

Bethesda Chevy Chase Baseball, Inc.

U13/U14 Select League
**Rules and
Regulations**

For the 2016 season

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U13/U14 Select League Rules and Regulations

Except as specified below the normal rules of Major League Baseball shall apply.

I. General:

A. Age

All players must be league-age 13 or 14.

B. Official Players

All players must be officially registered and assigned by the League management. No one who is not registered, and whose name does not appear on the official league roster, may ever play in a league game or practice with a team. Use of a non-registered/non-officially rostered player in a game will cause a forfeit and suspension of the manager.

C. Number of players

Each team must have at least eight official players and if the team cannot field such eight players within ten minutes after the scheduled start of the game it will be considered a forfeit. If at any time during a game, a team can only field seven (7) players for any reason (e.g. injuries, players having to leave, ejection of player) the game shall be deemed a forfeit by that team.

D. Official Game/Time Limits

A regulation game shall consist of seven innings or four innings if the game is called due to weather, darkness or the time limit described below (3½ completed innings if the home team is ahead in the bottom of the fourth and the game is called). If the game is stopped before it becomes an official game, the game will be suspended and restarted from the exact point it is stopped. If an official game is stopped at the end of a complete inning, the score stands. In the event of a tie, neither team will be credited with a win or a loss. Official games stopped during an inning (top or bottom) will revert back to the score for the prior complete inning and will not be suspended and restarted. If, at the discretion of the umpire, a team intentionally delays a game which then causes a game to end prior to completion of an inning, the team causing the intentional delay may be declared to have forfeited the game, at the discretion of the Commissioner.

Managers are responsible for scheduling restarted or replayed games and must do so within a two week period unless given a waiver by the League Commis-

sioner. Failure to do so will result in both teams being charged with a loss.

Suspended and restarted games will be subject to the pitching limitations contained in Section V.A of these Rules except that the restarted game shall be considered a new game with respect to the daily pitching limitation.

In accordance with the League's contract with the umpires, no new inning shall begin 2 hours 15 minutes after the scheduled start time of the game and the game shall not extend beyond 2 hours and 30 minutes in total. Coaches and umpires are therefore encouraged to make sure that games start on time. If the game is not completed within the 2 hour and 30 minute time limit, the above rules apply.

In the event of a tie game at the end of 7 innings, one extra inning shall be played subject to the limitations of the preceding paragraph.

For purposes of determining whether or not there is enough time to start a new inning, the actual start of a new inning shall be deemed the time at which the third out to end the prior inning occurs. In other words, the third out for the home team immediately triggers the next inning.

II. Administrative Matters:

A. Line-Ups

Prior to the game, the managers shall exchange line-ups/batting orders and agree to necessary and reasonable ground rules not inconsistent with these rules, including agreement as to areas that are "out of play". Managers shall be responsible for keeping spectators, players, equipment and other objects out of areas that are deemed to be "in play" in order to prevent interference with players, thrown balls, etc. Managers and umpires should discuss field conditions before the game as part of the review of ground rules in order to identify any unsafe physical conditions requiring special attention. Where there is an unsafe condition, for example a turned up edge of home plate, such conditions must be fixed before the game to minimize risk to players and if those conditions cannot be reasonably redressed the game should not be played. The ability to set ground rules does not permit agreement to waive or modify these "rules and regulations".

B. Scoring the Game/Game Reports

Each team manager will be responsible for scoring the game and maintaining appropriate scorebook records. The home team book will be considered to be

the official book of the game. Each team will be required to complete and sign an official Game Report, the form of which will be provided to each team Manager by the Commissioner. The winning team is required to submit, via email, the completed Game Report (signed by the Managers of both teams) to the Commissioner, or his designee, by no later than the first Tuesday following the applicable Friday and Sunday games. Failure to submit the Game Reports on a timely basis will result in a forfeit by both teams and may result in disciplinary action at the discretion of the Commissioner.

C. Basepaths

Basepaths shall be 90 feet in length. Managers shall be responsible for properly measuring the base paths by tape measure or pre-measured cord.

D. Team Representative

Prior to every baseball game, each team must identify an adult (likely a parent) as that team's "Team Representative" for that particular game. The Team Representative will be responsible for enforcing player safety rules, with an emphasis on compliance with the Bat Safety Rule. The Team Representative shall be involved in the pregame meeting at home plate with the coaches and umpires (in leagues that use umpires). Unless no other adult is available, the head coach and assistant coach may not also be deemed the Team Representative. It is strongly advised by BCC Baseball that the Team Representative be someone other than one of the base coaches.

III. Offensive/Defensive Play Requirements:

A. Offense

Each team shall use a "continuous" batting order rather than a nine-player batting order. As a result, each player is in the offense at all times, batting in accordance with the manager's written pre-game lineup consisting of every player available for the game. A player who must miss a time at bat because of injury or illness sustained once the game begins is passed-over to the next scheduled batter.

