

City of Mebane Recreation & Parks Department



CITY OF MEBANE RECREATION & PARKS DEPARTMENT BASEBALL RULES

Revised: March 21, 2011

- I. NAME: The name of the league shall be Mebane Recreation and Parks Department League.
- II. ELIGIBILITY:
- A. Anyone who has not reached his/her birthday before August 1st of the playing year is eligible to participate. (MINIMUM AGE: Anyone who has not reached his/her sixth (6th) birthday before August 1st of the playing year shall be ineligible to participate.) This will be done only through the use of birth certificates and the birth certificate file in the office of the Athletic Director.
 - 1. Beginner Pee Wee & Pee Wee (Must be 6 years old before August 1st but cannot be 9 years old before August 1st.)
 - 2. Mites (Cannot be 11 years old before August 1st.)
 - 3. Midgets (Cannot be 13 years of age before August 1st.)
 - 4. Intermediates (Cannot be 15 years old before August 1st.)
 - B. Any child who resides in the City of Mebane within three (3) miles of the Alamance County boundary line or whose parents pay City of Mebane taxes has the option to play.
 - 1. Proven pressure recruiting will not be tolerated by the City of Mebane Recreation and Parks Department. Coaches found in violation may be suspended from the program.
 - C. Only new players who have not participated in any league may be added to a team's roster before May 18th of the playing year with the permission of the MRPD. These players must be added during the regular season and also participate in league play.
 - 1. Any participant found to be ineligible due to clerical error on behalf of the MRPD will be ineligible to participate for the remainder of that season, unless corrective measures are implemented. Disciplinary action will NOT be taken against the team involved.
 - D. Each player must sign a contract. He/she must play on that team with he/she signs for the entire season unless released by the coach or the Athletic Director on the contract form. A player may NOT be released to another team after May 18th of the playing year. Failure to obtain a release will result in suspension of the player for the remainder of the regular season.
 - E. A player may play move up and play in an older league if he/she so desires, but after he/she has participated in one (1) league game, with that team, he/she must play in that age group for the remainder of the season.
 - F. A player may only be listed on one (1) MRPD official roster and play for only one (1) MRPD baseball team.
- III. PRINCIPLES OF YOUTH ATHLETICS:
- A. It is the aim of Mebane Recreation and Parks Department to provide organized games and activities, recreation facilities, supervision and leadership to the citizens of the City of Mebane in their ideals and interest in the area of leisure time activities and/or its organization.
 - B. To promote the ideals of good sportsmanship, teach basic skills, develop individual talents, and provide the County's resident with the opportunity to enjoy the best possible recreation advantages and atmospheres.
 - C. To recognize the Youth Participant as an individual with particular abilities and limitations. A great deal of consideration must be given to his/her physical, mental, emotional, and social development with every precaution taken to ensure that each is developed to its highest potential.
 - D. Any coach, parent or spectator suspended must leave the facility immediately upon ejection, however, a player may remain at the playing facility. All suspensions will be reviewed by the Recreation Staff in order to determine if further disciplinary action need be taken. All decisions concerning disciplinary actions by the Mebane Recreation and Parks Department are final. Individuals can be suspended after the game for unsportsmanlike conduct by a game official or recreation staff member.
- IV. DISCIPLINARY ACTION: (Involving parents, spectators, coaches and players)
Any coach, parent or spectator suspended must leave the facility immediately upon ejection, however, a player may remain at the playing facility. All suspensions will be reviewed by the Recreation Staff in order to determine if further disciplinary action need be taken. All decisions concerning disciplinary actions by the Mebane Recreation and Parks Department are final. Individuals can be suspended after the game for unsportsmanlike conduct by a game official or recreation staff member.
- V. DUTY OF THE COACH AND CERTIFICATION:
- A. It is the duty of the Associations/Clubs to see that the roster and record of their teams are delivered to the MRPD prior to receiving their schedules, so that they may signify that all players are eligible. The official City of Mebane Recreation and Parks Department Roster must be used. It is mandatory that this roster be complete in full, alphabetized and preferably typed: showing the player's name exactly how it appears on his/her birth certificate with no use of nicknames or other. The player's birth date and complete mailing address must be filled in. If the player's birth certificate is on file from the previous year, his/her full name, complete address, and birth date must appear on the roster with an asterisk (*) beside his name for last season's identifications. Any rosters or birth certificates not turned into the Athletic Department prior to the first game will result in forfeiture of games.
 - B. Rosters that are on file with MRPD will be the official rosters. There are NO exceptions.
 - C. To see that his/her team warm-ups are a safe distance from all spectators.
 - D. To see that his/her team reports to the field for a game unless officially notified of a game cancellation, regardless of weather or other factors. Although the first game may be called off, the remaining games may be played.

