
Sykesville Baseball

2020 Rules

Sykesville Baseball is for the Players!!!



Effective **January 1, 2020**

General Rules:

The following rules are in effect for the Sykesville Baseball In-house Program for the current season. The respective divisions below should also refer to the following rulebook:

The OFFICIAL RULES OF the NATIONAL FEDERATION of HIGH SCHOOL BASEBALL (Subsequently referred to as Official Baseball Rules) applies to ALL DIVISIONS, except as superseded by Sykesville Baseball Rules.

Any questions on specific situations not covered by the Sykesville Baseball Rules or The National Federation Official Baseball Rulebook will be addressed by the Sykesville Baseball Review Board.

In the event of any problem, managers' first point of contact is your Player Agent. The following rules apply to all divisions unless stated otherwise

Lightning & Thunder Policy

Upon the sighting of lightning or the sound of thunder, games will be halted for 30 minutes. A horn will blow signifying that lightning has been spotted or thunder has been heard. Once lightning is spotted or thunder is heard, all fields will be cleared, and all players, coaches, and spectators must go to their vehicles. The 30 minutes restarts with each sighting of lightning or sound of thunder. At the end of 30 minutes, a decision will be made to either continue or call the game(s). The Board of Director on duty will make the FINAL DECISION in all instances involving lightning and thunder. The extreme heat policy of Carroll County will be followed concerning all practices and games.

I. DIVISIONS

<u>DIVISION</u>	<u>AGE</u>	<u>REQUIREMENTS</u>
T-Ball	4,5	Must be 4 by 12/31
Instructional 6	6	For 6-year-old players
Clinic 7	7	For 7-year-old players
Clinic 8	8	For 8-year-old players
Minors	9,10	9-year-old players may be reassigned to Clinic. 10-year-old players may not be reassigned to a lower division
Majors	11,12	11-year-old players may be reassigned to Minors. 12-year-old players may not be reassigned to a lower division
Prep	13,14	13-year-old players may be reassigned to Majors. 14-year-old players may not be reassigned to a lower division
Senior	15,16,17,18	15-year-old players may be reassigned to Preps. 16, 17 & 18-year-old players may not be reassigned to a lower division

- A. The official league playing age is the age of the player on August 31st of the current year. Four-year-old players must be 4 by December 31st.
- B. All players requesting to play down one level must be brought to the attention of the League President and the 2 Player Agents involved. If allowed to play down and, if possible, the player will be returned to the team he played on the previous year. Players must be evaluated and attempt to play in the appropriate division according to age before being reassigned!
- C. All players on a team shall wear the numbered uniforms, supplied by Sykesville Baseball, identical in color, trim and style, with NO ALTERATIONS. All players must wear gray pants. Any part of the pitcher's undershirt or T-shirt sleeves shall be of a solid color, not white or gray. All shirts must be tucked in. Players must not wear watches, rings, pins, jewelry, braided necklaces, or metallic items. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible but must be taped down for safety reasons).

II. PLAYERS PLAYING TIME

- A. All players, in the Minors division and above, are required to play four (4) full innings in every game. Players may not sit out in consecutive innings.
1. The penalty for intentionally violating the required innings rule is described under the heading Rule Violations later in this rulebook.
 - a) Unintentional Circumstances include illness, injury, discipline, or player requested and would not be a violation of the rule. The manager must bring 'unintentional circumstances' to the attention of both umpires and the opposing manager or the violation will be considered intentional. This rule is waived should the game not be played to its full 6 or 7 innings or if the player in question arrives after the start of the game.
 2. Bleeding wounds:
 - a) The Umpire must wait a reasonable time for the Coach to determine if the bleeding can be stopped in order for the player to continue in the game without danger of further bleeding.
 - b) A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is UMPIRE JUDGMENT.
- B. Any player in the in-house Minor, Major, Prep or Senior division, that must leave the game and will not return, will not result in a penalty to the team if the opposing scorekeeper is notified.

III. ROSTERS

- A. If a TEAM'S ROSTER is down to less than nine, the opposing team shall share players.
 1. Any player borrowed from the opposing team cannot pitch.
- B. During the game, if the number of players on a team has been reduced to less than eight (8) players, the opposing team must share players to continue.
- C. Every member of the team will be in the starting batting order.
- D. A player showing up after the start of the game goes last in the batting order.

