

TOWSON RECREATION BASEBALL

Youth Baseball Rules

Effective 4/1/2023

Version 10.5 – updated 03.1.2023

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TOWSON RECREATION COUNCIL

YOUTH BASEBALL RULES

TRC Youth Baseball is a community based program that offers in-house (recreation), inter-rec, and travel baseball for ages 4 to 15. Our mission is to provide a safe, fun, and constructive environment for players to develop strong fundamental mechanics, a deep understanding of baseball, and a lifelong appreciation for the game. We encourage an attitude and philosophy of sportsmanship, fair play, positive coaching, and equal participation for all players and believe that baseball should be a learning and growing experience for everyone.

I. OFFICIAL RULES

- A. The Towson Recreation Council (TRC) rules outlined in this document will be the official rules utilized in all TRC recreation (in-house) league baseball games and program operations, and supersede all other rules. Where a specific rule is not identified, or the interpretation of a stated rule is unclear, official Major League Baseball rules will apply (as opposed to the National Federation of Maryland State High School rules, official Little League Baseball rules, or official Cal Ripken Baseball rules).
- B. All rules stated below shall apply to all TRC baseball age divisions, unless specifically noted.
- C. No division president, team manager, or team coach may make any additional rules or be exempt from these rules. Any rule changes must be discussed and approved by a majority of the TRC Baseball Board.
- D. These rules pertain to TRC's recreation (in-house) league only, with two exceptions:
 - a. Rules regarding in-house play requirement for TRC travel players. Please see section III.
 - b. Rules detailing pitching limits: Please see section VIIIAll game rules pertaining to TRC travel baseball (BCML, MABA, HCBL, or any other travel or competitive league) are governed by those individual leagues and will be in effect for those league games only.
- E. The TRC Baseball Board reserves the right to modify or implement any and all rules by a majority vote of the Board. The league commissioner, league presidents, and umpires (adult and youth) will enforce all rules, regulations, and policies.
- F. Any rule not specified below will be handled at the discretion of the TRC Baseball Commissioner or the appropriate TRC Division President.
- G. Throughout this document the terms recreation baseball and in-house baseball are synonymous.

II. LEAGUE STRUCTURE

- A. TRC offers baseball in the following age group divisions:
 1. Recreation:
 - ❖ T-ball (ages 4 and 5)
 - ❖ Clinic (ages 6 and 7)
 - ❖ Rookie (ages 7 and 8)
 - ❖ 9-10 Age Division
 - ❖ 11-12 Age Division
 - ❖ 13-15 Age Division
 2. Travel: teams will be formed at the appropriate age group dependent on the interest from players and coaches and the travel league where the team will be registered. The travel program is designed for players whose skills and inclinations suggest participation in a more competitive environment and with a greater level of competition.
- B. For recreation and travel purposes, the age control date is the player's age on April 30 in the calendar year of play.
- C. All players must be properly registered with all liability waivers signed. Any player who is not registered with TRC Baseball is not eligible to play until he/she has completed the proper registration forms.
- D. For the recreation league, all players are encouraged to play in their correct age group, unless extenuating circumstances exist and approval is obtained from both applicable league presidents (i.e., players of a younger age may not play in an older age division unless the appropriate skill level is demonstrated; an older player is not allowed to play in a younger age division unless the player's ability and skill level is deemed to be a safety issue for the proper age group).
- E. For the travel program, all players are strongly encouraged to play in their appropriate age group. Players of a younger age may play in an older age division, if the appropriate skill level is obtained. No travel player may be permitted to play in a younger age group.
- F. Any player discovered playing in an incorrect age group without approval will be removed from that age group and placed in the correct age group, provided vacancies exist. It is the responsibility of each league president to ensure that every player in his/her league is of appropriate age.

- G. The maximum age to play recreation baseball is 15 years. No player age 16 years or older may play in the 13-15 age division unless extenuating circumstances exist, approval is obtained in advance from the league president, and space exists.
- H. Any player who, because of lack of skill or for any other reason, is incapable of protecting himself/herself under normal game conditions, upon parental approval, may be removed from the roster and placed on a team in the next lower age division.

III. TEAMS

A. Player Assignment

1. All players registered to play TRC recreational baseball will be assigned to a recreation team in the appropriate age division by that division's president. For Rookie Division and older, the assignment will take place via a player draft led by each of the division presidents. T-ball and Clinic team assignments will take into account requests to play with friends, siblings, etc.
2. A player may only be a member of one recreation team within the TRC baseball program. TRC travel team players must also play in the spring TRC Youth Baseball rec program. There are 11 rec waivers available in each division (9/10, 11/12, & 13/15) for TRC travel players. To be eligible for a rec program waiver, the player must have played at least one year in the spring TRC Youth Baseball rec league above the clinic level. The waivers are assigned first to the oldest travel team in each division.
3. Any player registering *after* recreation teams have been formed but before the season starts will be placed on a waiting list. For as many roster spaces as exist, such waiting list players will be assigned to a team(s) at the same time, in an attempt to ensure even distribution of skill or ability.
4. When a team drops below the minimum number of players as outlined in the next section below, the league president will assign a replacement player whenever possible.
5. Each player must be on a team roster prior to the team's first game of the season to be eligible to play recreation baseball.
6. No player may be added to a recreation roster once the first game of the season is played, except by approval of the applicable league president. No player may be added to a recreation roster after two weeks of the regular season are completed.
7. High school Junior Varsity players may play recreation baseball as long as they are registered in TRC recreational baseball and on a team roster at the beginning of the recreation season. High School Varsity baseball players are ineligible to play recreation baseball.

B. Team Sizes

1. The following is the maximum and minimum team size and the allowable defensive players in the field for each age group:

League	Maximum Team Size	Minimum Team Size	Players in Field
T-Ball	10 players	6 players	All
Clinic	10 players	7 players	All
Rookie	12 players	10 players	10 players (P, C, 4 IF, 4 OF)
9-10 age division	12 players	9 players	10 players (P, C, 4 IF, 4 OF)*
11-12 age division	12 players	9 players	9 players (P, C, 4 IF, 3 OF)
13-15 age division	13 players	9 players	9 players (P, C, 4 IF, 3 OF)

*provided that both teams have 10 players; otherwise 9 defenders with 3 OF for both teams. OF players must be equally spaced across the outfield.

IV. PLAYER PARTICIPATION / PLAYING TIME

- A. Every player who abides by the rules and regulations set forth by TRC Baseball governing practices, games, conduct, etc. will earn the right to play the field and be placed in the batting order during each game, regardless of skill or playing ability.
- B. If a player cannot attend a game or practice, that player (or his/her parent) must contact his/her coach prior to the scheduled game or practice to communicate that they will be unable to attend.
- C. For each game, all players on each team will be placed in the batting order. The batting order will be followed completely throughout the game, with all players taking turns batting. Please refer to the "Batting" section of these rules for further details.
- D. No player shall sit out playing the field for two or more consecutive innings, except for injuries or illness (i.e., any player on the bench for one inning, must play in the field the following inning).
- E. Every eligible player must sit out one inning before any player sits out a second inning (except for injury or illness).
- F. Unlimited defensive substitution is allowed; a player may leave and enter the field an unlimited number of times.
- G. It is anticipated that, except for situations where the safety of a player or teammate(s) exists, all recreational players will have the opportunity to play multiple positions in both the infield and the outfield during the course of a season, if they desire. Positions where safety is most likely to be a concern include pitcher, first base, and catcher.

- H. To help players develop a well-rounded understanding of the game and to further the philosophy of teamwork, coaches are expected to assign field positions to players with the following points in mind:
- Players should be rotated between positions throughout the course of the season.
 - In the 9/10 Division and lower: Every player must play at least one inning of each game both in the infield and the outfield.
 - In Rookie Division and lower, no player shall play the same position more than two (2) innings during the course of a game.
 - In the 9/10 Division and 11/12 Division, no player shall play the same position more than three (3) innings during the course of a game
 - In the 13/15 Division there is no limitation on the number of innings a player can play in one defensive position with one exception that any player who pitches may not play the catcher position for more than 2 innings in the same game. However there is an expectation that players will be rotated through different positions throughout the season, both infield and outfield unless there are specific safety concerns.
- I. For the Rookie, 9-10, 11-12, and 13-15 age divisions, when there are two outs and the team's catcher is on base, a player substitution is allowed for the catcher to speed up game play. The player substituting for the catcher/base runner must be the player who made the last out. The substitution is voluntary by the manager. There is no catcher position in T-ball and Clinic.
- J. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.
- ❖ Signs or symptoms of a potential concussion include headache, dizziness, confusion, balance problems, and/or loss of consciousness.

V. PLAYING FIELD DIMENSIONS

- A. The following outlines the pitching and base distances for each age division:

League	Pitching Distance	Base Distance
T-Ball	n/a	45 feet
Clinic	n/a	50 feet
Rookie	40 feet	55 feet
9-10 age division	46 feet	60 feet
11-12 age division	50 feet	70 feet
13-15 age division	54 feet	80 feet

Note: the 13-15 age division may play a base distance of 90 feet if access to that size diamond is available. However, in these instances, the maximum pitching distance remains at 54 feet.

VI. THE GAME

A. Scheduling

- Games will be scheduled by TRC Baseball for all age divisions. Game time and days are set and may not be changed without approval from the division president or TRC Baseball commissioner. All games shall be played as scheduled or rescheduled. Failure to play as scheduled or rescheduled shall result in a forfeit.
- Only games that cannot be played due to weather or a natural event will be rescheduled. For a given game that has been scheduled or rescheduled by the league, the inability by one team to field the minimum number of needed players (see section VI.E.2 Player Requirements) is not valid grounds to request a reschedule, even if this is known in advance. If one of the teams cannot field the minimum number of players needed at the time the game has been scheduled, that team must forfeit. The other team, must report to the field at the scheduled time, with the minimum number of needed players, and in uniform to be awarded the win-by-forfeit. If this does not happen, the game will be voided from the schedule.
- Regular season game times on weeknights are 6:00 pm; regular season game times on Saturdays will vary; preference will be given to scheduling such games in the morning
- All game cancellations or changes to the published game schedules must be communicated to the Field/Scheduling Coordinator and Umpire Coordinators (adult and youth) by either the TRC Baseball Commissioner or the applicable division president. The Field/Scheduling Coordinator will work with the applicable league president to reschedule make-up games.
- Make-up games will first be rescheduled using the designated 'make-up' days at the end of the regular season. If additional games must be rescheduled due to inclement weather, these make-up games will be scheduled on either Saturdays or Sundays.
- Every attempt will be made by both travel coaches and the TRC Baseball field and schedule coordinator to prevent scheduling conflicts between the recreation league and travel events. However, if a conflict is unavoidable the following level of precedence will be in effect:
 - ❖ Tournaments or playoffs have priority over regular season games and practices, whether recreation or travel
 - ❖ Regular season games have priority over practices, whether recreation or travel
 - ❖ In cases where recreation and travel schedules conflict within the same level of play (regular season games, for example), the recreation event takes precedence over travel.
 - ❖ In other words, a travel tournament take precedence over a recreation regular season game, but a recreation regular season game takes precedence over a travel practice or a travel game.
 - ❖ When scheduling makeup games, the Scheduling/Field Coordinator, League Presidents, and Managers should communicate to avoid conflicts whenever possible