B. Defense

Each player must play 3 defensive innings in the field during the first six (6) innings of the game. This is to ensure players are afforded adequate defensive playing time during games where a team does not take the field for six innings (due to time limit, darkness, etc.). Defensively, a player may be removed from the game and be reinserted any number of times thereafter for another defensive player in or-

der to accumulate his/her three innings in the field (but all players retain their original spot in the batting order at all times).

C. Run Limit

In order to allow for full games to be played and to minimize lopsided, uncompetitive games, the following Mercy Rule shall apply, replacing the former "5-run rule." A game shall be terminated by the umpire if, after four and a half (4.5) innings, the run differential reaches or exceeds fifteen (15) runs, providing that the trailing team has had an equal or greater number of times at bat as that of the leading team.

IV. Base Running/Batting:

A. Bowling Over/Interference

At no time and under no circumstances may a runner "bowl over" a defensive player in pursuit of a base. So too at no time may a defensive player purposefully "bowl over" a base runner in pursuit of a hit or thrown ball.

Except in the case of a runner avoiding a pick-off as discussed in Subsection B below, a base runner may never slide head first into a base. Sliding may only be done "feet first" at any base. Any player sliding headfirst into a base shall be ruled out.

Also, whenever there is a reasonable prospect of a defensive play at home plate the runner must attempt to slide rather than run through the plate. However, if the catcher has moved up the third base line with the ball or to receive the throw, the runner may try to evade the tag and does not have to slide. A runner who violates any portion of this rule is automatically deemed "out".

Catchers shall never block the plate while awaiting a throw by kneeling on or around the plate thereby leaving a runner no access to the plate in a slide. Catchers should remain standing while awaiting a throw, thus leaving space for a sliding runner to touch the plate between or around the catcher's legs. Violations of this rule will, at the umpire's discretion, result in the runner being called safe.

All defensive players are responsible for providing base runners sufficient access to the bases as they advance. Defensive fielders may not stand on a base or directly in the base path of a runner when there is not a reasonable prospect of a defensive play on the runner. Violations of this rule may be deemed defensive interference by the umpire.

Managers are directed to familiarize their players with the protective purpose and application of this rule before games are played.

A(i). Second Base Force Slide Rule.

A baserunner advancing to second base on a force play (where there is a possible play at second base) must either slide or give up the out. The determination as to whether or not a play was made (or could have been made) at second by the defense will be at the discretion of the umpire. Failure by the baserunner to slide on a force at second (or otherwise give up the out at second by moving out of the way of the ball in play) may result in an interference call by the umpire and an "out" for the runner advancing to second base AND the baserunner advancing to first base.

B. Leading

(i) A base runner may lead off the base and may steal at any time. (Pitchers ought to be taught what a balk is, how to hold runners, and how to pitch from the stretch etc.). A runner leading off a base may dive back head first to that same base to avoid a pick-off attempt by the pitcher or catcher without violating the general rule requiring feet first slides. **A runner going back to a base (e.g. overrunning a base and then going back) during a play may also dive headfirst into that base.** However, that runner may not dive head first into any other base to which he may advance either on a stealing attempt or when otherwise running the basepaths. Any player sliding headfirst into a base shall be ruled out.

Managers are directed to familiarize their players with the protective purpose and application of this rule before games are played.

C. Stealing Home

A base runner may steal home. A batter is obligated to make reasonable efforts to get out of the batter's box so as not to obstruct the defensive players' efforts to tag the runner attempting to steal home.

D. Dropped Third Strike

The batter may advance to first on a dropped "third strike" if first base is open (normal baseball rules apply).

E. Infield Fly Rule

The infield fly rule is in effect.

F. Thrown Bat

Each team will receive one warning by the Umpire to the batter and manager for a thrown bat by a batter after which any batter on that team who throws a bat will be deemed "out" by the Umpire.

G. Bat Safety Rule/Violations

Where there is no safe (fenced-off) on-deck batting location, the on-deck batter shall only be permitted to swing a bat while standing on the field between the dugout (or the bench) and home plate on the side of the field facing the back side of the batter at the plate (e.g., with a right-handed batter at the plate, the on-deck batter will stand on the third-base side of the field). No other player is permitted to swing a bat, including the batter in the hole.

If any player on a team violates the bat safety rule (where the only player permitted to swing a bat is the on-deck batter per the rule), the team violating the rule shall be issued one team warning by the umpire. Following the team warning, any player on the team that has been warned who violates the Bat Safety Rule, will be ejected for the remainder of the game. The Bat Safety Rule and this penalty system will be strictly enforced and thus compliance with the rule shall be the primary responsibility of the Team Representative.

V. Pitching:**A. Pitchers Mound**

The distance between the front side of the pitcher's plate ("rubber") and the rear point of home plate shall be set no closer than 60. Feet, six inches. If an existing permanent rubber is in place at the field at a distance of less than 60 feet which interferes with the pitchers' delivery, the rubber shall be moved farther from the plate to the minimum distance that no longer interferes with the pitchers' delivery.