IV. GAME START/END

- A. The National Anthem or Pledge of Allegiance will be played/recited before the start of each game. (The Umpires shall be responsible for starting the Pledge of Allegiance).
- B. All weekday games will begin at 6 P.M.
- C. The following rules (C1 through C9 apply to Minors, Majors, Prep and Senior Divisions. Every effort will be made to complete all the games.
 - 1. No inning will start after 2 hours have expired from the time of the start of the game!
 - 2. If the inning starts before 2 hours after the beginning of the game, the inning will be completed unless the umpire or Board Member on Duty calls the game due to rain, darkness, etc.
 - 3. A new inning begins at the last out of the previous inning.
 - 4. The home team is responsible for providing the official scorekeeper.
 - 5. The official start time of the game will be announced by the umpire to both teams and entered on the scorebook by the official scorekeeper (home team). If no time is announced the start time of the game is the regularly scheduled start time.
 - 6. If in the umpire's judgment, the game is being intentionally delayed, the umpire has the right to continue the game even if only one team is ready. If the fielding team is ready, and the batter is not in the batter's box for the team up to bat when the umpire calls "Play Ball", any pitch thrown by the pitcher is a strike. Once the batter takes his position in the batter's box, the strike zone is in effect. If the pitcher is ready, but the batting team is not ready, upon the umpire calling "Play Ball", the umpire will first warn the team, and then after the warning, begin calling balls and strikes.
 - 7. Regular season games can end in a tie. This does not apply to playoff games.
 - 8. If a game is called, it is a regulation game in Majors and below-
 - a) If four full innings have been completed.
 - b) If the home team is ahead in the game during the bottom of the fourth inning when the game is called.
 - c) The 2-hour time limit has been reached.
 - 9. If a game is called, it is a regulation game in Prep or Seniors-
 - a) If five full innings have been completed.
 - b) If the home team is ahead in the game during the bottom of the fifth inning when the game is called.
 - c) The 2-hour time limit has been reached.
 - 10. If the time limit hasn't been reached the continuation of a game after the "slaughter" rule has taken effect is at the coach's discretion. All pitch counts will continue for the game and counted towards the overall pitches for the player.

11. If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it was suspended.
 - a) Ball/Strike count, outs, etc. stay in effect when the game resumes.
 - b) All records, including pitch counts, will count towards the week.
 - c) Anyone on the team roster is eligible to play when the game resumes whether or not he was at the start of the game.
 - d) Any player not playing at the start of the game goes at the bottom of the batting order when the game resumes.
 12. Once a game is a regulation, a called game (due to weather, darkness, etc.) ends now the umpire or Board Member on Duty terminates play except if the game is called during an incomplete inning. Then the game ends at the end of the last previously completed inning in each of the following situations:
 - a) 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.
 - b) 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.
- D. All Instructional and Clinic games will be a minimum of 1 hour and a maximum of 2 hours.
- E. **Lightning & Thunder**. Upon the sighting of lightning or sound of thunder, games will be halted for 30 minutes. A horn will blow signifying that lightning has been spotted or thunder has been heard. Once lightning is spotted or thunder is heard, all fields will be cleared, and all players, coaches, and spectators must go to their vehicles. The 30 minutes restarts with each sighting of lightning or sound of thunder. At the end of 30 minutes, a decision will be made to either continue or call the game(s). **The Snack Bar will CLOSE during all lightning and thunder delays.** The Board of Director on duty will make the **FINAL DECISION** in all instances involving lightning and thunder. The extreme heat policy of Carroll County will be followed.
- F. **Makeup Games: Only Player Agent in-conjunction with Scheduler can reschedule games.**

V. DURING THE GAME

- A. Batting helmets must remain on when the ball is alive and in play.
- B. **Collision rule: umpire - decision. When a collision occurs, the runner is out IF the collision could have been avoided by SLIDING. Incidental contact is not a collision. The difference between incidental contact and a collision is an umpire judgment. Malicious contact will result in the ejection of the player.**
- C. A FAKE - TAG to cause a slide is illegal and will result in an extra-base being awarded to the runner! A FAKE - TAG by a defensive player, will result in OBSTRUCTION being called by the UMPIRE:
 - 1. FAKE - TAG, by definition, is an action taken by a defensive player to cause an offensive base runner to slide when the defensive player is NOT in possession of the ball.
- D. A thrown bat at the completion of a swing will result in the batter being called out. This will be declared an "immediate" dead ball, and all play shall stop.
- E. Any **deliberately** thrown equipment is considered unsafe and unsportsmanlike conduct and will result in ejection.
- F. Headfirst slides are **NOT** permitted except in retreat.
- G. A designated runner may be used for the pitcher or catcher at **ANY** time. The runner must be the player who made the last batted out.
- H. No on-deck batters shall be permitted on the field of play (the exception is Fairhaven #1). On-deck batters are allowed behind the backstop.
- I. Only one on-deck batter is allowed and **MUST** wear a batting helmet.
- J. **NO ONE IS PERMITTED BEHIND THE BACKSTOP WHILE A GAME IS IN PROGRESS,** except on-deck batters.
- K. No requests for time shall be granted by the umpire until a regulation play has stopped except in the case of an injured player where the umpire may call time immediately!