B. Inclement Weather Policy

1. If inclement weather makes playing conditions unsatisfactory or unsafe, those day's games may be canceled or postponed.
2. Prior to 4:00 pm, it is the responsibility and decision of the TRC Rec & Parks office to officially cancel or postpone a game.
3. Between 4:00 pm and official game time (6pm on weekdays), game cancellation or postponement decisions are the responsibility of the TRC Baseball Commissioner.
4. For the 11/12 and 13/15 age divisions, once the adult umpire arrives at the field, the adult umpire is the sole judge as to the fitness of the field for play and it is his/her decision on whether the game shall be canceled or delayed.
5. For the Rookie and 9/10 age divisions, the head coaches and youth umpires will work together to make a determination regarding the fitness of the field for play. Standing water, water that pools around your shoes or slippery/muddy conditions on the dirt are considered unplayable.
6. Decisions on game cancellations due to inclement weather on Saturdays and Sundays will be made that morning, as early as reasonably possible.
7. All cancellations or postponements prior to 4pm will be posted on the TRC baseball website (www.trcbaseball.org); cancellations after 4pm will be communicated via the website and through coaches.
8. Game cancellations may be universal or on a field-by-field or location-by-location basis. The field and scheduling coordinator will provide field-by-field playability status as may be necessary to division presidents.
9. It is the responsibility of each coach to verify the status of the game in the event of inclement weather. Coaches and players should report to the field if there is no official confirmation on game status
10. In the event of rain during a game, there will be a reasonable rain delay before the umpire terminates (if official) or suspends (if unofficial) the game. Deciding to discontinue a game due to rain should be the same as assessing field playability. Standing water, water that pools around your shoes or Slippery /muddy conditions on the dirt are considered unplayable. Unlike with a thunder and lightning event, once a game is cancelled due to field conditions it should not be resumed.
 - a. *IN ROOKIE and 9/10 Divisions:* If the condition of the field is in question due to rain once a game has started, the decision to continue/discontinue play should be a decision made in concert between the two head coaches and the youth umpires. Head coaches are expected to put safety first in their decision making. The three parties should discuss continuation at the top of each inning. If playing at a location where an adult umpire has suspended another game in progress (e.g., playing at Dumbarton with 11/12 or 13/15 game occurring at the same time), play of the Rookie or 9/10 division game(s) should be stopped as well.
11. Games canceled or postponed due to weather or other natural events will be rescheduled by the Field/Scheduling Coordinator in conjunction with the applicable league president.
12. Make-up games take priority over scheduled practices.
13. **In the event of thunderstorms and/or lightning, the TRC weather policy MUST be followed by all managers, coaches, and players. Evidence of thunder or lightning causes immediate termination or suspension, as appropriate. Do not try to complete the at-bat or inning. A 30 minute delay after the last evidence of thunder or lightning must be observed before play can resume. During this delay, all managers, coaches, and players must be off of the playing field (including the bench area) and take shelter in a covered area or vehicle.**

C. Game Set-Up / Starting

1. **League Responsibilities**
 - ❖ TRC baseball is responsible for providing game balls to each team. Baltimore County employees assigned to TRC are responsible for lining all fields prior to the game, placing bases and pitching rubbers at the correct distances, and removing bases and pitching rubbers after each game.
 - ❖ Rookie and 9-10 age divisions will use youth umpires; 11-12 and 13-15 age divisions will use adult umpires. There are no umpires assigned for T-ball or Clinic games. TRC Baseball is responsible for securing and financing umpires for all rec games.
2. **Manager / Coach Responsibilities**
 - ❖ Each manager is responsible for providing one new game ball to the umpire prior to each game. (Each team will receive a supply of game balls equal to the number of regular season games scheduled).
 - ❖ For the Rookie divisions and higher, both teams shall have an official scorekeeper for each game. Scorekeepers should compare scores throughout the game to ensure the accuracy of the game's score. The winning team is responsible for reporting the game's score to the league president (the home team in the event of a tie game). No official scores are kept for the T-ball or Clinic divisions.
 - ❖ The home team shall occupy the first base dugout/bench and the visiting team shall occupy the third base dugout/bench.

D. Length of Games

1. The starting game times are set on the official schedule for each age group. The number of innings played for each league is as follows:
 - ❖ T-Ball = 3 innings
 - ❖ Clinic = 4 innings
 - ❖ Rookie = 5 innings

- ❖ 9/10 age division = 6 innings
- ❖ 11/12 age division = 6 innings
- ❖ 13/15 age division = 7 innings

2. All games are played until completion, called by the umpire due to darkness, or ended early due to weather. The umpire has the final decision on when it is too dark to continue playing safely. No manager, coach, player, or parent shall attempt to influence the umpire (youth or adult) to continue play. Safety of all players is the overriding concern.
3. For all regular season games, no inning shall be started according to the following times:
 - ❖ Prior to May 7th: after 7:45 pm
 - ❖ May 8-May 31: after 8:00pm
 - ❖ During June: after 8:15 pm

There is no time limit for playoff games; games may continue at the umpire's discretion until he/she feels it is too dark to safely continue.

4. A game is considered official when the number of full innings completed is as follows:
 - ❖ T-ball = no scores are kept
 - ❖ Clinic = no scores are kept
 - ❖ Rookie = 3 innings (2 ½ if the home team is ahead)
 - ❖ 9/10 age division = 4 innings (3 ½ if the home team is ahead)
 - ❖ 11/12 age division = 4 innings (3 ½ if the home team is ahead)
 - ❖ 13/15 age division = 5 innings (4 ½ if the home team is ahead)
5. In all cases, if a game is official (see definition of an 'official game' above) and must be called for darkness or inclement weather, before the current inning is fully completed, the score reverts back to the last completed inning and the game will be considered official.
6. If an inning is in progress when the time limit is reached, that inning will be played to its conclusion, unless at the umpire's discretion darkness becomes a factor and it is too unsafe to play.

E. Player Requirements: Starting the Game

1. In T-ball and Clinic, teams may play the game with any number of uniformed players without forfeiting since in these leagues there are no scores or standings kept. The first 15-20 minutes of each scheduled game time for both T-Ball and Clinic will be allotted for practice; the game itself will be played during the remaining time.
2. During the regular season in the Rookie, 9-10, 11-12, and 13-15 divisions, either team failing to field at least eight (8) uniformed eligible players after the scheduled game time (and before the start of the game) shall forfeit the game. In the event that a team has only eight (8) players at the start of a game (or nine (9) in the case of Rookie Division teams), the defensive team may borrow a player from the opposing team to play the field only. This player must play an outfield position and be the player who made the last out of the inning for the batting team. The intent of this rule is to keep the game as fair and even as possible.
 - ❖ In all playoff games, however, either team failing to field at least eight (8) uniformed eligible players after the scheduled game time shall forfeit the game.
 - ❖ In all playoff games, there is no borrowing of players from the opposing team as is permitted in the regular season.
 - ❖ In all playoff games, you may not use a player from another team in the same age group that has been eliminated from the playoffs.
 - ❖ In all playoff games, farm system players may be used in accordance with the "Farm Player" rules outlined below.
3. "*The Farm Player Rule*": If a team knows they will have less than nine (9) players (ten (10) in the case of Rookie Division teams), they may "call up" a TRC-registered player(s) from a lower age group (farm player) to prevent a forfeit or to fill out the team (regular season or playoffs), with the following stipulations:
 - ❖ No farm player may play in an older age division without the consent of the player's parent or guardian.
 - ❖ At the start of each season, each division president will solicit from the division below them, players who wish to be considered as "farm system" eligible. The division president will create a list of these players and distribute the list to the head coaches in his/her division.
 - ❖ Only Farm System eligible players from the list may be used by teams in need of a player.
 - ❖ If a coach wishes to use a farm system player for a game, he/she will email in advance his/her division president and request a player.
 - ❖ The head coach of a team using a farm system player must declare the player to the umpires and the coaches of the opposing team at the start of the game.
 - ❖ A farm system player must be present at the start of a game in order to participate. Once a game has started, a farm system player may not be inserted into the line-up.
 - ❖ No farm player from a younger age group shall be eligible to pitch in the game.
 - ❖ All farm players must bat at the bottom of the order.
 - ❖ Farm players are only eligible to play an outfield position
 - ❖ No farm player may be used if the team has at least nine (9) eligible players (ten (10) eligible players for the Rookie division).
 - ❖ Any recruited farm player that shows up to the field prior to the start of the game and in uniform to play is now on your roster for that game and must play (assuming all other criteria listed above has been met). You cannot send that farm player home or remove him from the game if another player on the regular roster arrives late. However, all rules regarding playing time remain in effect.
 - ❖ The farm player will wear the uniform of his/her rostered team (i.e., the team to which he/she is rostered in the lower level division)
 - ❖ The rules for the age group the farm player is playing in will be enforced.

- ❖ The farm player does not have to be from the same “team” in the lower age group (e.g., the 13-15 Orioles can call up any player from the 11-12 league; it does not have to be an 11-12 Oriole).

Teams failing to follow these rules regarding the use of a farm system player may be penalized with a forfeiture of the game in question. Breaches of the rules, and penalties if necessary, will be determined by the division president and the commissioner.

4. In the Rookie, 9-10, 11-12, and 13-15 divisions, if a team drops below seven (7) players at any point during the course of the game (players leaving early for school functions, injury, illness, etc.), the game shall be forfeited.
5. During a regular season game, in the event a team has only eight (8) uniformed eligible players, and the manager does not a) want to borrow a player from the opposing team or b) call up a player from a younger age group, he may play the game with his eight (8) players. In this case, the ninth position in the batting order (10th position for the Rookie division) will not be counted as an out.
6. No player may play for another team in his/her age division other than the one to which he/she is assigned. No player may be on the permanent roster for teams in multiple age divisions.
7. Games will begin promptly at the scheduled times as shown on the schedule. Managers and coaches are responsible for having their teams ready to play at the starting time. Managers, coaches, and players should be at the field for warm-ups at least 30 minutes prior to the scheduled start. Teams should share infield warm-ups and/or batting practice.
8. In all leagues, there shall be a 10-minute grace period from the scheduled start time. As soon as nine (9) players are present, the game shall start. After the 10-minute grace period, if a team only has eight (8) players, they may choose to play with eight (8) or borrow one

F. Make-Up Games, Suspended Games

1. The umpire has the final decision as to whether or when play shall be suspended during a game due to unsuitable weather or field conditions, whether and when play shall be resumed after the suspension, and whether and when the game shall be terminated after the suspension. **See section VI.B: Inclement Weather Policy for detail**
2. If a regular season or playoff game is ended for any reason before it becomes official (see definition of “official game” above), it shall resume at the exact point of suspension of the original game, with the same line-up and players for both teams. It is a continuation of the original game.
 - ❖ All pitching rules and limitations shall apply (addressed under the pitching section of these rules).
 - ❖ All batting rules and limitations shall apply (addressed under the batting section of these rules).
 - ❖ Any player that played in the original suspended game but cannot play in the resumed game may be skipped in the batting order with no out having to be recorded.
 - ❖ Any player that did not play in the original suspended game but can play in the resumed game is allowed to play but must be placed in the last spot of the batting order.
 - ❖ In a resumed game, a team must field at least eight (8) players to resume play or it will be a forfeit.
 - ❖ One (1) full inning must be completed for the game to be considered suspended; failure to do so shall constitute a re-start.
3. For the Rookie division and up, there will be a valid effort made to make up all regular season games cancelled due to weather in a reasonable time frame, preferably the first available make-up time, including weekends. During the regular season, games are usually made-up/rescheduled/resumed on Saturdays. All playoff games must be made up.
4. There are no playoff games in T-ball and Clinic. For all other age groups, there is no time limit for playoff games; games may continue at the umpire’s discretion until he/she feels it is too dark to safely continue.
5. Common sense dictates that every attempt should be made to complete playoff games; however, if darkness becomes a factor and the game must be stopped prior to completion, the same rules regarding suspension of play and calling games applies as during the regular season. Safety of all players is the overriding concern.
6. Regular season games that are tied after regulation play (5, 6, or 7 innings depending on the age division) and where the time limit has not expired, may continue if in the umpire’s judgment, one full inning can be played before darkness, inclement weather, or field conditions prevent game continuation.
7. If extra-innings are played (see #6 above), the maximum length of any regular season game will be nine (9) innings, whether it is played as regularly scheduled or a make-up game. There is no maximum number of innings for playoff games; any playoff game that is tied at the end of regulation, darkness, or inclement weather must be played at the next available opportunity until a winner is determined.

