



2010 BOYS 11-12 BASEBALL HANDBOOK

Carrollton Website www.carrolltonboosters.org

Carrollton Boosters

We are a volunteer youth sports organization. Our goal is for Carrollton Baseball to be a rewarding experience for our players and their families. It is important to remember that having fun and learning the skills of the sport are both important parts of a quality youth sports experience. We encourage the spirit of competition but we demand good sportsmanship from all who participate in our program. Sometimes coaches and fans get frustrated or carried away in the excitement of a game. These emotions are never an excuse for anyone to lose sight of our goal to provide a safe environment where children can have fun, learn to play better baseball, and develop into responsible young men and women. It is our responsibility as players, coaches, and fans to make sure that we always act in the best interest of the kids. Winning a championship is an important goal but our greatest aspiration should be that playing baseball on this team this summer will be remembered fondly by every player on our team.

2010 CARROLLTON BOOSTER BASEBALL 11 & 12 YEAR OLD LEAGUE RULES

1.0 Game preliminaries

1. Four balls. Three strikes. Batters may advance on dropped third strike.
2. Distances - mound 48 feet; bases 70 feet.
3. Infield fly rule is in effect.
4. Intentional walks are allowed but the pitcher must throw four balls to the batter.
5. Metal cleats are not allowed.
6. Wood or aluminum bats (maximum 2 3/4" diameter) may be used.

2.0 Starting and ending a game

1. Time Limit: Five innings or 1 hour and 15 minutes whichever occurs first. If an inning starts within the time limit, it must be completed. An inning is deemed started once the last out of the preceding inning has been made.
2. In case of rain, three innings constitutes an official game. Games rained out before three innings will be replayed from the beginning.
3. Ten run rule is in effect after 3 innings.
4. In the event that a full five-inning game is played to a tie and there is still regulation time remaining, extra innings will be played. Normal extra inning rules will apply and no extra inning will begin after the regulation time has expired.
5. If a team fields less than 7 players at anytime during the game, it will forfeit the game.

3.0 The Batter/Fielder

1. There will be a ten player batting order including an extra hitter (EH) if ten eligible players are present.
2. There will be nine fielders and the defensive team must field a catcher at all times.
3. The head coach will submit the batting order to the official scorekeeper 5 minutes prior to the start of the game. Batting orders may be adjusted to account for players arriving prior to the first pitch being thrown. After that Rules 3.4, 3.5 and 3.6 apply.
4. Players arriving after the start of the game, but before the first pitch is thrown in the **second** inning, remain eligible players. When the team has less than 10 players, a late arriving player is added to the end of the batting order. When a team has substitute in the batting order, the late arriving player will be added as a substitute. Late arriving players may not supplant any player in the original batting order. They may be added as a substitute, or at the bottom of the order per this rule.
5. Unless there is an injury, no defensive player may come off the bench in the middle of his team's defensive half-inning, including a late arriving player. Exception: when a team is playing shorthanded on defense, a late arriving player may play any vacant defensive position, but under no circumstance are players to be shifted around in the middle of an inning to allow a late arriving player to cause another player to vacate a defensive position to be assumed by the late arriving player.
6. Any late arriving player playing a partial defensive inning will be deemed to have played an inning for purpose of the every other inning rule.
7. Every player must play in the field at least every other inning and bat at least every other time through the batting order. Fielding substitutions and batting order substitutions are independent of each other. No changes are allowed in the batting order once the game has begun or in the field once the inning has begun except in case of injury, illness, or umpire's ejection, or in the case of a late arriving player per Rule 3.4
****Penalty for violation of this rule is FORFEITURE OF THE GAME****
8. Players may play different positions in different innings or in the same inning without notifying the official scorekeeper.
9. If a player becomes ill or injured during the course of a game, such that he is required to leave the field and play is resumed, he will be ineligible to participate in the remainder of the game if he does not bat in his assigned position, or if an entire inning is completed when he was supposed to play in the field and he has not participated.
10. If a starting player becomes ineligible, one of the batting order substitutes will be assigned to the starting player's batting position. If there are no substitutes, the position in the batting order will be vacated.
11. Bunting is allowed. However, slash bunts are not allowed (the batter may not square as if to bunt and then take a normal swing at the ball). Penalty: batter will be called out. Also, no batter shall take a position in the batter's box, and with a deliberate unsportsmanlike intent (umpire's judgment), act in a manner to distract the pitcher. Penalty: a team warning will be

given for the first offense, after which a strike will be called for each subsequent offense regardless of pitch location.

