



Sport Alliance League / Club Conference Bylaws (Subsection A.)
Howard County Baseball Alliance

Baseball Commissioner - Tyler Moore
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[League Website](http://www.hcrpsports.org/hcbaseball) – or type <https://www.hcrpsports.org/hcbaseball>



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League Description: The Howard County Baseball Alliance League provides a recreational baseball league for local youth organizations. The purpose is to allow organizations’ specific age groups, without enough enrollment to run in-house division games, the opportunity for a competitive schedule with an adequate number of teams.

Spring 2024 Details:

Key Dates	
2025 Organization Interest Inquiry Deadline:	
2025 Registration Deadline:	August 15
2025 Player & Coach Roster Submission Deadline:	August 30
2025 Roster Certification Deadline:	September 3
2025 Opening Day	September 6



All HC Baseball Alliance rules below are league specific and serve as supplemental guidelines to the HCRP Sport Alliance League / Club Conference Bylaws.

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I

Policy Matters

A. The Alliance league will consist of three age groupings:

A 11/12 League of teams of 11-year-old and 12 year-old ballplayers;

A 13/15 League of teams of 13-year-old and 15-year-old ballplayers; and,

A 16/18 League of teams of **16-year-old, 17-year-old and 18-year-old ballplayers.**

B. Age and Eligibility

This Alliance of teams from participating organizations is formed for the benefit of:

11 and 12-year-old baseball players, male and female, as determined by April 30 of the current calendar year.

13 and 15-year-old baseball players, male and female, as determined by April 30 of the current calendar year.

16, 17 and 18-year-old baseball players, male and female, as determined by April 30 of the current calendar year.

C. Team Registrations and Rosters

Only players registered with the baseball organizations participating in this Alliance may play in this league. Any manager or coach who substitutes a ballplayer who is not registered with his league shall be expelled from the Alliance for the remainder of the regular season and post-season. Any game played with unregistered players shall be forfeited. All 11-12 teams must register with and pay a \$650 fee to the Howard County Department of Recreation & Parks. All 13-15 & 16-18 teams must register with and pay a \$725 fee to the Howard County Department of Recreation & Parks. Players who have been or are on a full-time travel team roster during the 2024/2025 season are ineligible for Alliance league play.

Teams must complete and submit a Howard County Recreation & Parks youth team roster to the League Commissioner by the scheduled due date. This process is electronic through SportsEngine, and details on the process will be sent to participating organizations. Once the rostering process is complete, organization representatives will receive a copy of the roster to review and certify. Certifying a roster is completed when an approved organization representative confirms via email response to the League Commissioner that a roster is complete and accurate. The League Commissioner must approve all changes to rosters. No roster changes after the deadline unless approved by League Commissioner. All rostered players must have matching jerseys with number

Alliance League IDs for coaches **MUST** be worn and displayed at all games. The Alliance League IDs are obtained by completing the rostering process.

D. Official Rules

(11-12)

The rules of Little League Baseball, as modified by these rules, will apply to the 11-12 division of the baseball Alliance formed by the participating baseball organizations. The primary purposes for modifications to the rules are:

- (1) the safety of ballplayers,
- (2) the need for standardized rules acceptable to the participating leagues;
- (3) respect for the authority vested in the umpire;
- (4) the concern that good sportsmanship should override competitiveness in the conduct of managers, coaches, assistant coaches, ballplayers, parents, and spectators.

(13-14 & 15-18)

The rules of Major League Baseball, as modified by these rules, will apply to the 13-15 and 16-18 divisions of the baseball Alliance formed by the participating baseball organizations. The primary purposes for modifications to the rules are:

- (1) the safety of ballplayers,
- (2) the need for standardized rules acceptable to the participating leagues;
- (3) respect for the authority vested in the umpire;
- (4) the concern that good sportsmanship should override competitiveness in the conduct of managers, coaches, assistant coaches, ballplayers, parents, and spectators.

E. Official Game

Games for the 11-12 age grouping will be played for Six (6) innings, time limit, weather and field conditions permitting. No new inning should start after 105 minutes during the regular season and 2 hours during the playoffs.

Games for the 13-15 and 16-18 age groupings will be played for seven (7) innings, time limit, weather and field conditions permitting. No new inning should start after 120 minutes during the regular season and 135 minutes during the playoffs.

Only the umpire is designated to call a game due to darkness, weather or field conditions once Recreation and Parks and/or the Board of Education have deemed them playable. Every attempt should be made to play games during the regular season.

All age group:

- (1) No hard stop for time. The final inning will be played to a conclusion.
- (2) The new inning begins right after the third out is registered in the bottom half of the previous inning.
- (3) Regular season games can end in a tie.
- (4) The umpire shall notify both managers that the new inning is the “last inning” of an official game.

The following rules will apply to the end of season tournament:

- (1) For a game to be official when called on account of darkness, weather, or field conditions, the losing team must bat at least 4 full innings. In such case, the umpire shall notify both managers that the new inning is the “last inning” of an official game.
- (2) If a game is suspended before 4 innings are completed it shall be treated as a suspended game.
- (3) All extra inning tie games to be settled by ITB – International Tie Breaker. No outs and runner at 2nd base. Player that precedes the leadoff batter starts at 2nd base.

G. Mercy Rule

(11-12)

A twelve (12 run rule applies after 4-1/2 innings if the home team is ahead or after 5 innings if the home team is losing.

