

PRINCE GEORGE'S COUNTY BOYS/GIRLS CLUB, INCORPORATED  
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**2001 BASEBALL RULES**

FOR RULES AND INFORMATION GOVERNING MEMBERSHIP REQUIREMENTS, DUES, ID CARDS, POSTPONEMENTS, RESIDENCE AND TRANSFER OF PARTICIPANTS, WAIVERS, QUESTIONNAIRES, FRANCHISE FEES, ROSTERS, PROTESTS, FORFEITS, GAME OFFICIALS, AWARDS, BILLING, TIED LEAGUES, FINES, ELIGIBILITY, PLAY-OFFS, OR GAME POINTS, REFER TO PGCBGC GROUND RULES (Rev. 4/00).

The National Federation High School Rules will govern play. In case of conflicting rules, the PGCBGC "Ground Rules and Definitions" (Rev.4/00) and the "2001 Baseball Rules" will supersede.

- I. **The following are the Prince George's County Boys and Girls Club 2001 Baseball Rules. PLEASE FAMILIARIZE YOURSELF WITH THESE RULES AND KEEP THEM WITH YOU AT ALL TIMES.**
- A. **Base Stealing Rule for 10, 11 & 12 Boys Only**  
"When a pitcher is in contact with the pitcher's plate and has possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been pitched and has reached the plate.  
If a runner is detected leaving a base prior to the pitch reaching the plate, the ball shall become dead immediately, the runner(s) shall return to their base(s), and a strike called on the batter. If the strike called is the third strike the batter is out."
- B. **Walk Rule for 10, 11, & 12 Boys Only** - After a base-on-balls occurs and the batter/runner has reached first base, there shall be no advancement by any runner once the pitcher has possession of the ball and is on the pitching rubber. This, then becomes a dead ball situation and time is out until the next batter is ready in the batter's box.
- C. **3rd Strike Rule for 10 & 11 Boys Only** - Regardless of the number of outs or whether or not 1st base is occupied, a dropped third strike will be an out and the batter shall **NOT** advance to first base. No tagging of the batter or throwing to first base is required and a strike-out is recorded. The ball is live and play continues.

D. **BASEBALL SPEED-UP RULES :****COURTESY RUNNERS:**

1. The team at bat may use courtesy runners for the pitcher and/or the catcher anytime they are on base. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
2. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.
3. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning.

**NOTE:** An unreported courtesy runner is an illegal substitute.

**PENALTY:** For illegal substitution, such substitute shall be ejected and an out will be called.

4. **INTENTIONAL WALK:** An intentional walk may be granted to any batter by the coach calling time-out and so stating to the umpire.

- E. **RE-ENTRY RULE:** Any of the starting players may withdraw and re-enter one time, however, the original player must re-enter in the same place in the batting order, and his substitute in the batting order, MUST leave the game! **Illegal use of the Re-entry rule, if verified during the game by the umpire, will result in ejection of the illegal substitute.** Please note, however, that if the starting pitcher has to be removed due to a fourth charged conference, he may not re-enter the game as the pitcher, but may play at another position as long as he returns to his original place in the batting order.

In the event of an injury **ONLY**, and if all players have been used, a substitute will be permitted to re-enter the game without penalty of forfeiture. However, a player re-entering a game in place of an injured player must re-enter in the injured player's spot in the batting order. Before entering a game, the player shall report to the umpire.

F. **DESIGNATED HITTER (OPTIONAL, NOT MANDATORY)**

All age groups have the option of using a Designated Hitter

The Designated Hitter is covered under High School Federation Rule 3-1-4.

- G. **ADDITIONAL HITTER (OPTIONAL).** Ten batters' names will be submitted in the score-book prior to the start of the game. The additional hitter may substitute in the field for any player at any time during the game (exception, note in Rule E above regarding pitcher); however, the ten players must bat in their original order during the entire game. If the game is started with ten players, it must end with ten players, if substitutes are available. In case of any injury, ejection, etc. a team may finish with as few as eight players, however, an "out" must be taken in any missing players position. The situation is similar for starting with nine and finishing with eight players. There will be an "out" taken in the missing players position.

\*(NOTE: Teams may use both the DH and AH at the same time).

- H. **NUMBER OF WARM-UP PITCHES CANNOT EXCEED FIVE PITCHES.** However, in case of injury to the pitcher, the number of warm-ups will be at the discretion of the umpire.

