



## **Baseball Rules 2013 Season**

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## **Registration**

All participants must be registered with the City of Sunrise Department of Leisure Services before participating in the sport. Late registrations will be assigned to a waiting list and placed on a team, if possible, by the Department of Leisure Services

Participants wanting to play in a higher division must submit a letter requesting to be moved up. If a request is not submitted prior to ratings the participant will be drafted into the appropriate age division. Participants will not be allowed to play in a lower division. There will be the following leagues (Age as of 4/30/2013)

Instructional Tee Ball	4, 5
Tee Ball	6
Coach Pitch	7, 8
Minor League	9, 10
Major League	11, 12
Junior League	13, 14, 15

## **Teams**

Each recreation team shall consist of a maximum of 14 players whose names shall be registered with the Department of Leisure Services.

A Leisure Services staff member will complete random roster checks. Roster checks will be completed prior to, during, or after a game.

## **Replacement of Players**

If a team loses a player during the first half of the season through illness, injury, change of address or other justifiable reason, the coach may request another player through Leisure Services to replace the one lost. A refund request must be submitted by the guardian within 4 weeks of the beginning of the program in order for the player to be replaced. The playing ability of the player shall not be considered a justifiable reason for request of replacement. Coaches should inform Leisure Services if they need a player.

When replacement is requested, the head coach must present the reason for the replacement in writing to the Leisure Services Department.

The replacement player will come from the waiting list and shall be assigned by the Athletic Supervisor.

No team may obtain a replacement player after half of the regular season games have been played unless their roster falls below the minimum number of players required to start a game under these rules.

Once assigned the player is eligible to play in all subsequent games.

## **Coaches Duties**

Will be responsible for turning in a line-up card to the plate umpire and opposing team prior to the start of the game.

Responsible to keep himself/herself, his/her coaches and team in the dugouts or appropriate areas throughout the game.

The coach of the home team shall be responsible for preparing the game sheet and designating an official scorekeeper. Under these circumstances the home team manager shall comply with all requirements of the official scorekeeper. The original completed game sheet shall be the property of the Department of Leisure Services, and shall constitute the official game record for all information contained therein.

*Note: The home team scorebook is the official score book and must be made available for review by the visiting team.*

Responsible to insure that all equipment is in good working order and complies with the requirements of NFHS and/or City baseball rules before and during all games and practices.

Responsible for properly filling out pitching affidavits at the conclusion of each game and the home plate umpire has signed the pitching affidavit. This responsibility is for each manager of the game.

## **All Divisions**

All teams must have 9 players present to begin the game. A team may finish a game with 8 players due to injury or ejection. If a team falls below 8 players, the game will end in a forfeit. When substitutions are made, it is the coach's responsibility to notify the umpire, scorekeeper, and opposing coach. Player ejected from the game is not eligible for reentry.

## **Field Conditions**

Absolutely NO hitting balls against the fence at practice. Please use hitting sock at the field, or reserve the batting cage.

## **Grace Period**

There is a 10 minute grace period for ONLY 6pm games. 6:30pm, 7:15pm, & 7:30pm games do not have a grace period. All weekend games do not have a grace period. "Game Time is Forfeit Time".

## **Sliding**

Sliding is mandatory when there is a play at the plate.

## **Equipment**

Players in all divisions must wear helmets or similar head protectors while taking their turn at bat, running bases, and on deck. All players in the Instructional Tee Ball division and Tee Ball divisions taking the defensive position of pitcher must wear a helmet.

*Note: Players intentionally removing or discarding helmets while running the bases will automatically be called out and the ball declared dead.*

All participants must wear molded cleats or shoes that are tied or held on with Velcro fasteners. Shoes with metal spikes or cleats are prohibited except in the Junior division. Slip on shoes are prohibited.

All catchers or players warming up a pitcher must wear headgear with a throat protector, which gives protection to the top of the head and throat.

Male catchers must also wear an athletic supporter and cup. Although recommended, it is not mandatory for players in the field to wear a cup. The umpire will check before and during each game for compliance.

Conventional baseball uniforms will be furnished by the league and shall be worn by all players in official games. Any exceptions to this uniform rule will require approval of the Department of Leisure Services.

No individual child's name will be permitted to be applied to any uniform.

*Penalty: individual will not be allowed to participate in the game.*

No altered equipment may be used in any game or practice. City issued equipment shall be returned at the end of the season.