G. Other

1. Each field is subject to its own ground rules which shall be declared by the umpire(s) to both managers before the game. In general:
 - ❖ An imaginary line extending out from the end of the fence in front of each team’s bench shall be considered as the “out of play” line. Any ball previously in play and then crossing that imaginary line shall be considered to be out of play.
 - ❖ On an overthrow, any ball hitting the fence in front of the bench and staying in the field of play is a live ball and play may continue.
 - ❖ On an overthrow, any ball hitting the concrete by the teams bench/fence, is considered out of play

VII. BATTING AND BASERUNNING

A. Batting

1. All players on each team will be placed in the batting order. The batting order will be followed completely throughout the game, with all players continuously taking turns batting. This applies to all age groups (T-ball through the 13-15 age division).
2. After the first inning, the first batter in each inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning. In the event a batter is at bat when the third out of an inning is made on a baserunner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.
3. All players listed in the line-up must bat in turn for the entire game. A player may not replace another player in the original batting order.
4. A manager cannot change the lineup after the official start of the game, except in the following instances:
 - ❖ A player can be removed from the lineup for failing to show up for the game, injury, illness, school function, etc. without an out being charged to the batting team
 - ❖ Any player removed from the game for any reason (injury, illness, etc.) and missing his turn at bat, may reenter the game in his/her normal spot in the lineup at a later point in the game. No out is charged to the batting team for the at-bat missed.
 - ❖ A rostered player arriving after the game starts and after it is his/her normal turn at bat, must be placed at the bottom of the batting order for the duration of the game.
 - ❖ A rostered player arriving after the game has started, and after the entire lineup has batted around, must be placed at the bottom of the batting order for the duration of the game.
 - ❖ Any lineup change must be communicated to the opposing manager and scorekeeper.
5. Players are required to bat in order for the entire game. If it is discovered that a player batted out of order, the following applies:
 - ❖ If the improper batter is discovered before completing his/her time at bat, the improper batter may be replaced by the proper batter, who inherits the existing ball-strike count.
 - ❖ If the improper batter is discovered after completing his/her time at bat and before the first pitch is thrown to the subsequent batter, and the opposing manager appeals the batting out of order, the following applies:
 - a. Any hits, walks, RBI's, baserunners advancing, etc. are nullified.
 - b. The player whose turn it was to bat is called out. The improper batter will leave any base he gained and return to the bench, but the out will be recorded against the "proper" batter. All base runners return to position when the improper batter came to plate.
6. The following outlines maximum run limits per inning for each age division:
 - ❖ T-ball – no run limit; inning ends when the entire lineup has batted; no outs recorded.
 - ❖ Clinic – no run limit; inning ends when the entire lineup has batted; outs are recorded.
 - ❖ Rookie – innings ends when three (3) outs are recorded or five (5) runs are scored.
 - ❖ 9/10 age division – inning ends when (3) outs are recorded or five (5) runs are scored.
 - ❖ 11/12 age division – inning ends when (3) outs are recorded or five (5) runs are scored.
 - ❖ 13/15 age division – inning ends when (3) outs are recorded or six (6) runs are scored.
7. The run limit is a "hard" limit and applies to all innings of play. When the fifth run (sixth run for the 13-15 age division) is scored, the inning is over. There is no continuation of the play. For example, if the bases are loaded in a game in the 13-15 age division, five runs have already been scored, and the batter hits a home run, then only the sixth run counts. This rule is in effect for all visiting and home portions of all innings.
8. All games will be played to completion, regardless of the mathematical impossibility of a win, unless it is stopped due to darkness, inclement weather, or time limit. There is no "slaughter rule".
9. The following outlines TRC Baseball's bat requirements;
 - ❖ The maximum barrel size is 2 ¼ inch for the Rookie division and below. The 9/10 division may use bats that have a barrel size of 2 ⅝ inch only if they meet the USABat standard (signified by the USA Baseball logo on the bat). The maximum barrel size is 2 5/8 inch for the 11/12 age division and above. 2 ¾ inch barrel bats are not approved for play at any level.
 - ❖ Composite bats: Composite bats used in the 13/15 Division must be BBCOR certified and stamped as such on the bat or be approved for play by the National Federation of High Schools. For all other divisions, composite bats must be marked as having a "bat performance factor" (BPF) of 1.15.
 - ❖ No multi-wall bats may be used.
 - ❖ No softball or other special bats may be used.
 - ❖ Wooden bats are permitted.
 - ❖ Weighted warm-up bats are allowed for warm-up or for use on the on-deck circle only.
 - ❖ The home plate umpire is the sole judge of the condition of the bat and if it meets specifications. The umpire has the right to pull a bat prior to the player's at-bat, and not allow its use in the game. Failure to comply shall result in the player using the bat to be ejected from the game.
 - ❖ The use of an illegal bat can be protested by the opposing team any time prior to the first pitch to the next batter.
 - a. If a protest is made and upheld by the umpire while the batter is still at bat, the batter may change bats and continue the at bat.
 - b. If a protest is made and upheld by the umpire after the batter's turn at bat is completed, the batter using an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box.

10. No player shall throw a bat in the course of finishing his/her swing.
 - ❖ For T-ball and Clinic, a reminder shall be given to the player not to throw the bat. No penalty shall be enforced. If a player throws the bat, use this as a teaching opportunity, pointing out the inherent danger in throwing the bat. Managers and coaches should reinforce the concept of dropping and not throwing the bat after hitting the ball.
 - ❖ For all other age groups (Rookie and up), the player throwing the bat shall be given a warning by the umpire. In addition, the umpire shall clearly inform both managers that the bat was thrown by the batter. All subsequent instances of a bat being thrown shall result in that batter being called out, independent of which team is involved. In this case, the umpire will call the play dead and all runners are returned to their original base before the infraction.
11. Walks/ Base-on Balls:
 - ❖ T-Ball, Clinic and Rookie: There are no walks/base-on-ball in these divisions.
 - ❖ 9/10, 11/12: Unintentional walks/base-on-balls may occur. Upon receiving a walk, the batter may only go to first base; the batter may not attempt to advance to second base.
 - ❖ 13/15: Unintentional walks/base-on-balls may occur.
12. Intentional walks/base-on-balls are not permitted at any age level of play.
13. Hit-by-Pitch (awarding of first base):
 - ❖ T-Ball: n/a; hitting from a tee.
 - ❖ Clinic: Coach pitch; no awarding of 1st base
 - ❖ Rookie: No awarding of 1st base during coach pitch; batters hit by a pitch thrown by a player pitcher will be awarded 1st base.
 - ❖ 9/10, 11/12 and 13/15: Batters hit by a pitch will be awarded first base.
14. Bunting:
 - ❖ T-Ball: There is no bunting in T-Ball.
 - ❖ Clinic: There is no bunting in Clinic.
 - ❖ Rookie: There is no bunting in the Rookie Division. A bunted ball will be nullified and a strike charged to the batter. All baserunners will return to their respective bases.
 - ❖ 9/10: There is no bunting in the 9/10 Division. A bunted ball will be nullified and a strike charged to the batter. All baserunners will return to their respective bases.
 - ❖ 11/12: Bunting is allowed and normal bunting rules apply in the 11/12 Age Division. However, suicide squeeze plays are not permissible since the runner cannot leave the base until the ball is batted or crosses home plate.
 - ❖ 13/15: Bunting is allowed and normal bunting rules apply in the 13/15 Age Division.
15. In Rookie through 11/12, the dropped third strike rule is NOT in effect; all batters are out on a 3rd strike regardless of whether the catcher catches the ball. The dropped third strike rule is in effect for the 13-15 age division only. On a third strike to the batter (called or swinging), where the catcher does not catch the ball, the batter is not automatically out. The batter can attempt to run to first base. The catcher can either tag him with the ball or throws the ball to first for the out.
 - ❖ The pitch must be caught in flight by the catcher; a pitch bouncing in the dirt and then caught is, in essence, the same as the catcher missing the ball entirely and the batter is allowed to run on strike three.
 - ❖ There are two exceptions to this rule:
 - a. When there is a runner on first base and less than two outs, a batter is automatically out on strike three, whether or not the ball is caught by the catcher.
 - b. If there are two outs, then the batter is not automatically out and free to run to first base even if first base is already occupied.
 - c. In other words, if a catcher fails to catch a third strike on the batter, the batter may attempt to reach first base if first base is unoccupied or first base is occupied with two outs.
16. Caught foul tip for a Third Strike: In the Rookie division and up, a foul tip caught by the catcher will constitute the third strike and the batter will be out.

B. Baserunning

1. Lead-offs and stealing of bases:
 - ❖ T-ball – no lead-offs and no stealing bases. The runner may not leave the base until the ball is hit into play.
 - ❖ Clinic – no lead-offs and no stealing bases. The runner may not leave the base until the ball is hit into play. No advancing on a wild pitch or passed ball.
 - ❖ Rookie – no lead-offs and no stealing bases. The runner may not leave the base until the ball is hit into play. No advancing on a wild pitch or passed ball.
 - ❖ 9-10 age division - no lead-offs and no stealing bases. The runner may not leave the base until the ball is hit into play. No advancing on a wild pitch or passed ball.
 - ❖ 11-12 age division – stealing is allowed; however, the runner may not leave the base (lead-off, attempted steal, or after a hit) until the pitched ball crosses home plate or the ball is hit into play.
 - ❖ 13-15 age division – full lead-offs and stealing allowed at any time.

2. If a baserunner leaves the base before a ball is hit (or in the 11-12 division before the pitch crosses the plate on an attempted steal), the umpire shall call the play dead, order the baserunner back to the base of origin, and issue a warning to both managers. On the second offense, by any player on either team, the baserunner shall be called out.

