



Player Pitch Baseball

General Rules:

1. Length of Games and Time Limit:

- a. Ump/Coach Meeting before game
- b. The home team will provide the volunteer scorekeeper.
- c. The pitching rubber will be set at 46 Feet.
- d. Bases will be set at 60 Feet.
- e. Game length will be 6 Innings or 1 hour 30 minutes, whichever is reached first.
- f. No inning may start after the time limit has been reached.
- g. The bottom of the final inning does not need to be completed if the home team is leading.
- h. A game in the final inning may exceed the time limit if it has already started.
- i. In case of rain or any other reason, and the time limit has not been reached, 4 innings (3½ if home team is ahead) constitute an official game:
- j. The score of a called official game shall be the score at the end of the last completed inning.
- k. Games tied at the completion of the last inning may continue into extra innings, if there is time left. At the completion of the time limit all tie games will be considered a tie.
- l. Batting Helmets (not furnished by the JCC) must bear the NOCSAE seal of approval. Helmet must be worn by all Batters, base-runners, on-deck players and Base Coaches under the age of 16 must wear a protective helmet.
- m. Catchers must wear a body/chest, leg protectors, throat protector and catcher's mask attached to a helmet or a "Hockey Style" catcher's helmet.
- n. On plays other than steals (advancing when pitched ball leaves "the circle,") a ball is live until the pitcher has the ball and the umpire calls time.

- o. PLAYERS ARE STRONGLY ENCOURAGED TO WEAR A PROTECTIVE CUP.
- p. NO STEEL OR METAL CLEATS.
- q. A player shall not be allowed to play with any type of plaster or metal cast on any part of the body.
- r. Each team shall be allowed one (1) Manager/Head Coach, two (2) assistant coaches, and one (1) scorekeeper in the dugout during a game.
- i. Defensively each team may have one coach on ball bucket outside of dugout while team is in the field. The umpire reserves the right to remove this coach from the field of play if he deems necessary.
- ii. The umpire will keep the official time of the game. The clock on the scoreboard is unofficial time

2. Pitching Rules:

- a. Pitch Counts:
 - i. Pitches allowed per day = 65
 - ii. See below for number of days rest needed to pitch again
 - 1. 1-40 = Can pitch next day
 - 2. 41-65 = Can pitch after 2 days rest
 - a. Calendar day is from Midnight/12:00AM to 11:59PM.
E.g.: Pitcher throws 53 pitches on Monday, he can pitch Thursday.
 - 3. A pitcher that reaches his max pitches allowed for the day may continue to pitch to the current batter until he is out or reaches base.
 - a. A pitcher shall not be permitted to pitch a NEW batter once their max pitches per day have been met.
 - 4. It is up to the pitching team to keep track of its own pitch count.
 - 5. If the opposing team wishes to keep count as well, they may do so and reconcile counts at the end of each inning.
 - 6. Any team member may pitch, subject to the other restrictions of the pitching rules.
 - 7. *If there is a discrepancy between opposing teams in regards to a player's pitch count, the pitcher's coach's count will be the one the teams will go by
- b. A pitcher removed from the mound can only return if they have not reached their max pitch count and if they are not in violation of rule "2g"
- c. Strike Zone will be called liberally and at the umpire's discretion.

- d. All suspended/makeup games will adhere to the regular season pitch count rules. A pitcher pitching in a suspended/makeup game must follow pitch count rules regardless of when the game is made up.
- e. A manager shall be entitled to request time to talk to his pitcher 1 time in the same inning without penalty. On the second time out, he shall be required to remove the pitcher from the mound, but he can be placed at any other position in the field.
- f. With each pitching change in the same inning, a new time out will be allowed for the manager to visit the new pitcher.
- g. If a pitcher hits a SECOND (2ND) batter, in the same inning, an official visit to the mound by the coach is required (this is not a 'charged' visit). If the player hits a THIRD (3RD) batter in the same game, removal of the pitcher from the mound is MANDATORY.
- h. A visit to an injured player does not count as an official visit.
 - i. A coach must first request time be called, which may be granted by the umpire before the interruption of play can be awarded.
- i. A relief pitcher coming into the game shall be allowed 8 warm-up pitches.