### **Post Season**

In all baseball divisions, every team will participate in a post-season single elimination tournament. First, second, and third place teams at the conclusion of regular season play will receive respective trophies at the awards ceremony (Only 1<sup>st</sup> and 2<sup>nd</sup> place trophies will be given for divisions with 5 or less teams). All other teams will receive participation trophies. Tournament champions will also receive some type of recognition.

In the event of a tie for 1st, 2nd, or 3rd place, the following tie breaker system will be in effect:

Step 1: Head to head competition.

Step 2: Least number of runs yielded in the head to head competition.

Step 3: Least number of runs allowed for the entire season.

*Note: Once a tie is broken, any subsequent ties will refer back to step 1 to break that tie.*

### **Tee Ball Rules**

#### **Field Layout**

When lining the fields, a line shall be drawn 12 feet in front of each base directly in front of the bases, from foul line. All fielders must stay on or behind this line until the ball is hit.

Pitcher must remain in the designated area until the ball is hit. When drawing the pitchers box, the back shall be closed 12 feet from the front line.

All balls hit foul from the base lines are foul as in regulation baseball. An additional foul line is drawn fifteen (15) feet completely around home plate. Any ball hit past this point and within the normal foul line, whether on the ground or in the air, constitutes a fair ball. A hit ball failing to cross this line is foul.

Home run and ground rule double line is drawn one hundred (100) feet from home plate. All defensive players must be within this line.

**Home Run:** Any ball hit completely past the 100' line on the fly, regardless if touched by a fielder.

**Ground rule double:** Any ball hit past the 100' line on the ground, regardless if touched by a fielder or not. The batter and all base runners advance two bases.

If during play a ball is thrown beyond the 100' line, the ball is declared out of play and treated as the regulation baseball rule.

### **Game Regulations**

There will be ten (10) players on the field at one time (no catcher). There must be five (5) players positioned in the outfield. All outfielders must be a minimum of ten (10) feet behind each base and/or base path. A coach is permitted to stand in the outfield with the defensive team.

Players may not sit out two (2) consecutive defensive innings, unless due to injury or ejection.

A player may only play the same position for one inning during a game.

All players will be listed in the batting lineup. If a batter cannot complete their turn due to sickness or injury, the next batter will complete their turn. If a base runner cannot continue due to sickness or injury, the last previously recorded out will complete their base runner duties.

Players arriving after the start of the game will be placed in the game defensively at the beginning of the next inning and shall bat last in the batting order.

A game will consist of 4 innings or 1 hour and 15 minutes, whichever comes first. The umpire is the official timekeeper. No new inning will start after the time limit is complete. Once an inning has begun, it must be completed (Exception: home team will not bat in the bottom of the inning if they are ahead after the time has expired.) Games may finish in a tie.

If a game is interrupted due to reasons other than the time limit, it will be considered a complete game if three innings have been completed or 2.5 innings have been completed and the home team is ahead.

Note: If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off.

A team may score a maximum of 8 runs in one inning, with the exception of the 4<sup>th</sup> inning when 12 runs are allowed.

Players taking the defensive position of pitcher must wear a helmet.

Metal spikes are not allowed.

No defensive player shall deliberately roll the ball underhanded to another defensive player to achieve an out.

PENALTY: The runner will be declared safe.

### **Batting**

Players may not use a bat over 29" in length. Big barreled bats are not allowed. Ball must be hit from the batting tee. The tee must be set at approximately waist level for each individual batter.

Batter must be in the batter's box with both feet approximately parallel to closest edge of home plate. Coaches may not turn the batter in either direction.

Any batter throwing a bat unintentionally may be called out after one warning.

When batter is lining up, bat to ball contact is allowed with no penalty unless the ball leaves the tee, in which case, it will be considered a foul ball.

As in regular baseball, a batter may strike out when he has any combination of two foul balls or two misses and he misses the ball on the third swing.

Batting coach shall remain outside the 15' circle while the ball is in play.

### **Base Running**

No stealing bases or leading off until the ball is hit. If the runner leaves early, the umpire will call the runner out. If the ball is hit, the ball is dead.

Play is stopped when any defensive player tags any base while in possession of the ball. The ball is considered dead. Runners may advance only if previously committed to do so prior to a defensive player tagging a base at their own risk.

Batter/runner may advance no more than one additional base at his own risk on any overthrow into foul territory. When a defensive player retrieves a ball thrown into foul territory and attempts to make a play on any runner, this ball will be considered back in play.

Players may tag up, as in regulation baseball.

The plate umpire or the batting coach will remove the tee when a runner is advancing to home plate.

