

Stembridge Baseball 7-8 In-house Rules

General Rules

1. All little league rules are in effect besides the 7-8 specific rules.
2. All games will start at 6:00 p.m. with a forfeit time being 6:15 p.m.
3. PAID UMPIRES will make the out or safe calls. NO DISPUTES. The call made is the call played. There will be one umpire per game.
4. ALL GAMES will be 6 innings long. A complete game is 3-1/2 innings with the home team ahead. No new innings can start after 8pm on school nights. After June 1st, no new inning after 8:15pm.
5. NO CONTACT is to be intentionally allowed or the offending player is out.
6. Any minor warming up a pitcher MUST wear a mask, cup, and helmet, if in a normal squatting position and a catcher's mitt must be used.
7. The ten run rule is in effect after the losing team bats in the 4th inning.
8. Teams may START with 8 players must finish with at least 8. If there are less than 7 players on a team by 15 minutes after start time, the game should be started with loaned fielders from the opposing team. However, a forfeit will be given to the team with less than 7 players. The game may still be played. Late players may be added to the bottom of the line-up with no penalty at any time.
9. The umpire will make the decision concerning stopping the game because of darkness or wet grounds. However, if a Recreation and Parks staff person is present, they have the final say to stop a game because of conditions. The umpire should wait at least 30 minutes to see if conditions improve.
10. The official scorekeepers may record all the bats, hits, runs, errors, strikeouts, base on balls, innings played, and actual starting time and ending time of the game. Home teams will supply an official scorekeeper.
11. Remember that these are the 7-8 leagues; so let's make this fun and help the children learn. Most important is good sportsmanship! We need enthusiasm for both teams shown by managers, coaches, players, and spectators.

Field and Equipment

12. The PITCHING DISTANCE will be 40'. Bases are 60'. All fields will be lined by County field manager prior to game time.
13. 1 new baseball will be provided by each team prior to the start of the game.
14. Catchers must wear a full set of CATCHER'S EQUIPMENT- helmet mask or hockey mask, shin guards, chest protector, a catcher's mitt or glove, and an athletic cup supporter (male or female catchers)
15. BATS: All "little league" bats must be of one-piece construction. All bats must not have a barrel greater than 2 5/8 and must be marked with either "USA Baseball". Wooden bats are not allowed. Any "USA Baseball" bat not made of wood is permitted.
16. All players must wear protective headgear with ear flaps when at bat or on bases. Only 100% rubber sole shoes are allowed, no metal cleats.
17. All players must be properly uniformed. (shirts with numbers, hats, pants and socks)

Coaches and Staff

18. All Coaches, Managers, Asst. Coaches, Team Moms & Scorekeepers must complete a background check through Baltimore County Recreation and Parks before they may participate in any practice or game.
19. Only team members, scorekeepers, equipment staff and coaches are permitted on the bench.

20. If a player, coach, or staffs of the coach are ejected by the umpire, penalty will be suspension of the next game as well. Further disciplinary action may occur due to severity of issue.

Batting / Base Running

21. Players get 3 STRIKES and they are out – NO WALKS in coach pitch
22. Three outs or 3 runs scored constitutes a $\frac{1}{2}$ inning. More than 3 runs can be scored in a $\frac{1}{2}$ inning if bases are loaded and a player hits a grand slam, clearing the bases. This is put in place to give the player an opportunity to enjoy a big moment. This will be the ONLY situation that more than 3 runs are permitted in a $\frac{1}{2}$ inning. This will allow a maximum of 6 runs for that $\frac{1}{2}$ inning.
23. There will be 1 warning per team for a thrown bat. All thrown bats after that warning will result in an out for that batter.
24. If the batter hits a foul tip with 2 strikes, and the foul tip is caught by the catcher, the batter will be called out as a called third strike.
25. A CONTINOUS BATTING ORDER must be followed with all players batting in the same order each inning. You start the next inning picking up where you stopped when the 3rd out occurred from the previous inning, keeping the same batting order. If a player cannot bat because of injury, that player will be skipped in the order. No out will occur.
26. No stealing. No in-field fly rule. No leading off. No head-first sliding.
27. A COURTESY RUNNER for the catcher may be used when they are on base at any time. The courtesy runner must be the last recorded out. This helps speed up the game.

