

MT. LAUREL BASEBALL INSTRUCTIONAL AND INTRAMURAL RULES- March 2013

Grade	Section	Category	Rule	Details
Rookie Freedom	1.0	General	All rules not	Cal Ripken rules apply
Rookie 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.
Rookie 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. Lights, scoreboards and base and pitching distances only apply to "Quad" not to "Tri-Plex".
Rookie Freedom	1.3	General	Game Balls	Home team must supply 5 balls
Rookie 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)
Rookie Freedom	1.5	General	Games Scores Kept	Yes. No standings kept, no scores posted.
Rookie Freedom	1.6	General	Standings Kept	No
Rookie Freedom	1.7	General	Coaches on Field	Base coaches at first (1st) base and third (3rd) base only except when players need to be directed to their positions on the field. Limited to 3 coaches and a scorekeeper. All must remain fence unless on the bases.
Rookie Freedom	1.8	General	Umpires	Yes - Behind machine
Rookie Freedom	1.9	General	Playoffs	Yes - all teams make playoffs
Rookie Freedom	1.10	General	Uniforms	All players must wear league issued uniforms with gray baseball pants
Rookie Freedom	1.11	General	Music	No music
Rookie Freedom	2.1	Pitching	Limits	Machine pitch
Rookie Freedom	2.2	Pitching	Guidelines	N/A
Rookie Freedom	2.3	Pitching	Pitching Rubber Distance	Machine set up 46' - Bases 60 feet
Rookie Freedom	2.4	Pitching	Balks	N/A
Rookie Freedom	2.5	Pitching	Hit Batters	N/A
Rookie Freedom	2.6	Pitching	Walks	N/A
Rookie Freedom	3.1	Schedulin g	Rain Outs	Weather/Field Conditions determined by Commissioner and/or Field Manager. Umpire judgment after game has started. .
Rookie Freedom	3.2	Schedulin g	Weeknight Rainouts	Games are rescheduled by the Commissioner. Some games may be rescheduled at Hillside if the "Tri-Plex" is unavailable.
Rookie Freedom	3.3	Schedulin	Saturday Rainouts	Saturday rainouts are rescheduled at Commissioner/Board's discretion.
Rookie 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.
Rookie Freedom	4.1	Time	Start of Game	Games start at 6:00pm sharp, meaning "first pitch"
Rookie 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).
Rookie Freedom	4.3	Time	Extra Innings	As daylight and time limit permits except for playoffs
Rookie Freedom	4.4	Time	Time Between Innings	1 - 2 minutes max between innings. Umpires will enforce.