3. Baserunning:
 - ❖ T-ball – on all balls hit, all runners move up one base.
 - ❖ Clinic – on balls hit in the infield, all runners may move up one base. On balls hit to the outfield, runners may advance two bases at their own risk.
 - ❖ Rookie – runners advance at their own risk. A batted ball will remain live and in play until the ball is controlled by a fielder inside of the basepaths. At that point the play is considered over. All runners must return to their respective bases unless they are more than halfway to the next base. If a pop-up, line drive, or fly ball is caught by a defensive player, and a baserunner has prematurely left his/her base, the fielder independently or by throwing to a teammate may attempt to “double up” the runner. No runners may tag-up and advance. The umpire has the final decision on the baserunner’s position and which base the runner is entitled to. If the infielder receives the ball and makes a play on a baserunner, the play is still considered alive and runners may advance until infield control is maintained.
 - ❖ 9-10 Division - runners advance at their own risk. The play is considered dead when the pitcher maintains control of the ball on the mound. All runners must return to their respective bases unless they are more than halfway to the next base. If a pop-up, line drive, or fly ball is caught by a defensive player, and a baserunner has prematurely left his/her base, the fielder independently or by throwing to a teammate may attempt to “double up” the runner, thus continuing the play. In such a case, play continues and all other baserunners who have safely “tagged up” may advance at their own risk. The umpire has the final decision on the baserunner’s position and which base the runner is entitled to. If the pitcher receives the ball and makes a play on a baserunner, the play is still considered alive and runners may advance until control is maintained by the pitcher.
 - ❖ 11-12 Division - runners advance at their own risk. The play is considered dead when the pitcher maintains control of the ball on the mound. All runners must return to their respective bases unless they are more than halfway to the next base. If a pop-up, line drive, or fly ball is caught by a defensive player, and a baserunner has prematurely left his/her base, the fielder independently or by throwing to a teammate may attempt to “double up” the runner, thus continuing the play. In such a case, play continues and all other baserunners who have safely “tagged up” may advance at their own risk. The umpire has the final decision on the baserunner’s position and which base the runner is entitled to. If the pitcher receives the ball and makes a play on a baserunner, the play is still considered alive and runners may advance until control is maintained by the pitcher.
 - ❖ 13-15 Division – all runners advance at their own risk. The play is considered dead only when a time out is called by the umpire or a time out is requested by a player and granted by the umpire.

4. Advancement on overthrows:
 - ❖ T-ball and Clinic
 - A baserunner may not advance to the next base on an overthrow or non-catch.
 - The runner is entitled only to the base he/she is approaching when the overthrow occurs.
 - On any overthrow, the ball will be declared dead once it leaves the field of play.
 - ❖ Rookie Division
 - Overthrows at 1st base: No baserunner may advance to the next base on a throw to first base that is poorly thrown (off target, overthrown, etc.) or mishandled by the 1st baseman, even if the ball stays in play. Play is over once the attempted play at first has been made. The intent of this rule is to encourage fielders to attempt a play at first base without fear of penalty for a bad throw.
 - Advancement on overthrows of all other bases is limited to one base only, whether or not the ball remains in the field of play.
 - There may not be successive overthrows.
 - On any overthrow, the ball will be declared dead once it leaves the field of play.
 - ❖ 9-10, 11-12, and 13-15 Age Divisions:
 - A runner will be awarded two (2) bases if a fair ball that is thrown becomes a dead ball by reaching out of play territory.
 - In almost all cases, the two bases being awarded can be thought of as: one, the base to which the runner is headed, and two, an additional base for the ball leaving the field of play. This is in keeping with traditional baseball rules. Thus, if a runner has not yet reached first base, and the ball is thrown out of bounds, he/she would be awarded first and second base. If a runner had already occupied first base and was running to second base, he/she would be awarded second and third. If the runner had already occupied second base, he/she would be awarded third and home.
 - When two runners are between the same bases on an overthrow out of play, the lead runner receives (2) bases and the following runner is awarded one (1) base, since both runners cannot share the same awarded base. The only exception is if both runners are between second and third base, then both would be awarded home.
 - The award is to be determined from the base occupied at the time of the pitch if it is the first throw of an infielder; if it is thrown by an outfielder or any subsequent throw by any fielder, the award is determined from the base occupied at the time of the throw.
 - Any throw from the pitching rubber that goes out of play shall result in the awarding of one (1) base only. This rule is in place principally to handle overthrows that leave the field of play from pick-off attempts. These can occur in the 13/15 Division.
 - Situations drawing on this rule are unlikely to occur at the 9/10 and 11/12 age level.

5. Sliding is permitted in all age division levels and coaches are encouraged to teach players proper sliding techniques.
 - ❖ Runners must slide to avoid contact on all close plays at any base other than first base (whether a force play or tag). There shall be no penalty if there is no contact. There shall be no penalty for incidental contact at the umpire’s discretion.
 - ❖ If a runner does not legally slide or attempt (in the judgment of the umpire) to avoid contact with a fielder who has the ball and is waiting to make the tag, then the runner will be called out.
 - ❖ Any baserunner will be called out and may be ejected from the game if the umpire rules the contact was malicious or with intent to dislodge the baseball.

6. A legal slide must be feet first. Head-first slides are not permitted. The penalty is an automatic out of the player involved, play will resume at the point of infraction, and any baserunners may not advance. In the 13-15 age group, if a player is leading off a base, it is permissible to dive back into the base head-first.
7. The catcher is allowed to block home plate if he is making a play on the ball. Otherwise, he must allow room for the baserunner. A catcher or fielder who blocks the plate or a base without possession of the ball or the ball being in close proximity for a play will receive a warning and the base will be awarded to the base runner.
8. The infield fly rule applies to the 11-12 and 13-15 age divisions only. The Infield Fly Rule is an umpire's judgment call and is in effect only when a) there are less than two (2) outs, and b) there is a force play at third base, and c) when a fair fly ball (pop-up) is catchable by an infielder with ordinary effort. In this case, the umpire shall call "Infield Fly, Batter's out!", the batter is automatically out whether or not the ball is caught, and any runners advance at their own risk.
9. Tagging-up:
 - ❖ T-Ball: No tagging up.
 - ❖ Clinic: No tagging up.
 - ❖ Rookie: No tagging up..
 - ❖ 9/10, 11/12, and 13/15: Runners in the 9-10, 11-12, and 13-15 age divisions may tag up on caught fly balls (and pop-ups) and attempt to advance to the next base at their own risk.
10. All other official baseball rules concerning baserunning apply, including rules regarding interference and obstruction.

VIII. PITCHING

A. Pitching Policies, Workload Definitions, Limits and Rest Requirements

T-Ball: n/a. Batting tee only.

Clinic: n/a. Coach pitch only (overhand).

Rookie Division:

1. The first half of the season shall be entirely coach-pitch. The second half of the season will be player pitch for the first three innings and coach pitch for the remainder of the game. All pitching, whether coach or player, shall be overhand from the pitching rubber set at 40 feet.
2. During the first half of the season (coach pitch) the following rules will apply:
 - ❖ There are no called strikes; only swinging strikes and foul balls will count as strikes. Coaches are encouraged to reinforce aggressive batting and not let a batter stand up at the plate without swinging.
 - ❖ There will be no walks.
 - ❖ Batters hit by a coach's pitch will NOT be awarded 1st base.
3. During the second half of the season (player/coach pitch), the following rules will apply:
 - ❖ The first three (3) innings of each game will be player pitch; the final two (2) innings shall be coach pitch.
 - ❖ No pitcher shall pitch more than one (1) inning/game, or three (3) innings in any consecutive seven (7) day period. One pitch thrown in an inning counts as 1 inning pitched.
 - ❖ During the player pitch innings:
 - a. Umpires will call balls and strikes.
 - b. The pitcher will be allowed a maximum of four (4) balls. There are no walks. After four (4) balls are called, the coach of the batting team will come in to pitch to finish the at bat, and the pitcher remains at that position for fielding purposes.
 - c. At this point, the strike count will remain where it was and the batter will either put the ball into play or strike out, ending the at-bat.
 - d. Umpires will continue to call strikes, swinging or otherwise.
 - e. After that at-bat is complete, the player will begin to pitch again to the next batter.
 - f. If a pitcher hits two batters during an inning, he/she must be removed from the mound.
 - g. The pitcher's foot must be touching the rubber when delivering the pitch. This rule applies to coaches' pitching as well as players.
 - ❖ During the coach pitch innings:
 - a. Balls and strikes will continue to be called by the umpire, but there will be no walks. The batter either puts the ball into play or strikes out. This rule is meant to encourage the batters to swing for a hit and not to simply wait for a walk.
 - b. A batter does not advance to first base if he is hit by a pitch from his own coach.
 - c. The coach pitcher's foot must be touching the pitching rubber when delivering the pitch.

9/10 and 11/12 divisions:

1. All pitching at the 9/10 and 11/12 age divisions is player pitch.
2. Pitching workloads and limits at this age level are defined as a hybrid of pitch counts and maximum innings allowed. As such, all head coaches are responsible for tracking pitch counts of their players. The pitch counts and required rest periods are based on the *MLB SmartPitch Guidelines*.
3. The *MLB SmartPitch* table below shows the required number of rest days a pitcher must take following a pitching appearance, based on the number of pitches he/she has thrown:

Age (years)	Daily Max ^a (pitches)	Required Rest (full days off) as a function of pitches thrown				
		0 days	1 day	2 days	3 days	4 days
9-10	75 ^a	1-20	21-35	36-50	51-65 ^a	66+ ^a
11-12	85 ^a	1-20	21-35	36-50	51-65 ^a	66+ ^a

^a These are age-specific values provided by *MLB SmartPitch*. TRC maximum daily workloads are defined below and are based in part on the 0-2 days required rest columns shown here

Examples:

- i. 1-20 pitches: 0 days rest (can pitch the next day)
 - ii. 21-35 pitches: at least 1 full day rest (e.g., if throws 25 pitches on Tuesday, then eligible to pitch again on Thursday)
 - iii. 36-50 pitches: at least two full days rest (e.g., if throws 43 pitches on Tuesday, then eligible to pitch again on Friday)
4. Innings Pitched (definition):
- a. Innings pitched will be defined by the number of outs recorded. Thus, 1 out=0.333 innings; 2 outs= 0.667 innings; 3 outs= 1 inning.
 - b. A pitcher who gives up the full run limit (all runs charged to him/her) in an inning will be charged with 1 full inning of pitching. If multiple pitchers are used in such an inning, each pitcher will be charged his/her pitches accordingly and innings pitched according to outs recorded.
5. **Non-travel pitchers:**
- a. **Daily maximum:** 50 pitches or 2 innings (6 outs), whichever is reached first.
 - b. A pitcher may not begin to face a new batter when their pitch count is >45.
 - c. If a pitcher reaches 50 pitches in the middle of a batter, the pitcher will be allowed to complete the necessary pitching for that batter. At the end of that batter's at-bat, the pitcher then must be removed from the mound. The pitcher will be charged with having thrown 50 pitches and must follow a 50-pitch rest schedule (see *MLB SmartPitch* chart above)
 - d. Weekly maximum: None. Weekly workloads are dictated by game limits and rest periods as outlined above.
6. **Designated travel pitchers** (a maximum of six may be designated by each travel team; three for the 9/10 "B" travel team. See rule below regarding designated travel pitchers):
- a. **Workloads and rest schedules for travel pitchers must take into account the player's cumulative workload – both in-house and travel.**
 - b. **Friday games:** Maximum: available to pitch up to 35 pitches (maximum of two innings) for their in-house team. To minimize the risk of reaching 35 pitches in the middle of a batter, a pitcher may not begin to face a new batter when their pitch count is >30. If a designated travel pitcher reaches 35 pitches in the middle of a batter, the pitcher will be allowed to complete the necessary pitching for that batter. At the end of that batter's at-bat, the pitcher then must be removed from the mound. The pitcher will be charged with having thrown 3 pitches and must follow a 35-pitch rest schedule.
 - c. **Tuesday games:** These players will usually not be available to pitch on Tuesday in-house unless the player threw less than 36 pitches on Sunday for his/her travel team. In such a case, the player is available for 50 pitches or 2 innings, whichever is reached first (see rules above regarding pitching to new batters when pitch count approaches 50).
 - d. **Saturday make-up games:** In the event of a Saturday make-up game, he/she may throw up to 20 pitches (maximum 2 innings) on Saturday, but only if they threw <21 pitches on Friday (i.e., have the required rest).
 - e. **Player/Coach/Parent communication:** Players, parents and coaches (in-house and travel) should communicate with one another to assure all pitching burdens and demands are understood and agreed to.
7. **Non-designated travel pitchers:**
- a. **Workloads and rest schedules for travel pitchers must take into account the player's cumulative workload – both in-house and travel.**
 - b. Non-designated travel pitchers/players can be treated much like non-travel players, though awareness of possible travel pitching burdens must be kept. As such, players, parents and coaches (in-house and travel) should communicate with one another to assure all pitching burdens and demands are understood and agreed to.
 - c. **Daily maximum:** 50 pitches or 2 innings, whichever is reached first.
 - d. Special notes regarding non-designated travel pitchers:
 - i. A non-designated travel player who throws 36-50 pitches on Friday (or >20 on Saturday) will not be eligible to pitch travel on Sunday for their travel team.
 - ii. A non-designated travel player who throws 36 or more pitches on Sunday will not be eligible to pitch in-house on Tuesday.

