

N.ORTHERN H.ARFORD C.OUNTY B.ASEBALL L.EAGUE
N.H.C.B.L.
2009 LEAGUE RULES
ALL AGE GROUP(s)

1. **ORGANIZATION**

- A. This league is governed by a committee comprised of one (1) representative from each participating recreation council. Members of this committee for 2009 are as follows:
 Bel Air, Churchville, Delta, PA, Emmorton, Fallston, Forest Hill, Hickory, Jarrettsville, Norrisville, North Harford
- B. The League Officers are recreation council representatives and age group commissioners.
- League Commissioner: Scott Bruno 410-459-8275 (Cell #) Brunocoach1@aol.com
- Harford County Umpire Association: Deb Schimming 410-692-2778
- Age Group Commissioners:
- 7-8 -
 - 9-10 -
 - 11-12 -
 - 13-15 -
 - 16-19 -
- C. The purpose of this league is to provide wholesome recreation for all of the participating youth.
- D. The league will operate with a 7-8, 9-10, 11-12, 13-15, 16-19 divisions.

2. **LEAGUE RULES**

- A. Unless otherwise stated in these League Rules, playing rules will be the current Official rules of Major League Baseball.
- B. Official team rosters must be submitted to the league commissioner by May 1st of the current season. A team may add or remove players from its official roster until May 31st; an added player may not play until the age group commissioner has been notified.
- C. "Playing Down" will not be permitted.
- D. Use of an ineligible player will result in the forfeiture of any and all games in which that player participated; including playoff and/or championship games.
- E. Game time is 6:00 p.m. Forfeit time is 6:15 p.m. The team that causes the forfeit will be responsible for the entire umpire fee.
- F. Eight (8) players are required to start a game. At no time will a team play with less than (8) players.
- G. June 30th will be the final date that regular league games may be played.

- H. The only acceptable reasons to reschedule a game are inclement weather and unsafe playing conditions. School events causing conflicts must be identified and those games rescheduled within 1 week of the initial distribution of the leagues schedule.
- I. The age determination date is April 30 (of the current year). Verifying the age of a player on an opposing team is done by:
- (1) The head coach requesting verification must do so through his program chairperson, providing the name, team, and recreation council of the player in question.
 - (2) Verification will be done between council chairpersons by providing a copy of a birth certificate or other positive means.
 - (3) Positive proof of age shall be communicated within 7 days of the request.
- J. Team Composition:
- (1) When a recreation council enters 2 or more teams in a given age group, an effort should be made to ensure that the teams will be of equal ability. The "stacking" of teams in the recreational divisions with more than 1 team will not be tolerated.
 - (2) In the 13-15 age group any high school varsity player may NOT play in this age group.
 - (a) ****see pitching rules for High School JV players participating in 13-15**
- K. 1. The umpire fees paid on the field will be split equally by both teams.

3. **EQUIPMENT and PLAYING RULES**

- A. All metal bats must be taped, wood bats may not be taped.
- B. Metal cleats may not be worn in the 7-8, 9-10, 11-12, and 13-15 age groups.
- C. Each team is required to provide its own equipment. A minimum of five (5) batting helmets are required.
- D. The home team is responsible for providing two (2) new game balls.
 1. The 7-8 age group uses a maximum of RIF # 5 baseball for ALL GAMES.
 2. The RIF # 1 baseball is recommended for the 7-8 age group.
 3. Regulation size and weight baseballs must be used for all other age groups.
- E. **Bat Rules are as follows for ALL AGE groups:**
- | | |
|-------|---|
| 7-8 | 2 ¼" max barrel diameter; any differential may be used |
| 9-10 | 2 ¼" max barrel diameter; any differential may be used |
| 11-12 | 2 5/8" max barrel diameter; any differential may be used |
| 13-15 | 2 5/8" max barrel diameter; 2 5/8" <u>must be -3 differential</u> |

NOTE: A 2 ¼" bat used at the 11-12, or 13-15 age group(s) may be any differential.

AT NO TIME CAN A BAT WITH A BARREL DIAMETER OF 2 ¾" BE USED IN ANY AGE GROUP.

