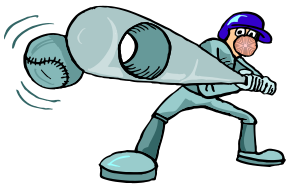
Apex Parks, Recreation & Cultural Resources
2016 SPRING BASEBALL LEAGUE RULES
MAJOR DIVISION



GENERAL:

The goal of the league shall be to provide enjoyment and instruction of the game of baseball. Good sportsmanship and basic fundamentals should be stressed by all coaches. The role of winning should be secondary to having fun and improving skills.

1. All matters concerning the league of rule interpretation shall be administered by Apex Parks, Recreation & Cultural Resources (APR&CR) department.

2. All volunteer coaches shall be selected by the Apex Parks, Recreation & Cultural Resources department.

3. All new players shall be selected by the coaches at the pre-season draft. All players returning from the year before have the option of remaining on the same team or going into the draft.
   EXCEPTION: New head coaches may option their child (children) onto their team.

4. Brothers in the same age division shall be placed on the same team by means of a brother option in the draft.

5. Teams will select in the reverse order of finish from last year.

6. All coaches shall attend each practice or have his/her assistant attend in his/her place. Players are not allowed to practice without APR&CR approved adult supervision.

7. No player shall be dropped from a team without the approval of the APR&CR. Coaches shall report to APR&CR any player that misses practice repeatedly. For safety reasons, playing time may be reduced for not attending practices.

8. If a team roster drops below 13, the first player on the waiting list may be placed on the team by APR&CR. It is the coach's responsibility to inform the program supervisor when a player is not showing for practices or games.

9. All rules will be governed by NC High School rules except for the local rules stated herein.

OPERATING GUIDELINES

Registration

Player registration shall be coordinated and conducted by APR&CR. Under unusual circumstances, individuals may be added or deleted to/from the program at the discretion of APR&CR. This shall be done in the best interest of the league after taking into consideration those involved.

Scheduling

Schedules for all regular practice, game and makeup game situations, shall be coordinated through APR&CR taking into account field availability and holidays.

Pre-Season

1. Each team will be provided the same number of practice opportunities per week
2. Any deviation from the allotted schedule must be cleared through APR&CR and attendance may not be a player requirement.

During the Season

1. Teams will be offered the opportunity to practice on a facility availability basis.
2. Teams may not reserve field and/or batting cage time for more than one week at a time and may not do so before **8:00am on Thursday** of the week before they wish to practice.

Post Season

1. Schedule permitting, a single-elimination tournament will take place immediately after the regular season.

Player Assessments

Will be organized and operated by APR&CR according to facility availability and weather. Each team's coaches will be given a station on the field and will evaluate each of the players eligible for the draft. Player assessments are not try-outs, but a way to evenly divide the skill level of players in the league.

Major Draft Procedures

Organized and operated by APR&CR and the league coaches under the following guidelines:

1. Teams shall draft in reverse order of their finish in the previous season.
2. All teams will be age balanced.
3. There are no player trades allowed.
4. Each team shall be permitted to keep returning players and sons of coaches (maximum of 2) under the following conditions:
    a. Based on the total number of players needed to equalize the number on each team, each coach will draft until he reaches his maximum number of players then withdraw from the draft.

        Exception: When a team reaches **6** players on their roster, that team must hold until all other teams reach **6** players.

        Note: Any team that returns **6** or more players will receive a first round choice, and then have to hold until all other teams have the same number of players.

b. If after registration, tryouts, and the draft, a player wishes to be placed on a team, this shall be done at the discretion of APR&CR and the player shall be treated as a new resident in the area. Appointments shall be made per draft order.
c. Options may be awarded to a manager and/or coaches child who has registered to participate. All options on **12's** will be protected through the **second round**. All options on **11's** will be protected through **the third round.** Note: A team may not have more than **two option players** on its roster during a season. A player placed on a team by way of option remains an option player of that team until he/she ages off the team.
d. A team entering the draft with 2 option players must take them in rounds 2 & 3. (Note: **Returning option players** are still considered option players, but for draft purposes they are only considered returning players and are not taken in rounds 2 & 3).
e. **Brother** options will be drafted in the last round of the draft.
f. **Pre-Draft:** Teams that do not have any returning players will be given a pre-draft pick. If a team receives a pre-draft pick, they will pick last in the 1st round and then return to their normal draft order beginning in the 2nd round.

