

MT. LAUREL BASEBALL INSTRUCTIONAL AND INTRAMURAL RULES- March 2013

Grade	Section	Category	Rule	Details
Rookie Patriot	1.0	General	All rules not	Cal Ripken rules apply
Rookie Patriot	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 Patriot	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 Patriot	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.
Rookie Patriot	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 Patriot	1.5	General	Games Scores Kept	Yes. Winning coach report score to Comissioner
Rookie Patriot	1.6	General	Standings Kept	Yes. Available on the web site.
Rookie Patriot	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.
Rookie Patriot	1.8	General	Umpires	Yes - Behind the plate
Rookie Patriot	1.9	General	Playoffs	Yes - all teams make playoffs
Rookie Patriot	1.10	General	Uniforms	All players must wear league issued uniforms with gray baseball pants
Rookie Patriot	1.11	General	Music	No music
Rookie Patriot	2.1	Pitching	Limits	1 inning per game. 1 pitch thrown = 1 inning.
Rookie Patriot	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
Rookie Patriot	2.3	Pitching	Pitching Rubber Distance	46 Feet - Bases 60 feet
Rookie Patriot	2.4	Pitching	Balks	No
Rookie Patriot	2.5	Pitching	Hit Batters	Must remove pitcher if: Three (3) batters hit in an inning. Coaches should exercise judgment if pitcher is wild.
Rookie Patriot	2.6	Pitching	Walks	Five (5) balls per walk. Maximum of three (3) walks an inning (per pitcher). Upon the third walk, a coach for team batting will "coach pitch" the remainder of the inning. No walks or hit batters while coach is pitching. Strikes will be called if a batter takes a strike or swings during coach pitch. A batter can strike out during coach pitch. There is a seven (7) pitch limit. Batter is out on the 7th pitch if he does not put ball in play. Umpire shall announce "7th pitch" each time. Batter gets another "7th pitch" on a foul ball. The coach pitching will be positioned on dirt at front part of mound approximately 3' - 4' in front of rubber. The defensive team pitcherwill be positioned on the pitching rubber. The "pitching coach" will take all steps so as not to interfere with a batted ball or defensive player fielding or throwing a ball.
Rookie Patriot	3.1	Schedulin g	Rain Outs	Weather/Field Conditions determined by Commissioner and/or Field Manager. Umpire judgment after game has started. .

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Rookie Patriot	3.2	Scheduling	Weeknight Rainouts	Games are rescheduled by the Commissioner; however, Friday evening of same week is the mandatory makeup date for any weeknight rain out. Sunday evenings may be used if Friday evening is unavailable.
Rookie Patriot	3.3	Scheduling	Saturday Rainouts	Saturday rainouts are rescheduled at Commissioner/Board's discretion.
Rookie Patriot	3.4	Scheduling	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 Patriot	4.1	Time	Start of Game	Games start at 6:00pm sharp, meaning "first pitch"
Rookie Patriot	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 Patriot	4.3	Time	Extra Innings	As daylight and time limit permits except for playoffs
Rookie Patriot	4.4	Time	Time Between Innings	Pitcher receives 5 warm up pitches. Have defensive assignments ready and posted to maximize game time.
Rookie Patriot	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 Patriot	5.2	Players	Substitutions	Once removed; a pitcher cannot return to pitch in same game. A third walk triggering "coach pitch" does not equal a removal of a pitcher but if that pitcher pitched for all three (3) walks, then good judgment should call for a new pitcher the following inning. Must remove pitcher on 2nd trip in same inning. Mid inning Defensive position changes only allowed in the event of a pitching change or injury.
Rookie Patriot	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 Patriot	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.
Rookie Patriot	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 Patriot	6.2	Offense	Bat Throwing	One warning per team; next batter out. Umpire judgement call
Rookie Patriot	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.
Rookie Patriot	6.4	Offense	Leading	No
Rookie Patriot	6.5	Offense	Stealing	None

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Rookie Patriot	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 Patriot	6.7	Offense	Dead Ball or Continous Advancement	The play is over when all continuous advancement has stopped (i.e. runner advances to base then comes to complete stop before trying to advance to next base) The play will be considered under control by umpire when the ball is controlled by an infielder (not outfielder in the infield). Control = ball is in an infielders hand or glove. At that point the leading/leaving early rules are in effect. Umpire judgment only when continuous advancement on a play has stopped. Umpires will be trained to call a timeout as soon as play has ended. "Time-out" can be called only by the umpire. A runner who attempts to advance once the ball is under 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 attempted to advance when play was "under control".
Rookie Patriot	6.8	Offense	Bunting	No
Rookie Patriot	6.9	Offense	Run Limit	Can ONLY score on a batted ball or being forced home (bases loaded BB or HBP). FOUR (4) run limit for EVERY inning.
Rookie Patriot	6.9	Offense	Mercy Rule	8 run lead after 4 innings (3 1/2) if Home team is ahead or 5 run lead after 5 innings (4 1/2) if Home team is ahead)
Rookie Patriot	6.10	Offense	Strikes Per Batter	3 strikes
Rookie Patriot	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 Patriot	7.2	Defense	Catching	Limited to two (2) innings per game.
Rookie Patriot	7.3	Defense	Dropped 3rd Strike	No
Rookie Patriot	7.4	Defense	Catcher Interference	Yes
Rookie Patriot	7.5	Defense	Infield Fly	No
Rookie Patriot	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 Patriot	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 Patriot	9.1	Playoffs	Format	Single elimination
Rookie Patriot	9.2	Playoffs	Eligible Teams	All teams eligible