

MT. LAUREL BASEBALL INSTRUCTIONAL AND INTRAMURAL RULES- March 2013

Grade	Section	Category	Rule	Details
Instructional	1.0	General	All rules not	Cal Ripken rules apply
Instructional	1.1	General	Dugouts	Home team occupies 1st Base dugout. Away team occupies 3rd Base dugout. No non-rostered children or parents are permitted in dugout once th game has begun.
Instructional	1.2	General	Field Duties	Home team is responsible to prepare game for play.This includes unlocking equipment box, setting out Tee and helmets, grooming field, setting out bases. Visiting team is responsible for grooming infield, removal of trash from both dugouts, returning equipment to and locking equipment box.
Instructional	1.3	General	Game Balls	Home team must supply 5 balls
Instructional	1.4	General	Pregame	All warming up must occur in outfield. No infield practice permitted
Instructional	1.5	General	Games Scores Kept	N/A
Instructional	1.6	General	Standings Kept	N/A
Instructional	1.7	General	Coaches on Field	Yes
Instructional	1.8	General	Umpires	No
Instructional	1.9	General	Playoffs	No
Instructional	1.10	General	Uniforms	All players must wear league issued uniforms with gray baseball pants
Instructional	1.11	General	Music	No music
Instructional	2.1	Pitching	Limits	No pitching by coaches or kids
Instructional	2.2	Pitching	Guidelines	N/A
Instructional	2.3	Pitching	Pitching Rubber Distance	N/A - players should stand approx 35 feet away from the plate
Instructional	2.4	Pitching	Balks	N/A
Instructional	2.5	Pitching	Hit Batters	N/A
Instructional	2.6	Pitching	Walks	N/A
Instructional	3.1	Scheduling	Rain Outs	Weather/Field Conditions determined by Commissioner and/or Field Manager. Coaches can agree to terminate game after it has started.
Instructional	3.2	Scheduling	Weeknight Rainouts	If Possible
Instructional	3.3	Scheduling	Saturday Rainouts	Saturday rainouts are rescheduled at Commissioner/Board's discretion.
Instructional	3.4	Scheduling	Suspended Games	N/A
Instructional	4.1	Time	Start of Game	6:15 on weekdays
Instructional	4.2	Time	Game Length	3 innings
Instructional	4.3	Time	Extra Innings	N/A
Instructional	4.4	Time	Time Between Innings	As quickly as possible to maximize game time.
Instructional	5.1	Players	To Start a Game	Can field a team with however many players show up
Instructional	5.2	Players	Substitutions	N/A
Instructional	5.3	Players	Playing Time Distribution	All players will play every inning in the field.
Instructional	5.4	Players	Extra Innings	N/A
Instructional	6.1	Offense	Batting Order	Univeral all players bat any one who arrives late will be added to bottom of the lineup.
Instructional	6.2	Offense	Bat Throwing	Coaches encourage dropping the bat after putting ball in play.
Instructional	6.3	Offense	General Base Running	Maintain baseline and try to avoid contact with fielders when possible.
Instructional	6.4	Offense	Leading	N/A
Instructional	6.5	Offense	Stealing	N/A
Instructional	6.6	Offense	Slide and Veer	N/A
Instructional	6.7	Offense	Dead Ball or Continous Advancement	No continous advancement. All players advance one base on balls put into play and outs are not recorded. Last batter of each inning hits a "homerun" to clear the bases for the inning.
Instructional	6.8	Offense	Bunting	N/A
Instructional	6.9	Offense	Run Limit	N/A

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Instructional	6.9	Offense	Mercy Rule	N/A
Instructional	6.10	Offense	Strikes Per Batter	N/A
Instructional	7.1	Defense	Alignment	All players will play the field each inning. All infield positions (P, 1B, 2B, SS, and 3B) except catcher will be occupied with the remaining players spread apart in the outfield.
Instructional	7.2	Defense	Catching	N/A
Instructional	7.3	Defense	Dropped 3rd Strike	N/A
Instructional	7.4	Defense	Catcher Interference	N/A
Instructional	7.5	Defense	Infield Fly	N/A
Instructional	8.1	Speed Up Rules	Courtesy Runner	N/A
Instructional	8.2	Speed Up Rules	Positions	Cooperate so the playing time is maximized.
Instructional	9.1	Playoffs	Format	N/A
Instructional	9.2	Playoffs	Eligible Teams	N/A