- I. **BATS** must conform to the Federation Rule 1-3-5 which reads:  
**"THE BAT** shall be a smooth cylinder made of wood, aluminum, magnesium or graphite-composite with a knob. There shall be no devices, attachments, or wrappings that cause the handle to become flush with the knob. Only bats may be used in loosening up (including weighted bats for this purpose) at any location. Devices designed to remain part of

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Devices designed to remain part of the bat, such as batting donuts and wind resistant devices are legal. It is mandatory that the knobs on all bats be securely fastened. The aluminum or magnesium bats must have a sound deadening material inside. The aluminum or magnesium bat must have a safety grip of cork, tape or composition material. The grip must extend a minimum of 10 inches, but not more than 18 inches, from the handle end of the bat. Slippery tape or similar material shall be prohibited. A wooden bat may be roughened or wound with tape or twine not more than 18 inches from the handle end of the bat. No foreign substance may be added to the surface of the bat beyond 18" from the end of the handle. Each bat shall be:

In diameter at thickest part.....2 5/8" or less

**In length.....36" or less**

**In weight.....A bat shall not weigh more than three units less than the length of the bat (e.g., a 35" long bat cannot be less than 32 ounces in weight).**

**Bats that do not meet these specifications are illegal."**

**NOTE: Penalty:** If a batter assumes a position in the batter's box with an illegal bat, he will be declared out by the umpire and the bat will be thrown out of the game.

However, the player is not ejected and can take his next turn at bat provided he uses an approved bat.

**THE "-3" and 2 5/8" DIAMETER OR LESS BAT RULES APPLY TO 14 & 16 TEAMS ONLY!!**

- J. **OFFICIAL GAME:** Seven innings constitute an official game unless rain, darkness, lightning, etc., prevails, then 4 innings constitute an official game or 3 ½ if the home team is leading. If a game is official and has a tie score when ended by the umpire due to darkness, rain, lightning, or time limit, the game shall be considered a tie game. Under PGCBGC rules, any unofficial or tied game will be replayed in its entirety at a later date. **NOTE:** As for a rain out game, the home team is responsible for notifying the PGCBGC office that the game was not completed and needs to be rescheduled.

IN TOURNAMENT PLAY AND PLAYOFFS however, all games must go seven innings and any game suspended due to rain, darkness, etc. shall be continued from its point of suspension at a later time until seven innings are completed.

- K. **MERCY RULE:** Will only apply if enforced by the losing team after four full innings. They have the option to play to the time limit rule. (10, 11, and 12 & under leagues--a team ahead by 15 runs after four full innings can be declared the winner, 3 ½ if the home team is ahead)...(13 thru 18 & under--a team ahead by 12 runs after 4 full innings can be declared the winner, 3 ½ if the home team is ahead.) **NOTE: MERCY RULES DO APPLY IN COUNTY PLAY-OFFS**

- L. **EIGHT RUN RULE:** In any one inning, a maximum of 8 runs can be scored. Once the eighth run (All ages) has been scored, no additional play shall continue for that inning. **EXCEPTION:** "At the 1 ½ hour mark from the start of the game and when the next new inning starts, or when in the last inning if it occurs before the official game mark, the 8 run rule will cease and any number of runs can be scored in the inning".

M. **PLAYER EQUIPMENT:**

1. Baseball caps and some type of numbered shirt **MUST** be worn by all players participating in a game. **"Coaches are not required to be in the uniform of their team while occupying a coach's box."**

2. Catcher must be **FULLY** equipped. He must wear, in addition to his head protector, a mask, a body protector, protective cup, baseball protective shin guards and a throat protector which is either a part of, or attached to the catcher mask.

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3. The on-deck batter, batter, runner(s) and any players in the coaches boxes shall wear a head protector that has extended ear flaps which cover both ears and temples. The helmet must be a commercially manufactured helmet, not homemade.
4. Metal cleats are PROHIBITED FOR ALL AGES. If a player is detected to be wearing metal cleats during a game the penalty is ejection from the game.
5. Any player not meeting their requirements in 2, 3 or 4 above MAY NOT PARTICIPATE in the game.

**N. PITCHING LIMITATION RULE:**

A pitcher is not allowed to pitch more than 10 innings in 3 days or more than 14 innings in 7 days. One or more pitches thrown constitutes an inning pitched.  
Although compliance with this rule is voluntary during PGCBGC's regular season, THIS RULE WILL BE ENFORCED DURING THE PGCBGC PLAYOFFS ONLY.