The umpire will decide when the ball is dead. The ball is back in play when the next batter hits the ball.

The infield-fly rule will not be used.

The base runner will not be declared out if hit by a batted ball while in contact with a base. However, the ball will be declared dead.

The manager or coach can make a dead-ball appeal when the ball is declared dead. No play is necessary.

### **Coach Pitch Rules**

#### **Game Regulations**

There will be ten (10) players on the field at one time. There must be four (4) players positioned in the outfield, a standard infield, and a catcher. All outfielders must be a minimum of ten (10) feet behind each base and/or base path. A defensive player shall stand within five (5) feet of the pitching rubber, but cannot be in front of the pitching rubber. No other player shall stand in front of the pitcher at any time.

The manager or assistant coach will serve as the designated pitcher. They cannot field the position.

Players may not sit out two (2) consecutive defensive innings, unless due to injury or ejection.

All players will be listed in the batting lineup. If a batter cannot complete their turn due to sickness or injury, the next batter will complete their turn. If a base runner cannot continue due to sickness or injury, the last previously recorded out will complete their base runner duties.

Players arriving after the start of the game will be placed in the game defensively at the beginning of the next inning and shall bat last in the batting order.

A game will consist of 6 innings or 1 hour and 30 minutes, whichever comes first. The umpire is the official timekeeper. No new inning will start after the time limit is complete. Once an inning has begun, it must be completed (Exception: home team will not bat in the bottom of the inning if they are ahead after the time has expired.) Games may finish in a tie.

If a game is interrupted due to reasons other than the time limit, it will be considered a complete game if four innings have been completed or 3.5 innings have been completed and the home team is ahead. Note: If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off.

A team may score a maximum of 8 runs in one inning, with the exception of the 6<sup>th</sup> inning when 12 runs are allowed.

A 12 run mercy rule will be in effect after the trailing team has batted 4 times.

No defensive player shall deliberately roll the ball underhanded to another defensive player to achieve an out.

PENALTY: The runner will be declared safe.

### **Batting and Designated Pitcher**

Each batter will receive 6 pitches thrown by the designated pitcher. There will be no walks and no strike outs. There will be unlimited foul balls on the last pitch. If the batter has not put the ball into play (or hit a foul ball) within the allotted number of pitches, the batter will be declared out.

The catcher will supply a reasonable target for the designated pitcher

Designated pitcher can vocally coach the batter before each pitch, but may not coach base runners at any time to avoid any delay of game.

Designated pitcher must make all reasonable attempts to prevent their interference in a play or with a hit ball. The designated pitcher will go into foul territory if possible or squat down.

If designated pitcher is hit with a batted ball, the ball is declared dead, no pitch will count towards batter and batter will bat again.

Designated Pitcher may be changed once during an inning unless injured and must throw from a standing position.

Any batter throwing a bat unintentionally may be called out after one warning.

Bunting is allowed.



Big barreled bats and metal spikes are not allowed.

### **Base Running**

No stealing bases or leading off until the ball is hit. If the runner leaves early, the umpire will call the runner out. If the ball is hit, the ball is dead.

Batter/runner may advance no more than one additional base at his own risk on any overthrow into foul territory. When a defensive player retrieves a ball thrown into foul territory and attempts to make a play on any runner, this ball will be considered back in play.

Players may tag up, as in regulation baseball.

The umpire will decide when the ball is dead. Ball is dead when the defensive player has control over the runner. The ball is back in play when the next batter hits the ball.

The base runner will not be declared out if hit by a batted ball while in contact with a base. However, the ball will be declared dead.

The manager or coach can make a dead-ball appeal when the ball is declared dead. No play is necessary.

### **Minor League Rules**

#### **Game Regulations**

There will be ten (10) players on the field at one time. There must be four (4) players positioned in the outfield, a standard infield, and a catcher. All outfielders must be a minimum of fifteen (15) feet behind each base and/or base path.

Players may not sit out two (2) consecutive defensive innings, unless due to injury or ejection.

All players will be listed in the batting lineup. If a batter cannot complete their turn due to sickness or injury, the next batter will complete their turn. If a base runner cannot continue due to sickness or injury, the last previously recorded out will complete their base runner duties.

Players arriving after the start of the game will be placed in the game defensively at the beginning of the next inning and shall bat last in the batting order.

Pitching mound will be 46' from home plate, and the bases shall be 60' apart.

A game will consist of 6 innings or 2 hours, whichever comes first. The umpire is the official timekeeper. No new inning will start after the time limit is complete.

