

MT. LAUREL BASEBALL INSTRUCTIONAL AND INTRAMURAL RULES- March 2013

Grade	Section	Category	Rule	Details
Minor Patriot	1.0	General	All rules not	Cal Ripken rules apply
Minor Patriot	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 th game has begun.
Minor Patriot	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, pitchers mound rubber at proper distance, bases at proper distance, baselines chalked, and batters box chalked. Visiting team is responsible returning scorebard box, repairing pitchers mound, grooming infield, removal of trash from both dugouts, turning off scoreboard and lights.
Minor Patriot	1.3	General	Game Balls	Home team must supply 2 new ball provided at draft. Good idea to have 1 or 2 in good condition in reserve.
Minor Patriot	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 Games only)
Minor Patriot	1.5	General	Games Scores Kept	Yes. Winning coach report score to Comissioner
Minor Patriot	1.6	General	Standings Kept	Yes. Available on the web site.
Minor Patriot	1.7	General	Coaches on Field	Base coaches at first (1st) base and third (3rd) base only. Limited to 3 coaches and a scorekeeper. All must remain fence unless on the bases.
Minor Patriot	1.8	General	Umpires	Yes - Behind the plate
Minor Patriot	1.9	General	Playoffs	Yes - all teams make playoffs
Minor Patriot	1.10	General	Uniforms	All players must wear league issued uniforms with gray baseball pants
Minor Patriot	1.11	General	Music	No music
Minor Patriot	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 Patriot	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 Patriot	2.3	Pitching	Pitching Rubber Distance	46 feet - Bases 60 feet
Minor Patriot	2.4	Pitching	Balks	No
Minor Patriot	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 Patriot	2.6	Pitching	Walks	Unlimited
Minor Patriot	3.1	Schedulin g	Rain Outs	Weather/Field Conditions determined by Commissioner and/or Field Manager. Umpire judgment after game has started. .
Minor Patriot	3.2	Schedulin g	Weeknight Rainouts	Games are rescheduled by the Commissioner; however, Friday evening of same week is the mandatory makeup date for any weeknight rain out. Sunday evenings may be used if Friday evening is unavailable.
Minor Patriot	3.3	Schedulin g	Saturday Rainouts	Saturday rainouts are rescheduled at Commissioner/Board's discretion.
Minor Patriot	3.4	Schedulin g	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 Patriot	4.1	Time	Start of Game	Games start at 6:30pm sharp, meaning "first pitch"

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Minor Patriot	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 Patriot	4.3	Time	Extra Innings	As time limit permits except for playoffs
Minor Patriot	4.4	Time	Time Between Innings	Pitcher receives 5 warm up pitches. Have defensive assignments ready and posted to maximize game time.
Minor Patriot	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 Patriot	5.2	Players	Substitutions	Must remove pitcher on 2nd trip to mound in same inning. Once removed; a pitcher cannot return to pitch in same game. Mid inning Defensive position changes only allowed in the event of a pitching change or injury.
Minor Patriot	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 Patriot	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 Patriot	6.1	Offense	Batting Order	Universal all players but any one 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 Patriot	6.2	Offense	Bat Throwing	One warning per team; next batter out. Umpire judgement call
Minor Patriot	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 player slides heads first, there will be no penalty applied, but player will be reminded of the danger.
Minor Patriot	6.4	Offense	Leading	Once ball crosses homeplate
Minor Patriot	6.5	Offense	Stealing	Permitted for (2nd) and (3rd) Bases only. May advance from 2nd to 3rd on an overthrow at 2nd, but may not advance to home on an overthrow to 3rd.
Minor Patriot	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 Patriot	6.7	Offense	Dead Ball or Continous Advancement	Time is granted only by the umpire. Ball is dead when returned to the pitching mound in possession or time is granted by the umpire. No advancement by runners. Umpire judgement call when ball is "dead".
Minor Patriot	6.8	Offense	Bunting	Yes
Minor Patriot	6.9	Offense	Run Limit	Can ONLY score on a batted ball or being forced home (bases loaded BB or HBP). Six (6) run limit for EVERY inning.

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Minor Patriot	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 Patriot	6.10	Offense	Strikes Per Batter	3 strikes
Minor Patriot	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 Patriot	7.2	Defense	Catching	Limited to three (3) innings per game. Max of 4 innings as pitcher catcher combined.
Minor Patriot	7.3	Defense	Dropped 3rd Strike	No
Minor Patriot	7.4	Defense	Catcher Interference	Yes
Minor Patriot	7.5	Defense	Infield Fly	No
Minor Patriot	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 Patriot	8.2	Speed Up Rules	Postions	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 Patriot	9.1	Playoffs	Format	Single elimination
Minor Patriot	9.2	Playoffs	Eligible Teams	All teams eligible