5. **Expansion of league** shall be conducted in the following manner:
   a. The new team(s) shall assume the number one (and/or two) draft pick. Flip of a coin shall determine number one position when adding more than one team. Each new expansion team shall be awarded one pre-draft pick. Selection will be on a rotation basis with two or more expansion teams

Length of Games/Tie Breakers

- Length of games: 6 innings
- **Game Start Times:**
  1. The clock will start for the first game of the day/night right at its scheduled start time. All of the following games will start 12 minutes after the last out is called of the previous game or at the scheduled game time, whichever is later.
  2. No games will start early
  3. Field Supervisors are in charge of the game clock. If you want to know how much time is left, the head coach should address the Field Supervisor.
- No new inning may begin after **80 minutes** of play. (**If the home team is ahead with a child at bat and the time expires the child at bat, finishes the at bat**).
- In situations where the second game of a week night cannot begin before 8:30pm said game will be played on a later date in the season.

  Note: A new inning begins at the time the third out occurs in the previous inning. **No pre-game infield practice allowed anytime on the infield.**

Batting Line-ups:

1. Batting Line-ups of only players present are due 10 minutes before the official start of the game.

2. **Once the line-up has been turned in to the field supervisor no changes can be made.** (Example: a player arrives one minute before game time. You can't take put that player in the top of the line-up. He would have to be added to the end.)

All games should begin with an umpire/head coach meeting at home plate to discuss playing rules (If this is not happening inform the program supervisor).

Ties

1. Regular Season Games
   - Major League: any regular season game that ends in a tie (at the end of the time limit or the end of the sixth inning whichever comes first) shall have **one more inning of play to determine a winner**. If a winner cannot be determined at the end of this inning, the game will be counted as a tie.
   - Any regular season game that ends in a tie shall be counted as half a game win and as half a game loss in the league standings.
2. Post Season Games
   - All post-season tie games will be played until a winner is determined.
3. For the purpose of the next year's draft:
   - If team records are identical, the first tie breaker will be head-to-head competition. This will be followed by a draw if head-to-head results cannot be used (Post season games are not counted towards the draft order.)

Cancellations/Inclement Weather/Make-up

In case of inclement weather, a decision will be made by APR&CR the day the game is to be played by 4:30pm weeknights and 8:00 am on Saturdays.
Information may be obtained by calling:

INFORMATION HOTLINE: (919) 249-3348

The department will reschedule games within 3 working days. Please contact us if you have not received your notification within this time period. If at all possible, all games that are canceled due to weather or other conflicts approved by APR&CR will be made up. However, APR&CR reserves the right to designate which games will be made up. It is the responsibility of the coach to notify his/her players as to the make-up date. APR&CR is not responsible for contacting players on an individual basis.

Speed-Up Rule

Catchers on base with **1 out (may) or 2 outs must be removed** and a pinch runner substituted in his place. The runner is the player who made the **last out** that inning. The catcher is the player who will be catching when the team goes on defense. Note: we do not use runners for the pitchers.

Injured Player Substitution

In the event of an injury, the injured player may be replaced in the field by a player from the dugout. When replaced at bat (if not walked), the next batter assumes his count.

- If a player is injured and leaves the game while at bat, running the bases or playing defense he/she may return as long as they do not miss their next at bat. If he/she

does not return by their next at bat they will not be allowed to return to the game and no out will be assessed for the missing player.

- If the injured player is a runner he/she may be replaced by the player who scored the team's last out. If a player is at bat and is unable to finish the at bat due to injury the next batter in the batting order would take over his/her count.
- A team must be able to field 8 players. If the team cannot field 8 players because of an injury or for any other reason, the game will be considered a forfeit.

Forfeits

Game time is forfeit time. A team must have at least **8 players** to start the game. No out shall be awarded for the missing batting position. If another player arrives he/she must be added immediately upon arrival and must occupy the **last spot** in the batting order.

10-Run Mercy Rule

If at the end of **3 1/2 innings (home) or 4 innings (visitor)** a team is ahead by **10 runs**, the game shall be called. Note: If after four innings the visiting team has completed their at bat and has achieved a twelve or more run lead, the home team must have an opportunity to bat.

Shortened/Postponed Games

Once a game has started and becomes postponed or shortened, that game shall be continued from the stopping point. Teams may play with different players if needed and may re-substitute in order to field a team. Total game time is limited to **no new inning after 80 minutes of play**

- 3 1/2 innings (home ahead) and 4 complete innings (visitors ahead) shall constitute a complete game

Dugout Area

1. The only personnel permitted in the dugouts are:
    - Players
    - Head coach
    - 2 assistant coaches
    - Scorekeeper

    Note: No batboys/batgirls
2. **No cell phones are allowed on the field or in the dugouts at any time.**
3. **Consumption of tobacco products (including e-cigarettes) or alcohol is prohibited on all Town property and during any Town-sponsored athletic event.**
4. All dugouts should be cleaned out by the team that occupied them at the end of the game. This is the responsibility of the head coach.
5. Coaches must remain in the dugout when their team is on defense and only the Base coaches and on-deck batter may be out of the dugout area while their team is batting.