- F. Pitching distances will be: 7-8, 40'; 9-10, 46'; 11-12, 50'; 13-15, 54'; 16-19, 60'6"

Base distances will be: 7-8 & 9-10, 60'; 11-12, 70'; 13-15, 75'; 16-19, 90'

G. Pitching General Rule(s):

1. Any player on the team roster may pitch.
2. Pitching Limitations:
 - a. 7-8 2 innings maximum per game
4 innings maximum per week
 - b. 9-10 2 innings maximum per game
6 innings maximum per week
 - c. 11-12 4 innings maximum per game
8 innings maximum per week
 - d. 13 – 15 5 innings maximum per game
10 innings maximum per week
 - e. **JV 13-15 2 innings maximum per game
4 innings maximum per week
cannot pitch in the last 2 innings of play**
3. Delivery of a single pitch shall constitute having pitched an inning.
4. A player removed as pitcher shall not be eligible to pitch again in that game.
5. There will be no limitation to the number of pitchers used per game.
6. Pitcher's delivery shall comply with Major League rules.
7. Balk
 - a. No Balks will be called in the 7-8, or 9-10 Age Group.
 - b. 11-12 age group pitchers will be given 2 warnings per pitcher for a Balk; by the umpire. Runners may not advance on the warning.
 - c. 13-15 age group pitchers will be given 1 warning per pitcher for a Balk; by the umpire. Runners may not advance on the warning.
8. A Pitcher MUST be removed if:
 - a. He hits (two) 2 batters in a single (1) inning
 - b. He hits (three) 3 batters in 1 game
9. **Only 1 JV player may pitch per game in the 13-15 age group.**

I. General Rules

1. The infield fly rule will not apply in the 7-8 or 9 -10 division only.
2. Courtesy Runner
 - a. Once there are two outs, the player who made the last out may run for the catcher, or pitcher of record; or new pitcher for the following inning. The courtesy runner does not change the official line-up.

3. Stealing

- 7-8 & 9–10 No Leading from any base; player may steal once the ball reaches home plate.
- 7-8 & 9–10 A runner must be batted in, or walked in to score. If a runner is off the base after any play, and is tagged out; they are out.
- 7-8 & 9–10 Players may steal one base per batter, per inning.

4. Sliding

- No malicious contact will be tolerated when sliding.
- Baserunners must avoid kicks, slashes, rolling and other dangerous maneuvers when sliding into any base.
- HEAD FIRST SLIDES are PROHIBITED, except to the previously occupied base.
- Head first sliding is permitted in the 16-19 age group.

5. All age groups will have a five (5) run per inning limit, the 7-8 age group will be limited to 4 runs per inning; except for the last inning, (the 7th inning in 13-15) when each team will be entitled to 3 outs.

- a. When the umpire determines and announces the last inning due to darkness or weather; this becomes the last inning of play.
- b. **Both Coaches May Agree** to terminate a game if the winning team is ahead by 18 runs after 4 innings of play.

6. Playing Up:

- a. In all age groups, younger players will be allowed to “play-up” if parental permission is granted in writing to the league. The identical uniform requirement will be waived.

7. In ALL Age-Groups batters will appear in a fixed order and ALL will bat.

****Clarification:** In the 7-8 age group the entire lineup will bat until all players have batted one time or there are 3 outs in the inning.**

8. In the 7-8 age group once the ball is returned to the pitcher any baserunner(s) may not advance to the next base.

- a. The pitcher does NOT have to have control of the baseball.
- b. The pitcher needs to be in the pitchers mound “area”.

Example: If a runner is on 1st and the ball is hit to deep 2nd base; the fielder throws the ball to first and the 1st baseman throws to the pitcher who misses the ball and goes to pick it up. The runner on 1st base is going from 2nd base to 3d base when the ball is thrown to the pitcher. This runner does not get 3d base he must return to 2nd base.

Coaches need to keep in mind that the 7-8 level is formed for the kids to learn how to play the game properly; not be afraid to throw the ball for fear of having an infield hit turn into a homerun.

J. Curfew Rule:

1. A new inning shall not begin after 8:00 p.m. prior to May 15, after which the deadline shall be 8:30 p.m.
2. In the event of a tie score at the conclusion of a regulation game, extra innings may be played if time and darkness allows.
3. No intentional delay in the game shall be made to benefit the winning team. The umpire shall rule on this and shall warn the team in violation. If play does not resume, the umpire may give advantage to the team that is prepared to play.

Example: If the batter is ready and the defensive pitcher has not taken the field with the maximum warm-ups and this continues, the batter may be awarded first base, etc.

4. Delays in the game will not be tolerated.

K. Third Strike Rule:

- 7-8 & 9–10 The catcher does not have to catch the 3d strike.
- Baserunners advance at their own risk per the stealing rule.