- E. The coach shall see that every boy and girl has adequate insurance or a signed release from his parents giving him/her permission to participate in the City of Mebane Youth Baseball Program.
- F. The winning coach will be responsible for turning in the game's scorecard immediately after the game. This scorecard should be turned in to the plate umpire. THE NAME OF EACH TEAM AND THE CORRECT SCORE MUST BE LISTED ON THE SCORE CARD. (Applies to all leagues except beginner pee wee.)
- G. The home team will be responsible for having someone return balls to the playing field.
- H. It is the duty of both opposing coaches to get together with the plate umpire prior to every game to decide the game's starting time.
- I. The home team will be responsible for keeping the official score, however, it is the duty of the visiting team to check the score at the end of each inning to insure the score is correct.
- J. The parent shall be responsible for seeing that their child is examined by his/her family doctor before he/she is allowed to play.
- K. All tobacco products on the playing field will be PROHIBITED.
- L. The coach must have his/her team ready to play fifteen (15) minutes prior to game time.

VI EQUIPMENT:

- A. The ball shall be an official cushioned cork-center baseball which will be furnished by the MRPD.
- B. The bat shall be round and made of wood or aluminum and shall not be more than 32 inches in length, no more than 2¾ inches in diameter (Beginner Pee Wee & Pee Wees Only). Tee Ball bats are legal in Beginner Pee Wee and Pee Wee Only. Softball bats are not legal.
- C. Bats cannot exceed 34" in length (This is for Intermediates ONLY).
- D. All players must wear protective batting helmets covering both ears when at the plate and on the basepaths. Protective helmets worn in the field will be left up to the discretion of the team's coaching staff. (As of the 2008 baseball season, ALL baseball teams must have a face mask on their batting helmets.)
- E. Tennis shoes or molder rubber spikes must be worn by all players. (Metal Spikes: Intermediates).
- F. Each player in the field must wear a glove.
- G. Catchers must wear protective head gear and throat protector during the game and warming up pitchers.
- H. Each player must wear a numbered shirt.
- I. No battery powered noise makers or voice enhancers will be allowed at games other than the official public address system.
- J. Pitchers may wear a batting glove on their baseball glove hand as long as it is not white or gray.