VI. MISCELLANEOUS

- 1. **Metal spikes are not allowed in any division of in-house Sykesville Baseball.**
- 2. The use of Hitting Sticks or any similar device is prohibited at Sykesville Baseball.
- 3. A Batting Helmet must be worn during all batting practice on the complex.
- 4. The use of batting tees with pop up nets **MUST BE UNDER ADULT SUPERVISION.**
- 5. Batters donuts or sleeves are prohibited in the Tee - Ball, Instructional, Clinic, and Minor divisions.
- 6. Bats:
 - a) Wooden Bats are allowed in the "In - House "Program
 - b) Bats Sizes: Clinic – length limited to 36" and 2 ¼" diameter with no weight limit; Minors – length limited to 36" and 2 5/8" diameter with no weight limit Majors/Prep – length 36" and 2 ¾" diameter with no weight limit; Seniors – length 36", -3 weight limits and "BBCOR" certified
- 7. **NO TOBACCO PRODUCTS, E-CIGS OR VAPOR CIGARETTES** are to be used at any Sykesville Baseball facility.
- 8. No pets except service animals are allowed at Fairhaven Park.

VII. PITCHING

1. Two (2) trips to the mound in the same inning or three (3) trips in a game to the same pitcher is cause for removal of the pitcher.
2. Pitchers hitting two (2) batters in the same inning, or 3 in one game shall be removed from the mound!
3. Pitcher who conducts an Illegal pitch (motion violation) with no base runners on base will not be penalized (applicable to Majors Division and older divisions)
4. **Pitching rules are specific to divisions. Refer to division rules.**

VIII. MANAGERS/COACHES

- A. One manager and 2 coaches are allowed in the dugout or on the playing field during a game. (Not in Fair Territory). UNLESS coaching at third base or 1st base, managers will remain in dead - ball territory. (This does not refer to T-Ball and Instructional divisions).
- B. The minimum age for base coaches shall be 13. All base coaches under 18 years of age must wear league-approved batting helmets.
- C. Both teams are responsible for preparing the field for play. Fields must be lined 5 minutes before the official game start time. Weeknights, the home team is assigned the infield for pre-game warm-ups from 5:25 – 5:40 pm. The visiting team has the infield from 5:40 – 5:55 pm. Both teams must allow the field to be prepared for play during warm-ups. The outfield is not assigned and is to be shared during pre-game warm-ups. This rule will be STRICTLY enforced. Any violation of this rule may be subject to disciplinary action.
- D. **The home team uses third base dugout.**
- E. Both teams are responsible for CLEANING the dugouts & under the bleachers after a game.
- F. **At the end of each game, both managers are responsible for emptying the trashcans and raking the pitcher's mound and base paths in the same direction as the player runs the bases. This will be STRICTLY enforced.**

IX. RULE VIOLATIONS:

- A. Ejection Policy -
 1. Manager - First offense results in a two-game suspension (this shall be the next two games played); Second offense suspended for the season and must go before the Review Board prior to reinstatement.
 2. Player – First offense results in a two-game suspension (this shall be the next two games played); Second offense, the player must go before the Review Board.
- B. **Protests - No protests will be considered. All decisions rendered by the umpires are final!**
- C. Rule violations will be brought before the Review Board. Most, but not all, violations will result in the following penalties:
 1. First Time: Warning to team/manager/player.
 2. Second Time: Manager/player ejection (two games).
 3. Third Time: Manager/player dismissal from the league for the remainder of the season.

X. PLAYOFFS

- A. Playoffs will be determined by the season-ending standings.
- B. All teams in the Minors, Majors and Preps will enter the playoffs.
- C. The Seniors division playoffs will be a blind draw.
- D. Playoff game length will be limited to no new innings starting after 2 hours.
- E. Championship games will have no time limit and will be played to completion, with "slaughter" rules in effect.
- F. All-Star games will have no time limit and will be played to completion, with "slaughter" rules in effect.

