

Mauldin Recreation Baseball Local League Rules

Playing rules not specifically covered in this document shall be covered by the Official Rules & Regulations of Dixie Youth Baseball.

Table of Contents

Table of Contents	1
Balks	2
Base Stealing.....	2
Batting.....	2
Batting Order	3
Bunting.....	3
Calling “Time” to Stop Play	3
Coaches	3
Courtesy Runners.....	4
Defensive Position Changes	4
Defensive Substitution.....	4
Dropped Third Strike	4
Dugouts	4
Ejection	4
Forfeits	5
Head First Slide.....	5
Infield Fly Rule	5
Intentional Walks	5
Number of Players	5
Pitching.....	6
Runner Collisions.....	7
Sickness/Injuries	7
Scorekeeper.....	7
Slash Bunt.....	7
Sportsmanship.....	7
Trips to the Mound.....	7
Games	8
Complete Game	8
Tie Games	8
Time Limits.....	8
10-Run Rule	9
Equipment.....	9
Bats	9
Catcher’s Equipment.....	9
Helmets	9

Balks

In all age groups 10U and below, there will be no balks called.

Base Stealing

In all age groups 10U and below, a runner must remain in contact with the base until the ball reaches home plate. If a player is called for “leaving early”, the defensive coach shall have the choice of having the runner return to the last base occupied AND whether to accept the pitch as called, or to consider it a “no pitch”. *Example: A runner on first leaves before the ball reaches the plate, as indicated by the umpire. The batter swings and hits a single into right field. The runner advances to third on the hit. After play is stopped, the defensive coach may send the runner back to first and consider it a “no pitch”, where the batter would return to the plate and assume the previous count.*

Exceptions: a.) The batter hits a ground rule double, in which case all runners will advance two (2) bases. b.) The batter hits a fly ball over the outfield fence in fair territory (home run). c.) The batter is hit by the pitch.

In Coaches Pitch (8U), players are only allowed to take one (1) base on an overthrow. It does not matter where the overthrow goes (i.e. fair or foul) or to whom it was intended (i.e. the pitcher or a defensive player at a base).

In the 10U division, there will be no stealing of home unless there is a play made on a runner advancing to 2nd base.

Batting

In Tee Ball (5U), all players will hit off of a Tee. However, beginning in the 5th game, applicable players will be allowed to receive up to three (3) pitches from the coach. If the ball is not put into play, outside the ten (10) foot arc, then the tee shall be used.

In Modified Coaches Pitch (6U), a batter shall receive up to three (3) pitches from the coach. If the ball is not put into play, then a Tee shall be used.

In Coaches Pitch (8U), a batter shall receive up to six (6) pitches. A batter is out if he does not put the ball into play with one of the six (6) pitches. If the sixth pitch is hit foul, the batter continues until the ball is put into play or is missed. If the catcher catches a foul ball (pop up) on any pitch or a foul tip on the sixth pitch, the batter is out. A Tee shall not be used.

In all age groups, if a batter slings a bat the umpire will issue a warning to each team. All subsequent batters on either team that sling a bat are OUT.

Batting Order

The coach of each team shall create a batting order consisting of all players on the team roster present at the beginning of the game. Late arrivals shall be added to the bottom of the order. All players in the batting order shall bat before returning to the top of the order.

In Tee Ball (5U) and Modified Coaches Pitch (6U), the offensive team will bat completely through its batting order before switching to defense. "Last Batter" shall be announced to the defensive team when the last batter in the order steps up to the plate.

In Coaches Pitch (8U), 10U and above, the offensive team shall score no more than 7 runs in an inning. When the 7th run crosses the plate, play stops and the offensive team assumes three (3) outs.

In all age groups 10U and above, the offensive team will bat until three (3) outs have been recorded. *Exceptions: a.) If the home team is ahead and the 10-Run Rule goes into effect, the game shall end. b.) If the home team is ahead and time expires, the game shall end. c.) In 10U, when the 7th run crosses the plate in an inning, 3 outs are assumed.*

Bunting

In Tee Ball (5U), Modified Coaches Pitch (6U), and Coaches Pitch (8U), bunting is not allowed.

Calling "Time" to Stop Play

In Coaches Pitch (8U), umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as all runners are not attempting to advance. Returning the ball to the pitcher in the pitcher's circle does not stop play.

Coaches

In Coaches Pitch (8U), 10U and above, first and third base coaches must remain in the coach's box. All other coaches must remain in the dugout. No coaches are allowed on the field. *Exceptions: In Coaches Pitch (8U), there may be an adult pitcher and an adult catcher on the field. The adult catcher is only used to speed up play and may not interfere with game play. In Tee Ball (5U) and Modified Coaches Pitch (6U), coaches are allowed on the field.*

In Coaches Pitch (8U), 10U and above, coaches shall not touch, push, or stop base runners during play. If a coach interferes or assists a runner in any way during play, then that runner shall be called OUT.