Pitching / Fielding

28. PLAYERS WILL PITCH the 1st, 3rd, and 5th innings of each game. The 2nd, 4th, and 6th innings will be pitched by a coach for the hitting team. A player can pitch a maximum of 2 innings. A coach must switch with a player-pitcher if a batter gets to ball 4 and walks with the bases loaded. The coach will finish the inning pitching. WALKS are permitted during kid pitch, no walks are permitted during coach pitch. Coaches cannot pitch from a kneeling position or underhanded. Coaches must pitch from the pitching rubber.
29. PITCHERS cannot pitch more than 2 innings per game. All managers are expected to use discretion to ensure pitchers aren't being overused.
30. If the PITCHER hits two batters in the same inning or 3 batters in one game, they must be removed as a pitcher and cannot re-enter the game as a pitcher. If a pitcher is removed from the pitcher position for any reason, they cannot return as pitcher. If a pitched ball bounces and hits a batter, the batter is awarded 1st base. The ball is not considered dead when it touches the ground. The batter may hit a pitch that bounces.
31. TEN PLAYERS on the field...field pitcher, catcher, 1st baseman, 2nd baseman, 3rd baseman, shortstop, left fielder, left center fielder, right center fielder, and right fielder. Outfielders must be on the outfield grass.
32. Any OVERTHROW is a ONE BASE MAXIMUM. This includes overthrows to any base that remain in play. Runners who are half-way to the next base will be told to return to the previous base or advance to the next base per the umpires discretion. Note – this rule must be discussed during ground rules so the umpire understands their responsibility.
33. Runners may advance on any ball hit to the outfield. Play stops when the ball is returned to the infield and secured by an infielder. Runner advancements are at the discretion of the umpire.

Play Stoppages and Time-Outs

34. The ball is live when the umpire calls "Play ball". Any player or coach may request a time-out, but only the umpire has the authority to call the time-out.

35. Play will stop on an infield hit when a play is made at a base and the ball is secured by an infielder. Coaches should use discretion and etiquette when advancing runners.
36. Please shy away from situations where players are advanced to induce throw arounds. Coaches should use proper etiquette when advancing players.

Notes:

NO SMOKING ON FIRLD/COUNTY PROPERTY. Please tell parents/volunteers not to smoke at the fields.

RECREATION AND PARKS DIRECTIVE #13

TITLE: Lighting

DIRECTIVE: upon the first sound of thunder or sighting of lighting, Department staff will direct all in attendance to IMMEDIATELY GO to their cars or enter building, if possible. NO ONE will be allowed to return to the field until 30 minutes after the last sound of thunder and sight of lighting. Staff will have complete authority on any decisions made at our facilities. In the absence of Department staff, volunteer coaches and officials should follow the same procedure.

ESP Baseball - 10u In-House Rules

(Revised January 2025)

1. Games will start at 6:00 p.m. on weeknights. If a team is not able to field 7 players, at a minimum, within 15 minutes after the 6:00 p.m. start, then that team will forfeit the game. No innings in a game shall begin after 7:45 p.m. prior to June 1st. After June 1st, no inning shall begin after 8:15 p.m.
2. A regulation game will be 6 innings with extra innings allowed due to a tie game at the umpire's discretion. Games will be considered completed if due to weather conditions, or darkness, a minimum of 4 innings have been completed, regardless of the score. If the teams are tied after a regulation game, the score will revert back to the first previous inning that the score was not tied to determine the winner (if necessary).
3. A team may field ten players; the pitcher, catcher, first, second and third baseman, short stop, right and right center fielder, and a left and left center fielder. All players shall bat in a bat-around-rotation batting no more than once in a single inning. During playoffs play, at bats will continue until 3 outs are achieved.
4. There will be no infield-fly rule in this league.
5. **A Run Limit of 5 innings for all innings except the 6th inning, and any extra innings.**
6. The Slaughter Rule will be implemented when a team is ahead by 10 runs after completing 4 innings of play, the team with the most runs shall be considered the winner.
7. In the event the Umpire does not arrive for the game at the scheduled start time, then the team managers and coaches shall umpire the game jointly. Each team's coaches shall assume the umpiring duties when their team is playing the field.
8. Any player, who arrives after the games scheduled start time, must be placed at the bottom of the line-up.
9. **Equal Play Rule -** All players must play as evenly as possible. No player is to sit out another time until all players have sat out evenly.
10. The strike zone is considered as follows; as the batter stands in his normal batting stance, from the bottom of the knees to the batter's armpits and all of the plate area.
11. The home team shall be the official scorekeeper for the game.
12. Any player, manager, coach or parent, exhibiting unsportsmanlike conduct during a game, on or around the playing field shall be expelled from the field area for the remainder of that

game (at the umpires or officiating manager's discretion).

