

Covington Community Sports
9+ Age Divisions Baseball

Description:

This recreational baseball league is for ages 9 and older and emphasizes rules and skill refinement.

Field Dimensions:

The distance from the back point of home plate to the front edge of the pitcher's slab shall be 44 feet. The distance between all bases is 60 feet. Home plate to the center of 2nd base is 84 feet, 10 inches. The home team is responsible to ensure the field is set up.

Players:

Each team will field 9 players. At no time will a team field more than 6 infielders. The outfielders should be stationed not less than 15 feet behind the baseline when the pitching motion is made. A team may start with as few as 8 players. Less than 8 players will constitute a reschedule. To reschedule a game, contact Covington Community Sports.

Playing time:

All players in attendance will play in every game. Equal playing time is expected.

Player Equipment:

All players are expected to wear their team t-shirt and hats (Provided by Covington Community Sports) while participating. Shirts must be tucked in. Each player must provide their own helmet and glove. For safety, it is suggested that all players wear baseball or athletic pants while participating. A batting glove, protective cup, cleated shoes (plastic cleats only), and a water bottle are also recommended for each participant.

Jewelry and metal-cleated shoes are not allowed.

Each batter and base runner is required to wear a batting helmet. The catcher is required to wear the catcher's mask, leg guards and chest protector while participating.

Umpires:

An umpire or appointed parent volunteers shall officiate each game. He/she is responsible for control of the game and his/her decisions are final. During inclement weather, the umpire's judgment will be used for determining the continuation of the game (i.e. rain, snow, electrical storms, etc.).

Length of the Game:

Six innings in duration and not more than 2 1/4 hours in length regardless of innings played. No inning shall begin after 2 hours. Innings started before 2 hours shall be completed. Games called for any reason shall be considered completed games if 3 innings have been played, or if the home team has scored more runs in 3 innings, or 3 and a fraction inning, than the visiting team has scored in 4 innings. If a game is tied at the end of regulation play there will be no extra innings and the game will be deemed a tie game.

Start of Play:

Infield practice is not allowed due to time constraints. Teams are not allowed to take infield practice before the game. The home team shall occupy the third base side of the field and the visiting team shall occupy the first base side of the field. The visiting team, the first team indicated on the schedule, shall bat first. The only adults allowed on the field are 2 baseline coaches. 11+ division may use a player for the 1st base coach.

Innings:

10 batters or 3 outs constitute a half inning, whichever occurs first. Coaches must announce when the 10th batter approaches the plate. The 10th batter must either receive a hit or strikeout.

Scoring:

Scores are recorded for this age group. Each team will be responsible for providing their own scorekeeper. Each coach will provide the opposing team with a roster 10 minutes prior to the start of the game. The home team is responsible for keeping the official scorebook/sheet. The scorekeeper's records should include innings pitched in by each pitcher and runs scored by player.

Pitching:

Pitchers are not allowed to pitch in more than three innings each game (except as noted below). As soon as a pitcher delivers one pitch to a batter, that pitcher is considered to have pitched in one inning. A pitcher who is removed from the position is not permitted

to pitch again in that game. If a relief pitcher comes in, he is allowed 5 warm-up pitches. A pitcher must be replaced immediately after hitting 2 batters in the same inning or 3 batters in a game.

Third Strike Rule: A batter is out even if the catcher drops the third strike. Running is not allowed on a dropped third strike.

Throwing the Bat:

A player will not be allowed to throw the bat. Coaches must remind players before each game of the bat-throwing rule. If a batter throws a bat, the batter will be called out and no runners will advance. Throwing the bat is a judgment call made by the umpire.

Batting:

Players will hit according to the lineup. If a team has any players who may bunt, Coaches must advise the opposing coach. If the pitcher hits the batter, the batter advances to first base. If the batter steps on the plate AND simultaneously makes contact with the ball, they are out. When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion that will nullify the act of interference. If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

Outs:

The standard rules of baseball apply for plays in the field unless otherwise noted in these rules.

Runners:

Runners may advance on an overthrow by an infielder. If a runner is past the half way point between bases when time is called, the base runner will be awarded the next base. If the runner is not half way, he must return to the last base that he touched. If a batted ball hits a base runner, that base runner is out however play will still resume as a live ball. Head first sliding is not permitted. If this occurs, the base runner will be called out.

Diving back to a base in the event of an overrun headfirst is allowed. On close plays at any base, the runner must slide or make an attempt to avoid a collision. Failure to do so will result in an out. This is a judgment call made by the umpire. The fielders must stay out of the way of the runners unless they have the ball. If a fielder fails to yield the base path for a runner, the play is dead and all runners advance to the next base.

Leading Off and Stealing:

There will be no leading off. Stealing is allowed from first to second only. Runner may not leave before the ball crosses home plate. This rule is designed to teach runners to learn to tag-up, not to draw a throw. Penalty: The team shall receive one warning per game, and the second time the player will be declared out.

Sliding:

Sliding is allowed and must be used to avoid collisions at the base.

Offense:

All players on the team roster will be in the batting line-up and bat in their turn even if they do not play in the field that inning.

Infield Fly Rule:

The infield fly rule will not apply.

Ten Run Rule

In the event one team has scored ten more runs than the other, the team scoring the most runs is declared the winning team and the game is over. The ten run rule will only apply after 3 complete innings.