## Manchester/Finksburg/Hampstead/Westminster 13-14 Baseball Rule Modifications

Inter-league baseball will utilize Major League Baseball rules with the following rule modifications:

## Player Eligibility:

- 13/14-year-old players must be 14 or younger on $4 / 30$
- 15-year-old players must be 15 or younger on $4 / 30$. 15-year-old players are not allowed to pitch and should be lower-skilled players who are not capable of play at the next level, They must be identified to the opposing manager before the start of the game.
- Travel Team players are not allowed
- Players on Varity High School Baseball teams are not allowed.
- Players on Junior Varsity High School Baseball Teams must be identified to the opposing manager before the start of the game and are not allowed to pitch or play catcher.
- JV Baseball and 15 year old players should be evenly distributed among teams.


## Game Length/Procedures:

Each team must have at least 8 players to start a game and 8 players to finish a game. If a team does not have 8 players available to start (within 15 minutes of scheduled game time) or 8 players to finish, a forfeit will be declared.

- A team that is short players may have a registered MBA player from a younger age group playing up for its $8^{\text {th }}, 9^{\text {th }}$ or $10^{\text {th }}$ player to make the game official. A player or players brought up to play from MBA must play 4 games to be eligible for playoffs.

Weeknight games (Monday through Thursday) should continue until it is too dark to play safely. Calling the game due to darkness is at the umpire's discretion.

Saturday games will be scheduled for a minimum of 3 hours of field time and should continue until a regulation game is achieved even if it goes past 3 hours.

A regulation game consists of 7 innings unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the $7^{\text {th }}$ inning or only a fraction of it; or (2) because the umpire calls the game.

If the score is tied after 7 complete innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.

If a game is called, it is a regulation game (including playoff games) if
(1) 5 innings have been completed;
(2) The home team has scored more runs in $41 / 2$ innings than the visiting team has scored in 5 completed half-innings;
(3) The home team scores one or more runs in its half of the fifth inning to tie the score.

If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off. NOTE: All records, including pitching, shall be counted.

A called game ends at the moment the umpire terminates play. EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:
(1) The visiting team scores one or more runs to tie the score in the incomplete inning and the home team does not score in the incomplete inning;
(2) The visiting team scores one or more runs to take the lead in the incomplete inning and the home team does not tie the score or retake the lead in the incomplete inning.

A regulation game that is tied after five or more completed innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with the above rules.

When a TIE game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest for his/her particular age group. For scorekeeping purposes, it shall be considered the same game, and all batting, fielding and pitching records will count.

Coaches and umpires are encouraged to start the games on time and keep the games moving. Before starting a new inning, umpires and coaches need to be conscious of impending darkness.

The mercy rule is a 12 run lead after the losing team bats at least 4 times. The mercy rule may only be invoked by the losing team during regular season games. The mercy rule can be invoked by the winning team in tournament games.

No player shall sit out on defense for more than 2 consecutive innings unless injured or sick.

## Batters:

All batters and on-deck batters must wear a batting helmet. The wearing of face guards should be encouraged by coaches but is not required.

Teams will bat all players. If a player in the line-up is unable to bat because of illness, injury or any other reason, the player will be skipped and no out will be recorded. Players arriving after the game has started will be added to the bottom of the line-up (even if the line-up has batted through) and will bat in that position for the duration of the game.

The entire roster shall bat throughout the game.
Any batter who intentionally throws a bat or helmet in anger or disgust may be ejected from the game by their coach or the umpire and may receive an additional 1 game suspension. If a player is ejected, the league president is to be notified by the player's coach before the next game is scheduled to be played to determine an appropriate punishment.

Any batter who accidentally throws a bat may, at the umpire's discretion, be called out. If the ball is hit and the player throws the bat, a dead ball is declared and no runners may advance this applies only when the umpire is calling the batter out for throwing the bat.

Bat sizes are limited to nothing larger than $2-5 / 8$ " diameter and no more than 34 " in length. There are no weight restrictions.