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Rookie 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.
Rookie Freedom	5.2	Players	Substitutions	Mid inning Defensive position changes only allowed in the event of a pitching change or injury.
Rookie 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 two innings in the infield per game with one (1) infield inning occurring within the first 3 innings Every player will play at least one inning in the outfield.
Rookie Freedom	5.4	Players	Extra Innings	As time permits. Coaches may play players in any position in extra innings, provided no player sits a third time prior to all players sitting twice in any game.
Rookie 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.
Rookie Freedom	6.2	Offense	Bat Throwing	One warning per team; next batter out. Umpire judgement call
Rookie 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 players slides heads first, there will be no penalty applied, but player will be reminded of the danger.
Rookie Freedom	6.4	Offense	Leading	No
Rookie Freedom	6.5	Offense	Stealing	N/A
Rookie Freedom	6.6	Offense	Slide and Veer	Coaches will need to teach how to properly slide. 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.
Rookie Freedom	6.7	Offense	Dead Ball or Continous Advancement	<p>1. After ball is hit into play, play will be declared "under control" by umpire (with raised arm) when ball is controlled by an infielder (not outfielder) in fair territory in the infield. Control = ball is in an infielders hand or glove.</p> <p>2. At this time, a runner will be returned to previous base unless, in judgment of umpire, runner was PASSED THE BASE PATH hash mark at time play was "stopped." If the runner at base immediately in front of second runner has not advanced past the hash mark, both return to prior bases.</p> <p>3. A runner who attempts to advance once ball is in control may be tagged out on continuous play. However if he safely reaches the next base he will be returned to the previous base if he had not passed the base path hash mark when play was "under control."</p>
Rookie Freedom	6.8	Offense	Bunting	No
Rookie 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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Rookie 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)
Rookie Freedom	6.10	Offense	Strikes Per Batter	In April: A batter gets no more than five (5) pitches to put a ball in play. An out is recorded on fifth pitch if ball is not put in play. Foul balls on fifth pitch are repeated. After May 1st: A batter gets only three (3) strikes, but no more than five (5) pitches to put the ball in play. Out is recorded on third swining strike or fifth pitch whichever comes first. Fouls balls on fifth pitch are repeated.
Rookie Freedom	7.1	Defense	Alignment	Max 10 players. All infield positions including catcher occupied. Pitcher will stand off of the pitching mound where the machine is located even with the pitching rubber on the right or left side of the mound. The (4) four outfielders will be located 15 feet (in the grass) away from the edge of the infield. In the event of only 9 players, all of the infield positions will be occupied with the remaining 3 in the outfield.
Rookie Freedom	7.2	Defense	Catching	Limited to two (2) innings per game. Players who are hesistant or requesting not to catch behind the plate SHALL be positioned in catchers gear at the back of the backstop on the side of the hitter, i.e. to third base side if a right handed hitter.
Rookie Freedom	7.3	Defense	Dropped 3rd Strike	N/A
Rookie Freedom	7.4	Defense	Catcher Interference	N/A
Rookie Freedom	7.5	Defense	Infield Fly	No
Rookie 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.
Rookie 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.
Rookie Freedom	9.1	Playoffs	Format	Single elimination
Rookie Freedom	9.2	Playoffs	Eligible Teams	All teams eligible
Rookie Freedom	10.1	Misc.	Machine Speed	Macine will be set between 35 and 38. The ball should exit the machine in a straight line without much arc. Umpire will determine if any adjustments to machine are needed during the game to improve accuracy of the pitches.
Rookie Freedom	10.2	Misc.	Safety Circle	A safety circle will surround the pitching machine equipment. 2 three foot long hash marks (creating a box) will be on each side of circle designating the two optional fielding spots for the pitcher. A pitcher SHALL have at least one foot on or behind the first hash mark (within the box) at the time of each pitch. Pitcher SHALL NOT leave position until batter hits the ball.
Rookie Freedom	10.3	Misc.	Hash Marks	A runner will be returned to previous base unless, in judgment of umpire, runner had PASSED THE BASE PATH hash mark at time play was "stopped." If the runner at base immediately in front of second runner has not advanced past the hash mark, both return to prior bases.
Rookie Freedom	10.4	Misc.	Ball Hitting Machine	Any batted ball striking part of the pitching machine equipment (machine, generator, cord, crate etc) will be declared a DEAD BALL SINGLE and batter and runners will be awarded one base. If ball contacts fielder and then strikes equipment, play will be declared dead and one base will be awarded to batter and all runners. A batted ball passing through the safety circle but not striking the equipment and continuing into the field of play shall be considered a live ball.

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Rookie Freedom	10.5	Misc.	Player in Safety Circle	If fielder enters safety circle (foot inside) and makes contact with ball that is IN the circle, play will be called dead and batter and runners will be awarded one base.
Rookie Freedom	10.6	Misc.	Ball resting in Safety Circle	Umpire will declare the ball "dead".
Rookie Freedom	10.7	Misc.	Hit Coach at Machine	Live ball unless it comes to rest in safety circle at which point umpire will declare ball dead.
Rookie Freedom	10.8	Misc.	Pitcher	"Pitcher" will be a coach from the team that is batting, however they may not instruct players on the basepaths. During the playoffs the coach who "pitches" will be from the defensive team.