XI. CONDUCT - MANAGER, COACH, PLAYER, PARENT, FAN ----CONDUCT

- A. Managers, coaches, players, parents, and fans are expected to conduct themselves in an orderly, mannerly and courteous fashion. **Profanity will not be tolerated.** Any person using any form of a swear word, such as "damn" or worse shall be immediately ejected from the game and the fields (there is no warning in this situation).
- B. Any Umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- C. Players leaving their positions in the field or on base, or managers or coaches leaving the bench or coaches box, to argue balls and strikes will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
- D. **Parents dissatisfied with any aspect of the game, shall discuss their concerns first with their child's team manager; second, with his player agent; and third with the League Executive Board of Directors.**
- E. **COACHES/MANAGERS RESPONSIBILITY**
 - 1. The conduct of the players, parents, and fans is the primary and direct responsibility of the manager of the team, before, during and after the game.
 - 2. Coaches/managers should report misconduct to the board member on duty at the clubhouse.

XII. DIVISION RULES

See appendices.

<p style="text-align: center;"><u>T-BALL 4 - 5 RULES</u> <u>(4-year-old & 5-year-old players)</u></p>

- Minimum one (1) hour games will be played in the T-BALL DIVISION.
- A maximum of six infielders. No catcher position will be fielded.
- A maximum of 10 players will be on the field.
- No player may sit out more than 2 innings per game.
- **Helmets are required while a player is batting and while running the bases.**
- **A protective face mask, which is attached to the batting helmet, must be worn by all batters and base runners.**
- An inning will consist of:
 - once through the lineup
- **The batters will begin the season using the batting-tee. As the season progresses the manager will have the option to begin coach pitch. (if the player skill-wise is ready to hit pitched balls) The manager will kneel on one knee and pitch up to 4 pitches. If the batter does not hit the pitched balls, the ball will be placed on the batting tee.**
- No stealing.
- No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.
- The pitcher's mound will be positioned approximately 40 feet from home plate.
- Bases shall be positioned 40' apart.
- **No person under the age of 18 shall act as the "batter backup".**

<p style="text-align: center;"><u>END OF INSTRUCTIONAL 4/5 RULES</u></p>

<u>INSTRUCTIONAL 6 RULES</u> <u>(6-year-old players)</u>

- A maximum of two (2) hour games will be played in the INSTRUCTIONAL DIVISION.
- A maximum of six infielders will be used, when the Catcher position is occupied.
- A maximum of 10 players will be on the field.
- No player may sit out more than 2 innings per game.
- **Helmets are required while a player is batting and while running the bases.**
- **A protective face mask, which is attached to the batting helmet, must be worn by all batters and base runners.**
- An inning will consist of:
 - once through the lineup (if a runner is out, they must return to the bench).
- The team batting will provide the “batter backup”.
- **EACH BATTER WILL HAVE 6 CHANCES TO HIT A PITCHED BALL, AFTER WHICH THE PLAYER WILL BE REQUIRED TO HIT OFF A TEE.**
- Play will be stopped once the ball is returned to the infield. The infield is defined as the baseline, between first and second, and second and third. When the ball reaches that area, in the judgment of the manager/coach, the ball is dead. Runners who have been judged to be more than halfway to the next base will be allowed to continue to that base. Runners who are less than halfway to a base must return to the last legally occupied base.
- No stealing.
- No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.
- The pitcher's mound will be positioned approximately 40 feet from home plate.
- Bases shall be positioned 45' apart.
- **Anyone under 18 years of age who occupies the position of “batter backup” MUST WEAR PROTECTIVE GEAR.**

