

MT. LAUREL BASEBALL INSTRUCTIONAL AND INTRAMURAL RULES- March 2013

Grade	Section	Category	Rule	Details
Major Freedom	1.0	General	All rules not	Cal Ripken rules apply
Major Freedom	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.
Major Freedom	1.2	General	Field Duties	Home team is responsible to prepare game for play. This includes: unlocking equipment box, plugging in scoreboard, turning on lights, infield groomed, pitchers mound rubber at proper distance, bases at proper distance, baselines chalked, and batters box chalked. Visiting team is responsible returning scorebard box, repairing pitchers mound, grooming infield, removal of trash from both dugouts, turning off scoreboard and lights.
Major Freedom	1.3	General	Game Balls	Home team must supply 2 new ball provided at draft. Good idea to have 1 or 2 in good condition in reserve.
Major Freedom	1.4	General	Pregame	All warming up must occur in outfield. No infield practice permitted Home team has batting cage up until 30 minutes prior to scheduled start time. Visitors have last 30 minutes until game time (" Quad " Field Games only)
Major Freedom	1.5	General	Games Scores Kept	Yes. Winning coach report score to Comissioner
Major Freedom	1.6	General	Standings Kept	Yes. Available on the web site.
Major Freedom	1.7	General	Coaches on Field	Base coaches at first (1st) base and third (3rd) base only. Limited to 3 coaches and a scorekeeper. All must remain fence unless on the bases.
Major Freedom	1.8	General	Umpires	Yes - Behind the plate
Major Freedom	1.9	General	Playoffs	Yes - all teams make playoffs
Major Freedom	1.10	General	Uniforms	All players must wear league issued uniforms with gray baseball pants
Major Freedom	1.11	General	Music	No music
Major Freedom	2.1	Pitching	Limits	Maximum two (2) innings per game for every game including playoffs. Maximum of six (6) innings per week. Pitching week is Monday - Sunday. 1 pitch = 1 inning pitched.
Major Freedom	2.2	Pitching	For Guideline Purposes Only	There are specific restrictions on the Rookie Patriot pitchers not addressed below 10 and under - 75 pitches/day 11&12 - 85 pitches/day 13-16 - 95 pitches/day * If a player pitches 61 or more pitches in a day, three (3) calendar days of rest * If a player pitches 41-60 pitches in a day, two (2) calendar days of rest * If a
Major Freedom	2.3	Pitching	Pitching Rubber Distance	50 feet - 70 feet
Major Freedom	2.4	Pitching	Balks	Yes. 1 warning per pitcher, per inning. First movement after coming to the set position. No runner advancement on warning.
Major Freedom	2.5	Pitching	Hit Batters	Must remove pitcher if: Three (3) batters hit in an inning. Coaches should exercise judgment if pitcher is wild.
Major Freedom	2.6	Pitching	Walks	Unlimited
Major Freedom	3.1	Schedulin g	Rain Outs	Weather/Field Conditions determined by Commissioner and/or Field Manager. Umpire judgment after game has started. .
Major Freedom	3.2	Schedulin g	Weeknight Rainouts	Weeknight rainouts are rescheduled for Friday Night of the same week.
Major Freedom	3.3	Schedulin g	Saturday Rainouts	Saturday rainouts are rescheduled at Commissioner/Board's discretion.
Major Freedom	3.4	Schedulin g	Suspended Games	(a) Games that have completed one full inning but are suspended prior to becoming official, will resume play at point game and time limit left off; innings pitched are recorded. (b) Games that do not complete one inning prior to becoming official will start over; innings pitched are not recorded.
Major Freedom	4.1	Time	Start of Game	Games start at 6:30pm sharp, meaning "first pitch". Saturday games start with first pitch at 9:00AM or 11:30AM.