13/15 Division:

1. All pitching in the 13/15 Division is player pitch.
2. The maximum daily workload allowed for any pitcher is 3 innings/game. Innings are defined as game innings, not outs. Thus, throwing 1 pitch in an inning is counted as an innings (as is pitching to three outs in that inning).
3. The maximum weekly (7 consecutive day period) workload allowed for any pitcher is 7 innings per 7 consecutive days.

4. While the agreed upon workload limits in inter-rec play is defined by innings, TRC coaches and parents are **strongly encouraged** to manage their pitchers workloads and rest periods according to pitch counts and the *MLB SmartPitch* guidelines. The table below provides the *SmartPitch* guidelines for 13-16 year olds:

Age (years)	Daily Max ^a (pitches)	Required Rest (full days off) as a function of pitches thrown				
		0 days	1 day	2 days	3 days	4 days
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	51-75	76+

The 13/15 Division plays most of its games on a Monday/Thursday schedule. As such, a 13-14 year old player who throws more than 50 pitches on Monday evening should not pitch on Thursday evening. A 13-14 year old pitcher who throws more than 65 pitches on Thursday evening should not pitch on the following Monday. Saturday games may create even shorter rest period of which coaches and parents should be mindful. If a player pitches for a travel team, cumulative pitching workloads and rest periods must be considered.

- B. A pitcher removed from the mound as a pitcher shall not return to the mound to pitch during the same game. He/she may stay in the field of play.
- C. Any player who pitches may not play the catcher position for more than 2 inning in the same game.
- D. Players may not pitch in multiple games in the same day. This includes travel team doubleheaders.
- E. The pitcher's foot must be touching the rubber when delivering the pitch. If the foot is not touching the rubber or leaves the rubber during the windup before the ball is pitched, the umpire shall call a dead ball (no pitch). This rule also applies to coaches pitching in the Rookie Division.
- F. All suspended/makeup games will adhere to the regular season pitching rules. A pitcher pitching in a suspended/makeup game must follow the same rules regardless of when the game is made up, as it is a continuation of the previously suspended game.
- G. A manager shall be entitled to request time to talk to his pitcher once per inning without penalty. On the second time out and trip to the mound for the same pitcher in the same inning, the manager is required to remove the pitcher from the mound, but the pitcher can be placed at any other position in the field. (A trip to the mound because of an injury to the pitcher is not counted as an official trip to the mound).
- H. Any pitcher that hits three (3) batters in the same inning or four (4) batters in the same game must be removed from the mound; he can be placed at any other position in the field.
- I. At the start of each half inning, the pitcher shall be allowed no more than eight (8) warm-up pitches. A relief pitcher coming into the game shall be allowed up to eight (8) warm-up pitches. If, due to some unexpected event such as an injury, illness, etc. a relief pitcher is brought into a game without any opportunity to warm-up, the umpire shall allow him as any pitches as deemed necessary.
- J. In the 9/10 Division and up, managers and coaches are responsible for keeping track of their pitchers' pitch counts and innings.
- K. Intentional walks are not allowed at any age division.
- L. Balks are not called in the Rookie, 9-10, or 11-12 age divisions. Balks will be called in the 13-15 age division; however, the umpire will give each pitcher one (1) warning for a balk prior to enforcing it.
- M. Some recreation players also play travel baseball, and may pitch for their travel team. By March 15th prior to the upcoming season, each travel coach will be allowed to identify (designate) pitchers for his/her travel team (a maximum of six may be designated; three for the 9/10 "B" travel team). Each travel coach will be allowed to revise his/her list of designated pitchers at two time points during the season: April 15th and May 15th.
- N. For the recreation league All-Star game in each age group, no pitcher shall pitch more than one inning.
- O. Except in those instances noted above, all pitching rules remain the same during the Playoffs.
- P. **The foregoing rules are not an excuse to ignore common sense regarding pitch counts, overuse of pitchers, or possible sore arms. It is both the manager's and TRC's responsibility not only to teach proper pitching techniques but also teach and promote pitcher safety. There should be open lines of communication between the recreation manager, travel manager, and the pitcher's parents to avoid over pitching and player injury.**

IX. STANDINGS AND PLAYOFFS

- A. For T-Ball and Clinic, there is neither season standings maintained nor a year-end playoff tournament.
- B. For the Rookie, 9-10, 11-12, and 13-15 age divisions, game scores and season standings will be maintained. The overall record (i.e., highest winning percentage) at the conclusion of the regular season will determine the playoff seeding for the year-end tournament.

- C. The playoff tournament is a bracket style single-elimination tournament for all age groups. During the tournament playoffs, the highest remaining seed shall play the lowest remaining seed in each round, with the highest remaining seed being the "home" team for the game.
- D. In the case of a tie in the standings between two or more teams, the following tiebreakers will be used:
 - ❖ Head to head competition among all teams tied
 - ❖ Fewest runs allowed in all games
 - ❖ Coin flip
- E. All tournament rules are identical to regular season rules, unless exceptions are specifically noted.
- F. Players must be on the active roster and play in one-third (1/3) of the team's regular season games to be eligible to play in any playoff game.

X. MANAGERS AND COACHES

- A. Each team shall be allowed one (1) Manager/Head Coach and one (1) official assistant coach.
- B. A team may use any number of unofficial assistant coaches or parents to help out as they wish for practices.
- C. For games at the 9/10 Division and up, no more than four coaches (1 head coach, 1 assistant coach, and 2 parent "helper" coaches/scorekeepers) should be present in the bench area or on the field of play. In the Rookie Division, a maximum of five coaches (1 head coach, 1 assistant coach, and 3 parent "helper" coaches/scorekeepers) may be used in a game.
- D. If a parent has demonstrated poor behavior and sportsmanship in the past while serving as a "helper" parent coach, the division president and league commissioner are empowered to prohibit that parent from further serving as a coach in the program.
- E. Managers and coaches should be consistent attending scheduled practices and games. If unable to attend a practice or game, communicating and delegating responsibilities to assistant coaches and/or other parents is a must.
- F. If the manager (head coach) is unable to serve his/her duties for a given game, the official assistant coach will serve as the acting head coach. No other "helper" or parent may serve as the head coach. If both the head and official assistant coach are unavailable for a game, the team must forfeit.
- G. All managers and coaches should set a good example for the players on their team and respect should be given to players, umpires, other coaches, program organizers and other teams. Any repeated disrespectful remarks or actions shown toward players, umpires, league officials, teams, and/or spectators will not be tolerated.
- H. **The Manager (head coach) is the only person permitted to address the umpire(s) with questions.** All manager-umpire discussions concerning rules or interpretation of rules should include both teams' managers so that both teams understand the umpire's decision. Such conversations, should take place at home plate at a volume level appropriate for 3-4 people conversing in close proximity of one another.
- I. Managers and coaches should always keep in mind that they are setting examples in sportsmanship and fair play and should conduct themselves accordingly. Yelling and abusive behavior toward players, umpires, other coaches or spectators is strictly prohibited.
- J. Use of profanity or degrading remarks to children, umpires, other coaches/teams, league officials, and/or spectators will not be tolerated and may result in forfeiture of your right to coach in the future.
- K. Use of alcohol or drugs prior to or during your visit to any of TRC's fields is strictly prohibited and may result in forfeiture of your right to coach in the future.
- L. Use of tobacco (smoking, dipping, or chewing) will not be tolerated on any of TRC's fields.
- M. No physical violence or abuse may be shown toward children, umpires, other coaches/teams, league officials, and/or spectators.
- N. Any Manager or coach (including helper parent coaches and scorekeepers) who does not adhere to the duties, responsibilities, and policies established by TRC is subject to a warning, suspension, or being removed from their coaching position, with the possibility of not being permitted to coach for the remainder of the current year and the following year, based on the decision of the TRC Baseball Board.
- O. A manager or coach will be suspended indefinitely for playing ineligible players.
- P. The above rules apply to practices, scrimmages and games at all times on any of TRC's fields. These rules also apply to managers and coaches representing TRC at any other fields for those age divisions involved in inter-rec play.

XI. EQUIPMENT AND UNIFORMS

- A. All recreation baseball players must wear rubber molded cleats or tennis shoes (sneakers). Steel or metal cleats are not allowed in any age division. Sandals or any other open toed shoes are not allowed in any age division.
- B. With regards to the TRC Baseball-issued equipment, each team's manager is responsible for:
 - ❖ Picking up the equipment at the start of the season (Equipment handout day)
 - ❖ Caring for and keeping track of the equipment.

- ❖ Providing the equipment at each game
 - ❖ Returning the equipment to the TRC Baseball equipment manager at the conclusion of the season.
- C. For safety reasons, catchers must wear a catcher's mitt of any size, shape, or weight consistent with protecting the hand. An exception to this rule will be made if a left-handed player wants to play catcher and no left-handed catcher's mitt is available; in this instance, the player may wear his regular glove.
 - D. For safety reasons, catchers must wear a catcher's mask attached to a helmet or a "hockey style" catcher's helmet. A hard, plastic protector manufactured for the purpose of protecting the throat shall be securely attached (homemade devices made from other pieces of equipment may not be used for this purpose). All catchers at all levels must also wear a chest protector and shin guards. The league will provide this equipment. Players will be allowed to use their own equipment as long as it is Little League Approved.
 - E. For safety reasons, catchers must wear a protective cup with supporter in all games in all age groups.
 - F. For safety reasons, all players warming up pitchers must wear a catcher's helmet with mask and a chest protector.
 - G. There are no players at the catcher position in T-ball or Clinic.
 - H. For safety reasons, batting helmets must be worn by all batters, baserunners, on-deck players, and players coaching bases in all age groups. Non-player base coaches under the age of 18 must wear a protective helmet.
 - I. A player shall not be allowed to play with any type of plaster or metal cast on any part of the body.
 - J. The official uniform shall be the shirt, pants, socks, and hat issued to teams by TRC Baseball. All players must be in uniform to be eligible to play in the game. All players will wear a cap while participating in league games. Catchers may forego wearing a cap while wearing a catcher's mask. Shorts are not to be worn. (Note: players may wear their own baseball pants in lieu of the ones distributed by TRC).
 - K. With the exception of a baseball glove, no parent (or player) shall be required to spend additional funds on any uniform item or equipment in order for the child to participate as a player on a team.
 - L. No jewelry is allowed in any age group, including but not limited to watches, rings, necklaces, arm bands, wrist bands, earrings, body piercings, etc. The only exceptions are items worn for religious or medical reasons.
 - M. Managers are responsible for equipment and may be required to reimburse TRC Baseball for lost or missing equipment.
 - N. TRC Baseball's bat requirements are identified above in the "Batting" section (section VII-A-9).
 - O. For safety reasons, the use of hitting stick swing trainers is prohibited during games.