B. Innings and Pitch Count Limitations:

A player that pitches in a game may not be removed from the pitcher position and subsequently reinserted as pitcher anytime throughout the remainder of the game. For more detailed pitching rules and regulations, please see the **BCC Baseball Pitching Regulations**, which are incorporated into these rules

Games in which an ineligible pitcher has been used as specified in the above limitations shall be declared forfeited.

C. Balks

The balk rule applies.

VI. Coaching:**A. Criticizing the Umpires**

Managers and coaches shall refrain from criticizing an umpire and from making anticipatory ball/strike, safe/out or fair/foul "calls" of plays to intimidate or influence the umpire, and shall take reasonable action

with parents and fans of the team to secure their cooperation with this rule. Upon receipt of a complaint from an opposing manager regarding compliance with this rule by coaches, players, parents or fans, a manager shall ask the offending individual associated with his/her team to comply or to leave the vicinity of the field.

B. Base Coaches

Adults may serve as base coaches at first and third and are encouraged to do so.

C. Defensive Coaching

Managers and coaches shall conduct their defensive coaching from the vicinity of their team's bench. Coaches shall not stand on or coach from the opposing team's side of the field.

VII. Mandatory/Prohibited Equipment:

A. Catching Equipment

Any player playing catcher or warming up a pitcher at home plate shall wear a catcher's mask. A throat protector is considered part of the catcher's mask. In addition, a catcher shall wear a protective helmet with the mask and all boys and girls playing catcher shall wear a protective supporter and cup.

B. Cleats

Metal cleats or spikes are permitted to be worn by players.

C. Bat Limitations/Violations

Please refer to the BCC Baseball Bat Regulations for size, weight and other restrictions. Double-walled bats are prohibited in all cases.

If use of an illegal bat is identified during a player's at-bat (meaning from the moment the player steps into the batter's box until after the first pitch is thrown to the next batter), then the batter using the illegal bat will be called "out." If the illegal bat is identified at any time after the player's at-bat (as defined above), there shall be no retroactive change in scoring. In every case where an illegal bat is used, the bat shall be removed from the field and a description of the bat, player and team shall be included on the game report sheet that will be submitted to the commissioner. If the same illegal bat is used again by the offending team (either in the same game or any future game), then the game will be deemed a forfeit by the offending team.

D. Helmets/Protective Cups

Protective helmets shall be worn by all players on deck, at bat, while base running and in the coaches box, during practice and at games. BCC Baseball

strongly recommends that ALL players wear a protective cup and coaches are strongly encouraged to require their players to wear protective cups.

E. Game Ball

The official game ball for the Major Select League is a Diamond DLL ball or other approved regulation hard ball (i.e. not a RIF ball).

F. Uniform

While on the field, players are required to wear the official League uniform, which at a minimum consists of League-issued hat and shirt.

VIII. Thunder/Lightning:

At the first instance of lightning or thunder managers shall halt the game and remove their teams from the field to the security of cars or buildings that offer appropriate protection. If field conditions permit, and where otherwise reasonable and consistent with protection of players and others in attendance, the game may resume 15 minutes after the last instance of lightning or thunder.

IX. Hectoring:

Managers shall not permit their players, fans or parents to purposely hector or distract the opponent's pitcher or other players, either directly by comment or indirectly by the playing of music, singing, chanting or excessive cheering, even if ostensibly for your own batter. Upon the opposing manager's complaint in this regard, a manager shall take action to terminate the distracting behavior of his/her team.

X. Warnings/Ejections:

While an umpire is not required to give a warning before ejecting a player, manager or coach for egregious unsportsmanlike behavior such as intentionally throwing or kicking bats or helmets, arguing with umpires, hectoring, etc., upon the first instance of such behavior each team, not just the infringing individual, will be given a warning for unsportsmanlike conduct. After such warning to the team, the umpire may order any infringing player, manager, or coach to be removed from the game for the next instance of unsportsmanlike conduct. It is not considered unsportsmanlike conduct, if in the opinion of the umpire, a bat inadvertently slips out of a batter's grip while swinging at a pitch. In such case the batter should be warned and may be called out for repeated occurrences if the umpire feels that the safety of others is jeopardized.

The League shall review any instance where a player, coach, parent or manager is ejected and the BCC

Baseball Leadership Committee shall determine the extent of any ensuing suspension. Notwithstanding the above review process, any player, coach, manager or parent ejection shall result in an automatic one-game suspension, with a longer suspension at the discretion of the BCC Baseball Leadership Committee.

XI. Familiarity with Rules

All managers are expected to be fully familiar with these Rules and to carefully instruct their coaches and players on these Rules. Managers are also expected to bring the Rules to the game and to go over them with the umpires before the game to maximize efficient and orderly administration of the game.

Notes:

XII. Disputes

Any disputes over the Rules or judgment calls by the umpires shall be conducted in a brief, calm and dignified manner. If satisfaction is not obtained after such effort, the manager should simply note an Appeal of the situation to the umpire and continue the game in a sportsmanlike manner. Appeals shall be filed after the game with the Major Select Commissioner.

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