

MT. LAUREL BASEBALL INSTRUCTIONAL AND INTRAMURAL RULES- April 2017

Grade	Section	Category	Rule	Details
Minor Freedom	1.0	General	All rules not	Cal Ripken rules apply
Minor Freedom	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 the game has begun.
Minor Freedom	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, pitcher's mound rubber at proper distance, bases at proper distance, baselines chalked, and batter's box chalked. Visiting team is responsible returning scoreboard box, repairing pitcher's mound, grooming infield, removal of trash from both dugouts, turning off scoreboard and lights.
Minor Freedom	1.3	General	Game Balls	Home team must supply 2 new ball provided at draft. Good idea to have
Minor Freedom Games only)	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
Minor Freedom	1.5	General	Games Scores Kept	Yes. Winning coach report score to Commissioner
Minor Freedom	1.6	General	Standings Kept	Yes. Available on the web site.
Minor Freedom	1.7	General	Coaches on Field	Base coaches at first (1st) base and third (3rd) base only. Limited to 3
Minor Freedom	1.8	General	Umpires	Yes - Behind the plate
Minor Freedom	1.9	General	Playoffs	Yes - all teams make playoffs
Minor Freedom	1.10	General	Uniforms	All players must wear league issued uniforms with gray baseball pants
Minor Freedom	1.11	General	Music	No music
Minor Freedom	2.1	Pitching	Limits	Maximum two (2) innings per game for every game including playoffs. Maximum of six (6) innings per week. Pitching week is Monday - Sunday. 1 pitch = 1 inning pitched.
Minor Freedom	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
Minor Freedom	2.3	Pitching	Pitching Rubber Distance	46 Feet - Bases 60 feet
Minor Freedom	2.4	Pitching	Balks	No
Minor Freedom	2.5	Pitching	Hit Batters	Must remove pitcher if: Three (3) batters hit in an inning. Coaches should exercise judgment if pitcher is wild.
Minor Freedom	2.6	Pitching	Walks	Kids start every inning pitching. We allow one walk per inning (4 balls). After that, if the pitcher throws 4 balls to a batter, a coach finishes the at bat until either the batter strikes out or puts the ball in play. If a pitcher throws 4 balls to 3 batters in an inning (1 walk and 2 others), the coach finishes the inning. Next inning same process. To be clear a player can strike out with the coach pitching. Looking or swinging. The umpire still calls strikes. The coach pitching will be positioned on dirt at front of mound approximately 3' - 4' in front of 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.

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Minor Freedom	3.1	Scheduling	Rain Outs	Weather/Field Conditions determined by Commissioner and/or Field Manager. Umpire judgment after game has started. .
Minor Freedom	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. <u>Sunday evenings may be used if Friday evening is unavailable.</u>
Minor Freedom	3.3	Scheduling	Saturday Rainouts	Saturday rainouts are rescheduled at Commissioner/Board's discretion.
Minor Freedom	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.
Minor Freedom	4.1	Time	Start of Game	Games start at 6:30pm sharp, meaning "first pitch"
Minor Freedom	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).
Minor Freedom	4.3	Time	Extra Innings	As time limit permits except for playoffs
Minor Freedom	4.4	Time	Time Between Innings	Pitcher receives 5 warm up pitches. Have defensive assignments ready and posted to maximize game time.
Minor Freedom	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.
Minor Freedom	5.2	Players	Substitutions	Once removed; a pitcher cannot return to pitch in same game. A fifth walk triggering "coach pitch" does not equal a removal of a pitcher but if that pitcher pitched for all five 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.
Minor Freedom	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. Every player will play at least one inning in the outfield.
Minor Freedom	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.
Minor Freedom	6.1	Offense	Batting Order	Universal all players bat anyone 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.
Minor Freedom	6.2	Offense	Bat Throwing	One warning per team; next batter out. Umpire judgement call
Minor Freedom	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 players slides heads first, there will be no penalty applied, but player will be reminded of the danger.
Minor Freedom	6.4	Offense	Leading	Once ball crosses home plate
Minor Freedom	6.5	Offense	Stealing	Permitted to steal (2nd) Second Base only, but may not advance to third on an over throw.

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Minor Freedom	6.6	Offense	Slide and Veer	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.
Minor Freedom	6.7	Offense	Dead Ball or Continuous 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 in the infield (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".
Minor Freedom	6.8	Offense	Bunting	Yes, but no suicide squeeze (no runner shall score on bunt play regardless of what happens after bunt).
Minor Freedom	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.
Minor Freedom	6.9	Offense	Mercy Rule	10 run lead after 4 innings (3 1/2) if Home team is ahead or 7 run lead after 5 innings (4 1/2) if Home team is ahead)
Minor Freedom	6.10	Offense	Strikes Per Batter	3 strikes
Minor Freedom	7.1	Defense	Alignment	Maximum of 9 players. One at each position. If there are only 8, team may play with 8 or have last recorded out on opposing team play in the outfield
Minor Freedom	7.2	Defense	Catching	Limited to three (3) innings per game. Max of 4 innings as pitcher and catcher combined.
Minor Freedom	7.3	Defense	Dropped 3rd Strike	No
Minor Freedom	7.4	Defense	Catcher Interference	Yes
Minor Freedom	7.5	Defense	Infield Fly	No
Minor Freedom	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.
Minor Freedom	8.2	Speed Up Rules	Positions	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.
Minor Freedom	9.1	Playoffs	Format	Single elimination
Minor Freedom	9.2	Playoffs	Eligible Teams	All teams eligible