<u>END OF INSTRUCTIONAL 6 RULES</u>
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<u>CLINIC 7 RULES</u> <u>(7-year-old players)</u>
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- Two-hour games will be played in the CLINIC 7 DIVISION.
- A maximum of six infielders will be used, when the Catcher position is occupied.
- A maximum of 10 players will be on the field.
- No player may sit out more than 2 innings per game.
- **Helmets are required while a player is batting and while running the bases.**
- **A protective face mask, which is attached to the batting helmet, must be worn by all batters and base runners.**
- An inning will consist of:
 - The season will begin with the teams batting through the lineup.
 - After the 3rd week of games, an inning will consist of three (3) outs or once through the lineup.
 - Runners that have been deemed as out will return to the bench.
- Pitchers shall be allowed to throw 3 pitches per batter. After 3 pitches, a coach shall throw 3 pitches. If the batter has not hit the ball within these 6 pitches, they shall be required to hit from a "tee".
- Pitchers may pitch a maximum of one (1) inning per game. NO EXCEPTIONS.
- No ball buckets shall be allowed on the field of play.
- Play will be stopped once the ball is returned to the infield. The infield is defined as the baseline, between first and second, and second and third. When the ball reaches that area, in the judgment of the manager/coach, the ball is dead. Runners who have been judged to be more than halfway to the next base will be allowed to continue to that base. Runners who are less than halfway to a base must return to the last legally occupied base.
- No stealing.
- No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.
- The pitcher's mound will be positioned 35 feet from home plate.
- Bases shall be positioned 50' apart.
- **Anyone under 18 years of age who occupies the position of "batter backup" MUST WEAR PROTECTIVE GEAR.**

<u>END OF CLINIC 7 RULES</u>

<u>CLINIC 8 RULES</u> <u>(8-year-old players)</u>
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- A maximum of 6 innings or a two (2) hour game will be played in the CLINIC 8 DIVISION.
- 10 players on the field. Four outfielders are used.
- **Helmets are required while a player is batting and while running the bases.**
- **A protective face mask, which is attached to the batting helmet, must be worn by all batters and base runners.**
- Players will pitch all innings. A Coach-Umpire of the batting team will call “Balls” and “Strikes” from behind the pitcher. If the pitcher throws 4 “Balls” to a batter, rather than issuing a walk to that batter, the Coach-Umpire will pitch 3 pitches. The player may then pitch to the next batter. The Coach-Umpire will continue to call “Balls” and “Strikes” while pitching. A Hit by Pitch (HBP) is only awarded when a player is pitching.
- **No coach other than the coach-umpire is allowed on the field during play.**
- An inning will consist of:
 - three (3) outs (if a runner is out, they must return to the bench) or,
 - four (4) runs, or
 - nine (9) batters
- **No standings will be maintained. No official scorekeeping will be maintained. The emphasis in the league will be to stress fundamentals, not winning.**
- Pitchers may only pitch four (4) innings per week and a maximum of two (2) innings per game. Players may pitch a maximum of 40 pitches per game and 60 pitches per week.
- If a pitcher hits two (2) batters in one inning or three (3) batters in a game, the pitcher is then removed from the mound.
- If the pitcher leaves that position he/she shall not return as the pitcher.
- Nine (9) year olds reassigned from the minors are not eligible to pitch.
- No stealing.
- Play shall be stopped once the ball is returned and controlled in the infield. The infield is defined as the baseline, between first and second, and second and third. When the ball reaches that area, in the judgment of the coach-umpire, the ball is dead. Runners who have been judged to be more than halfway to the next base will be allowed to continue to that base. Runners who are less than halfway to a base must return to the last legally occupied base.
- The pitcher's mound will be positioned 40 feet from home plate.
- Bases shall be positioned 55' apart.

<u>END OF CLINIC 8 RULES</u>

<u>MINOR RULES</u> <u>(9 & 10-year-old players)</u>
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- Six inning games will be played in the MINOR DIVISION.
- Three (3) outfielders are used.
- Maximum of 4 runs per inning.
- At the end of 4-1/2 innings, if the home team is ahead by 5 or more runs, the game is over (i.e. slaughter rule).
- At the end of 5 full innings, if the visiting team is ahead by 5 or more runs, the game is over.
- Pitcher's mound positioned 46' from home plate. Bases are positioned 60' apart.
- If a pitcher hits two (2) batters in one inning or three (3) batters in a game, the pitcher is then removed from the mound.
- **Helmets are required while a player is batting, running the bases or the on-deck batter.**
- **A protective face mask, which is attached to the batting helmet, must be worn by all batters and base runners.**
- A batter awarded a walk may not advance past first (1st) base.
- Base runners must remain on base until the ball has crossed home plate. They may steal after the ball has crossed home plate. **Violations will be generated under Manager Protest after the play is completed.** Players will receive 1 warning, however 2nd team violation, the runner will be called out.
- Play shall be stopped and base runners may not advance if the pitcher is in control of the ball on the pitcher's mound. Runners that are judged to be more than halfway to the next base may continue at their own risk. If the pitcher attempts a play on a runner, the ball shall be considered in play.
- If the pitcher leaves that position he shall not return as the pitcher.
- **Pitching rules:**
 - **A violation of the pitching rules may result in a disciplinary action**
 - **Maximum of three (3) innings per game, and four (4) innings per seven days.**
 - **One (1) pitch would constitute as a complete inning pitched.**
 - Maximum of seventy-five (75) pitches per day.
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 41-60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-40 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
 - Balks will not be called in the Minor division.
- Pitch counts **MUST** be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

