

CLAYTON COUNTY PARKS & RECREATION
BASEBALL LEAGUE RULES

Revised March 2017

1. CLAYTON COUNTY PARKS & RECREATION will follow Major League Baseball Rules, unless otherwise specified in County Rules.
2. NO ALCOHOLIC BEVERAGES or persons under the influence allowed around practice areas or in the ballpark. The use of tobacco products on or near the playing field is prohibited.
3. ZERO TOLERANCE POLICY: Managers shall converse with Umpires, Scorekeepers and opposing Managers only during an official timeout of a game. Profanity or lewd conduct is prohibited. It is the Manager's responsibility to maintain order of his spectators. If anyone is ejected from or during a game, he must **LEAVE THE PARK AT ONCE**. Any Manager or Coach ejected 2 times in 1 year, he will be suspended the rest of the year.
4. THE HOME TEAM has the following responsibilities:
 - Securing the score brains (these are not to be left out due to weather exposure)
 - Providing an official book. This book must be kept by the official scorekeeper during the game. Upon completion of the game the official book must be signed by the manager of each team. **No game shall be protested if the official book for that game has not been signed each manager of said game.**
 - Providing an official scorekeeper. This scorekeeper will announce the starting time verbally to the umpire and record the time in the official book. NOTE: THE OFFICIAL SCOREKEEPER OR ANYONE IN THE SCOREBOX CANNOT CALL ATTENTION TO ANYTHING HAPPENING ON THE FIELD (EX: BATTING OUT OF ORDER, ILLEGAL PITCHER, ETC.)
5. All Managers must give a complete line up to the Umpires, scorekeepers & opposing Manager. IN THE EVENT OF AN INJURED OR ABSENT PLAYER OR A PLAYER BEING HELD OUT FOR DISCIPLINARY REASON, AN INELIGIBILITY NOTICE MUST BE FILLED OUT BEFORE THE GAME AND GIVEN TO THE SCOREKEEPER, OPPOSING MANAGER, UMPIRE & SPORTS COORDINATOR. THE GAME CAN BE FORFEITED IF PROCEDURE IS NOT FOLLOWED.
6. A TEAM MAY START & PLAY WITH 8 PLAYERS PRESENT. Players arriving after the game has started shall be added to the roster in the last slot of the batting order when he arrives. If the 9th player does not arrive prior to his turn at bat, the team will take an out each time the 9th player comes to bat. If a player is injured/sick and **cannot** complete the game, an out will be recorded the next time that spot comes up and not after. The player cannot return to the game for any reason.

7. **FORFEIT RULE:** A team will be charged with a loss if it fails to field 8 players no later than 15 minutes from scheduled start time. The umpire will sign the official book & the game will proceed by the losing team borrowing eligible players to field a team. The 15 minutes will be deducted from the time limit established for that age division. Late players may be added to the lineup, but the loss will stand. The 15 minutes grace period applies only to the first scheduled game of the day for each age group. There is no grace period for all other scheduled games.
8. **7 & 8 AND ABOVE, THE CATCHER MUST WEAR A CUP AT ALL TIMES.**
9. A player must slide or avoid contact when a play is being made on the runner (no “Bulldogging”). This is a judgement call by the umpire. Headfirst slides are not allowed. The penalty for headfirst slide in all divisions shall be an out. A dive back to a base on a pick off or base overrun is not considered a headfirst slide. Runners in run down situations may not slide head first. Divisions U6 through U12.
10. A CONTINUOUS BATTING ORDER (all players in lineup must bat in same order before 1st batter bats again) WILL BE FOLLOWED WITH A MANAGER HAVING THE ABILITY TO ADD A LATE PLAYER TO THE BOTTOM OF THE LINEUP AT ANYTIME. An attempt must be made to sub all players by the beginning of the fourth inning. If a player does not get time in (2 innings in the field), that player will start the next game and play the entire game. FAILURE TO FOLLOW THIS RULE WILL RESULT IN DISCIPLINARY ACTION & POSSIBLE SUSPENSION OF THAT MANAGER.
11. **RUN RULE** In 7/ 8 thru 13/14 a team’s turn at bat will continue until:
 - The 3rd out is officially made
 - The offensive team scores 7 runs. Under this rule, if a batter comes up and legally drives in more than 7 runs for that inning, only 7 runs will be allowed but the play will continue until the ball is dead (Exception: In the event of a homerun hit over the fence all runs will count, this is the only way a team may score more than 7 runs in an inning.). The run rule will be 10 runs after 4 innings or 15 runs after 3 innings.
12. **FREE SUBSTITUTION** There will be a reentry rule for 7/8 through 13/14 (manager may remove starter 1 time and return him to the game in the same batting order. Starting pitcher and Relief Pitcher **MAY NOT** return to the mound.
13. **7/8 LEAGUE ONLY** No runner may score from 3rd base unless the ball has been hit. There is no infield fly rule.
14. **PROTEST:** If you feel it necessary to file a protest of a game, the scorekeeper & umpire must be notified immediately following the infraction & before the next pitch is thrown. The umpire must sign the official scorebook at this point. The intent to protest a game must be declared to the Athletic Coordinator no later than one hour following the conclusion of the game in question. The protest must be in writing and submitted, along with a \$100 cash filing fee for each alleged infraction (refunded only