VII. PLAYING RULES FOR BEGINNER PEE WEES, PEE WEES, AND MITES:

- A. North Carolina High School Federation Rules will be used with the following exceptions:
 1. The official diamond for Pee Wee and Mites shall have 60 feet base lines and a 46 feet pitching distance. The official diamond for Beginner Pee Wee shall be 60/40.
 2. The number of players on the team roster will be unlimited.
 3. All Beginner Pee Wee and Pee Wee games shall be five (5) innings. All Mite games shall be six (6) innings in length. In the event of rain or darkness, the losing team must have been at bat three (3) complete times to constitute a complete game unless the time limit has expired. Incomplete games will be considered suspended games and will be resumed from the point they were discontinued during the regular season.
 4. (Mite only) Any pitcher who pitches in four (4) innings of one game must have a minimum of thirty-six (36) hours rest before he/she can pitch in another game. A pitcher may not pitch in more than four (4) innings per game or not more than a total of eight (8) innings in seven (7) calendar days.
 - a. As soon as a pitcher delivers one (1) pitch to a batter he/she will be considered as having pitched one (1) inning.
 - b. A calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday.
 5. (Beginner Pee Wee and Pee Wee only) The team at bat must provide a pitcher 16 years old or older.
 6. (Beginner Pee Wee and Pee Wee only) Each batter will be allowed five (5) overhanded pitches to hit the ball, if he does not hit it fair in five (5) pitches he is out. Walks are not allowed.
 - a. If a batted ball hits the pitcher or the pitcher catches the ball, the batter is out. The pitcher shall not interfere with any hit ball or his batter is out.
 - b. Bunting is allowed in Mites only.
 7. A baserunner may not leave the base until the bat is hit. (Stealing will not be allowed). PENALTY: Baserunner is out and the ball is dead.
 8. (Beginner Pee Wee and Pee Wee only) Play will be stopped at all times that a hit ball is returned to the infield, provided the player has complete control of the ball and no subsequent defensive action takes place or if the defensive player holds the ball above his head and calls time out. NOTE: The play officially stops when the umpire grants the defensive player with the ball a time-out.
 9. (Beginner Pee Wee and Pee Wee only) Restraining Line two (2) yards in length shall be drawn midway between each base except home plate and first base. PURPOSE: A player must have both feet beyond restraining line before time is called in order to be able to advance at his own risk to the next base.
 10. (Beginner Pee Wee and Pee Wee only) On all fields an arc should be drawn in 60' radius from the pitcher's plate. This will determine where the outfield begins. The defensive player with the ball may only call time-out when both feet are inside the arc.
 11. (Beginner Pee Wee and Pee Wee only) If a team has ten (10) or more players present at any game, they play ten (10) payers on defense.
 12. (Beginner Pee Wee and Pee Wee only) Defensive players must play even with or behind the pitcher until the ball is hit. Defensive players may not take a position in front of the pitcher.
 13. All Beginner Pee Wee and Pee Wee games will have a one (1) hour time limit. All Mite games will have a one (1) hour and fifteen (15) minute time limit. Any inning started must be completed unless the home team is ahead. An inning will not be started with ten (10) minutes or less remaining in the time limit. (Clarification: A new inning begins immediately following the 3rd out made by the home team.) The umpire's time will be official. Games must start at the designated time. GAME TIME WILL BE FORFEIT TIME UNLESS IT IS THE FIRST GAME.

14. PARTICIPATION RULE:
- a. Every dressed player must be listed in the batting order on the score sheet and bat continuously throughout the game.
 - b. Every dressed player must play one complete inning (3 consecutive outs) in the field.
15. The modified speed-up rule will be in effect.
- a. Substitute runner for the catcher anytime he is a baserunner. (Mandatory with 2 outs)
 - b. Only one (1) offensive and one (1) defensive time out per inning will be allowed.
 - c. Courtesy runners will NOT be allowed unless a player is hurt in the game. It will be the umpire's judgement whether or not a player needs a courtesy runner.
 - d. The player who made the last out in his team's batting order may become a substitute runner for another member of his team.
 - e. (Mites only) Waive batter to first on an intentional walk.
 - f. (Mites only) There will be no passing the ball around the infield after a put out; pitcher will be allowed only five (5) warm-up pitches between innings.
 - g. (Mites only) A coach will not be allowed to talk to his/her pitcher more than one (1) time in a single inning. The second (2nd) time he/she goes out on the field, the pitcher must be removed from the mound for the remainder of that inning (This does not mean the pitcher has to be removed from the game).
 - h. (Mites only) Substitute runner for the pitcher or catcher anytime he is a baserunner.
16. A baserunner may not run into a fielder who has the ball in his possession with the intent of causing injury or dislodging the ball from the fielder. PENALTY: Baserunner is declared out and may be ejected from the game at the discretion of the umpire.
17. (Beginner Pee Wee and Pee Wee only) The infield fly rule will not be enforced.
18. Balks are not called in the Mite League.
19. Eight (8) players must be present to begin any game.
20. Infield practice will NOT be allowed in prior to the start of the game.
21. FREE SUBSTITUTION RULE:
- a. The batting order must remain the same throughout the game.
 - b. When no substitutes are available, the batter will not be called out for missing their turn at bat due to injury or illness. However, this rule does not apply for ejected players.
 - c. There is no limit to the number of times a player may enter the game on defense.
22. A player who unintentionally throws his/her bat will be warned by the umpire. In addition a team warning will be issued and thereafter any player who throws his bat will be declared out. This is a dead ball situation.
23. Intentionally rolling the ball to a base for the purpose of obtaining a put out will not be allowed.
24. Chatter will be permitted as long as it is encouragement for your team and not directed at the opposing team.
25. When a team establishes a 10 run lead, the team's bat will end at that point. Each inning thereafter, the team with the 10 or more run lead will only be allowed to bat six (6) batters or have three (3) outs whichever comes first. If the losing team cuts the lead to less than 10 runs, the leading team then resumes normal batting until they re-establish a 10 run lead. Once the team regains the 10 run advantage, six (6) more batters will be permitted to bat in that inning.

