



Anne Arundel Baseball Cooperative 11U/12U Travel White Sheet Rules



Governing Rules: All play shall be governed by the current National Federation of State High School Associations (NFHS) rules, except where specifically modified or superseded by the regulations outlined in this document.

Registration

[Registration & Player Age Verification](#)

Game Length & Run Limits

[Start times](#)

[Game Length](#)

[Runs Per Inning](#)

Equipment

[Bat Restrictions](#)

[Baseballs](#)

[Cleats](#)

[Catchers](#)

Field Layout & Usage

[Field Dimensions](#)

[Dugouts](#)

[Pre-Game Warm-Up](#)

[On-deck Circle](#)

Lineups & Substitutions

[Batting Order \(Lineup\)](#)

[Defensive Substitutions](#)

[Injuries / Substitutions](#)

[Late Arriving Players](#)

[Pitching Restrictions](#)

Gameplay

[General Rules of Play](#)

[Slash Bunt](#)

[Sliding/Contact](#)

[Stealing](#)

[Courtesy Runner](#)

[Catcher Safety](#)

Behavior

[Ejections](#)

Umpires & Scheduling

[Umpire Fees](#)

[Game Cancellation](#)

[Game Make-Up](#)

[Game Changes](#)

Game Results & Standings

[Reporting Scores](#)

[Standings](#)

[Tournament](#)

Registration

Registration & Player Age Verification

1. Rosters and League dues must be submitted to Co-Op no less than 14 days prior to the planned start of the season.
2. Birth Certificates are not required to be submitted in hard copy format but must be available to any opposing manager, umpire, or Co-Op representative on site by request.
3. Players may only be rostered on one AABC team per age group.
4. All players must be league age or younger as of April 30.

Game Length & Run Limits

Start times

1. Games shall be started in accordance with the scheduled game time.
2. A 10-minute grace period from the scheduled game time is allowed for late arriving players. As soon as 9 players are present, the game shall start. After the 10-minute grace period, the game shall be forfeited. Grace period applies only to the first game of the day at a site/park/field.
3. The team that forfeits is responsible for paying ALL umpire fees for the game.

Game Length

1. 7 inning games.
2. 3 1/2 innings equals a completed game if the home team is ahead.
3. 4 innings equals a completed game if the visiting team is ahead.
4. Time Limits: No new inning after 2 hours.
5. Mercy Rule is 10 runs after 5 completed innings (or 4 1/2, if the home team is leading).
6. Should a game be called for weather or any other reason prior to becoming an official game, the game may be resumed at a later date.
 - a. Players not able to attend the continuation game will be removed from the lineup without penalty. Any additional players must be added to the bottom of the lineup.
 - b. All scores, counts, outs, and base runners from the time of suspension of the original game will carry over to the continuation. Pitch counts will also carry over.

Runs Per Inning

1. Maximum of 5 runs per inning. (12U American League - No run per inning rule)
2. The 7th inning, declared final inning, and extra innings shall be unlimited.

Equipment

Bat Restrictions

1. All bats must have either the BPF 1.15 or USABat designation displayed on the bat.
2. No other weight or size restrictions.

Baseballs

1. Must state "Official Baseball" or "NFHS" on game balls.
2. Teams are required to supply 2 new game balls per game.
3. If more than 4 balls are lost/damaged during the game, teams shall share the responsibility of providing suitable balls for game use.

Cleats

1. Metal spikes are not allowed.

Catchers

1. All catchers MUST wear a protective cup.
2. Two piece catcher helmets are approved.
3. If a game is canceled due to a team not having proper equipment, that team will forfeit and must pay all umpire fees.

Field Layout & Usage

Field Dimensions

1. 70' base paths.
2. 50' mound distance.

Dugouts

1. Team that owns/maintains the field will have the right to choose its dugout.
2. If both teams are using another organization's diamond, the home team will have its choice of dugout.

Pre-Game Warm-Up

1. The home team must have the field properly prepared; their warm-ups completed, and be off the field at least 15 minutes prior to the scheduled game time. The visiting team will have use of the field until 5 minutes before game time.
2. In the case of multiple games, the umpire in chief will determine warm-up times, if any, between games.

On-deck Circle

1. Depending upon field layout, to ensure player safety, players may use the opponent's on-deck circle for opposite-handed batters.
2. On-deck batter must wear a helmet.