if protest is upheld), to the Coordinator no later than twenty-four (24) hours after termination of the game protested. The burden is upon the team filing the protest to prove the allegations. The Athletic Coordinators serve as the Protest Committee. **REMEMBER, YOU CANNOT PROTEST A JUDGMENT CALL.**

15. APPROVED EQUIPMENT

- Rubber-molded, cleated shoes are approved for use. Steel spikes are approved for the U14 age Division only. Interchangeable cleated-shoes are allowed using the rubber molded screw-in cleats only. All shoes must be approved by umpire or Tournament Director for safety.
- The official bat shall be round, and made of wood, metal, or other material acceptable for batting as approved by rules governing play in the GHSA. Regulation aluminum bats which meet GRPA standards are permitted in all divisions. Bat sizes for each division are as follows:
 1. In the u8, u10, u12 Divisions, bats must not exceed thirty-three inches (33") in length and two and one-quarter inches (2 ¼") in diameter. The bat may be measured by an ASA bat ring. All 2 ¼ inch bats will be legal that meet the Little League (National Governing Body) rules for approved bats. These bats as specified by Little League should meet BPF and ABI guidelines as listed on the list of approved bats, GRPA will follow this list Little League- web site for bat information. <http://littleleague.org/learn/equipment/approvedcompbats.htm>
 2. Bats for u14 Baseball Divisions shall conform to National Federation and GHSA guidelines. The diameter at the thickest part shall be 2- 5/8" or less. The length shall be 36" or less. All bats must meet the standards set by The Georgia High School Association and The National Federation of High School Sports. The bat shall not weigh numerically more than 3 ounces less than the length. Bats on NFHS site also must include marking of BB-COR as required and may not be altered. Example: A 32" long bat cannot be less than 29 ounces in weight.
 3. Composite bats are prohibited. Questionable and/or altered equipment may be disqualified for play.

16. **EQUIPMENT RETURN:** Equipment issued is the property of Clayton County. All Equipment issued must be returned in good condition immediately following the last game of the season. The Manager will be billed for equipment not returned.

17. **WEDNESDAY PRACTICE** Wednesday practice is on a first come, first serve basis. Those coaches utilizing the fields on Wed. must give the Coordinator verbal notice. There will be no lights utilized Wed. or Sun.

18. **REGULATION GAME:** All games that end in a tie will remain a tie, NO EXCEPTION. The end of season standing will be figured ½ win ½ loss for tie games. Fewest runs allowed will break records tied at season end. All games that play 3 full innings will count as a complete game in case of rainout (2 ½ innings if home team is leading). Only the umpire may call a game. A game will consist of innings & time limit as set below:

- 5-6 T-BALL 1 HOUR 10 MINUTES OR 4 INNINGS
- 7-8 1 HOUR 15 MINUTES OR 5 INNINGS
- 9-10 1 HOUR 30 MINUTES OR 6 INNINGS
- 11-12 1 HOUR 30 MINUTES OR 6 INNINGS
- 13-14 1 HOUR 45 MINUTES OR 7 INNINGS

A NEW INNING BEGINS AS SOON AS THE 3RD OUT IS RECORDED

19. PITCHING RULES AND REGULATIONS

No Pitcher will be allowed to pitch 3 consecutive days.

A Starting Pitcher or Relief Pitcher **MAY NOT** return to the mound.

Age Division	Column A	Column B	Column C
9U	4	6	8
10U	4	6	8
11U	4	6	9
12U	4	6	9
13U	5	7	11
14U	5	7	11

Column A: The number of innings a pitcher can legally pitch in one (1) day and still legally pitch the next day.

EXAMPLE: In the 10U age division, a Pitcher may throw up to four (4)innings in one (1)day and still throw the next day; but if that Pitcher throws four and one-third (4 1/3)innings or more in one (1)day, he cannot pitch the next day.

Column B: The number of innings a pitcher can legally pitch in one (1) day.

EXAMPLE: In the 10U age division, a pitcher may throw a maximum of six (6) innings in one (1) day. The pitcher would not be allowed to pitch the next day.