<u>END OF MINOR RULES</u>

<u>MAJOR RULES</u> <u>(11 & 12-year-old players)</u>

- Six inning games will be played in the MAJOR DIVISION.
- BALKS --- will be called; one warning per pitcher.
- Runners may advance at their own risk at any time while the ball is in play.
- The ball will remain in play at all times unless deemed not in play by the umpire.
- **Helmets are required while a player is batting, running the bases or the on-deck batter.**
- Maximum of 5 runs per inning.
- At the end of 4-1/2 innings, if the home team is ahead by 6 or more runs, the game is over (i.e. slaughter rule).
- At the end of 5 full innings, if the visiting team is ahead by 6 or more runs, the game is over.
- If a pitcher hits two (2) batters in one inning or three (3) batters in a game, the pitcher is then removed from the mound.
- The pitcher's mound will be positioned 50' from home plate. The bases should be positioned in direct proportion to the pitcher's mound; i.e., 70 feet to 1st and 3rd, etc.
- For dropped 3rd strike -- the batter is **OUT**.

- **Pitching rules:**

A violation of the pitching rules may result in a disciplinary action

- Maximum of eighty-five (85) pitches per day.
- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-40 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- Pitch counts **MUST** be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

<u>END OF MAJOR RULES</u>

<u>PREP RULES</u> <u>(13, 14 & 15-year-old players)</u>
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- Seven inning games will be played in the PREP DIVISION.
- BALKS --- will be called; one warning per pitcher.
- **Helmets are required while a player is batting, running the bases or the on-deck batter.**
- Maximum of 6 runs per inning.
- Run rule: When either team is winning by 15 runs after 4 innings, the game is over. If either team leads by 10 runs or more at the end of five (5) or six (6) innings the game is over.
- **Pitching rules:**

A violation of the pitching rules may result in a disciplinary action

- Maximum of ninety-five (95) pitches per day.
- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-40 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- Pitch counts **MUST** be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

<u>END OF PREP RULES</u>

<u>SENIOR RULES</u> <u>(16, 17, & 18-year-old players)</u>

- Players in the Senior Division must currently be in High School.
- Seven inning games will be played in the SENIOR DIVISION.
- BALKS --- will be called.
- **Helmets are required while a player is batting, running the bases or the on-deck batter.**
- All call-up players must use "BBCOR" bats in the Seniors division.
- Run rule: When either team is winning by 15 runs after 4 innings, the game is over. If either team leads by 10 runs or more at the end of five (5) or six (6) innings the game is over.
- **Pitching rules:**

A violation of the pitching rules may result in a disciplinary action

- Maximum of ninety-five (95) pitches per day.
- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-40 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- Pitch counts **MUST** be adhered to, except the pitcher may complete pitching to the player at-bat when the maximum number of pitches per day is reached.

<u>END OF SENIOR RULES</u>

SEE RULES COMMITTEE FOR ANY CLARIFICATION ON THESE RULES

Any questions concerning this matter may be directed to a member of the Rules Committee:

RULES COMMITTEE

Carl Gatzke	President - Sykesville Baseball
Mike Deskin	Vice President – Fairhaven Park
Justin Dwight	Vice President – Freedom Park
Fred Lucarelli	Secretary
Jim Woods	Umpires & Chairman Rules Committee
Fred Lucarelli	Player Agent, Seniors
Mitch Dobres	Player Agent, Preps
Tim Metz	Player Agent, Majors
Lori Doyle	Player Agent, Minors
George Marzano	Player Agent, Clinic 8
George Marzano	Player Agent, Clinic 7
George Marzano	Player Agent, Instructional 6
George Marzano	Player Agent, T-Ball 4,5

Those mentioned above will also sit on the Review Board.

Sykesville Baseball Contact information;

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<https://www.sykesvillebaseball.com/>

<https://www.facebook.com/sykesvillebaseball/>

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