is dead. Runners who have been judged to be more than halfway to the next base will be allowed to continue to that base. Runners who are less than halfway to a base must return to the last legally occupied base.
- The pitcher's mound will be positioned approximately 40 feet from home plate.
- The bases will be positioned approximately 55' apart.

END OF CLINIC 8 RULES

MINOR RULES
(9 & 10-year-old players)

- Six inning games will be played in the Minor Division.
- Three outfielders are used.
- Maximum of four runs per inning.
- At the end of 4 ½ innings, if the home team is ahead by 10 or more runs, the game is over (i.e. slaughter rule).
- If the game reaches the 6th inning, there will be no limit on the number of runs allowed. The game will still abide by the Drop-Dead time limit.
- The pitcher's mound will be positioned 46' from home plate.
- The bases will be positioned 60' apart.
- If a pitcher hits two batters in one inning or three batters in a game, the pitcher is then removed from the mound.
- Helmets are required while a player is batting, running the bases or the on-deck batter.
- A protective face mask, which is attached to the batting helmet, must be worn by all batters and base runners.
- There will be no Infield Fly Rule for this Division
- A batter awarded a walk may not advance past first base until after a pitch is thrown to the next batter.
- Base runners must remain on base until the ball has crossed home plate. They may steal after the ball has crossed home plate. Violations will be generated under Manager Appeal after the play is completed. Teams will receive one warning. After the second team violation, the runner will be called out.
- Base runners may steal only one base (including Home) per batter at the plate.
- Play shall be stopped and base runners may not advance if the pitcher is in control of the ball on the pitcher's mound. Runners that are judged to be more than halfway to the next base may continue at their own risk. If the pitcher attempts a play on a runner, the ball shall be considered in play.
- If the pitcher leaves that position that player shall not return as the pitcher in the same game.
- Pitching rules:

A violation of the pitching rules may result in a disciplinary action

- Maximum of three innings per game, and four innings per seven days. One (1) pitch will constitute a complete inning pitched.
- Maximum of 75 pitches per day.
- If a player pitches 61 or more pitches in a day, three calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, two calendar days of rest must be observed.

- If a player pitches 21-40 pitches in a day, one calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- Balks will not be called in the Minor division.
- Pitch counts must be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

<u>END OF MINOR RULES</u>

<p style="text-align: center;">MAJOR RULES <u>(11 & 12-year-old players)</u></p>
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- Six inning games will be played in the Major Division.
- Balks will be called, with one warning allowed per pitcher.
- Runners may advance at their own risk at any time while the ball is in play.
- The ball will remain in play at all times unless deemed not in play by the umpire.
- Helmets are required while a player is batting, running the bases or the on-deck batter.
- Maximum of five runs per inning.
- At the end of 4 ½ innings, if the home team is ahead by 6 or more runs, the game is over (i.e. slaughter rule).
- At the end of five full innings, if the visiting team is ahead by 6 or more runs, the game is over.
- If a pitcher hits two batters in one inning or three batters in a game, the pitcher is then removed from the mound.
- The pitcher's mound will be positioned 50' from home plate.
- The bases will be positioned in direct proportion to the pitcher's mound; i.e., 70 feet to 1st and 3rd, etc.
- For dropped 3rd strike -- the batter is out.
- Pitching rules:

A violation of the pitching rules may result in a disciplinary action

- Maximum of 85 pitches per day.
- If a player pitches 76 or more pitches in a day, four calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, two calendar days of rest must be observed.
- If a player pitches 21-40 pitches in a day, one calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- Pitch counts must be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

<p style="text-align: center;"><u>END OF MAJOR RULES</u></p>

PREP RULES
(13, 14-year-old players)

- Seven inning games will be played in the Prep Division.
- No metal spikes allowed.
- Balks will be called, with one warning allowed per pitcher.
- Helmets are required while a player is batting, running the bases or the on-deck batter.
- Maximum of six runs per inning except for the 7th inning, which has no run limit.
- At the end of four full innings, if either team is winning by 15 runs or more the game is over. At the end of five or six full innings, if either team is winning by 10 runs or more the game is over.
- Pitching rules:

A violation of the pitching rules may result in a disciplinary action

- Maximum of 95 pitches per day.
- If a player pitches 76 or more pitches in a day, four calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, two calendar days of rest must be observed.
- If a player pitches 21-40 pitches in a day, one calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- Pitch counts must be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

END OF PREP RULES

<p style="text-align: center;"><u>SENIOR RULES</u> (High School Students)</p>

- Seven inning games will be played in the Senior Division.
- Balks will be called, with no warnings.
- Helmets are required while a player is batting, running the bases or the on-deck batter.
- Metal Spikes are allowed.
- All players must use "BBCOR" bats in the Seniors division.
- No players currently playing and pitching for a High School Teams are allowed to pitch.
- At the end of four full innings, if either team is winning by 15 runs or more the game is over. At the end of five or six full innings, if either team is winning by 10 runs or more the game is over.
- Pitching rules:

A violation of the pitching rules may result in a disciplinary action

- Maximum of 95 pitches per day.
- If a player pitches 76 or more pitches in a day, four calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, two calendar days of rest must be observed.
- If a player pitches 21-40 pitches in a day, one calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- Pitch counts must be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

<p style="text-align: center;"><u>END OF SENIOR RULES</u></p>
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Any questions concerning these rules may be directed to a member of the Rules Committee:

Rules Committee:

Bill Jones	Umpire Coordinator & Chairman of the Rules Committee
Fred Lucarelli	Recreational Director/ Senior and Preps Players Agent
Matt Speake	Player Agent, Majors
Bryan Pierce	Player Agent, Minors
George Marzano	Player Agent, Clinic 8 / Clinic 7
Jason Kymingham	Instructional 6 / T-Ball

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