**O. STEPPING OUT OF THE BATTER'S BOX:**

There will be no penalty for stepping out of the batter's box with both feet (NFHS Rule 7-3-1) provided the batter does not otherwise delay the game in the umpire's opinion.

II. **LEAGUES OR AGE GROUPS:** 10, 11, 12, 13, 14, 16, & Under - 1991/10 yr. old; 1990/11 yr. old., etc. to 16.

III. **ELIGIBILITY:** Refer to PGCBGC "Ground Rules" (rev. 4/00) and the following exceptions:

A. **A youth may participate in Babe Ruth and PGCBGC Baseball.**

B. Any youth participating in the PGCBGC baseball program may play only with one team within the PGCBGC program.

NOTE: Due to the fact that the high school baseball season is completed prior to the start of the Boys Club season, all players, whether or not they were listed on a JV or Varsity High School roster, are eligible to play in the Boys Club.

IV. **QUESTIONNAIRES** - Are due on/or before April 6, 2001 for 10-14 & under leagues and May 1, 2001 for 16 & under leagues.

V. **ROSTERS** - Are due on/or before April 6, 2001 for 10-14 & under leagues and May 1, 2001 for 16 & under leagues. If you are having more than one team in any age group a separate Roster must be submitted for each team. DO NOT PUT TEAM #1 AND #2 ON THE SAME ROSTER. Otherwise, it will not be accepted.

**VI. GAME PROCEDURE**

A. All Monday thru Friday games will be played at **6:15 P.M.** - forfeit at **6:30 P.M.** Saturday games will be played at the time listed on the PGCBGC schedules. Forfeit time for multiple Saturday and weekday night games will be fifteen (15) minutes from the scheduled game time, for **FIRST** game only. Forfeiture time for second game will be the stated starting time. **Note: If a team has nine players present at the scheduled game time the game must start, regardless of any grace period.**

B. **TIME LIMIT RULE: No new inning may begin after two hours:**

**1. SINGLE GAMES: The time period begins at the scheduled game time.**

EXCEPTION: If the umpire is late the two-hour limit starts with the first pitch as noted by the umpire to both teams, (this includes a volunteer umpire as well.) Should the delay in starting the game be caused by either team, the starting time will remain the scheduled game time.

2. **MULTIPLE GAMES:** The first game is played as stated in (1). The starting time for all subsequent games starts, after warm-ups and ground rules, with the first pitch as noted by the umpire to both teams. Should the previous game be forfeited or canceled, then the time period begins at the scheduled game time.

**NOTE:** The time of a new inning starts when the third out ends the previous inning.

C. **GAME BALLS:** Only those balls specified by the PGCBGC are to be used for league play  
**10-13 & Under** - Wilson A1074, Debeer #91, Little League Baseball #519, McGregor B76C or Rawlings LLB -

**ALL AGE GROUPS (10-16) -**  
Debeer #93 - Babe Ruth Official  
Wilson A-1082 - Babe Ruth Official  
Rawlings BRO - Babe Ruth Official  
TBB 527  
MacGregor #74 - Babe Ruth Official

Balls approved for the previous year for all groups may also be used.

D. **HOME TEAM** will supply two new balls for each game. It is the home team's responsibility to supply additional balls to complete the game, if those given the umpire are lost or found not acceptable by the official umpire.

E. **COACHES WITH GAMES SCHEDULED ON SCHOOL FIELDS** will have to furnish their own pitching rubber and home plate.

F. **DISTANCE BETWEEN BASES AND PITCHING DISTANCE:**

10 - 12 & under	bases 60ft.	pitching distance 46ft.
13 & under	bases 75ft.	pitching distance 50ft. 6"
14 thru 16 & under	bases 90ft.	pitching distance 60ft. 6"
10 - 12 & under	85ft.	home plate to second base
13 & under	106.5ft.	home plate to second base
14 thru 16 & under	127.2ft.	home plate to second base

G. **PLAYING CONDITIONS AND POSTPONEMENTS:**

1. In case of rain or wet field on week days other than M-NCPPC fields, the HOME TEAM COACH MUST NOTIFY THE BOYS/GIRLS CLUB OFFICE NO LATER THAN 3:00 P.M. by calling 301-918-8100. If fields are canceled after 3 P.M., the Boys/Girls Club Office may be charged for Officials.