Once an inning has begun, it must be completed (Exception: home team will not bat in the bottom of the inning if they are ahead after the time has expired.) If there is no winner at this point, one (1) inning will be played as a tiebreaker.

If a game is interrupted due to reasons other than the time limit, it will be considered a complete game if four innings have been completed or 3.5 innings have been completed and the home team is ahead. Note:

If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off.

A team may score a maximum of 8 runs in one inning, with the exception of the 6<sup>th</sup> inning when 12 runs are allowed.

A 12 run mercy rule will be in effect after the trailing team has batted 4 times.

Any batter throwing a bat unintentionally may be called out after one warning.

Bunting is allowed.

Big barreled bats and metal spikes are not allowed.

Adult coaches are allowed to coach first and third base.

### **Pitching**

There shall be no balks or illegal pitches.

Maximum of 75 pitches per pitcher (Exception: If a pitcher reaches the maximum limit of pitches while facing a batter, they are allowed to finish the at bat.)

A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of the day. If a child plays catcher for any part of 4 innings in a game, he cannot play the position of pitcher for the remainder of the day.

The following guidelines must be observed for pitching "days of rest".

66 or more pitches = 4 calendar days of rest

51-65 pitches = 3 calendar days of rest.

36-50 pitches = 2 calendar days of rest

21-35 pitches = 1 calendar day of rest

1-20 pitches = 0 calendar days of rest.

Note: The first calendar day of rest begins the following day. For example: A pitcher throws 57 pitches on Saturday morning. They are not eligible to pitch on Sunday, Monday, or Tuesday.

A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game.

Coaches must fill out the provided pitching eligibility form and bring it to every game. This form must be signed by both coaches and the umpire. If this form is not produced upon the request of the opposing coach at any time, the game may be played under protest (See Page 6).

Coaches are allowed one trip to the pitching mound per inning, per player. On the second trip to the mound, the pitcher must be removed.

## **Walks**

If there is a passed ball on Ball 4, the batter/runner may continue running until the pitcher is in possession of the ball. If the runner has not started towards 2<sup>nd</sup> base when the pitcher retrieves the ball, they must stay at 1<sup>st</sup> base until the next pitch crosses the plate.

## **Base Running**

No leading off/stealing until the pitched ball crosses the plate or is hit by the batter. If the runner leaves early, the umpire will call the runner out. If the ball is hit, the ball is dead.

A speed-up runner may be used for the catcher only. If the catcher is on base and there are two outs, they may be replaced on the bases by only the last recorded out.

No runner may score from third base to home unless:

Forced by a hit ball

Advanced by hit ball

There is pick-off play by a player at any base. The pick-off play must include a thrown ball by the pitcher.

*NOTE: A wild throw to the pitcher from the catcher or an error by the pitcher receiving a throw by the catcher does NOT allow a runner to advance from third base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.*

The base runner will not be declared out if hit by a batted ball while in contact with a base, but the ball will be declared dead.

The manager or coach can make a dead-ball appeal when the ball is declared dead. No play is necessary.

## **Stealing Home**

You may not steal home on a passed ball

## **Major League Rules**

### **Game Regulations**

All players will be listed in the batting lineup. In the field, no player may sit 2 consecutive innings.

Pitching mound will be 46' from home plate, and the bases shall be 60' apart.

A game will consist of 6 innings or 2 hours, whichever comes first. The umpire is the official timekeeper. No new inning will start after the time limit is complete.

Once an inning has begun, it must be completed (Exception: home team will not bat in the bottom of the inning if they are ahead after the time has expired.) If there is no winner at this point, one (1) inning will be played as a tiebreaker.

If a game is interrupted due to reasons other than the time limit, it will be considered a complete game if four innings have been completed or 3.5 innings have been completed and the home

team is ahead. Note: If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off.  
A team may score a maximum of 8 runs in one inning, with the exception of the 6<sup>th</sup> inning when 12 runs are allowed.

A 12 run mercy rule will be in effect after the trailing team has batted 4 times.

Any batter throwing a bat unintentionally may be called out after one warning.

Big barreled bats and metal spikes are not allowed.

Adult coaches are allowed to coach first and third base.

### **Pitching**

Maximum of 85 pitches per pitcher (Exception: If a pitcher reaches the maximum limit of pitches while facing a batter, they are allowed to finish the at bat.)

A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of the day. If a child plays catcher for any part of 4 innings in a game, he cannot play the position of pitcher for the remainder of the day.

The following guidelines must be observed for pitching "days of rest".

