

Maryland Baseball League 13U 2026 Overview

Agreements:

- Not formally a league but an agreement between coaches
- Coaches agreement to not recruit or solicit players from opposing teams
- Sportsmanship demonstrated at all times from coaches, players, and parents
- Home team will be responsible for scheduling umpires for all games (i.e. if a round-robin is scheduled, the home team schedules umpires for all three games)
 - 2 Umpires should be scheduled for all games
 - In the event only one umpire shows up, teams can agree to continue with play
- Home team will confirm umpire coverage and umpire rate
- Teams will commit to 8 or more league games throughout the spring
- Teams will not back out of scheduled games
 - If a team backs out, removal from league will occur
- In case of inclement weather, home team will communicate in appropriate amount of time to all traveling teams about cancellations.
 - Rain outs will be handled by the host team. Each coach make a real and valid effort to reschedule.
- Rosters will be inputted into shared document prior to season. Any changes that occur must be alerted to Steve (White Marsh) and Mike (Gambrills), along with reason for change.
 - Teams should be using their roster submitted for all league games. In an emergency situation, if an additional player is needed, this information must be communicated to opposing coaches, Steve, and Mike.
- Teams will carry their own COI throughout the entire season.

Rules:

- MLB Rules will be followed if not addressed below
- World Baseball Classic Extra Innings rules apply, if time allows
 - Batter prior to lead-off starts at 2B
 - Regular season only: 8th inning will be played if time limit for new inning is not reached. If after the 8th inning the game is tied, then the game will result in a tie. Playoff games must continue until a winner is determined.
- **Field** - Base Paths 90 feet / Pitching Mound 60 feet, 6 inches
- **Game Time** - Start time established at the end of ground rules. No new inning after 2:00 hours
- **Game Length** - (7) inning games. 2 hour no new inning time limit on games and games can go extra innings if the time limit has not expired. Games can end in a tie if time limit is expired. Four (4) innings shall constitute an official game. If a game is stopped for any reason (weather, lightning, or darkness) and is unable to be resumed it will fall under one of two suspended game rules. Games that are stopped prior to (4) full innings or (3 1/2) innings for (7) inning games with the home team ahead will be considered incomplete. If schedule allows, an incomplete game will be rescheduled and resumed from the exact point that it was called. Any used pitchers can not be reused and the

batting order must stay the same. Games stopped at anytime after completing (4) full innings will be considered complete. The final score will be determined by the following. If a game is stopped at anytime in the 5th inning or beyond the score will revert back to the score at the end of the previous full inning of play. FOR EXAMPLE: The visiting team is losing 4-2 after (4) full complete innings. In the top of the 5th inning the visiting team scores (5) runs and is leading 7-4. In the bottom of the 5th prior to the third out the game is called due to weather. The score reverts back to the completed 4th inning and the home team would be declared the winner at 4-2.