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Major Freedom	4.2	Time	Game Length	6 innings or no new inning after 1:45 or as daylight dictates. Saturday games no new inning after two (2) hours. Game is official after trailing team has batted 4 times, time limit reached regardless of inning, games can end in tie (except playoffs).
Major Freedom	4.3	Time	Extra Innings	As time limit permits except for playoffs
Major Freedom	4.4	Time	Time Between Innings	Pitcher receives 5 warm up pitches. Have defensive assignments ready and posted to maximize game time.
Major Freedom	5.1	Players	To Start a Game	A minimum of 8 players is required to start a game. Opposing team will provide an outfielder in either Right or Left field (field closest to team's dugout). 9th position (open) in line-up will not be recorded as an out.
Major Freedom	5.2	Players	Substitutions	Must remove pitcher on 2nd trip to mound in same inning. Once removed; a pitcher cannot return to pitch in same game. Mid inning Defensive position changes only allowed in the event of a pitching change or injury.
Major Freedom	5.3	Players	Playing Time Distribution	Any player sitting out an inning SHALL NOT sit again until EVERY available player sits out at least one full inning. Every player will play no less than one (1) inning in the infield.
Major Freedom	5.4	Players	Extra Innings	As time permits. Coaches may play players in any position in extra innings, except re-entering a pitcher to pitch again, provided no player sits a third time prior to all players sitting twice in any game.
Major Freedom	6.1	Offense	Batting Order	Universal all players bat any one who arrives late will be added to bottom of the lineup. Any player who has to leave a game early or is injured will not be recorded as an out and they may re-enter the game in the same batting position.
Major Freedom	6.2	Offense	Bat Throwing	One warning per team; next batter out. Umpire judgement call
Major Freedom	6.3	Offense	General Base Running	Maintain baseline and try to avoid contact with fielders when possible. No head first slide but may dive back to the base. If a player slides heads first, there will be no penalty applied, but player will be reminded of the danger.
Major Freedom	6.4	Offense	Leading	Yes
Major Freedom	6.5	Offense	Stealing	Permitted for all bases. May only steal home 2 times in an inning, however with safety of the catchers and base runners in mind, no straight steals of home.
Major Freedom	6.6	Offense	Slide and Veer	When a defensive player is in possession of the ball or is about to receive the ball, the runner is obligated to avoid collision with that player. If in the umpire's judgement, the runner's failure to slide or veer results in other than incidental contact, he shall be called out. In such case the ball is dead at the point of collision and no runner shall advance beyond the base occupied at the time of the collision. If runner fails to slide or veer but causes no contact with the fielder, no penalty is applied. These are judgement calls by the umpire and are not subject to protest. If in the umpire's judgement a defensive player's actions cause a runner to slide or veer when a play is not imminent, the defensive team will be guilty of obstruction. The umpire may award bases that in his or her judgement nullify the obstruction.
Major Freedom	6.7	Offense	Dead Ball or Continuous Advancement	Time is granted only by the umpire. Ball is dead when returned to the pitching mound in possession or time is granted by the umpire. No advancement by runners. Umpire judgement call when ball is "dead".
Major Freedom	6.8	Offense	Bunting	Yes
Major Freedom	6.9	Offense	Run Limit	Can ONLY score on a batted ball or being forced home (bases loaded BB or HBP). Six (6) run limit for EVERY inning.

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Major Freedom	6.9	Offense	Mercy Rule	10 run lead after 4 innings (3 1/2) if Home team is ahead or 7 run lead after 5 innings (4 1/2) if Home team is ahead)
Major Freedom	6.10	Offense	Strikes Per Batter	3 strikes
Major Freedom	7.1	Defense	Alignment	Maximum of 9 players. One at each position. If there are only 8, team may play with 8 or have last recorded out on opposing team play in the outfield
Major Freedom	7.2	Defense	Catching	Limited to three (3) innings per game.
Major Freedom	7.3	Defense	Dropped 3rd Strike	NO Dropped 3rd Strike (batter is out; runners may advance at their own risk).
Major Freedom	7.4	Defense	Catcher Interference	Yes
Major Freedom	7.5	Defense	Infield Fly	Yes
Major Freedom	8.1	Speed Up Rules	Courtesy Runner	Mandatory courtesy runner for catcher with two outs. Last batter not to reach base is the courtesy runner.
Major Freedom	8.2	Speed Up Rules	Postions	Cooperate so the playing time is maximized. Refrain from timeouts absent injury or trip to mound. Have catcher ready to start inning or have parent warm up pitcher. Give defensive position assignments to players while team is batting not when defensive inning is beginning.
Major Freedom	9.1	Playoffs	Format	Single elimination
Major Freedom	9.2	Playoffs	Eligible Teams	All teams eligible