

# WASHINGTON TOWNSHIP BASEBALL

## 2013 SPECIAL RULES

### 9 and Up

#### FIELD MAINTENANCE

*Make every attempt to get the field in playing condition. We don't have many dates available for make-up games.*

##### Field Prep

- Home Team is responsible for lining the field before the game.
- Line the field once a night during week nights and for the first game on Saturday and then as needed (try to spare the lime but if you need it, use it).
- Do not use infield dirt (orange color) to patch outfield or grass areas. It will kill the grass.
- Do not squeegee or brush standing water from the infield into the outfield or other grass. There should be a vacuum around that can be used to get the water off the field.
- There should be a hose against the main building for you to wet the field if necessary.

##### Post Game

- Home Team is responsible for raking/dragging the field after each game. However, both coaches should share the load.
- Home Team is responsible for fixing the pitcher's mound after each game (use water and tamper)
- Both coaches are responsible for cleaning the dugouts after each game (pick up empty water bottles, seed bags, etc.)

#### EQUIPMENT

- Do an equipment inventory after every game and place catchers and helmets into the bags regardless of whether the next game's coach is present or not.
- Return equipment bags back to equipment closet after every game unless other coach is present.
- Keep the equipment closet locked at all times, especially if there is extra equipment in it.
- **NO EQUIPMENT SHOULD BE LEFT ON THE FLOOR!**
- Keep kids out of the equipment shed.

#### PRE-GAME

- Home team (first team listed on schedule) will sit on the 1<sup>st</sup> base dugout side and the Visiting Team will sit on the 3<sup>rd</sup> base side.
- Home team will warm up in right field and the Away team will warm up in left field.
- Time permitting each team will have 10 minutes of infield time prior to the game. The last 5 minutes will be used to complete field prep and getting your players ready for the field and to bat. Be prepared to start the games promptly.
- If the field is available prior to 15 minutes before the game, it will be shared by both teams equally provided the coach is present.
- No batting practice should be done on the game fields. Use the batting cages.
- A coach from each team needs to meet with the umpires 5 minutes prior to each game to review the rules for our league.

**All games are to be played in accordance with the Babe Ruth Official Playing Rules, in addition to the following local rules:**

### **Equipment**

- **All players are required to wear an athletic supporter and cup.**

### **Playing Time**

- **Players must play a minimum of three innings in the field, with two innings played by the fourth inning. (Through 12 year old league)**
- **Players must play a minimum of four innings in the field, with two innings played by the fourth inning. (13 and up)**
- **All players should be granted the opportunity to play two innings at an infield position, except where the threat of a potential injury may be present.**

### **Stealing (Advancing)**

- **Limit five successful advances per inning (9 and 10).**
- **An advance is defined as taking an extra base as a result of a steal or an overthrow. (Example – a player steals second and goes to third on a bad throw – this counts as two advances.)**

### **Game**

- **A half inning consists of three outs or five runs (7 through 10).**
- **An inning does not end on a hit that drives in the 5<sup>th</sup> run. The outfield must retrieve the ball into the infield. Coaches must use appropriate judgment in advancing the runners in these situations. The last inning is unlimited (9 and 10). Umpires have the final say relevant to runners advancing in these situations.**
- **A continuous batting order is in effect.**
- **Players are required to slide or veer (all leagues) to avoid contact when there is a play at any base. There will be NO head first sliding at first base or home plate (T-Ball through 12). (Umpires judgment that should NOT be questioned.)**
- **A play from the outfield shall be considered over once the ball has been thrown to the infield and control made. The runner shall remain at the base occupied (Ages 7 and 10). Throwing the ball to the pitcher does not always constitute a dead ball. Again, this will be based on the umpires judgement.**

## General

- The game should be suspended in the event of lightning. Players should be immediately removed from the field.
- A player (batter) will receive one warning if they throw the bat after they hit the ball. Thereafter, it will be the umpire's judgement to eject the player from the game if they throw it a second time.

## Length of Game

- Coach's discretion if no game follows (Ages 9 and 10).
- Weekday Games (Ages 9 through 12) – The first game starting time is 5:45. There is a 2 hour time limit. No new half inning should start after 7:30.
- Saturday Games (Ages 9 through 12) – There is a 2 ¼ time limit. No new half inning should start after 2 hours of league start time.
- Games (13 and Up) – There is a 2 ¾ hour time limit. No new half inning should start after 2 ½ hours of the league start time.
- A half inning should be completed regardless of time. No game should be stopped in the middle of an inning.
- Games are played to completion during playoffs.
- Any infield practice must be completed before the assigned start of the game. The defensive team should be on the field taking warm-ups at the assigned start time.

## Highlighted Book Rule (Cal Ripken Special Base Running Rule – page 11)

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one runner shall affect all other runners.

a. When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which he is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.

b. When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

c. When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored. If at the conclusion of the play there is an open base, paragraphs a. and b. will apply.

**NOTE:** When there is a base running violation, the umpire should signal such infraction by dropping a flag to the ground.