- **Pitching Rules**- 5 innings/95 pitches maximum per player, per day (regular season). Any pitcher who enters a game and throws a pitch to a batter, is now the pitcher of record and constitutes an inning of pitching (1 pitch = 1 inning). Any pitcher withdrawn from the mound may not return to that position in the same game even if removed on a first visit. Any coach who goes onto the field of play (2) times in an inning to confer with a pitcher must make a pitching change. This resets for each new pitcher. The only exception is due to injury or equipment damage. Coaches are reminded and encouraged to be diligent with pitchers arm care, pitch counts, and usage
- **Bench Side**: In doubleheaders the home team will get their choice of bench. They will not switch sides between games of the doubleheader. In a three team round-robin, the home team gets their choice of sides for the 1st game, the team that is the visitor in the 1st game will remain on that same side for the 2nd game of the round-robin and will not move their stuff. For the 3rd game the host team waiting to play the last game, will take the side of the departing team from the 2nd game.
- **Round-Robin Home/Away**: In all round-robins, the host team will play in games 1 and 3.
 - Game 1: Home - Host Team & Away - Traveling Team
 - Game 2: Home - Away team from Game 1 & Away - Traveling Team #2
 - Game 3: Home - Traveling Team #2 & Away - Host Team
- **Protests**- Umpires decision will be final.
- **Official Team Roster and Birth Certificates** - No more than a (15) man roster on game days. No player can turn 14 years old until 5/1/26 or after. Guest players are acceptable if approved prior. Birth documents shall be maintained by each team, including guest players, in case of a player protest.
- **Baseballs** - Each team will be responsible for two (2) new game balls per game then alternate a new or fairly new ball into the game if needed.
- **Mercy Rule**- A (12) run lead after (4) innings, (10) run lead after (5) innings, or an (8) run lead after (6) innings in (7) inning game. The home team does not bat in the bottom of that inning if ahead by the mercy rule run differential.
- **Collision Rule**- All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If a runner does not slide and there is no collision and the umpire rules the runner safe, then the runner is safe. Players will only be ejected if the umpire rules that the contact was malicious in nature. All others will simply be called out if the umpire rules that it was a must slide situation and the runner did not slide. For double plays, if the player is not close enough to the bag to slide then veering off is acceptable.

- **Injury** - If a player is injured and must leave the game then that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter will take over that at-bat and assume the count. If injury occurs while on the base paths the last recorded out will take the place of the injured player on the bases. Once a player is removed from the game due to an injury, that player is not eligible to return to the game in any capacity once his next at bat is skipped.
- **Ejection** - If a player, parent, or coach is ejected from a game then the manager of the team with the ejection must notify Steve Ey and Mike Scully within (24) hours describing the circumstances of the ejection. Any ejected player, coach, or manager must sit out the next league game. A second ejection in the same season by that individual for unsportsmanlike conduct will result in an automatic removal of that individual from attending any future games played in that season. Failure to abide will result in immediate removal of the team from the league. If a player is ejected from the game his spot in the lineup will be skipped or resumed by a substitute.
- **Line Up**- Can bat anywhere from 9 up to entire roster. Once the number of batters is established it must remain the same throughout the game. All players (even those not in batting lineup) have free defensive substitution at anytime except a pitcher can not re-enter later in the same game as a pitcher. A substitute is any player not in the original batting order. As soon as a substitute bats or runs for another player, the substitute and original starter are locked into the batting lineup slot and either one may bat or run in that lineup spot only.
- **Courtesy Runner**- At any time the last batted out can run for pitcher or catcher of record unless subs are available, in which case a sub should be used to run for the pitcher/catcher and then they become locked. If no other subs are available, the same runner can run for BOTH the pitcher and catcher.
- **Cleats**- Metal cleats are allowed on all grass/dirt fields unless otherwise specified by the coach/home field. If playing on turf fields or fields where metal cleats are not allowed please communicate that to the visiting team. In these cases Rubber or molded cleats should be worn.

Scheduling:

- Games will be scheduled to fit availability for each team
- Travel distance will be taken into account when determining home team for round robins
- It will be attempted to have teams host/travel similar amount of games based on availability of opponents
- Home team sets game times with consultation of opponents
- Home team is responsible for umpire coverage
- Home team maintains and sets up field
- All teams will provide game balls
- Umpire fees will be split evenly amongst teams (cash on field)
- Website will have schedules, scores, and standings
 - marylandbaseballleague.com
- League Shared Document will have all teams contact info and addresses

Post Season Tournament

- All teams that play a minimum of 8 league games will be eligible. (If minimum league games is not met, team would qualify with lowest seed)
- Host site TBD (Gambrills Area)
- 7/11 - 7/12 weekend
- Teams must commit to post season tournament by January 30th, 2026
- All eligible teams will evenly split cost of medals for first place and runner-up of tournament, as well as total umpire fee for post season tournament
- Seeding will be based on winning percentage (not all teams will play each other during regular season)
 - Tie breaker: head-to-head, coin flip
- Bracket will be determined based on number of eligible teams