VIII. PLAYING RULES FOR MIDGET & INTERMEDIATE BASEBALL:

- A. North Carolina High School Federation Rules will be used with the following exceptions:
1. The official diamond shall have 60 feet base lines and 46 feet pitching distance for Midgets and 80/54 for Intermediates.
 2. All Midget games shall be six (6) innings. In the event of rain or darkness, the losing team must have been at bat three (3) times to constitute a complete game unless the time limit has expired. Incomplete games will be considered suspended games and will be resumed from the point they were discontinued. All Intermediate games shall be seven (7) innings. In the event of rain or darkness, the losing team must have been at bat four (4) times to constitute a complete game unless the time limit has expired. Incomplete games will be considered suspended games and will be resumed from the point they were discontinued during the regular season.
 3. Any pitcher who pitches in four (4) inning of one game must have a minimum of thirty-six (36) hours rest before he can pitch in another game. A pitcher may not pitch in more than six (6) innings per game or not more than a total of twelve (12) innings in seven (7) calendar days in Midgets and not more than a total of fourteen (14) innings in seven (7) calendar days in Intermediates.
 - a. As soon as a pitcher delivers one (1) pitch to a batter he will be considered as having pitched in one (1) inning.
 - b. A calendar week is from 12:01 a.m. Monday to 12:00 midnight the following Sunday
 4. All Midget games will have a one (1) hour and thirty (30) minute time limit. All Intermediate games will have a one (1) hour and thirty (30) minute time limit. Any inning started must be completed unless the home team is ahead. An inning will NOT be started with ten (10) minutes or less remaining in the time limit. (CLARIFICATION: A new inning begins immediately following the 3rd out made by the home team.) The umpire's time will be official. Games must start at the designated time.
 5. The modified speed-up rule will be in effect.
 - a. Substitute runner for the pitcher or catcher anytime he is a baserunner. (Mandatory with 2 outs).
 - b. Waive batter to first on an intentional walk.
 - c. Courtesy runners will NOT be allowed unless a player is hurt in the game. It will be the umpire's judgement whether or not a player needs a courtesy runner. The injured player who is granted the courtesy runner must either take the field after their third (3rd) out or be officially replaced in the lineup.
 - d. The player who made the last out in the team's batting order may become a substitute runner for another member of his team.

- e. There will be no passing the ball around the infield after a put out; the pitcher will be allowed only five (5) warm-up pitchers between innings.
- f. A coach will not be allowed to talk to his pitcher more than one (1) time in a single inning. The second (2nd) time he goes out on the field, the PITCHER MUST BE RELIEVED FROM THE MOUND FOR THE REMAINDER OF THAT INNING. (This does not mean the pitcher has to be removed from the game).
- g. Substitute runner for the pitcher anytime he is a baserunner.
- h. Only one (1) offensive time out per inning will be allowed.
- i. Base runners must remain in contact with the base they occupy until the ball leaves the pitcher's hand. **PENALTY:** For leaving too soon: delayed dead ball and the runner is out (Midgets only).

