

Hickory/Bel Air/Emmorton 2019 Rec Baseball 2.0

11/12 interleague regular season game rules

Field Size: 70' bases & 50' pitching

Game Length: 6 innings, a regular-season game is considered complete after 4 complete innings.

Inning Length: Three (3) outs or five (5) runs. There are no unlimited run innings. Games should continue even if there is no chance for the trailing team to catch back up. In this event, the leading team is encouraged to stop stealing, maintain good sportsmanship and allow less developed players more opportunity to pitch, play infield etc.

Records: Official WIN/LOSS records will not be kept.

Game Time: Weekday games will start at 6:00 PM sharp.

Umpires: The home teams rec council shall be responsible for scheduling umpires and payments to umpires.

Time limitations: No inning will start after 8:00 PM if the next day is a school day. Additionally, play shall be suspended when it becomes too dark to play safely.

Lightning: Any lightning will result in an immediate suspension of play. All parties shall exit the field and wait in cars for 30 minutes. If after 30 minutes, there is no further lightning activity play may resume. Any subsequent lightning strikes require a minimum 30 minute wait from the last lightning event.

Baseballs: Any game ball used regularly by any of the three rec councils is fine for game play. The home team shall provide 2 game balls and the visiting team should provide any additional game balls needed should a ball become lost.

Approved Bats: Bats for 11-12 Rec players can be 2 ¼ up to 2 ¾ barrels. Bats must be USA Baseball approved or BPF 1.15 USSSA approved.

Cups: Parents should be instructed to encourage their child to wear a protective cup/supporter at all times and a mouth guard when batting.

Catchers: Catchers MUST wear a cup/supporter, full catcher's helmet, face mask with throat guard, chest protector and leg guards. Catchers should not catch more than four (4) innings in any game. Catchers warming up pitchers must wear head protection and a face mask.

Helmets: All batters/base runners MUST wear batting helmet.

Head First Slides: Head-first sliding is prohibited except when diving back to a base. Runners that slide head-first will be called out.

Batting Order: All players shall bat regardless of position. Bat the entire lineup. A player batting out of order will result in the player being out.

Substitutions: Free defensive substitutions except for the pitcher and all players MUST play a minimum of three (3) innings of defense per game, but not necessarily in succession.

Pitching Limits: Players can pitch a maximum of three innings per game and six innings per week (Sunday -Saturday). One pitch constitutes an inning. A player cannot pitch in non-consecutive innings during a game.

Pitching Eligibility: Once a pitcher has been pulled from the mound, he cannot pitch again that day or the next calendar day.

Intentional Walks: Intentional walks are not permitted.

Balks: Balks will be called after one warning for each pitcher.

Pick-Offs: Pick-Offs are allowed.

Mound Visits: One mound visit per inning per pitcher. A second mound visit requires a pitching change. Should a pitcher hit a batter there will also be a "free" additional mound visit allowed without necessarily removing the pitcher.

Infield Fly: Infield fly rule is in effect at the umpire's discretion.

Dropped third strike: A batter is permitted to run on a dropped third strike when first base is unoccupied with less than 2 outs, or anytime with 2 outs.

Leading Off: Runners are permitted to lead off.

Stealing: Runners are permitted to steal one base per batter. Runners may attempt to take a second base on an overthrow. Stealing home is allowed. Should a team be leading by 10 runs or more then they are no longer allowed to steal.

Double Stealing: Double stealing is allowed.

Thrown Bats: A thrown bat will result in a warning to both teams. The next thrown bat by either team will result in the batter being out.

Out of Bounds: Runners on base will advance 1 base anytime the ball goes past the out of bounds line as identified by the umpire before the game starts.

Sliding to Avoid Contact: Base runners MUST avoid contact when sliding/reaching a base or when a play is being made in the base path. Runners DO NOT HAVE TO SLIDE but must avoid contact! Failure to avoid contact may result in an out. If the runner does not slide and makes contact with the fielder, then he can be called automatically out, based on the judgment of the umpire. If the umpire feels the contact happened way before the ball was near the fielder, and/or if the umpire feels that there was slight, incidental contact that did not result in a distraction to the fielder, he will not be called automatically out. This includes the runner screaming at the fielder as he is approaching the base.

Malicious Contact: Contact that is judged to be malicious in nature will result in a player being out and possibly ejected from the game. Malicious contact includes, but is not limited to, lowering the shoulder to take out the fielder, coming into a base with arms extended like a blocker would do in a football game, bowling over a fielder in an attempt to "take him out", intentionally cleating a player by stepping on his ankle or foot or sliding into him "cleats up", punching, fighting, clipping, knocking the ball out of the fielder's glove, etc.

Blocking a Base: Fielders can NOT block the plate/bag or impede the runner from coming to the plate/bag.

Strike Zone: The strike zone should be slightly expanded (arm pits to just below knees) to speed up the game and force batters to swing.

Hit Batters: Any pitcher who hits two batters in any one inning or three batters in one game, MUST be removed from the game as a pitcher. The pitcher/player may play another position.

Courtesy Runners: An optional courtesy runner may be used for the upcoming catcher with 1 out and the upcoming pitcher with 2 outs. A courtesy runner may also be used in the case of an injury/hit batter. The courtesy runner shall be the last player who made an out and the second to last player who made an out in the event two courtesy runners are needed.

Missing Players: A game may be started and played with eight (8) players. Players coming late will be inserted at the end of the batting order. Teams with fewer than 8 players will have a fifteen minute window to field a team. After that time, the game can be rescheduled or cancelled by the home team. Alternatively, the other team should provide courtesy fielders, when possible, in an effort to get the game in.

Rain Outs: It shall be the home teams/rec council's responsibility to notify all parties of rain outs. Rainouts should be rescheduled if possible with the cooperation of all rec councils and coaches.

Field Prep. Ultimately it is the home team's responsibility to prep and line the fields. However we encourage both team managers and coaches to assist in the preparation of the field before and after a game. Return bases to the equipment shed or lock-box, fill in all holes, rake pitchers mound and batters box areas (home plate).

Special Note: In this inaugural season of interleague play between these three rec councils we ask that all coaches, parents and players to conduct these games in the spirit of cooperation and fun. It is for this reason that we have elected to not count win/loss record, nor play an interleague championship. Rec Councils will conduct their own playoffs and may keep, abandon or amend any of these rules as they see fit.