XII. PROTESTS

- A. There are no protests. The umpire's decision on the field is final. Any disputes must be settled at the time of the game between opposing managers and the umpire and, if necessary, the League President, TRC Baseball Commissioner, or Umpire-In-Chief. Any further disagreement by a manager should be discussed as a mature adult with the umpire between innings and should be limited to interpretation of playing rules or the use of an ineligible player. Judgment calls by an umpire are final and non-negotiable (balls/strikes, safe/out, fair/foul).
- B. If a manager feels that the rules were not applied correctly, or an ineligible player was used, he may discuss the alleged infraction with the applicable league president, and/or TRC Baseball commissioner. If the situation warrants, the Commissioner may bring the incident to the attention of the TRC Baseball Board. Any decision by the Commissioner or Board is considered final.
- C. There is to be no intimidation – physical, verbal, or otherwise - of youth umpires in the Rookie or 9-10 age divisions. All decisions by these umpires are final. Any disagreement by a manager should be discussed as a mature adult with the youth umpire with the opposing manager present as well. **ONLY THE HEAD COACH IS PERMITTED TO DISCUSS RULE INTERPRETATION WITH THE UMPIRE** (see Section X: Manager and Coaches). Assistant and "helper" parent coaches are prohibited from interacting with the umpires.
- D. Continual questioning by coaches of a youth umpires judgment calls through vocal or physical gestures (e.g., verbal commentary, eye rolling, looks of disbelief) is considered intimidation and unsportsmanlike and is grounds for warnings, suspensions or removal from the coaching position. Coaches who have concerns about the performance of a youth umpire should submit such concerns in writing to his/her division president.
- E. Failure to abide by these rules and act in a mature adult manner may result in a warning, suspension or bring removed from a coaching position for the current and future years.
- F. If any manager or coach feels they were treated unfairly by another manager/coach or umpire, they may discuss the matter with their league president, the TRC Baseball Commissioner, or any TRC Baseball Board member.
- G. Common sense and courtesy will prevent most conflicts.

XIII. SPORTSMANSHIP, EJECTIONS, AND SUSPENSIONS

A. GAME AND PRACTICE CONDUCT

1. It is the policy and philosophy of the Baltimore County Department of Recreation and Parks and TRC Baseball that good sportsmanship shall be both promoted by and required of all persons involved in the program, including but not limited to players, coaches, umpires and spectators.
2. Managers, coaches, players, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. This includes before, during, and after a game or practice.
3. Each player should be afforded the opportunity to play in each game as long as they are physically able, attend practices, are not disruptive, demonstrate a willingness to learn, and support the concepts of teamwork and team spirit.
4. Each manager and coach shall teach and demonstrate good sportsmanship in their practices and games. Managers (head coaches) are responsible for the conduct of all assistant coaches, parent "helper" coaches, players and spectators for their team.
5. The umpires (youth and adult) should recognize that they are the mediator between two (2) rival teams and therefore must demonstrate skill and shall enforce the rules to the best of their ability at all times.
6. Trash talking or negative chatter towards the opposing team, either on the field or from the bench, will not be tolerated. Only positive chatter or cheering is allowed.
7. The use of negative, demeaning, abusive or bullying language by a player, coach, parent or spectator and directed at any other member of the program is prohibited. It is not in the spirit of sportsmanship or teamwork. Players, coaches, and parents using such language to demean the worth of another individual in the program will be removed from the program.
8. Any coaching instruction that does not keep to the spirit of recreational baseball, sportsmanship and fair play will be considered in conflict with the philosophical intents and goals of TRC baseball, and the coaches giving such instruction will be asked to cease doing so immediately. Failure to comply may result in being permanently removed as a manager or coach for TRC Baseball.

B. DISCIPLINARY ACTION

1. The use of alcohol, tobacco, or drugs in any form is prohibited on any TRC fields (or any other field on which a TRC team is playing). Any manager, coach, player, or umpire using alcohol, tobacco, or drugs in any form while on the playing or practice field or in the presence of either team's players will be subject to an immediate suspension of at least (1) game by the TRC Baseball Board. Any parent or spectator using alcohol, tobacco, or drugs of any kind while at the playing or practice field will be asked to leave the field or dispose of the alcohol, tobacco, or drugs. If that person refuses to do so then the team the offender represents will forfeit that game in question.
2. A manager, coach, or player may be ejected from a game for any unsportsmanlike behavior, at the discretion of the umpire, League President, TRC Baseball Commissioner and or any TRC Baseball Board member who witnesses such behavior.
3. Any manager, coach, or player heard swearing or using inappropriate/obscene language or gestures while on the playing or practice field or in the presence of either team's players will be subject to possible ejection by the umpire and possible suspension of at least one (1) game by TRC Baseball Board.
4. Any manager, coach, player, or umpire who is abusive toward other managers, coaches, players, umpires, or assigned recreation personnel before, during, or after a game shall be subject to immediate suspension of at least one (1) game. Any parent or spectator who is abusive toward any manager, coach, player, umpire, parent, spectator, or assigned recreation personnel before, during, or after a game shall be asked to leave the field immediately. If that person refuses to do so then the team the offender represents will forfeit that game in question.
5. Any manager or coach who causes a game to be forfeited because of his conduct toward an umpire shall be subject to immediate suspension of at least (1) game.
6. Any manager or coach ejected from a game must leave the playing field and be out of sight for the remainder of that game. Any player ejected must leave the playing field immediately; being allowed to remain on the bench is at the discretion of the umpire. Any parent or spectator asked to leave the game must leave the vicinity of the playing field area including the stands.
7. Any manager, coach, player, umpire, parent, or spectator that physically strikes (or demonstrates or implies any physical or other type of threatening behavior towards) another manager, coach, player, umpire, parent, spectator, or league official, before, during, or after a game, will be suspended indefinitely from all baseball program activities.
8. A manager, coach, or player ejected from a game will automatically be suspended for the next game that his/her team plays. This is the minimum punishment; the offender is subject to review by the TRC Baseball Board who may impose additional restrictions if warranted. For the second ejection, there is an automatic two (2) game suspension. Again, this is the minimum punishment with additional penalties being imposed if warranted. For the third ejection, the manager, coach, or player will be removed from TRC Baseball permanently.
9. A manager, coach, or player may not participate in any game from which he has been suspended. Any manager, coach, or player participating in a game from which he/she has been ejected or suspended from will result in a forfeit of that game, plus additional disciplinary action.

10. If a player is suspended, or kept out of a game for disciplinary reasons, the manager should discuss the reason for the suspension or the disciplinary action with the player's parents.
11. A player may be removed from a game for misconduct. In this case the manager must notify the umpire and the opposing team immediately at the time of the removal. All ejected players or players removed by the coach for misconduct will be removed at no expense to the lineup (no out has to be taken for that batter when it is his/her turn at bat).
12. Repeated offenses by any manager, coach, player, umpire, or spectator are subject to review by the TRC Executive Board and the Baltimore County Department of Recreation and Parks. Repeated occurrence may result in permanent removal from the baseball program or TRC sports in general.
13. The TRC Baseball Board and the TRC Executive Board reserves the right to suspend all players, coaches, managers, and spectators for unbecoming behavior or conduct either before, during, or after a game or practice. Any person receiving an ejection or suspension from TRC Baseball has the right to appeal to the TRC Executive Board or the Baltimore County Department of Recreation and Parks.
14. Once a warning is issued by an umpire for conduct by either the manager, coach, player, parent, or spectator, the second infraction will result in the immediate ejection or removal of the offending party.
15. Any specific or general concerns with a specific umpire should be reported to the Umpire Coordinator in writing. Head Coaches may submit their concerns to their division president who will forward such concerns onto the Umpire Coordinator.
16. It is strongly recommended that a player serve his suspension by sitting on the bench, out of uniform, and supporting his team.
17. The TRC Baseball Board, upon written documentation presented to the TRC Baseball Commissioner, will consider an appeal. The TRC Baseball Board reserves the right by virtue of their position to uphold the decision of the umpire or overturn the suspension.
18. Each team's manager (head coach) is responsible for the behavior of their players, assistant coaches, parent "helper" coaches and fans.

C. CODE OF ETHICS

1. Managers, coaches, and parents are expected to place the emotional and physical wellbeing of their players ahead of their own desire to win.
2. Managers and coaches shall lead by example in demonstrating fair play and sportsmanship to all of their coaches, players, parents, volunteers, and fans.
3. Managers, coaches and parents will adhere to the philosophy that this is a game for the kids and not allow the actions of coaches, parents, or fans to interfere with the enjoyment of the game.
4. Managers and coaches must be familiar with the playing rules and policies of their respective division.
5. Managers and coaches are expected to treat each player as an individual, understanding the vast range of difference that may exist in emotional and physical development between their players.
6. Managers and coaches shall organize practices that provide instruction in a fun and challenging format.
7. Managers and coaches shall be responsible for not only their own actions but also for those of their coaches, players, volunteers, parents, and fans.
8. Managers and coaches agree to not let disputes on the diamond escalate so as to interrupt the flow of the game.
9. Managers and coaches shall keep their players under control at all times and confine them to the bench when applicable.
10. Cooperate with your fellow managers, coaches, umpires and officials; above all do not lose your temper.
11. Managers and coaches shall emphasize to their coaches, players, parents, and fans that the experience of baseball should be an enjoyable one.