3. Batting

- a. A base on balls ("walk") occurs after four (4) balls, except if the bases are loaded, then six (6) balls are required for the batter to walk. If the bases become unloaded prior to the batter accumulating four (4) balls, then only four (4) balls will be required for a walk.
- b. Bunting is allowed, however a player who shows bunt may not pull back and swing away. Once a player has shown bunt they must either attempt a bunt or take the pitch.
 - i. Any bunted ball ruled foul shall result in an OUT if bunted on a third strike.
- c. If the pitch bounces/touches the ground and bounces through the strike zone it is a "ball". If such a pitch touches the batter, he shall be awarded first base. If such a pitch is struck at, it is a live ball. If such a pitch is swung at and missed, it is a strike.
- d. Drop 3rd strike is **NOT** in effect
- e. Bat Rules:
 - i. All bats should be presented for inspection by the umpire prior to the game.
 - ii. Diameter: Barrel may not exceed 2 5/8"
 - iii. Certification: Barrel must contain "BPF 1.15" label NO BBCOR ALLOWED
 - iv. No wooden bats.

- v. The batter using an illegal bat shall be called out and all runners shall return to the bases occupied.
- vi. The use of an illegal bat must be protested prior to the first pitch to the next batter.

4. Fielding:

- a. The infield fly rule is in effect.

5. Individual Playing Time and Substitutions:

- a. Mandatory Playing Rules - Each player will play both in the field and bat at every game.
- b. All players listed on the line-up must bat in turn for the entire game.
 - i. A player may not replace another player in the original batting order. If a player is ill or injured, upon approval of the umpire, may be skipped in the batting order.
 - ii. A player that arrives after the game has begun may be placed at the bottom of the order. If he/she arrives before his place in the batting order, there will be no penalty to the team. If a player's position in the batting order comes up to bat before he/she arrives then an out will be given to the batting team.
- c. Defensively, no player will sit out a second inning until every child on the team has sat out at least one inning.
- d. Free substitutions on defense.
 - i. A maximum of 9 players are allowed in the field: 1 catcher, 1 pitcher, 4 infielders, and 3 outfielders.

6. Run Rules:

- a. Maximum Runs P/Inning:
 - i. A team may score a maximum of 5 runs in a single inning (this applies to all innings.)

7. Base-Running:

- a. There will be no steals unless a pitched ball leaves "the circle" (see below)
- b. A circle of chalk (or sod) with the radius of 7 1/2 feet will be drawn around home plate (referred to as the 'circle'.) If a pitched ball goes outside of this circle, a runner(s) can advance to the next base at his own risk. In most cases, on a passed ball, the ball advances all the way to the backstop and it is obvious to all that it is outside the circle and runner(s) can advance. If the passed ball lies close to the circle but on the inside, then the Umpire shall shout "INSIDE" so all can hear it, and runners should return to their base. Umpires will make every effort to indicate whether a ball is inside

the circle by calling “inside” for the benefit of the runner in the spirit of the fair/foul call when a ball is hit down the line.

- c. On a pitched ball that goes outside the circle (‘passed ball’), only ONE base may be taken by each base runner. There is no advancing to another base by the runner(s) if the ball is overthrown while attempting to throw out a runner attempting to steal after a passed ball (this encourages catchers to attempt to throw out base stealers).
- d. A runner is permitted to leave the base (‘take a lead’) before the ball rolls out of the Circle (‘taking a lead’), but not before the ball crosses the front edge of home plate. See previous rule on runners leaving a base early.
- e. If a pitched ball is controlled by the catcher within the Circle, a base runner may not advance, and must return to the base. Additionally, he is at jeopardy to be put out (by tag only) if he remains off the base he occupied before the pitch. All runners must return to their original base to get out of jeopardy. However, if a putout is attempted by any defensive player (primarily, but not limited to, the catcher or pitcher) the runner(s) may advance one base at their own risk, provided they retouched the base they occupied
- f. Players may steal any base when a pitched ball leaves “the circle.” Only ONE base may be taken by the runner.
- g. Players may not slide head first unless they are returning/diving back to a base they have left.
 - i. If a runner slides head first when advancing bases they shall be called out.