Equipment

1. All players must be in full uniform consisting of a team uniform shirt, baseball uniform pants, socks, and baseball team hat. Players wearing sweatshirts or light jackets during official games must wear it under the team baseball uniform.
2. Catchers must wear the protective catching equipment, and a protective cup.
3. Metal spikes, or any metal style cleat shoes are prohibited.
4. Batting helmets must be worn by all batters and base runners.
5. Bats must be USA stamped.

The Ball Field

1. The pitcher's plate shall be 46 feet from home plate, bases are at 60 feet.
2. Players, Coaches and Umpires are authorized to be on the field and in the bench area. All other individuals are prohibited.

The Pitcher

1. Pitchers must pitch from the rubber on the mound. If the pitcher throws a pitch while not on the rubber, then that pitch will be considered a ball. However, if that pitch is hit into fair territory by the batter, then the ball will be considered a live fair ball, and in play.
2. Pitchers can't pitch more than 3 innings in a single game. Throwing one pitch equals one inning.
3. A pitcher who hits two batters in the same inning, or three in a game, must be Removed.
4. A pitcher will be considered removed from the game upon a second visit to the mound by the manager or coach.
5. No appeal plays or balks shall be called on a pitcher in this league.

The Batter

1. Batters will be called out, if after hitting the baseball, they throw the bat (umpires discretion with 1 team warning allowed).
2. No bunting will be allowed. The batter must make a full swing.
3. The on-deck batter must be in the on-deck area, with helmet on and ready to enter the batter's box. No on-deck swinging of the bat.
4. Batters shall be called out if they proceed to bat out of the batting order, and the next batter completes his at-bat.
5. If the batter hits a foul tip with two strikes, and the foul tip is caught by the catcher, then the batter shall be called out.
6. The batter shall be called out if the bat hits the ball two times in succession while the ball is in fair territory (ball is then dead).
7. If a batter interferes with a catcher attempting to throw or field a ball in play, the batter shall be called out, and the ball is dead.
8. If the batter leaves the batter's box when the pitch is coming in, it will be called a Strike, no matter where the pitch was.

Baserunning

1. No leading off. Stealing is allowed except from 3rd base to home. **There is NO stealing of home.** The Base runner must remain on the base until the ball crosses home plate.
2. If a runner attempts to steal a base before the baseball crosses home plate, the umpire will give the team a warning and the runner will return to the previous base. If this happens again during the same game, the umpire will call the runner out.
3. Baserunners will be called out if they interfere with a throw, or hinder a fielder attempting to make a play on a batted ball.
4. Base runners not sliding into home plate when there is a play at the plate shall be called out. **NO CONTACT rule is in effect.**
5. **No head first slides.** If a player head first slides, the runner will be called out. Base runners not sliding into home plate when there is a play at the plate shall be called out.
6. Base runners shall be awarded one additional base if a fielder throws the ball out of the playing field, i.e., an overthrow at first or third base, and enters the out-of-play area of the field. **There is no runner advancement on overthrows made by the catcher.**

7. A Courtesy Runner for the catcher is permitted at any time. The courtesy runner must be the most recent batted out.

Live Ball in Play, Time-Outs

1. Upon the umpire calling “play ball”, the ball shall be live. Any player or coach may request a time-out, but only the umpire has the authority to call the time-out.

2. After the ball becomes dead or time-out is called, play resumes when the pitcher returns to the mound, and the umpire calls “play ball”.