12. Batters must release their bat safely after swinging at a pitch. A team warning will be given the first time a bat is thrown (umpire's judgment) after which batters will be called out for throwing the bat. If a batter is called out for throwing a bat, the ball is dead and runners do not advance.

4.0 The Runner

1. Stealing is permitted.
2. Base runners may take a lead at their own peril but the runner's foot may not cross the lead line (10' or as drawn) **until the ball crosses the plate**. The base runner will be called out if he crosses the lead line early. There will be no warning.
3. Pick-off plays – if the pitcher throws to a base, the base runner is not forced back to the base; he must be tagged out.
4. If the pitcher does not pitch from a stretch position, the lead line rule does not apply and the runner can steal at his own peril.
5. Base runners may advance at their own risk as long as the ball remains in the field of play or until time is called by the umpire. Time can not be granted until the ball is returned to the infield.
6. Major league rules apply for overthrows that leave the field of play.
7. Batting helmets must be worn by all batters and base runners while on the field of play and play is ongoing (time is not called). Any base runner intentionally (umpire's judgment) removing his helmet while play is ongoing will be called out.
8. At the coach's option, the catcher may be replaced by a courtesy runner with two outs. Last batted out is the courtesy runner.
9. **Crash Rule:** Any base runner that crashes (a crash is a collision with significant force. Incidental contact is not a crash. This distinction is an umpire's judgment call) into the catcher or any other fielder will be called out regardless of whether or not the fielder has the ball (ball is dead). If the contact is deemed intentional (umpire's judgment) the runner will also be ejected from the game. Base runners must either 1) slide, 2) run around the fielder, 3) allow themselves to be tagged, or 4) return to their previous base. If the fielder blocks the base path without the ball in his possession and is not in the process of receiving a throw, obstruction will be called and the runner will be awarded the base.

Point of Emphasis

THIS IS A SAFETY RULE it is designed to address the significant size disparity between players in our leagues. What we intend is that **any** crash will result in an out. Base runners must avoid a crash into a fielder making a play at home or any base. In the event there is an obstruction, either in the field, at a base or by the catcher, it is the umpire's judgment call as to the obstruction. But if there is a crash into an obstructing fielder, no obstruction is called and the base runner will be called out (umpire's judgment call on the crash). Base runners have an affirmative duty to either 1) slide, 2) run around the catcher, 3) allow themselves to be tagged, or 4) return to their previous base.

5.0 The Pitcher

1. ***Pitchers are allowed to pitch every other game only.*** For purposes of this rule, two innings constitute a game. One pitch constitutes an inning. A pitcher may pitch one inning in a game and still be allowed to pitch in the next game. If a pitcher pitches two innings in the game, the pitcher will not be allowed to pitch in the next game.
****Penalty for violation of this rule is FORFEITURE OF THE GAME.****
2. Partial games which are rained out constitute a "game" for purposes of the every other game limitation on pitchers. Rescheduled games follow the every other game rule.
3. Pitching rotation rules restart in a) the first game to break any ties, b) the first game to determine playoff position, c) the first playoff game, and d) in the true championship game.

The true championship game is defined as the playoff game that, regardless of the outcome, is the absolute last game of the playoffs.

