

ROLAND PARK BASEBALL LEAGUES, INC.

TEEN LEAGUE RULES

Revision 03/02/2024

The official rules of organized baseball shall apply except in the following instances:

1. Length of Game – 7 innings, but no inning may start after 7:45 PM by Head Umpire’s clock unless both managers agree otherwise prior to the start of the game and so inform the umpire(s). In the event of a tie, games may continue past 7:45, even if coaches have not agreed to extended play before the game, unless the umpire determines that it is too dark to play. In a game scheduled on Saturday or Sunday, no inning shall begin after two hours have elapsed from the actual starting time of the game.
2. Dimensions of the Playing Field – The basepaths are 90 feet. The distance from the pitcher’s rubber to home plate is 60.5 feet (60’6”)
3. Player Eligibility – A player must be 13 years old as of May 1st of the current season and may not turn 16 before May 1st of the current season to play in the RPBL Teen League. NO player may appear in any game (regular season or playoff) for a team unless he/she is a rostered player for that team or has prior consent from the RPBL Commissioner.
4. Substitution –
 - a. Unlimited in the field, but each player must play at least three (3) of the first five (5) innings. At least one (1) complete inning must be in the infield and at least one (1) complete inning must be in the outfield. (Pitcher and catcher are considered infield positions.)
 - b. Each player on hand at the beginning of the game must bat in order each time through the lineup. Players arriving after the start of the game will be inserted at the end of the lineup.
 - c. Players leaving during the game are removed from the lineup. There are no forced outs due to departing players. Players may not re-enter the game once their turn in the lineup has been skipped.
5. Scoring Limitation – There is no scoring limit in the Teen League.
6. Base Running –
 - a. Base stealing – Stealing is allowed. The runner may take a lead from the base.
 - b. Limits on advancing –
 - (i) The batter may advance to first on a dropped third strike if first base is not already occupied, unless there are two outs, in which case the batter may advance to first even if first base is occupied.

- (ii) The ball remains “live” after a runner is awarded a base on balls. If the fourth ball is not caught by the catcher, the base runner(s) may attempt to advance beyond their awarded base.
- c. Balks – The balk rule is not enforced. While balks aren’t called, a runner cannot be picked off a base following a balk.
- d. Substitute runner – A substitute runner may replace the catcher on base in an inning with two outs. The substitute runner must be the player who was put out last unless that player is pitching the next inning in which case the previous player who was put out will be the runner.
- e. Safety Rule – In the interest of safety, a runner must make the effort to avoid a collision with a fielder at second base, third base, or home plate. The runner will have complied with the rule if the runner slides, or if no physical contact is made between the runner and the fielder. In the event of a violation of this rule, the offending runner shall be declared out, the ball is considered dead, and no other runners may advance from their base. If the umpire feels that the base runner has violated the Safety Rule in a flagrant manner, the umpire may eject the offender.
- f. Overthrows – If an errant thrown ball leaves the field of play, it is considered dead if the ball:
 - (i) Passes the (real or imaginary) projection of the fence line
 - (ii) Hits the team bench
 - (iii) Enters any player’s area around the team bench, which results, in the judgment of the umpire, in the ball being unplayable
 - (iv) A ball that hits the backstop or fence remains in play unless it passes through, into, or under the backstop or fence, at which point it becomes dead.
- g. Advancement as a result of an overthrow –
 - (i) Runners who are advancing to the next base at the time the ball leaves the field of play will be allowed their intended base (i.e. the base that they are running towards at the time the ball was thrown) and will be awarded the next base because of the overthrow.
 - (ii) A runner, who is stationary or is in the act of retreating to the base of origin, will advance to the next base as a result of the overthrow.
 - (iii) If, in the opinion of the umpire, a ball is interfered with by the bench players of the “batting team”, the advancing runners are allowed to proceed to their destined base. The stationary runner is not awarded a base because of the interference. The runner who is retreating to the base of origin is allowed to return to the base. No further advancement by a base runner is allowed because of the interference of the overthrow.

7. Pitching Limitations –

- a. No player may appear in more than three (3) innings in any game as a pitcher. For this purpose, a single pitch will constitute an inning. After being removed from a game, a pitcher may be brought back to pitch later in the game only once. All aspects of rule 7a remain in effect during the end-of-season playoffs.
- b. During the regular season, no pitcher can throw more than four (4) innings in any three-day period. This rule does NOT remain in effect during the end-of-season playoffs.
Example: In order to throw three (3) innings on Wednesday, a pitcher cannot have thrown more than one inning on either Monday or Tuesday. Similarly, he could subsequently throw only one (1) more inning on either Thursday or Friday.
- c. Any pitcher who has finished pitching in at least two (2) innings in a game may NOT subsequently play catcher in the same game.
- d. A pitcher must be removed from the mound if the pitcher hits either three (3) batters in an inning or four (4) batters in the game. It is up to the umpire's judgment whether a batter has made a sincere effort to get out of the way. Once a pitcher is removed due to hit batsmen, that player may not pitch again in that game.

8. Required Equipment –

- a. Batting helmets will be worn while at bat, on base, on deck or coaching a base. Facemask is not required for Teen League.
- b. Long pants must be worn.
- c. Catchers must wear the full array of protective equipment while in the field. The equipment worn by the catcher is
 - (i) catcher's helmet/face mask with throat protector
 - (ii) chest protector
 - (iii) shin guards
 - (iv) protective cup
- d. Metal spikes or cleats are prohibited.

9. Bats –

- a. All Recreational ("Rec") bats must be wood, "USA" stamped or "BBCOR" stamped. Diameter of 2 5/8" or less. No "USSSA" bats.
- b. Exception: Any bat that bears a green "Rec Approved" sticker affixed by the RPBL Equipment Coordinator.

10. Foul Fly Ball – may not be fielded beyond the projection of the fence line. A player may reach over a fence and catch a ball.

11. Game Time –
 - a. Weeknight games begin at 6:00 PM. Playoff games start time is 5:30 P.M.
 - b. Saturday games (with the exception of Opening Day) may begin as early as 8:30 AM. Each subsequent game will start fifteen (15) minutes after the conclusion of the preceding game, if after or later than the scheduled time.
 - c. A team must have a minimum of seven (7) players in order to start an official game. If additional players arrive, they may be inserted immediately into the defensive lineup.
 - d. If a team does not have enough players (7) within fifteen (15) minutes of the scheduled starting time, the opposing manager may claim victory by forfeit.
12. Official Game – Except for Opening Day games, which may be shorter, a game will not be official unless 3-1/2 innings have been played with the home team ahead or 4 innings have been played with the visiting team ahead or tied. All other games are considered unofficial.
13. Unplayed Games – The league encourages the children to play as much baseball as possible. Therefore, teams should make every effort to complete any unplayed games. At the end of the season, an unplayed game will be counted zero points for both involved teams.
14. Suspended Games –
 - a. Regular Season - Unofficial games (see Rule 12) will be replayed in their entirety.
 - b. All playoff/championship games will be played in their entirety. If play is suspended during a playoff or championship game, for any reason, the game will resume from the exact place/moment when play was suspended.