    Exceptions: To remove a pitcher – **any approved coach**
    To attend an injured player – **any approved coach**
    To confer about a possible error in rule interpretation or score - **Head Coach only** (see conduct rule).

Conduct

1. No coach or player shall belittle or berate the players or coaches of another team. Phrases such as "can't hit", "can't catch", or "can't throw" will NOT be tolerated. Players should only cheer for their own team and not jeer the other.
    a. This includes songs, cheers, etc.
    b. **No Chanting Allowed**
    c. **First offense:** Warning
    d. **Second offense:** Ejection from game of offending person and/or head coach.
        i. Any coach, spectator or player ejected from a game will be suspended for a minimum of 1 game up to a maximum of the remainder of the season.
2. Harassment of umpires and scorekeepers will not be tolerated. Question should be asked by the **Head Coach only** and done calmly about rule interpretations only. Judgment calls are not to be argued. Failure to comply with this rule will result in immediate ejection of the guilty party and possibly forfeiture of the game. **No warnings will be given.**

    Reminder: The purpose of this program is to teach baseball, have fun, and learn sportsmanship. Players look to their coaches as role models and the thing players see you do leave lasting impressions as they continue to play the game in later years. We're all human, and we all make mistakes, including umpires, coaches and parents.

    It is the kid's game so let them be the ones that benefit most!

Protective Headgear

Protective headgear is required for batter, runner, on-deck batter, and any player warming up a pitcher. Chin Straps are optional. **Any player intentionally removing their helmet shall be warned for the first offense and then removed from the game for the second offense.** If the player is removed from the game the player's position in the batting order will be assessed as an out.

Re-Entry Rules

1. Free Substitution is allowed for all positions with the exception of the pitcher.
2. **Pitcher:** If removed from pitching, he may not return as a pitcher later in the game.

Major Pitching Rules

1. **Maximum of 3 innings per game and 6 innings per week.**
2. Week runs from Sunday through Saturday.
3. **Mandatory two days rest if he pitches three innings.**
4. If two innings or less, **one day of rest required.** One pitch equals an inning. NOTE: Rest days are complete days not 24 hrs. If players pitch two innings or less on Monday they cannot pitch on Tuesday.

5. **Trips to the Mound:** A maximum of 3 trips per pitcher per game. During 3rd visit the pitcher must be removed from the game as a pitcher.
6. **Pitching distance:** 48' (Major)
7. **Base distance:** 70'
8. **Ball**: Diamond DBR1

Post Season Pitching Rules

All pitchers are eligible to pitch on the first day of the tournament. All pitchers' innings for the week reset on the first day of the tournament. All season pitching rules apply with the following exceptions: Maximum of 3 innings per game and 8 innings per week.

Hitting

1. Teams will use a continuous batting order throughout the game.
2. If a batter cannot finish his time at bat, the next scheduled hitter will take his place and assume that batter's pitch count.
3. At the judgment of the umpire a batter may be called out for throwing his bat.
4. Batter **may not** make an attempt to advance to first base on a **third strike dropped or passed ball.**
5. If the home team is ahead with a child at bat and the time expires the child at bat, finishes the at bat.

Special Base Running

When a pitcher is in contact with the pitcher's plate and in 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 delivered and crosses home plate.**
The violation by one runner shall affect all other runners. When a base runner leaves the base before the pitched ball has reached the batter, the ball automatically becomes "dead," and all action is stopped and returned to the point before the pitch was made. The offending runner is called out and removed from the base path. All other runners will return to their original bases(s).

Ball and Strikes Provision

Each pitcher shall be permitted three strikes or four balls for each batter. At the conclusion of the fourth ball the regular baseball walk rule will take effect.

1. No intentional walks will be awarded.
2. A batter may not run on a dropped 3rd strike.
3. A foul tip caught on the third strike is an out regardless of its height.

Fielding

Each team shall **field 9 players.**

Participation

It is the philosophy of APR&CR that the emphasis of youth recreation should be on participation and skill development rather than winning or losing. Given this statement of philosophy the following guidelines will govern the **Major Youth Baseball season**.