### **Pitching Special Rules**

**Ages 9 through 12:** A pitcher may not pitch more than 2 consecutive innings in an intramural game.

**Ages 13/14:** A pitcher may not pitch more than 3 consecutive innings in an intramural game.

- A pitcher shall be removed from the mound in the event of three hit batters in an inning OR five hit batters in a game during an assignment. Once removed from the mound, the pitcher may play another position; however, he may not return to the mound during that game (9 through 12).
- A spotter is MANDATORY when a pitcher is warming up on the sidelines. The spotter must wear a helmet, and the catcher must wear a mask.
- A player may not pitch and/or catch, combined in one game, more than four innings (9 through 12).
- A High School player cannot pitch until their High School season is over.

### **Pitching Highlighted Book Rules (0.06 Pitching Limitations – pages 9 and 10)**

- A Cal Ripken Baseball pitcher, regardless of age, may pitch six innings per calendar week. This includes re-scheduled, travel and make-up games.
- A Babe Ruth 13-15 pitcher, regardless of age, may pitch seven innings per calendar week. This includes re-scheduled, travel and make-up games.
- If a pitcher delivers one pitch in an inning he shall be charged for one inning pitched.
- The calendar week of Babe Ruth Baseball is Monday through and including Sunday.
- A Cal Ripken Baseball pitcher must have two calendar days rest between pitching assignments if he pitches in more than two innings in any one game. Each game in which a pitcher pitches is considered an assignment.
- A Babe Ruth 13-15 pitcher must have two calendar days rest between pitching assignments if he pitches in more than three innings in any one game. Each game in which a pitcher pitches is considered an assignment.

- **Games in which an ineligible pitcher has been used shall be declared forfeited.**
- **If a game is called before it has become a regulation game and the umpire declares it “no game” the pitching eligibility is the same as it was prior to the beginning of the “no game” situation.**

## **LEAGUES 11 through 14 (those w/Umpires)**

### **BALK RULES FOR 12 YEAR OLD LEAGUE**

#### Base Advances

- There will be a seven (7) games, there will be a seven (7) base-advance limit per inning per team.
- Base-advances include an intentional steal, an advance on an overthrow on a pick-off attempt (from pitcher or catcher) or an overthrow back to the pitcher from the catcher.
- Base advances do not include an overthrow/base advance as a result of an overthrow on a batted ball (e.g., throw from SS to 1<sup>st</sup> Base or throw to 3<sup>rd</sup> from the outfield on a base hit). If a batter advances to 2<sup>nd</sup> Base on a Walk (i.e., continues onto second after touching first), that will count as a base advance.
- Basically, any advance without the ball being put into play counts as one of the seven base-advances. Any advance that is part of the ball being put into play by the batter does not count towards the limit.
- Bases awarded on balks do not count as base advances.
- It will be the responsibility of the coaches to keep track of the base advances and not the umpires. We need to come up with some mechanism/protocol for tracking to keep this from becoming contentious (suggest coaches announcing the number after each advance).

#### Balks

- For the first seven (7) games, only warnings on Balks will be issued by the umpire.
- During the warning period, if the runner successfully advances on a balk call, he keeps the base.

13/14s

- After the 7th game (date TBD), we will assess the situation and see if we want to continue the warning period, go to limited warnings or eliminate warnings all together. Balks – warning ½ season and then fully enforced (13/14).

## **General**

- How we end the season with base-advances and balks is how we will implement it for the play-offs (i.e., if we are giving balk warnings and limiting base-advances during the last week of the regular season, then we'll do the same for the play-offs).
- 5 run rule in affect

A team can NOT start with seven players. There is a 15 minute grace period. If the team does not have the minimum of eight players at that time, the game will be declared a forfeit. The umpires will NOT stay and do the game if you decide to play and add players from the other team to your roster.

If a team plays with eight players, the ninth position in the batting order will NOT be an automatic out.

If a manager is found to be using illegal players – different team or league. He will be ejected from the game which carries a one game suspension as well.

If you start with nine players and a player becomes ejected, injured, leaves, etc, that place in the lineup will become an automatic out.

The mercy rule IS in effect. Further, each league should establish what is a legal game in the event it does not go 3 ½ (11 and 12) or 4 ½ (13 and up) innings or if a game where to end in the middle of the inning.

Do NOT mark up the baseballs – either with dirt or by writing your name on the baseballs. In the 13/14 and 15-18 year old leagues, the home team will supply two baseballs. Please instruct the bench players or fans to retrieve foul balls. The visiting team will supply an additional playable (used) ball.

It is the responsibility to call the umpire association in the event of a game cancellation. In the event that the baseball program is required to pay the umpire fee because the umpires were not contacted, the make up game will either be umpired by the coaches or umpires will be provided and paid by the coaches.

## **EJECTION PROCEDURES**

**If a manager is ejected, they must leave the dugout, field and/or playing area.**

**If a player is ejected, they must leave the dugout, field and/or playing area (if a guardian is present). If a guardian is not present, they will remain in the dugout under the supervision of the manager. If the ejected player continues unsportsmanship type behavior thereafter, the manager will be ejected.**