Managers and Coaches

1. Managers and coaches are responsible for player conduct, parent conduct, and the team’s equipment and uniforms.

2. Managers and coaches can at any time, during the game, instruct players.

3. Managers shall be the only members of the baseball teams authorized to question a call or ruling with the umpire.

4. No Base Coach can touch a runner while the ball is in play. If he does, the runner is out.

5. **THERE IS NO SMOKING ON BALTIMORE COUNTY PROPERTY.**

Stembridge Baseball 11-12 In-house Rules

General Rules

1. All Major League rules are in effect besides the 11-12 specific rules.
2. All games will start at 6:00 p.m. with a forfeit time being 6:15 p.m.
3. PAID UMPIRES will make the out or safe calls. NO DISPUTES. The call made is the call played. There will be one umpire per game.
4. ALL GAMES will be 6 innings long. A complete game is 3-1/2 innings with the home team ahead. No new innings can start after 8pm on school nights. After June 1st, no new inning after 8:15pm.
5. NO CONTACT is to be intentionally allowed or the offending player is out.
6. Any minor warming up a pitcher MUST wear a mask, cup, and helmet, if in a normal squatting position and a catcher's mitt must be used.
7. The ten run rule is in effect after the losing team bats in the 4th inning.
8. Teams may START with 8 players must finish with at least 8. **If there are less than 7 players on a team by 15 minutes after start time, the game should be started with loaned fielders from the opposing team. However, a forfeit will be given to the team with less than 7 players. The game may still be played.** Late players may be added to the bottom of the line-up with no penalty at any time.
9. The umpire will make the decision concerning stopping the game because of darkness or wet grounds. However, if a Recreation and Parks staff person is present, they have the final say to stop a game because of conditions. The umpire should wait at least 30 minutes to see if conditions improve.
10. The official scorekeepers may record all the bats, hits, runs, errors, strikeouts, base on balls, innings played, and actual starting time and ending time of the game. Home teams will supply an official scorekeeper.
11. Let's make this fun and help the children learn. Most important is good sportsmanship! We need enthusiasm for both teams shown by managers, coaches, players, and spectators.

Field and Equipment

12. The PITCHING DISTANCE will be 50'. Bases are 65'.
13. 1 new baseball will be provided by each team prior to the start of the game.
14. Catchers must wear a full set of CATCHER'S EQUIPMENT- helmet mask or hockey mask, shin guards, chest protector, throat protector with or without extended guard, a catcher's mitt, and an athletic cup supporter (male or female catchers)
15. BATS Restrictions are lifted, as long as it is a Baseball Bat, no Softball Bats. No wooden bats of any kind.
16. All players must wear protective headgear with ear flaps when at bat or on bases. Only 100% rubber sole shoes are allowed. No metal.
17. All players must be properly uniformed. (shirts with numbers, hats, pants and socks)

Coaches and Staff

18. All Coaches, Managers, Asst. Coaches, Team Moms & Scorekeepers must complete a background check through Baltimore County Recreation and Parks **before they may participate in any practice or game.**
19. Only team members, scorekeepers, equipment staff and coaches are permitted on the bench.
20. If a player, coach, or staffs of the coach are ejected by the umpire, penalty will be suspension of the next game as well. Further disciplinary action may occur due to severity of issue.

Batting / Base Running

21. A COURTESY RUNNER for the catcher may be used when they are on base at any time. The courtesy runner must be the last recorded out.
22. There will be 1 warning per team for a thrown bat. All thrown bats after that warning will result in an out for that batter.
23. If the batter hits a foul tip with 2 strikes, and the foul tip is caught by the catcher, the batter will be called out as a called third strike.
24. No head-first sliding unless returning to a base.
25. All stealing and advancement on passed balls are permitted.
26. There is an infield fly rule in effect – Call is the discretion of the umpire.
27. A CONTINOUS BATTING ORDER must be followed with all players batting in the same order each inning. You start the next inning picking up where you stopped when the 3rd out occurred from the previous inning, keeping the same batting order. If a player cannot bat because of injury, an out shall be called the first time the vacant batting position is reached. Only one out shall be charged
28. Baserunner must slide to avoid a collision. If the Umpire deems a collision intentional on either the Runner or Fielder the player may be ejected at the umpire's discretion, penalty will be suspension of the next game as well. Further disciplinary action may occur due to severity of issue.

Pitching / Fielding

29. Balk rule is one warning per new pitcher per team.
30. PITCHERS can pitch 3 innings per game.
31. If the PITCHER hits 2 batters in the same inning or 3 batters in one game, they must be removed as a pitcher and cannot re-enter the game as a pitcher. If a pitcher is removed from the pitcher position for any reason, he cannot return as pitcher. If a pitched ball bounces and hits a batter, the batter is awarded 1st base. The ball is not considered dead when it touches the ground. The batter may hit a pitch that bounces.

NO SMOKING ON FIRLD/COUNTY PROPERTY. Please tell parents/volunteers not to smoke at the fields.

RECREATION AND PARKS DIRECTIVE #13

TITLE: Lighting

DIRECTIVE: upon the first sound of thunder or sighting of lighting, Department staff will direct all in attendance to IMMEDIATELY GO to their cars or enter building, if possible. NO ONE will be allowed to return to the field until 30 minutes after the last sound of thunder and sight of lighting. Staff will have complete authority on any decisions made at our facilities. In the absence of Department staff, volunteer coaches and officials should follow the same procedure.