4. On the second trip to the mound by a coach in the same half-inning, the pitcher must be removed from the mound. For the purposes of this rule, a half-inning is deemed started once the first pitch of the half-inning is thrown. It is considered a trip to the mound if a coach crosses a foul line, except in the event of an injury.
5. Once removed from the mound the pitcher may not return to the mound in the same inning but may return to pitch in a different inning, subject to the pitcher's availability pursuant to Rules 5.6 through 5.8 below.
6. The coach must remove the pitcher when said pitcher reaches 75 pitches, but the pitcher may remain in the game at another position.
7. Exception: If a pitcher reaches the 75 pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
8. A pitcher may not start a new inning, or return to the mound, once he reaches 64 pitches.
9. ***Failure to comply with the rules governing a pitcher's appearance will result in that team's forfeiture of the game.***
10. Each team must appoint a person to count the pitches thrown by all pitchers. The official scorekeeper, who is provided by the home team, must record the number of pitches thrown by each pitcher in the scorebook, as well as the number of innings in which each pitcher appeared. If there is any discrepancy regarding the number of pitches thrown in an inning by a pitcher, the individuals keeping the pitch count will arrive at an agreed-upon number, prior to the next inning, which number shall be recorded in the scorebook. Each coach is responsible for knowing his pitcher's pitch count for purposes of complying with these rules.
11. If a pitcher hits 4 batters during a game or 3 batters in an inning, he must be removed from the mound for the remainder of the game.
12. Balks: The purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. Major league rules regarding balks will apply except balks will not be called on the catcher. During the jamboree and first round, umpires will be instructed to issue a team warning for a balk. All balks called thereafter will result in all runners advancing one base. During the second round and playoffs, no warning will be issued.
13. Pick off plays: All base runners may advance at their own risk. Time may be added to the game if the pick off play is used with a deliberate unsportsmanlike intent (umpire's judgment) to delay the game.

6.0 All boy's baseball leagues

1. Major league baseball rules and park rules will apply in all situations not addressed in the league rules.
2. Home teams will use the first base dugout and keep the official score. Visiting teams will use the third base dugout. After each game, each team must clean their dugout and return league bats, helmets, and catcher's gear to the league equipment bag. Post-game team meetings may not be held on the field of play or in the dugouts unless there is no other game scheduled on that field for the day.
3. Only players, head coaches and their designated assistants, and league officials are permitted in the dugout. All coaching assistants must be at least 18 years old. A maximum of three (3) non-players (head coach and all assistants) will be allowed in each team dugout. One additional adult serving as the official scorekeeper is permitted in the home team dugout in the 7-8 league only.
4. Dugout gates must be closed and latched while play is ongoing. Only the on-deck batter is allowed in the batter's warm-up cage. Bats may not be swung in any other part of the dugout area.
5. Coaches must not enter the field of play until time has been called by the umpire.

6. Only the head coach may discuss an issue with the umpire. In the absence of the head coach an acting head coach may have such discussions.
7. Coaches may not agree to circumvent any rule. In a situation where coaches agree to violate a rule where the penalty is a forfeiture of the game, both teams will be awarded a forfeiture.
8. An official protest may be filed if the head coach (or acting head coach) disagrees with an umpire's interpretation of the rules of the game. Protests may not be filed regarding an umpire's judgment call. Protests must be filed before another pitch is thrown. Time is suspended while the protest is being made. A protest arising on a game ending play must be filed within 10 minutes following the end of the game. If the league coordinator is present he will attempt to rule on the protest immediately. If the league coordinator is absent or cannot rule on the protest immediately, an entry must be made in the score book describing the situation exactly (inning, outs, balls/strikes, runners on base, time on game clock, etc.), the ruling by the umpire, and the alleged misapplication of the rules. In all protested games, the decision of the league coordinator is final unless his/her decision violates a specific rule of the Booster's Club. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the Commissioner of Baseball the violation adversely affected the protesting team's chances of winning the game. If the protest is upheld, the game will be replayed from the time of the protest. The umpire will add time to the game clock if necessary to make up for lost time.
9. Any batted ball that strikes an overhead object, in fair territory, will be played as a ground ball. If the ball travels over the outfield fence after striking the object in fair territory it is a home run.
10. Any player wearing a hard cast or splint or any part of his arm or leg is ineligible. Violation of this rule will result in forfeiture of the game.
11. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.