Lineups & Substitutions

Batting Order (Lineup)

1. Teams may bat 9 batters, the entire roster, or in between. Once the number of batters is declared, it must remain the same throughout the entire game.

2. A substitute is defined as any player not placed in the original batting lineup to begin the game. As soon as a substitute bats or runs for another player (except courtesy runners), the substitute and the original starter are locked into that batting lineup slot and either one may bat or run at any time (in that lineup position only).
3. Each team must declare their lineup at a pregame conference with the umpires and opposing head coach. This is considered the official lineup, and may not be modified after the game's first pitch is thrown.
4. Teams shall provide their players last name, first name & uniform number and all available substitutes on the lineup card prior to the game beginning. All changes to the lineup shall be reported to the home plate umpire and the opposing team prior to the change.

Defensive Substitutions

1. Teams may substitute for defensive positions (except pitcher-pitcher) as many times as they wish, as long as the batting order remains the same.
2. A player does not have to bat to play the field.

Injuries / Substitutions

1. If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. (*See Rule 4*)
2. If an injury occurs during an at-bat and there is no substitute available, the next batter in the lineup will take over that at-bat and assume the count.
3. If an injury occurs while on the base paths and there is no substitute available, the player that made the last recorded out will take the place of the injured player on the bases.
4. If an injured player is unable to complete an at-bat or run, the player is no longer eligible to play in the rest of the game offensively or defensively.

Late Arriving Players

1. The player can be placed in the starting lineup, but if he is unavailable for any of his at-bats, an out will be recorded each time he is due up. Whenever the player arrives and is available, he can assume his spot in the lineup.
2. The player can be listed as a substitute, and whenever he arrives or is available, he can enter the lineup according to the substitution rules.
3. You must announce your intention for this player at the pregame umpire conference.

Pitching Restrictions

1. If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in that game.
2. Once a pitcher throws a warm-up pitch from the mound, they have declared a pitching change. They must face at least one batter. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.
 - a. A defensive player that picks up the game ball on their way onto the field does NOT constitute a pitching change.

3. After three charged conferences in a game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game. A conference is not charged if a pitching change is made.
4. Pitchers may throw a maximum of 85 pitches per day. Pitchers may complete the at-bat once the 85 pitch limit is reached.
 - a. USA Baseball recommends an incremental number of rest days following pitching activity. Read their guidelines promoting arm health [here](#).

Gameplay

General Rules of Play

1. Infield fly rule is in effect.
2. Dropped third strike rule is in effect. The ball is live for all base runners.

Balks

1. One warning will be granted to each pitcher per game.
2. A balk results in an immediate dead ball.

Slash Bunt

1. The slash bunt is illegal. A slash bunt is defined as a player showing bunt at any time while the pitcher has engaged the rubber, then swinging at that same pitch. The batter will be called out and runners will not be permitted to advance.

Sliding/Contact

1. 11U: No head first slides into any base, unless returning to the previous base. Runner will be called out.
2. 12U: Head first slides are allowed.
3. Players should avoid contact with the opposing team's players.
 - a. A runner is out when they do not slide, or attempt to get around a fielder, who has the ball and is waiting to make a tag.
 - b. A runner may not jump over a defender in an attempt to avoid contact.
 - c. Defenders are expected to stand clear of base paths, when not in possession of the ball. (Obstruction rule applies)
4. If the umpire determines there is contact with malicious intent initiated by any player (runner or defender), that player will be ejected from the game.

Stealing

1. Stealing is permitted at any time, permitted the ball has been put in play by the home plate umpire.

Courtesy Runner

The intended use of courtesy runners for pitchers and catchers to speed the pace of play, not to gain a strategic advantage.

1. Runner (Pitcher/catcher) being substituted for must be the pitcher/catcher of record AND must remain at the position to begin the next half-inning.
2. Runner should be last batted out or (linked) player substitute.
3. The runner must be different runners for pitcher and catcher, if used in the same inning. Use the previous batted out if the last batted out has already served as a pinch runner.

Catcher Safety

One team warning (per team) shall be issued for any player throwing a bat; a second occurrence from the same team will result in the batter being out.

Behavior

We expect each adult to set a positive example for the players through their words and actions. Everyone that attends a game is expected to act in a positive manner.