66 or more pitches = 4 calendar days of rest

51-65 pitches = 3 calendar days of rest.

36-50 pitches = 2 calendar days of rest

21-35 pitches = 1 calendar day of rest

1-20 pitches = 0 calendar days of rest.

Note: The first calendar day of rest begins the following day. For example: A pitcher throws 57 pitches on Saturday morning. They are not eligible to pitch on Sunday, Monday, or Tuesday.

A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game.

Coaches must fill out the provided pitching eligibility form and bring it to every game. This form must be signed by both coaches and the umpire. If this form is not produced upon the request of the opposing coach at any time, the game may be played under protest (See Page 6).

Coaches are allowed one trip to the pitching mound per inning, per player. On the second trip to the mound, the pitcher must be removed.

## **Walks**

If there is a passed ball on Ball 4, the batter/runner may continue running until the pitcher is in possession of the ball. If the runner has not started towards 2<sup>nd</sup> base when the pitcher retrieves the ball, they must stay at 1<sup>st</sup> base until the next pitch crosses the plate.

## **Base Running**

No leading off/stealing until the pitched ball crosses the plate or is hit by the batter. If the runner leaves early, the umpire will call the runner out. If the ball is hit, the ball is dead.

A speed-up runner may be used for the catcher only. If the catcher is on base and there are two outs, they may be replaced on the bases by only the last recorded out.

The base runner will not be declared out if hit by a batted ball while in contact with a base. However, the ball will be declared dead.

## **Stealing Home**

You may steal home on a passed ball

## **Junior League Rules**

### **Game Regulations**

All players will be listed in the batting lineup. In the field, no player may sit 2 consecutive innings.

Pitching mound will be 60' from home plate, and the bases shall be 90' apart.

A game will consist of 7 innings or 2 hours, whichever comes first. The umpire is the official timekeeper. No new inning will start after the time limit is complete.

Once an inning has begun, it must be completed (Exception: home team will not bat in the bottom of the inning if they are ahead after the time has expired.) If there is no winner at this point, one (1) inning will be played as a tiebreaker.

If a game is interrupted due to reasons other than the time limit, it will be considered a complete game if five innings have been completed or 4.5 innings have been completed and the home team is ahead. Note: If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off.

A team may score a maximum of 8 runs in one inning, with the exception of the 7<sup>th</sup> inning when 12 runs are allowed.

A 12 run mercy rule will be in effect after the trailing team has batted 5 times.

Metal Spikes ARE Permitted.

### **Bats**

Bats shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part.

Composite-barreled bats in this division, regardless of barrel size, must meet BBCOR (Batted Ball Co-Efficient of Restitution) standards, and must so be labeled. Note that all composite barreled baseball bats that meet BBCOR standard have a “drop” of no more than “minus-3”. However, bats that do not have composite materials in the barrel (i.e. all metal, all alloy, all wood), and meet all other applicable standards, can have ANY drop weight. Bats with a barrel of less than 2 5/8 inches can be used in the Junior Division, but must still comply with all other specifications noted.

### **Pitching**

Maximum of 95 pitches per pitcher (Exception: If a pitcher reaches the maximum limit of pitches while facing a batter, they are allowed to finish the at bat.)

A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of the day. If a child plays catcher for any part of 4 innings in a game, he cannot play the position of pitcher for the remainder of the day.

The following guidelines must be observed for pitching “days of rest”.

66 or more pitches = 4 calendar days of rest

51-65 pitches = 3 calendar days of rest.

36-50 pitches = 2 calendar days of rest

21-35 pitches = 1 calendar day of rest

1-20 pitches = 0 calendar days of rest.

Note: The first calendar day of rest begins the following day. For example: A pitcher throws 57 pitches on Saturday morning. They are not eligible to pitch on Sunday, Monday, or Tuesday.

A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game.

Coaches must fill out the provided pitching eligibility form and bring it to every game. This form must be signed by both coaches and the umpire. If this form is not produced upon the request of the opposing coach at any time, the game may be played under protest (See Page 6).

Coaches are allowed one trip to the pitching mound per inning, per player. On the second trip to the mound, the pitcher must be removed.

There can be balks in this division.

### **Base Running**

Leading off and stealing bases is permitted.

Head first sliding is permitted.

A speed-up runner may be used for the catcher only. If the catcher is on base and there are two outs, they may be replaced on the bases by only the last recorded out.

## **Contact Information**

### **Baseball Committee**

Louis Berman 954-520-2694  
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### **Recreation Supervisor**

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