XIV. THE UMPIRE

- A.** Umpires will be used in all games at the Rookie division level and higher. Umpires will not be used for T-ball and Clinic division games. Rookie and 9-10 age divisions will use youth umpires; 11-12 and 13-15 age divisions will use adult umpires.
- B.** Two (2) umpires will be assigned to each game in the Rookie and 9-10 age divisions and one (1) umpire in the 11-12 and 13-15 age divisions. A game will be played if only one (1) umpire is present.
- C.** The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

- D. Each umpire is the representative of the league and is authorized and entrusted to enforce all of these rules. Each umpire has authority to order a manager, coach, or player to do or refrain from doing anything that affects the administration of these rules and to enforce the prescribed penalties.
- E. Each umpire has the authority to disqualify any manager, coach, or player for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- F. Each umpire also has the authority, at their discretion, to eject from the playing field (including bench area) any person not authorized to be on the playing field (or bench area), such as a spectator or fan.
- G. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No manager, coach, or player, shall object to any such judgment decisions made.
 - ❖ If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision at that time and ask that a correct ruling be made. Such appeal shall be made only by the manager (head coach) to the umpire who has made the protested decision. This appeal must be done on the field in the presence of the opposing manager. Assistant coaches and parent "helper" coaches have no authority to appeal such decisions.
 - ❖ If a decision is appealed, the umpire making the decision may ask another umpire for information, or consult the rulebook, before making a final decision. No umpire shall criticize, seek to reverse, or interfere with another umpire's decision unless asked to do so by the umpire making the original decision.
- H. If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules.
- I. There is no stalling allowed by a team in attempt to have the game called by the time limit or darkness. If the umpire feels a team is intentionally stalling, he will use his/her discretion to speed up the pace of the game. The umpire(s) shall keep the game moving at a reasonable pace and not allow for delays (either intentional or unintentional).
- J. The umpire(s) will have complete control of the field and his/her/their decision(s) are final.
- K. The umpire(s) have the right and the responsibility to end a game due to unsafe playing conditions. No manager, coach, player, parent, or spectator will attempt to influence an umpire's decision on whether or not to continue play in the case of darkness or inclement weather. (See VI.B: Inclement Weather Policy for more details).
- L. The umpire has the authority to:
 - ❖ Eject any manager, coach, player or spectator who persists in arguing a call and/or uses profane language directed at the umpire, manager, coach, or other players.
 - ❖ Eject any manager, coach, player, or spectator for flagrant unsportsmanlike conduct such as fighting, throwing equipment, or committing intentional over aggressive acts that could injure another participant.
 - ❖ Terminate any game in which a manager, coach, player or spectator persists in arguing a call. If the manager, coach, player or spectator does not comply, the umpire will end the game and refer the matter to the League President or TRC Baseball Commissioner.
 - ❖ Render a forfeit if a team cannot field at least eight (8) players within 10 minutes of the scheduled start time for any game.
- M. **MANAGERS, COACHES, PLAYERS, AND PARENTS ARE REMINDED THAT YOUTH UMPIRES ARE CHILDREN WHO ARE PLAYERS IN TRC BASEBALL, MEMBERS OF THE COMMUNITY, AND SOMEONE'S CHILDREN. THEY TOO ARE LEARNING A NEW ASPECT OF THE GAME OF BASEBALL AND ARE TO BE TREATED WITH THE UTMOST RESPECT AND DISCRETION. THERE IS A ZERO TOLERANCE POLICY WITH REGARD TO ANY VERBAL ABUSE OF ANY YOUTH UMPIRE. TREAT THE YOUTH UMPIRES AS YOU WOULD LIKE YOUR SON OR DAUGHTER TO BE TREATED.**
- N. Complaints regarding the calls and conduct of the umpires are to be directed to the Umpire Coordinator, Division President or TRC Baseball Commissioner.

DIVISION-SPECIFIC SUPPLEMENTAL POLICIES, RULES, GUIDELINES & GOALS

The primary body of rules and policies dictating TRC Baseball's recreation (in-house) program operations (including game rules) is listed above. What appears below are "supplemental" and division-specific to the primary body of rules and policies listed above. While a few of the items listed below are "hard rules", most are guidelines and goals, listed to help managers, coaches, and parents, get the most out of the program. Managers and coaches are expected to be familiar with and operate by all rules, policies and guidelines listed in this document and relevant to their level (division) of play.

T-BALL (AGES 4 & 5)

SUPPLEMENTAL POLICIES, RULES & GUIDELINES

1. The goal of the T-ball Division is to teach basic baseball fundamentals, stressing fun and sportsmanship through positive instruction and positive role models, while developing individual player skills in an encouraging non-competitive environment.
2. The T-ball Division will utilize hitting from a batting tee; there is no pitching (coach or player). This division will use regular baseball rules as a foundation with some modifications specially designed for this age division.
3. There is no score keeping, standings, or playoffs in T-ball. Teams will hold practices on Wednesday evenings and play scrimmages on Saturday mornings. On scheduled "game days", teams should practice independently for approximately 30 minutes, followed by a three (3) inning game.
4. If a batter/runner is put out, he/she will stay on first base. Runners advance only one base at a time. A baserunner may not advance to the next base on an overthrow or non-catch. The runner is entitled only to the base he is approaching when the overthrow occurs. Fielders must be encouraged to throw the ball without fear of penalty for a bad throw.
5. Every player will play in the field each inning. Team size is purposely limited so that everyone receives the opportunity to play each position and to allow the game to move at a steady pace while at bat.
6. Managers and coaches are encouraged to rotate their players through all defensive positions both throughout the game and the season, so that each player has the opportunity to experience each position. Managers and coaches are also encouraged to rotate their batting order each game so that all players have the opportunity to bat in each position.
7. While at bat, one of the team's coaches should place the ball on the tee, instructing their player on hitting. The other coaches or parents should be used as a first base coach, third base coach, and bench coach to coordinate and keep safe those offensive players not on the field.
8. If a ball leaves a tee as a result of the tee being struck rather than the ball, then the ball shall be declared dead and another attempt shall be made to hit the ball.
9. On defense, up to three (3) coaches from the defensive (fielding) team are allowed on the playing field for instructional purposes only, such as assisting with positioning, where to throw the ball, and relaying information. Coaches should not interfere with the live play of a ball or physically assist any player.
10. On defense, the players should be positioned at 1B, 2B, SS, 3B, and P. All other players should be positioned evenly in the outfield area. The outfield is defined as the grass area beyond the infield. No player should play the same position for more than one inning each game. There is no catcher utilized in T-ball.
11. When setting up the defensive positions, the player at the pitcher position shall not play closer to home plate than an imaginary line running from first base through the middle of the pitcher's mound to third base. For safety reasons, no players may be positioned closer than 30 feet to the batter, and should not run toward the batter before the ball has been hit.
12. In the interest of safety, the on-deck batter will wear a helmet and be ready to bat, but will not have a bat in their hands until he/she approaches the tee.
13. If a player throws the bat, use this as a teaching opportunity, pointing out the inherent danger in throwing the bat. Managers and coaches should reinforce the concept of dropping and not throwing the bat after hitting the ball.
14. During the game, all players must remain in the designated team areas or on the bench, except the batter at the plate.

15. The lighter "soft" T-ball baseball will be used for the T-ball league.
16. Managers should alert the defensive team of batters who can hit the ball with power.
17. In all situations not specifically covered above, the TRC Official Baseball Rules apply.

T-BALL GOALS

1. Players should be familiarized with the concept of teamwork and with the responsibilities of being a team member.
2. Players should know and address all teammates by name.
3. Players should be familiarized with the concept of sportsmanship. Every player will shake hands with the opponent after the game, etc.
4. Players should be able to demonstrate knowledge of T-Ball rules.
5. Players should be able to demonstrate knowledge of basic offensive and defensive strategies.
6. Players should be able to identify parts of the baseball diamond.
7. Players should be able to identify the positions played in the game.
8. Players should be able to identify equipment used in baseball.
9. Players should be able to assume a proper batting position in the batter's box.
10. Players should be able to hit a ball off the tee when at bat.
11. Players should be able to run the bases and score runs.
12. Players should be able to assume the ready position on defense.
13. Players should be able to field a ground ball.
14. Players should be able to properly throw a ball to a teammate.
15. Players should be able to properly catch a ball thrown to them by a teammate.

CLINIC (AGES 6 & 7)

SUPPLEMENTAL POLICIES, RULES & GUIDELINES

1. The goal of the Clinic Division is to teach basic baseball fundamental, stressing fun and sportsmanship through positive instruction and positive role models, while developing individual player skills in an encouraging non-competitive environment.
2. The Clinic division will use regular baseball rules as a foundation with some modifications specially designed for this age division.
3. There is no score keeping, standings, or playoffs in Clinic.
4. On each scheduled "game day", teams should practice independently for approximately 30 minutes, followed by a four (4) inning game. Games will be played on Saturdays and some Wednesdays later in the season. There will be approximately 8-9 games played. Additional practice time may be scheduled separately by the manager.
5. Each inning will consist of the home and visiting teams batting their entire lineup. All players will appear in the batting order and bat accordingly throughout the game. The inning will end upon every player in the lineup having batted once. The last batter shall run the bases back to home.
6. At the beginning of the season, every player will begin with coach pitching from approximately 35 feet. In order to keep the game moving at a reasonable pace, each batter will receive eight (8) hittable pitches from his/her coach. If the ball is not hit into fair territory after eight (8) hittable pitches, the coach will then place the ball on the batting tee. If the eighth pitch is fouled off the batter continues with one additional pitch until he/she misses or puts the ball into play. A coach from the offensive team at bat is responsible for monitoring the number of pitches for each batter.
7. If a batter/runner is put out, he/she will return to the bench. Runners advance one base at a time per batter, unless the ball is cleanly hit into the outfield.
8. A baserunner may not advance to the next base on an overthrow. The runner is entitled only to the base he is approaching when the overthrow occurs. Fielders must be encouraged to throw the ball without fear of penalty for a bad throw. On any overthrow, the ball will be declared dead once it leaves the field of play.
9. Every player will play in the field each inning. Team size is purposely limited so that everyone receives the opportunity to play each position and to allow the game to move at a steady pace while at bat.
10. Managers and coaches are encouraged to rotate their players through all defensive positions both throughout the game and the season, so that each player has the opportunity to experience each position. Every player must play a minimum of two (2) innings in the infield and one (1) inning in the outfield each game. Managers and coaches are also encouraged to rotate their batting order each game so that all players have the opportunity to bat in each position.
11. While at bat, one of the team's coaches should pitch to their team. The other coaches or parents should be used as a first base coach, third base coach, and bench coach to coordinate and keep safe those offensive players not on the field.
 - ❖ Each team should supply a volunteer to stand behind the plate to help pick up balls and speed up the play of the game.
 - ❖ The adult pitcher cannot field or touch a batted ball. Any batted ball that strikes an adult pitcher shall be ruled a "no pitch" and the play will be taken over.
12. On defense, up to three (3) coaches from the defensive (fielding) team are allowed on the playing field for instructional purposes only, such as assisting with positioning, where to throw the ball, and relaying information. Coaches should not interfere with the live play of a ball or physically assist any player.
13. On defense, the players should be positioned at 1B, 2B, SS, 3B, and P. All other players should be positioned evenly in the outfield area. The outfield is defined as the grass area beyond the infield. No player should play the same position for more than one inning each game. There is no catcher utilized in Clinic.
14. When setting up the defensive positions, the player at the pitcher position shall not play closer to home plate than an imaginary line running from first base through the middle of the pitcher's mound to third base. For safety reasons, no players may be positioned closer than 30 feet to the batter, and should not run toward the batter before the ball has been hit.
15. There are no umpires. Umpiring decisions on the bases are made by the defensive coaches in the field. Defensive coaches making close calls, or who are unsure of a specific rule, are encouraged to consult with each other in making the final decision.
16. During the game, all players must remain in the designated team areas or on the bench, except the batter at the plate.
17. Regulation baseballs will be used for the Clinic League.
18. Managers should alert the defensive team of batters who can hit the ball with power.
19. In all situations not specifically covered above, the TRC Official Baseball Rules apply.

CLINIC GOALS

1. Players should be familiarized with the concept of teamwork and with the responsibilities of being a team member.

2. Players should know and address all teammates by name.
3. Players should be familiarized with the concept of sportsmanship. Every player will shake hands with the opponent after the game, etc.
4. Players should be able to demonstrate knowledge of Clinic rules.
5. Players should be able to demonstrate knowledge of basic offensive and defensive strategies.
6. Players should be able to identify parts of the baseball diamond.
7. Players should be able to identify the positions played in the game.
8. Players should be able to identify equipment used in baseball.
9. Players should be able to assume a proper batting position in the batter's box.
10. Players should be able to hit a ball being pitched by his/her coach.
11. Players should be able to demonstrate knowledge of the strike zone.
12. Players should be able to run the bases and score runs.
13. Players should be able to assume the ready position on defense.
14. Players should be able to field a ground ball, pop-up, or fly ball.
15. Players should be able to properly throw a ball to a teammate at the appropriate base.
16. Players should be able to properly catch a ball thrown to them by a teammate.