Column C: The number of innings a pitcher can legally pitch in two (2) consecutive days.

EXAMPLE: In the 10U age division, a pitcher may throw a maximum of eight (8) innings in two (2) consecutive days. This is to be interpreted as a pitcher may legally pitch any combination of innings that equal eight (8) as long as the first (1st) day pitched does not equal more than four (4) innings due to **Column A** requirements.

For the purposes of the pitching limitations rules, a pitcher is in violation of the rule if he records any out above the pitching limits. **EXCEPTION:** Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.

9-10: 6 innings one day or 4 innings 1st day 4 innings 2nd day

11-12: 6 innings one day or 4 innings 1st day 5 innings 2nd day

13-14: 7 innings one day or 5 innings 1st day 6 innings 2nd day

20. U16 Division – The County will create a U16 division, which will be governed by NFHS Rules.

21. Pitching and Baseline requirements for all Clayton County Baseball age groups:

T-Ball (3-4 & 5-6): The pitching rubber will be placed 35ft. from home plate and the bases should not exceed 55ft. between bases.

7-8 Division: The pitching rubber will be placed 40ft. from home plate and the bases will be placed at a distance of 60ft. between bases.

9-10 Division: The pitching rubber will be placed 46ft. from home plate and the bases will be placed at a distance of 65ft. between bases.

11-12 Division: The pitching rubber will be placed 50ft. from home plate and the bases will be placed at a distance of 70ft. between bases.

13-14 Division: The pitching rubber will be placed 54ft. to 60.6ft from home plate and the bases will be placed at a distance of 80ft. between bases not to exceed 90ft.

22. The rescheduling of games will be the sole responsibility of the Program Coordinator so that all parties involved are aware of any and all changes to the schedule. This includes informing Coaches for both teams and referees when they are required so that the Program does not have any undo cost.

23. TOURNAMENT RULES AND REGULATIONS

The rules for the County Tournament will be the same rules used during the regular season. For the Clayton County Tournament, teams are allowed to add three players from another Clayton County team that is not participating in the tournament. The team roster must be presented before the first game, with pickups highlighted and identifying what team they played on during the regular season. Once the roster is turned in, no one may be added.

(7 & 8) COACH PITCH BASEBALL SPECIAL RULES

Pitching Rules

1. An offensive coach will pitch to his/her own team.
2. The coach may only coach the batter until he/she reaches (1st) first base or after he/she leaves (3rd) base. (Penalty: The coach will be replaced after the second occurrence for the remainder of the game)
3. The pitcher may pitch from the rubber on the front end of the pitching circle.
4. Pitcher may not cross the foul arc or enter the pitching circle (while pitching)
5. Pitcher must keep one foot on or straddle the pitching line.
6. Pitcher must pitch over-handed. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch).
7. If the pitching coach intentionally allows the ball to hit him. (Penalty: batter is out - Umpire's Judgment). No runner may advance.
8. The offensive coach (pitcher) must attempt to avoid interference and try to pick-up the batter's bat provided he/she does not interfere with the play.
9. If the offensive coach (pitcher) does not attempt to get off the field and/or interferes with the defensive player to keep him from making a play will result in the batter being called out. No runner will advance.

Offense

1. After (1) one warning per game, per player for slinging her/his bat, the batter will be out, a dead ball called, and no runner advance.
2. Batter will receive (5) five pitches before being declared out.
3. Batter will be called out on (3) three swinging strikes.
4. If (5th) fifth pitch is fouled, he may continue to bat.
5. If (5th) fifth pitch is fouled and caught it is an out.
6. If batter squares to bunt and then swings, he will be called out; this will be umpire's judgment.
7. Any base runner leaving the base before the ball reaches home plate is out. (Penalty: The ball is dead and all other runners return to base occupied prior to pitch). (This is umpire's judgment). The pitch will not count.
8. Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder.
9. Bat boys/girls will not be allowed in this Division.

Defense

1. No rolling the ball intentionally will be allowed.
2. The infield fly rule will not be in effect.
3. Only (10) ten players on the field (6) infielders (including pitcher & catcher) and (4) four outfielders.
4. The defensive player listed as a pitcher will stay in the (10) ten-foot circle until the ball is hit. The player/pitcher may have (1) one foot outside the circle. (Penalty: Offense gets choice of the play or no pitch).
5. Play shall not be stopped by the defensive team heading off or stopping the front runner. Trailing runners may advance at their own risk.
6. If a player is injured by being hit with a batted or thrown ball, time out will be called

immediately. Bases will be awarded/outs will be called at the umpire's discretion based on each individual situation.