L. Playing Time

1. In all age groups (except 7-8) players are required to play a minimum of 3 innings in the field when a full game is played.

M. Complete Game

1. Two innings less than regulation will constitute a complete game.

N. Injured Player or Player Leaving the Game Early

1. In the event of an injured player, where there is no substitute, an already removed player may re-enter the game.
2. If a player in the line-up is injured, his turn in the batting order will be skipped. Skipping this player is NOT recorded as an out.
3. If a player in the line-up leaves the game early, his turn in the batting order will be skipped. Skipping this player will not result in an automatic out.

O. Rescheduling of Games

1. Games rained out or postponed will be rescheduled by mutual agreement by both managers. An effort should be made by both managers to play the game if at all possible.
 - a. The Home Field is responsible for cancelling the game by 4 p.m.
 - b. The Home field must call the umpire and then the Head Coaches.

c. The umpire must be contacted 1 hour before game time to avoid show-up fees.

P. Protest Procedure

1. The protesting manager shall, before any succeeding play begins, notify the umpire and opposing manager that he is playing under protest. Following this notice the umpire will consult with both managers in an effort to resolve the protest. If this cannot be done, he shall note the game score, names and positions of base runner(s), the count, the number of outs, inning, etc., in the official score book and announce that the game is being played under protest (notation must be made in ink and be signed by both coaches and the umpire).
2. Any protest must be submitted by the protesting manager in writing to the league commissioner within two (2) working days. The league commissioner shall appoint a committee or person to hear the protest and reach a decision. Protest Fee: \$100.00
3. All protests must be resolved within two (2) weeks.

Q. Parental Concerns

1. Parental concerns should be addressed with the coach or the chairperson of his recreation council before or after the game- NEVER DURING a game. ONLY chairpersons and head coaches may contact commissioners for clarification of league/age group rules or game procedures.

R. Ejections

1. Any player/coach participating in unnecessary/aggressive physical contact will be immediately ejected from the game and suspended from further play until a hearing is completed.
2. Any player/coach who is ejected by the umpire for unsportsmanlike conduct will be suspended for the next scheduled game that is played. This penalty may carry over from one season to another.
3. All ejections, any coach(es) or player(s), will be reported by both coaches to the age group commissioner. The age group commissioner will report the ejection in writing to the recreation council program chairman and the league commissioner. Coaches and/or Players that have been ejected may be suspended from further play (i.e. 1 or more games).

**** MALICIOUS CONTACT IS PROHIBITED ****

- A. The rules committee is concerned that some coaches have not explained to their players that malicious contact is illegal. Players risk serious injury anytime a runner purposely tries to run over another player. A majority of intentional collisions occur at home plate where the catcher is blocking the plate. Runners should be instructed to slide or attempt to avoid making contact with any defensive player. A player who maliciously runs into another player is automatically ejected, and is declared out, unless he scored prior to committing

- B. The catcher, or other fielder should not be in a position to “block” access to home plate or any base if no play is able to be made. Coaches need to instruct catchers and fielders on how to safely play this everyday baseball situation.

So that focus can be given to the parameters surrounding malicious contact. The following is offered: Contact or a collision is considered to be malicious if (1) the contact is the result of intentional excessive force, and/or (2) there is intent to injure. It should not be misconstrued that the absence of these two conditions would automatically preclude the presence of something malicious, but they certainly offer a starting point. Malicious contact is penalized whether committed by an offensive or defensive player.

S. PLAYOFFS

- 1. A Single-Elimination “blind-draw” playoff schedule will be coordinated and drawn by the league commissioner.**
- 2. The playoffs are scheduled to begin Monday, June 8th.**
- 3. Playoff games may be scheduled on Friday, June 5 if agreed upon by BOTH coaches.**
- 4. Playoff games are scheduled on Mondays & Wedensdays. Playoff games may be played on a Friday night if needed.**
- 5. Playoff & Championship games are to be played to completion unless agreed upon by both coaches (see rule I. 5. b.)**
- 6. Championship games may be played on any night if agreed upon by BOTH coaches.**
- 7. Pitching inning limitation(s) are in effect during all playoff games.**

The ALL STAR GAME & FESTIVITIES are scheduled for Saturday June 6, 2009 @ DELTA BASEBALL COMPLEX. SCHEDULE to FOLLOW FOR ALL-STAR GAME