Courtesy Runners

In order to speed up the game, a courtesy runner should be used for the catcher. The courtesy runner shall be the player that made the last out. If there are two (2) outs, a courtesy runner is mandatory.

Defensive Position Changes

In Coaches Pitch (8U), defensive position changes are only allowed between innings, or when a player is removed from the game for any reason. In age groups 9U and above, defensive position changes may also be made when there is a pitcher change.

Defensive Substitution

There shall be free substitution on defense. Players, except pitchers, may be substituted freely at any position between innings. Substitutions may not occur in the middle of an inning except when there is a pitching change or a player is removed from the game due to sickness, injury, or ejection.

Dropped Third Strike

In all age groups 10U and below, a dropped third strike is considered an out.

In all age groups 12U, a dropped third strike is a live ball and the runner must be tagged out or thrown out at first base.

Dugouts

The home team shall occupy the dugout on the third base side of the field. The visiting team shall occupy the dugout on the first base side of the field.

There should be no more than five (5) persons in the dugout that are not players.

Ejection

In all age groups, the first ejection results in suspension for the rest of the game. The player or coach must leave the game site, which includes the parking lot, in which the ejection occurs and is also suspended from the team's next game.

The circumstances of the suspension will be reviewed by the league's General Manager and, if necessary, by the Mauldin Baseball Board.

Upon a second ejection, the league's General Manger and the Mauldin Baseball Board WILL review the circumstances of the suspension and recommend disciplinary action, which could result in removal from participation in the league.

Forfeits

If a team has to forfeit a game for any reason, the score shall be recorded as the number of innings in a complete game to zero (0). *Example: The score for a forfeited 10U game would be recorded as 6-0. See the table in the Completed Games section for complete game innings.*

Head First Slide

In all age groups 10U and below, there will be no head first slides into any base, except in returning to a base that the runner has already reached safely. A runner that slides head first into a base is automatically called OUT.

In 12U, a head first slide is allowed into any base except Home Plate. A runner that slides head first into Home Plate is automatically called OUT.

Infield Fly Rule

In Coaches Pitch (8U) there is no infield fly rule.

Intentional Walks

In age groups 10U and above, an Intentional Walk may take place by notifying the umpire by the pitcher, catcher, or coach. Intentional Walks are not allowed in Tee Ball (5U), Modified Coaches Pitch (6U), or Coaches Pitch (8U).

Number of Players

In Coaches Pitch (8U), 10U and above, a team may play a game with as few as eight (8) players. If a team has fewer than eight (8) players, then that team shall have to forfeit the game. In age groups 9U and above, if a game is played with eight (8) players, that team must take an Out in the 9th position in the batting order. If there are at least nine (9) players in the batting order then there is no penalty.

If a team is playing with nine (9) players and a player is removed from the game for any reason, including sickness, injury, or ejection, then that team must take an Out when that player's position comes up in the line up.

In Coaches Pitch (8U), ten (10) players take the field on defense, with no more than six (6) players on the infield. The defensive team must supply a catcher if playing with ten (10) players. An adult catcher may back up the catcher to speed up the game, but may not interfere with game play.

In age groups 10U and 12U, ten (10) players may take the field on defense, with no more than six (6) players on the infield.

In all age groups, every player must play a minimum of two (2) innings on defense in a four (4) inning game and three (3) innings on defense in a six (6) inning game. A defensive inning is defined as a 3-out inning.

Pitching

In Coaches Pitch (8U), pitching is by the offensive team's coach or designate. The adult pitcher shall pitch from the pitching rubber 46 feet from home plate. The adult pitcher may pitch underhand or overhand, from the standing or kneeling position. If the adult pitcher is hit by a batted ball or catches a batted ball in self-defense, it is considered a "no pitch". If, in the umpire's opinion, the adult pitcher intentionally interferes with a batted ball, the batter is OUT.

In Coaches Pitch (8U), the player in the pitcher's position must remain within 10 feet of the pitching rubber until the ball crosses the plate. The player may stand behind or beside the adult pitcher, but not in front.

Pitching for 10U and 12U will be innings allowed per week. Any one pitcher will be allowed to pitch 6 innings per week. Should there be a make up game in the same week, he will awarded an additional 3 innings for such week. A pitcher may pitch the 7th inning of a game that he started, and completed, if the score is tied after the 6th inning (obviously assuming he had 6 innings of eligible time prior to the game). A pitcher may not be re-enter the same game as pitcher once he is removed from the mound. One official pitch in an inning constitutes an inning pitched by such player.