6. PARTICIPATION RULE:

- a. (Midgets only) Every dressed player must be listed in the batting order on the score sheet and the bat continuously throughout the game.
- b. (All age groups) Every dressed player must play one complete inning (three (3) consecutive outs) in the field.

7. FREE SUBSTITUTION RULE (MIDGETS ONLY) :

- a. The batting order must remain the same throughout the game.
- b. The batter will not be called out for missing their turn at bat due to injury or illness. However, this rule does not apply for ejected players.
- c. There is no limit to the number of time a player may enter the game on defense.

8. FREE SUBSTITUTION RULE (FOR INTERMEDIATES ONLY):

- a. Any of the starting nine (9) players may withdraw and re-enter the game once.
 - 1. Starters must return to their original position in the batting order upon re-entering the game.
 - 2. The starter must replace the player or players for which he was substituted; he may not replace any other player.
- b. Any substitute placed in the line up may be withdrawn but cannot re-enter the game (Exception: 9f).
- c. All substitutions must be coordinated with both team's scorekeepers.
- d. Illegal substitutions must be corrected when discovered. No penalty.
- e. Due to injury or ejection and when there are no legal substitutes remaining, any player may re-enter the game as a legal substitute.
- f. When no substitutes are available, the batter will not be called out for missing their turn at bat due to injury or illness. However, this rule does not apply for ejected players.

9. A baserunner may not run into a fielder who has the ball in his possession with the intent of causing injury or dislodging the ball from the fielder. **PENALTY:** Baserunner is declared out and may be ejected from the game at the discretion of the umpire.

10. Eight (8) players must be present to begin any game.

11. Infield practice will NOT be allowed prior to the start of the game.

12. A player who unintentionally throws his/her bat will be warned by the umpire. In addition a team warning will be issued and thereafter any player who throws his/her bat will be declared out. This is a dead ball situation.

13. Chatter will be permitted as long as it is encouragement for your team and not directed at the opposing team.

14. When a team establishes a 10 run lead, the team's bat will end at that point. Each inning thereafter, the team with the 10 or more run lead will only be allowed to bat six (6) batters or have three (3) outs which ever comes first. If the losing team cuts the lead to less than 10 runs the leading team will then resume normal batting until they re-establish a 10 run lead. Once the team regains the 10 run advantage, six (6) more batters will be permitted to bat in that inning.

15. (Intermediates only) Use of the extra hitter (EH) is optional if a team has 10 or more players present at the game, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EH is used, he/she must be used the entire game. The EH is treated as other starting player and must follow the same substitution guidelines. This rule replaces the designated hitter rule.

16. All games **MUST** be played at times and locations scheduled by the Athletic Department. Games cannot be rescheduled because of field trips, Boy Scout outings, band concerts, etc.

IX. UMPIRES:

- A. All umpires will be furnished by the Baseball/Softball Booking Agent.
- B. Umpires will have complete control of all games.
- C. After the game has started, the assigned umpires will be responsible for discontinuing the game for any reason.
- D. The umpire's decision on calls will be final.

X. AWARDS:

- A. Team and individual trophies will be awarded to the City Champions.
- B. The purpose of the Beginner Pee Wee League is to give beginners the opportunity to play baseball in a structured environment. If one team does not have enough players to begin a game, they may borrow enough players from the other team so the game can be played.
- C. In the event of a tie for the championship, a tie-break game will be played to determine a Division champ for Pee Wees or a City champ for Mites, Midgets & Intermediates.

The City of Mebane Recreation and Parks Department does not discriminate on the basis or race, color, national origin, sex, religion, age or disability in employment or the provision of services.