Wooden bats are permitted provided they meet the above restrictions.

## Base Running:

Base paths will be at 80 feet.
No head first sliding is allowed unless the runner is returning to the base. Penalty - the runner is out.

If the catcher is on base at any time, the catcher may be replaced with the player making the last out. This rule is in place to help speed up the game.

Avoid contact - The runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

## Pitching:

Pitching rubber will be at 54 feet.
Intentional walks are not allowed.
Pitchers may only pitch a maximum of 4 innings per game; one pitch is considered 1 inning.
If a pitcher pitches 4 innings then 2 calendar days rest is required, less than 4 innings 1 calendar day rest must be observed. If a pitcher pitches only 1 inning no mandatory rest is required.

Pitchers may only pitch a total of 7 innings per week with a 2 game per week schedule and 8 innings per week with a 3 game per week schedule. The week begins on Monday and ends on Sunday.

Defensive conferences are limited to 2 per inning (not charged if a pitching change is made). The pitcher must be removed at the second conference.

There may be only one offensive time-out for the purpose of a visit or conference with a batter per inning.

Balks will be called by the umpires with each pitcher allowed 2 warnings before runners are advanced. A balk is a dead ball.

A pitcher cannot re-enter the game in a pitching position once removed.
If a pitcher hits 2 batters in an inning or 3 batters in a game, he/she must be removed as the pitcher. (No discretion)

## Coaches:

Base coaches must stay in their coaching box while game is in play.
Time must be requested and granted prior to consultation with an umpire.
Coaches are responsible for maintaining a high level of sportsmanship, fair play, and professionalism within the team and family members of their team. Coaches are to make sure that parents understand that unwanted behavior of any kind will not be tolerated. It is not the responsibility of the umpire to monitor spectator conduct. Coaches are to monitor players and spectators. Should this core value be violated, the coach may face suspension. Examples of unwanted behavior are bad sportsmanship, cursing, fighting, stealing, name calling, or heckling of players, coaches, umpires or league officials.

If a coach, spectator or player is ejected from the field, the umpire will notify the umpire-in-chief after the game with the details of the ejection. The umpire-in-chief will notify the league president who will determine any additional sanctions that are to be imposed.

No player is to be dropped off at a field unless prior arrangements have been made with the coach and it has been approved by the coach. Coaches are to ensure that all players have a parent/guardian present to take care of the player after the game/practice.

## Miscellaneous:

The dropped third strike rule will be used.
The infield fly rule will apply.
No metal spikes are allowed.
Catchers must wear a protective cup, throat protector, protective helmet, shin guards and chest protector. Hockey style masks" with NOCSAE standard label will not require the throat guards.

Players warming up a pitcher in a crouch position must wear a mask and throat protector.
Coaches are permitted to warm up pitchers during games to help expedite speed of play. Coaches may wear a mask, otherwise they will do so without and at their own risk.

Bat boys/girls must wear helmets.
No jewelry is allowed. Medical alert and religious bracelets or necklaces are not considered jewelry and, if worn, must be taped to the body.

Lightning/thunder - all practices and games must be suspended for at least 30 minutes after the last lightning strike is seen or thunder is heard. All fields are to be cleared of children. It is the responsibility of all coaches and umpires to ensure the fields are cleared.

There are no protests. Decisions made on the field by the umpire(s) are final.

Managers ejected during the playoffs will remain suspended for the duration of the playoffs.

## Standings:

Winning percentage is determined as the fraction of games a team won.
Specifically, it is defined as wins divided by wins plus losses (i.e. - the total number of games).
Ties counted as a $1 / 2$ loss and a $1 / 2$ win.
For example, if a team record is 12-3-1.
The ties represent $1 / 2$ a win and $1 / 2$ a loss, and so the team has an adjusted record of 12.5 wins and 3.5 losses, resulting in a .781 winning percentage.

Higher seed team hosting their playoff game will have choice of home field of play.