Stembridge Baseball 13-15 In-house Rules

General Rules

1. All Major League rules are in effect besides the 13-15 specific rules.
2. All games will start at 6:00 p.m. with a forfeit time being 6:15 p.m.
3. PAID UMPIRES will make the out or safe calls. NO DISPUTES. The call made is the call played. There will be one umpire per game.
4. ALL GAMES will be 7 innings long. A complete game is 4-1/2 innings with the home team ahead. No new innings can start after 8pm on school nights. After June 1st, no new inning after 8:15pm.
5. NO CONTACT is to be intentionally allowed or the offending player is out.
6. Any minor warming up a pitcher MUST wear a mask, cup, and helmet, if in a normal squatting position and a catcher's mitt must be used.
7. The ten run rule is in effect after the losing team bats in the 4th inning.
8. Teams may START with 8 players must finish with at least 8. **If there are less than 7 players on a team by 15 minutes after start time, the game should be started with loaned fielders from the opposing team. However, a forfeit will be given to the team with less than 7 players. The game may still be played.** Late players may be added to the bottom of the line-up with no penalty at any time.
9. The umpire will make the decision concerning stopping the game because of darkness or wet grounds. However, if a Recreation and Parks staff person is present, they have the final say to stop a game because of conditions. The umpire should wait at least 30 minutes to see if conditions improve.
10. The official scorekeepers may record all the bats, hits, runs, errors, strikeouts, base on balls, innings played, and actual starting time and ending time of the game. Home teams will supply an official scorekeeper.
11. Let's make this fun and help the children learn. Most important is good sportsmanship! We need enthusiasm for both teams shown by managers, coaches, players, and spectators.

Field and Equipment

12. The PITCHING DISTANCE will be 54'. Bases are 75'.
13. 1 new baseball will be provided by each team prior to the start of the game.
14. Catchers must wear a full set of CATCHER'S EQUIPMENT- helmet mask or hockey mask, shin guards, chest protector, throat protector with or without extended guard, a catcher's mitt, and an athletic cup supporter (male and female catchers)
15. BATS BATS Restrictions are lifted, as long as it is a Baseball Bat, no Softball Bats. No wooden bats of any kind.
16. All players must wear protective headgear with ear flaps when at bat or on bases. Only 100% rubber sole shoes are allowed. No metal
17. All players must be properly uniformed. (shirts with numbers, hat, and pants and socks)

Coaches and Staff

18. All Coaches, Managers, Asst. Coaches, Team Moms & Scorekeepers must complete a background check through Baltimore County Recreation and Parks **before they may participate in any practice or game.**
19. Only team members, scorekeepers, equipment staff and coaches are permitted on the bench.
20. If a player, coach, or staffs of the coach are ejected by the umpire, penalty will be suspension of the next game as well. Further disciplinary action may occur due to severity of issue.

Batting / Base Running

21. A CONTINOUS BATTING ORDER must be followed with all players batting in the same order each inning. You start the next inning picking up where you stopped when the 3rd out occurred from the previous inning, keeping the same batting order. If a player cannot bat because of injury, an out shall be called the first time the vacant batting position is reached. Only one out shall be charged
22. A COURTESY RUNNER for the **catcher and/or pitcher** may be used when they are on base at any time. The courtesy runner must be the last recorded out.
23. All stealing is permitted.
24. Infield fly rule is in effect – Call is the discretion of the umpire.
25. Baserunner must slide to avoid a collision. If the Umpire deems a collision intentional on either the Runner or Fielder the player may be ejected at the umpire's discretion, penalty will be suspension of the next game as well. Further disciplinary action may occur due to severity of issue.

Pitching / Fielding

26. Pitchers can pitch 3 innings per game. Maximum 2 innings per game per team for players 15 years old.
27. Balk rule is one warning per new pitcher per team.
28. If the PITCHER hits 2 batters in the same inning or 3 batters in one game, he must be removed as a pitcher and cannot re-enter the game as a pitcher. If a pitcher is removed from the pitcher position for any reason, he cannot return as pitcher. If a pitched ball bounces and hits a batter, the batter is awarded 1st base. The ball is not considered dead when it touches the ground. The batter may hit a pitch that bounces.

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