Ejections

Ejections will result in the following consequences:

1. Coach
 - a. 1st Ejection: Game where incident occurs, plus two 2 game suspension.
 - b. 2nd Ejection: Game where incident occurs, plus five 5 game suspension.
2. Player
 - a. 1st Ejection: Game where incident occurs, plus one 1 game suspension.
 - b. 2nd Ejection: Game where incident occurs, plus three 3 game suspension.
3. Spectator
 - a. Umpire will issue 1 warning to the team's head coach.
 - b. A spectator ejection will also result in the ejection of the team's head coach for the game where the incident occurs (will not result in coach suspension).
4. End of Season Tournament
 - a. Coach, player or spectator ejected will be suspended from the entire tournament.
 - b. If a parent is ejected, the coach will also be ejected from the game where the incident occurred, but the coach will not be suspended for additional games.
5. Suspensions are not appealable.
 - a. Any coach that has been ejected from an AABC game must submit a written statement to the Division Commissioner within 48 hours.
6. Additional ejections not stated above may be penalized at the discretion of the commissioner.
7. Any person who demonstrates / implies in any manner or form physical or other types of threatening behavior towards and/or at any umpire, league official, coach, player, etc. may be suspended and restricted from all properties, games, events, activities, etc. for the remainder of the season.

Umpires & Scheduling

Game Cancellation

1. Home team must call the umpire and opposing team at least 2 hours before the game to cancel due to weather or unplayable field conditions.
2. All games rescheduled prior to day of game will be rescheduled through the commissioner after agreement by each coach. Coaches will be responsible for notifying the commissioner for rescheduled games. The commissioner will notify the umpire coordinator after receiving confirmation from both teams (please cc each other on emails).
3. Teams that do not show up for a game will be responsible for paying fees for both teams.
4. Any scheduled game that is canceled within 96 hours of game time, for reasons other than weather, unplayable field conditions, or umpire availability, will result in a forfeit for the canceling team unless a rescheduled game can be played at an agreed upon date before season-end seeding deadlines.
 - a. It is the responsibility of the canceling team to meet the scheduling requirements of the opposing team.
 - b. Player availability should be forecasted well in advance. Teams are encouraged to use guest players during the regular season to compensate for last minute availability changes. Guest players must meet eligibility requirements of the league, and cannot be rostered on ANY travel team of the same age.

Game Make-Up

1. Given field and umpire restrictions, make-ups are not mandatory, but coaches are expected to attempt scheduling a make-up when calendar allows.

Game Changes

1. To the max extent possible, once the season schedule has been finalized, teams should not change games/fields or times. Should a scheduled game need to be adjusted, the goal should be to allow 5 days for umpire coordination and commissioner notification.

Game Results & Standings

Reporting Scores

1. Standings will be posted on the league web site. It is required that the winning team updates the website within 24 hours of game completion.
2. As a last resort managers may email scores to the commissioner.
3. Standings will be determined by winning percentage.

Standings

Standings will be determined using the criteria stated below.

1. Winning Percentage ($Wins + 0.5 * Ties / Total \# \text{ of Games}$)
2. If the above formula results in a tie, the following tie-breakers will be applied:
 - a. Head-to-head results (2-way tie only)

- b. Total wins
 - c. Average Runs Against
 - d. Coin toss
3. Games played after the seeding deadline (*see Tournament, Rule 3*) will be factored into the final regular season results, for purposes of tournament eligibility (*see Tournament, Rule 1*) and the final regular season standings.

Tournament

1. All teams must play a minimum of 75% of their scheduled games to be eligible for the tournament. Should a team be worried about its eligibility, it should work with its commissioner to schedule make-up / additional games before the end of the regular season.
2. To be eligible for the post season tournament, players must have played in 25% of regular season league games.
3. To facilitate timely scheduling of fields, umpires, and players, tournament seedings will be determined by regular season standings as of 7 days prior to the start of the tournament.
4. No run limit per inning.
5. The following mercy rules will be in effect:
 - a. 15 runs after 3 innings
 - b. 12 runs after 4 innings
 - c. 10 runs after 5 innings
6. Pool play games may end in a tie. Elimination games will use international tie-breaker rules.
7. Time limits:
 - a. No new inning will begin after 1 hr and 45 mins.
 - b. There will be NO drop dead time.
 - c. Time limits will not be used in championship games.
8. Pool play standings will be determined using the following formula:
 - a. Overall Pool Play Record (W-L-T)
 - b. Head-to-Head results (2-way tie only)
 - c. Total Runs Against
 - d. Lowest single game Runs Against
 - e. Coin Toss