ROOKIE (AGES 7 & 8)

SUPPLEMENTAL POLICIES, RULES & GUIDELINES

1. The goal of the Rookie Division is the continued teaching of baseball fundamentals and development of baseball skills, stressing fun and sportsmanship through positive instruction and positive role models, in a semi-competitive environment. Although the team objective is to score runs while preventing the opposition from scoring, the league emphasizes skill development and sportsmanship over anything else. Coaches should develop their players based on the skills that each individual possesses.
2. The Rookie Division will use regular baseball rules as a foundation with some modifications specially designed for this age division.
3. Scores are kept for each game, as well as regular season standings for the league. There will be an end of the season playoff tournament.
4. Games will consist of five (5) innings. Games will be played on Mondays and Thursdays with the possible exceptions of rain-out make-up games. Depending on the size of the league there will be approximately 11-13 games played, including playoffs. Practice time will be allotted each weekend or may be scheduled separately by the manager.
5. Teams will field ten (10) players defensively. This is to increase playing time for all players, not to provide additional defensive strategies. Players should be positioned at P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF. The tenth player shall result in a four outfielder alignment, with the outfield defined as the grass area beyond the infield. Each team must field a catcher. Defensive shifts are prohibited.
6. Whenever the coach is pitching, the coach pitcher cannot field or intentionally touch a batted ball. Any batted ball that strikes a coach pitcher shall be ruled a "no pitch" and the play will be taken over. For safety reasons, when a coach is pitching no player (except the catcher) may be positioned closer than 40 feet to the batter, and should not run toward the batter before the ball has been hit.
7. On defense, no coaches from the defensive (fielding) team are allowed on the playing field for instructional purposes. The only exception to this rule is if a team would like to have a coach be at the mound with their pitcher during the innings when a player is pitching, as it may help keep the pitcher focused and the game moving at a steady pace.
8. During the game, all players must remain in the designated team areas or on the bench, except the batter at the plate.
9. Regulation baseballs will be used for the Rookie Division.
10. In all situations not specifically covered above, the TRC Official Baseball Rules apply.

ROOKIE GOALS

1. Players should be familiarized with the concept of teamwork and with the responsibilities of being a team member.
2. Players should know and address all teammates by name.
3. Players should be familiarized with the concept of sportsmanship. Every player will shake hands with the opponent after the game, etc.
4. Players should be able to demonstrate knowledge of Rookie rules.
5. Players should be able to demonstrate knowledge of basic offensive and defensive strategies.
6. Players should be able to identify parts of the baseball diamond.
7. Players should be able to identify the positions played in the game.
8. Players should be able to identify equipment used in baseball.
9. Players should be able to assume a proper batting position in the batter's box.
10. Players should be able to hit a ball being pitched by his/her coach.
11. Players should be able to demonstrate knowledge of the strike zone.
12. Players should be able to run the bases and score runs.
13. Players should be able to assume the ready position on defense.
14. Players should be able to field a ground ball, pop-up, or fly ball.
15. Players should be able to properly throw a ball to a teammate at the appropriate base.

16. Players should be able to properly catch a ball thrown to them by a teammate.

9-10 AGE DIVISION

SUPPLEMENTAL POLICIES, RULES & GUIDELINES

1. The goal of the 9-10 Age Division is the continued teaching of baseball fundamentals and development of baseball skills taught in lower divisions, stressing fun and sportsmanship through positive instruction and positive role models, in a semi-competitive environment. Although the team objective is to score runs while preventing the opposition from scoring, the league emphasizes skill development, sportsmanship, and the refinement of proper baseball skills and techniques. Coaches should develop their players based on the skills that each individual possesses.
2. The 9-10 Age Division will use regular baseball rules as a foundation with some modifications specially designed for this age division.
3. Scores are kept for each game, as well as regular season standings for the league. There will be an end of the season playoff tournament.
4. Games will consist of six (6) innings. All games will be played on Tuesdays and Fridays with the possible exceptions of rain-out make-up games. Depending on the size of the league there will be approximately 12-14 games played (including playoffs). Teams will be allotted practice time each Saturday or may be scheduled separately by the manager.
5. Teams will field ten (10) players defensively. This is to increase playing time for all players, not to provide additional defensive strategies. Players should be positioned at P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF. The tenth player shall result in a four outfielder alignment, with the outfield defined as the grass area beyond the infield. Each team must field a catcher. Defensive shifts are prohibited. If one team is unable to field 10 players then **both** teams will field nine (9) players defensively. Players should be positioned at P, C, 1B, 2B, SS, 3B, LF, CF, and RF.
6. On defense, no coaches from the defensive (fielding) team are allowed on the playing field for instructional purposes.
7. During the game, all players must remain in the designated team areas or on the bench, except the batter at the plate.
8. Regulation baseballs will be used for the 9-10 Age Division.
9. In all situations not specifically covered above, the TRC Official Baseball Rules apply.

9-10 AGE DIVISION GOALS

1. Players should be familiarized with the concept of teamwork and with the responsibilities of being a team member.
2. Players should know and address all teammates by name.
3. Players should be familiarized with the concept of sportsmanship. Every player will shake hands with the opponent after the game, etc.
4. Players should be able to demonstrate knowledge of 9-10 Age Division rules.
5. Players should be able to demonstrate knowledge of basic offensive and defensive strategies.
6. Players should be able to identify parts of the baseball diamond
7. Players should be able to identify the positions played in the game.
8. Players should be able to identify equipment used in baseball.
9. Players should be able to assume a proper batting position in the batter's box.
10. Players should be able to hit a ball being pitched by the opposing pitcher.
11. Players should be able to demonstrate knowledge of the strike zone.
12. Players should be able to run the bases and score runs.
13. Players should be able to assume the ready position on defense.
14. Players should be able to field a ground ball, pop-up, or fly ball.
15. Players should be able to properly throw a ball to a teammate at the appropriate base

11-12 AGE DIVISION

SUPPLEMENTAL POLICIES, RULES & GUIDELINES

1. The goal of the 11-12 Age Division is the continued teaching of baseball fundamentals and development of baseball skills taught in lower divisions, stressing fun and sportsmanship through positive instruction and positive role models, in a more competitive environment. Although the team objective is to score runs while preventing the opposition from scoring, the league emphasizes skill development, sportsmanship, and a more advanced understanding of baseball strategy as well as refinement of skills. Coaches should develop their players based on the skills that each individual possesses.
2. The 11-12 Age Division will use regular baseball rules as a foundation with some modifications specially designed for this age division.
3. Scores are kept for each game, as well as regular season standings for the league. There will be an end of the season playoff tournament.
4. Games will consist of six (6) innings. Games will be played on Tuesdays and Fridays with the possible exceptions of rain-out make-up games. Depending on the size of the league there will be approximately 12-14 games played, including the playoffs. Practice time will be allotted each weekend or may be scheduled separately by the manager.
5. Teams will field nine (9) players defensively. Players should be positioned at P, C, 1B, 2B, SS, 3B, LF, CF, and RF. Outfielders shall play in the outfield and not as additional infielders. The outfield is defined as the grass area beyond the infield. Each team must field a catcher. Defensive shifts are prohibited.
6. On defense, no coaches from the defensive (fielding) team are allowed on the playing field for instructional purposes.
7. Base stealing is allowed in the 11-12 Age Division. However, the baserunner may not leave the bag until the pitch has crossed home plate. If the baserunner leaves the base in a steal attempt before the ball crosses home plate, it will be considered a no pitch and the umpire shall call the play dead. All runners will have to return to their original bases, and a warning will be issued to both teams. Any successive runners leaving the base early, for either team, will be called out.
 - ❖ A baserunner may steal any time after the pitch crosses the plate and before the pitcher has received the ball back from the catcher while on the mound. Baserunners are not limited to one base on a steal.
8. During the game, all players must remain in the designated team areas or on the bench, except the batter at the plate.
9. In all situations not specifically covered above, the TRC Official Baseball Rules apply.

13-15 AGE DIVISION

SUPPLEMENTAL POLICIES, RULES & GUIDELINES

1. The goal of the 13-15 Age Division is the continued teaching of baseball fundamentals and development of baseball skills taught in lower divisions, stressing fun and sportsmanship through positive instruction and positive role models, in a competitive environment. Although the team objective is to score runs while preventing the opposition from scoring, the league emphasizes skill development, sportsmanship, and a more advanced understanding of baseball strategy as well as refinement of skills. Coaches should develop their players based on the skills that each individual possesses.
2. The 13-15 Age Division will use regular baseball rules as a foundation with some modifications specially designed for this age division.
3. Inter-rec play may be scheduled between TRC and Lutherville-Timonium Rec Council (LTRC), Cockeysville Rec Council (CRC), Loch Raven Rec Council (LRRC), and/or any other rec council. Most rules between rec councils are identical; however, some rec councils utilize slightly different rules when games are on their home fields. In such cases, organizers are encouraged to find as much common ground as possible between the rec councils regarding rules of play. Rules – as written here – can be modified so long as the change does not introduce unwarranted safety issues for players.
4. Scores are kept for each game, as well as regular season standings for the league. There will be an end of the season playoff tournament. Games may be played within-in TRC at this age group and/or against various other rec councils. If an inter-rec schedule is played at this age group, the year-end playoff tournament will be comprised of all 13-15 teams from the applicable rec councils.
5. Games will consist of seven (7) innings. Games will be played on Mondays and Thursdays with the possible exceptions of rain-out make-up games. In the event of inter-rec play, games may also be played on Tuesdays, dependent on the field availability of other rec councils. Depending on the size of the league there will be approximately 12-14 games played. Practice time will be allotted each weekend or may be scheduled separately by the manager.
6. Teams will field nine (9) players defensively. Players should be positioned at P, C, 1B, 2B, SS, 3B, LF, CF, and RF. Outfielders shall play in the outfield and not as additional infielders. The outfield is defined as the grass area beyond the infield. Defensive shifts are prohibited.
7. Managers and coaches are encouraged to rotate their players through as many defensive positions as possible throughout the season, so that each player has the opportunity to experience each position.
8. On defense, no coaches from the defensive (fielding) team are allowed on the playing field for instructional purposes.
9. During the game, all players must remain in the designated team areas or on the bench, except the batter at the plate.
10. In all situations not specifically covered above, the TRC Official Baseball Rules apply.

"Baseball was, is and always will be to me the best game in the world."

~ Babe Ruth

"People ask me what I do in winter when there's no baseball. I'll tell you what I do. I stare out the window and wait for spring."

~ Rogers Hornsby

"When they start the game, they don't yell, "Work ball." They say, "Play ball."

~ Willie Stargell

"The one constant in life is baseball"

~ James Earl Jones

"It's a great day for a ballgame. Let's play two."

- Ernie Banks

"They throw the ball, I hit it. They hit the ball, I catch it."

- Willie Mays

"We don't stop playing because we get old. We get old because we stop playing."

- Satchell Paige

"The way to catch a knuckleball is to wait until the ball stops rolling and then to pick it up."

- Bon Uecker

"A man has to have goals--for a day, for a lifetime--and that was mine, to have people say,

'There goes Ted Williams, the greatest hitter who ever lived.'

~ Ted Williams