Runner Collisions

A runner is not required to slide at any base. But a runner IS required to attempt to avoid contact at any base whenever a tag play is evident. Such an attempt may be to slide or run around, but NOT jump over the defensive player. In the event that a runner does not attempt to avoid a collision and runs into a defensive player who is in possession of the ball, or if the runner attempts to jump over the defensive player, that runner shall be declared OUT. If the umpire determines that the contact was malicious and/or intentional, the runner may also be ejected from the game.

Sickness/Injuries

A player removed from the game due to sickness or injury may re-enter the game at any time. He must re-enter in the same batting position he had when he left the game. In 9U and above, if removing the player results in a team having only eight (8) players, then an Out must be recorded when that player's position comes up to bat. If removing the player results in a team having only seven (7) players, then the game is forfeited.

Scorekeeper

Each team shall appoint a Scorekeeper. The Scorekeeper may also act as the "Innings Pitched" Recorder. The Home Team Scorekeeper shall be the Official Scorekeeper for the game.

Slash Bunt

A player that squares to bunt may not attempt to "swing away" at that pitch. Any attempt to do so shall result in the batter being called OUT.

Sportsmanship

All players, coaches, and parents are expected to behave in a sportsmanlike manner at all times. The umpire's judgment calls may not be argued. Any player, coach, parent, or fan whose conduct is unbecoming or abusive will be warned and may be removed from the playing field or the game site.

A player who removes his helmet and throws it on the field shall be immediately ejected from the game. Players who throw their helmet in the dugout should be disciplined by the coach.

Trips to the Mound

When a team is charged with its second trip to the mound in an inning, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position, but may not return to the pitcher's position.

Games

Complete Game

For Tee Ball (5U) and Modified Coaches Pitch (6U), a total of two (2) innings is played both defensively and offensively by both teams. The score is not normally kept.

The table below indicates Complete Games and Official Games if a game is shortened due to inclement weather.

	Coaches Pitch (8U)	10U-12U	
Complete Game	5 Innings	6 Innings	
Official Game	3 Innings	4 Innings	
Official Game if the Home Team is ahead	2½ Innings	3½ Innings	

If a game is shortened due to inclement weather and the game has not reached the point of being an Official Game, that game will be rescheduled as soon as possible and will resume at the exact point where the suspension began. *Example: If a 10U game is suspended in the top of the third with one (1) out and a runner on second base, with the #6 batter at the plate, that is where play will resume.*

Tie Games

During the regular season, games may end in a tie. It is permissible to play one (1) extra inning, but only if the “No New Inning After Limit” has not been exceeded. See the Time Limits section for additional information. (In tournament play all extra innings past regulation will be played with the International Rule)

Time Limits

The umpire shall provide both teams with the official starting time of the game. The official time should be recorded in the scorebook by each team’s scorekeeper. The time limits begin with the official starting time, not the scheduled game time.

The game shall be ended if the Time Limit is reached and the Home team is ahead. No new inning shall be started after the limits indicated for “No New Inning After”.

	Coaches Pitch (8U)	10U	12U
Time Limit	1 hour	1 hour 30 minutes	1 hour 30 minutes
No New Inning After	50 minutes	1 hour 20 minutes	1 hour 20 minutes

10-Run Rule

There will be a 10-Run Rule in effect for all age groups. The 10-Run Rule shall be in effect for all tournament games, including championship games.

	Coaches Pitch (8U)	10U-12U	
10-Run Rule Applies after	3 Innings	4 Innings	
If the Home Team is ahead, 10-Run Rule Applies after	2½ Innings	3½ Innings	

Equipment

Bats

Bats may be constructed of aluminum, wood, or composite materials. Only bats that are designated as “Baseball” bats may be used for baseball. Bats designated as “Softball” bats are not allowed in baseball.

In all age groups 8U and above, “big barrel” bats are allowed. The barrel of the bat may not exceed 2 5/8” inches in diameter.

Catcher’s Equipment

The catcher must wear all appropriate protective gear, including an approved catcher’s helmet with face mask and throat protector, a chest protector, and shin guards.

In addition, male catchers must wear a protective cup. Female catchers must wear sufficient padding to prevent injury.

Helmets

In Coaches Pitch (8U) and age groups 10U and above, all players must wear approved batting helmets fitted with an approved face guard. A chin strap is recommended but not required during league play.

A player may not remove his helmet while batting or running the bases. The on-deck batter, and the bat boy/girl, must wear a batting helmet when on the field. The pitcher’s guard must wear a helmet if his team is warming up a new pitcher during live play.