1. No child can sit consecutive innings unless authorized by the program supervisor.
2. In the case of postponed games participation requirements will still be in effect.
3. Failure to comply with these participation rules shall result in forfeiture of the game.
4. Protests shall be the responsibility of the coach and must be submitted in writing to APR&CR by 12:00 noon of the following business day.
5. It is recommended that a coach alternate his substitutes (use different starters each game).
    a. Intent: When ruling on a protest concerning participation, the coach's intent will be taken into consideration by the program supervisor. It is quite possible circumstances may cause a player to not play the required time. The coach's intent is the determining factor in these situations.
    b. Penalty: For failure to abide by the participation rules above (upheld participation protest), the following penalties shall apply to the head coach:
        1st offense: suspension of game
        2nd offense: suspension for rest of season
6. If a child leaves the game and does not return due to injury, sickness or another reason, the team will not be assessed an out for the missing player. However, once the player missed their turn at bat, they will not be allowed to return to the game.

Protests

The following procedure shall be used for all protests involving APR&CR Youth Baseball league:

1. Protests will be allowed for rule misapplication only. No discussion will be permitted concerning judgment calls or the umpire's integrity.
2. Protest must be noted (prior to the next pitch) in the official scorekeeper's book through the head umpire.
3. All protests must be submitted in writing to APR&CR by 12:00noon the next working day. All protests should include:
    a. A brief description of the play involved and the ruling that was made.
    b. A rule reference (page and statement) detailing what ruling should have been made.
    c. A $25 protest fee will be returned if the protest is upheld. If the protest is declined, this money will be set aside to buy equipment for the league.
4. Protests will be ruled on by the Program Supervisor.
5. Notification of protest ruling will be given within one week after submission.
6. APR&CR reserves the right to deny completion of protested game if it has no bearing on league standings or is not in the best interest of the league.
7. **Post Season Tournament:** game stops until a protest is resolved by the program supervisor.

Equipment

1. The **bat** shall not be more than 36 inches in length, nor have a bat barrel in excess of 2 $\frac{1}{4}$ inches. Tape or sleeve may not exceed 18 inches in length from the small end. A legal bat is one having a length to weight ratio no greater than -12 (Example: A bat that is 34 inches in length cannot weigh less than 22 ounces)

Penalty: Use of illegal equipment will result in a dead ball situation with the batter being declared out.

2. A player's **glove** may not exceed 14 inches in length. A pitcher's glove may not be white or gray. No pitcher may wear sweatbands, wristbands or batting gloves.
3. No metal cleats are allowed.
4. All equipment issued to a team must be returned to the department no later than ten (10) days after the last game.
5. If the pitcher's undershirt sleeves are exposed, they should not be white or grey.
6. Uniform shirt must be the outermost garment worn.
7. Catchers must wear equipment at all times including during pre-game warm-ups.

PROTECTIVE CUP: In the interest of safety and N.C. High School rules, all catchers must wear a protective cup in practices and games.

Penalty: During games, teams will be given one warning. Second offense will result in a forfeit.

Uniform

APR&CR will issue each player a shirt and hat. **Parents will be required to purchase solid grey pants for league play.** Each player must wear their entire uniform, unaltered, to each game. **A player not in uniform or in an altered uniform will not be eligible to play.** Each coach will be given extra shirts and hats for emergency fill-ins. Players keep their cap and shirt issued to them each season.

Notes:

1. Altered uniform is when a player defaces his hat, shirt or pants in any way.
2. Pants must be solid grey (meaning no stripes, or different color(s), etc.)
3. **Shirts must be tucked in at all times.**
4. **No jewelry allowed.** Earrings that cannot be removed must be taped over sufficiently.
5. **Batting helmets must stay on until a player re-enters the dugout.**

   Players will receive one warning. After 2nd offense, player will be removed from game.

Sliding

If a runner is approaching a base and there is an attempted play being made on that runner, **he must slide or avoid collision with defensive player**. If defensive player fakes a play on runner without ball and runner slides, then runner is awarded the next base. If a player does not slide and a collision does occur, the runner is called out.

Exception: When batter is going to first base.

Infield Fly Rule (in effect)

The infield fly rule shall apply in this league.

On Deck Circle

The on deck batter may make use of either on deck circle.

Pitches Between Innings

Pitchers may throw a maximum of six (6) warm-up pitches between innings and whenever there is a pitching change.

TOURNAMENT PLAY

1. If teams are tied in the regular season the first tie breaker will be the record between the teams in head to head competition.
2. The second tie breaker will simply be the toss of a coin.
3. All tournament games except the championship game will play by the regular season time limit/inning limit, whichever comes first.
4. If teams are tied at the end of the time limit/inning limit whichever comes first, the game will continue until a winner is determined.
5. The mercy rule will be in effect during all tournament games even the championship game.
6. The championship game will be six complete innings with no time limit (unless shortened by the mercy rule).

Thank you for coaching, have a great season!