**G. PLAYING CONDITIONS AND POSTPONEMENTS: (Continued)**

2. In case of rain occurring too late for the game to be postponed, and/or the teams playing to contact each other to postpone, the HOME TEAM COACH MUST BE AT THE FIELD at the scheduled game time in order to be able to inform the PGCBGC Office if an official umpire was present. This is the only check we have on the umpire, and unless a check is made, we are forced to pay for the officials as charged by the association. This can, and does at times, cost the PGCBGC money.
3. If the game has not been postponed by the Sports Office, then the teams should go to the field where the umpire will decide whether or not the field is playable. If an official umpire is not present, the game will not be played unless the opposing coaches agree the game can be played.
4. For information concerning canceled or postponed games due to weather or field conditions, on WEEK DAYS please call 301-927-0822 AFTER 3:30 P.M. and on WEEKENDS AFTER 7:30 A.M. This office does not receive information on field closings from the Park Division until after 3 P.M. during week days. In case of a shower during the day on weekends, both teams should report to the field and the umpire will make the decision on the field. Refer to Rule VI. H. 3.
5. **The PGCBGC office will be responsible for rescheduling postponed games.**

**H.. OFFICIALS:**

1. NO GAME in the 10, 11, & 12 & under leagues shall be postponed when an official umpire fails to show. Therefore, be SURE TO CARRY A COMPETENT VOLUNTEER with your team to all games. Ages 13, 14, and 16 are not required to use a volunteer when an official umpire fails to show.
2. THE HOME TEAM is responsible for having someone to umpire their game in case an official umpire fails to show for ages 10, 11, and 12. It is suggested that you use a person from each Club. THE GAME WILL BE AN OFFICIAL GAME when umpired by a volunteer(s). Clubs may be reimbursed \$5.00 per volunteer per game upon written request and verification to the PGCBGC office - date of game, age group, field, teams playing, and time. Remember, it is the Club's responsibility to pay the volunteer and then be reimbursed by the PGCBGC. All requests for payment must be submitted by the coach or Baseball Commissioner of the Club, at the end of the season.

**I. LEAGUE STANDINGS AND RECORDS** - The winning team coach is responsible for calling in the score. A recording phone is in operation 24 hours a day, seven days a week. Coaches are to call in their scores immediately following the game and use the following format:  
**If new telephone numbers are not available by the time these rules are printed, the new telephone numbers will be printed on the schedules.**

1. Call 301-918-8125.
2. Identify that it is a Boys/Girls Club Baseball score, state age group, name of league (American, National, etc.) date played (if makeup game state when it was originally scheduled), then give team names, scores, and number of officials present.
3. To check league standings, please call 301-918-8120, Monday, Wednesday and Friday, 10:30 A.M. - 2:00 P.M. ONLY. League standings are computed on the overall won and loss record, and in case of a tie, at the end of the regular season, there will be a one game playoff.

**J. PRESENTATION OF ID CARDS: (stipulated in Ground Rules Rev. 4/00)**

1. All ID card presentations must be made prior to the start of the game, to the opposing coach. Each player in all county-wide sports must have a valid ID card order to be eligible to participate.
2. Failure to present ID cards for each child participating when the request is made prior to the game, will result in the forfeiture of the game. (This does not apply to football). However, if both coaches agree to play, no forfeit will result and it will be an official game. In this instance the game official must sign the score book that the ID card check was requested before the game and state which team did not have their card(s) for the ID card protest to be upheld.
3. **LATE PLAYERS** - must present their ID cards to the field Supervisor, if present, or to the opposing coach if requested prior to entering the game.
4. If eligibility is questioned, any or all players in a game must sign the score book or line-up sheet when requested. Failure to do so may result in the forfeiture of the game

**REMEMBER:** RULES AND INFORMATION GOVERNING MEMBERSHIP REQUIREMENTS, DUES, ID CARDS, POSTPONEMENTS, RESIDENCE AND TRANSFER OF PARTICIPANTS, WAIVERS, QUESTIONNAIRES, FRANCHISE FEES, ROSTERS, PROTESTS, FORFEITS, GAME OFFICIALS, AWARDS, BILLING, TIED LEAGUES, FINES, ELIGIBILITY, PLAY-OFFS, GAME POINTS - ARE CONTAINED IN THE PGCBGC GROUND RULES (Rev. 4/00).

**BE SURE TO CARRY THESE RULES, GROUND RULES, AND YOUR SANCTIONED, LAMINATED ID CARDS TO ALL GAMES - IT WILL SAVE YOU MANY ARGUMENTS.**