(13-14 & 15-18)

A twelve (12 run rule applies after 4-1/2 innings if the home team is ahead or after 5 innings if the home team is losing.

H. Official Scorekeeper

The **“home”** team as designated in the playing schedule is responsible for keeping the official score and notifying the plate umpire of the score at the end of each half inning. Umpires are NOT responsible for keeping the official score. It is the responsibility of the “Visiting” team’s scorekeeper to confer periodically, at least once each inning, with the official scorekeeper in order to minimize scorekeeping disputes.

I. Reporting Scores

The manager or coach of the winning team for the 11-12, 13-15 and 16-18 leagues shall email **Tyler Moore at tymoore@howardcountymd.gov** to report the score. Scores should be reported the night of the game and tournament game within 4 hours of its completion or suspension. Each manager shall maintain a record of the final scores and innings played of all official games and suspended games including date of play, time, and field location.

Head-to-head record is the first tie breaker. A point system will be used as the second tie breaker for regular season standings and tournament seeding. Teams will be awarded: 3-points for a win, 1-point for a tie and 0-points for a loss.

J. Continuation of a Suspended Game

If a game is called earlier than as stated in paragraph “E” above, play will be considered “suspended.” Continuation of a suspended game will not be necessary unless it is in the tournament. If such is the situation, the game will be continued from the point of suspension.

K. Umpire

Howard County Recreation & Parks will schedule and pay the umpires for all regular season games and playoffs games.

II

Special Pitching Rules

The 11-12 age grouping follows the modified Little League Baseball pitching rules. These rules can be found in Appendix B.

A. Preparatory Pitches (Apply to 11/12, 13/15 and 16/18 age grouping)

Preparatory pitches do not count towards a pitcher's official pitch count. New pitchers entering the game for the first time, as well as pitchers returning to the mound from the previous inning are permitted no more than 5 preparatory pitches. Preparatory pitch limits are at the discretion of the umpire and may be adjusted as needed.

The following rules apply to the 13/15 and 16/18 age groupings:

A. Pitch Count Limits & Mandatory Rest Days

The following guidelines, set by Major League Baseball and USA Baseball, must be adhered to:

AGE	DAILY PITCH MAX	REQUIRED REST (PITCHES)				
		<i>0 Days</i>	<i>1 Day</i>	<i>2 Days</i>	<i>3 Days</i>	<i>4 Days</i>
13-15	95	1-20	21-35	36-50	51-65	66+
16-18	95	1-30	31-45	46-60	61-75	76+

Coaches are responsible for ensuring pitch count totals are recorded. These rules also apply to postseason tournaments.

Once a ballplayer has been removed from the pitching position, the ballplayer may play any other position **but may not return to the pitching position for the rest of the game.**

B. Pitching Styles

A pitcher may throw any type of pitch including curve balls.

C. Balks

The umpire will call "No pitch - dead ball" call for the first balk by each a pitcher in a game. The umpire will immediately call time and explain to the pitcher the basis for the warning. Any succeeding balk call on that pitcher will result in baserunners advancing one (1) base. **During the regular season only, ages 11/12 will receive a second balk warning before a baserunner will be advanced (1) base.** This includes a runner at third base advancing home. If there are no runners on base a balk **cannot be called.** You can only have an illegal pitch.

D. Forced Removal from Pitching Position

For 11/12- more than two trips, and for 13/15 & 16/18- more than 1 trip by the manager or coach or assistant coach to the mound per pitcher in any inning, other than for an injury time out called by the plate umpire, will result in the immediate removal of the pitcher. Upon hitting a third batter with a pitch in the game, the pitcher shall be immediately removing from the pitching position.

III

Modified Rules of Play

- The Alliance Coordinator will schedule and pay the officiating fees for the regular and postseason. The 16-18 league requires two umpires, and the 11-12 and 13-15 leagues require one umpire.
- Run scoring limit per teams/inning are: Ages 11/12 limit is Five (5) runs per inning. Ages 13/15 & 16/18 is a Six (6) runs per inning limit. The “last inning” as stipulated by the umpire and modified unlimited inning scoring applies.
- Plays will be stopped when the run limit is reached,(5 run hard stop)
- Last Inning: If the visiting team is trailing by any number of runs or tied when it comes to bat, it can score as many runs as possible to make up any deficit, plus go ahead by the designated age group run per inning limit (6 runs 11/12 & 6 runs 13/5 & 16/18). If the visiting team is leading in the last inning, it can only score designated age group run per inning limit. If the home team is trailing or tied when it comes to bat, it can score as many runs as possible to make up any deficit plus go ahead by one (1) run to win the game.
- The pitching rubber is set at 50 feet for 11/12’s (*where fields allow these dimensions*); 60 feet 6 inches for 13/15’s (*where fields allow these dimensions*); 60 feet 6 inches for 16/18’s; bases are to be spiked or fixed at 70 feet for 11/12; 90 feet for 13/14’s (*where fields allow these dimensions*); and 90 feet for 15/18’s.
- All catchers must wear a mask and protective gear. Male catchers **MUST** wear a cup. It is recommended that female players wear a protective cup or pelvic protector.
- The entire bench bats and all players **MUST** bat in order. Players must be on the bench and ready to play before their names can be placed in the line-up. Players arriving after the line-ups are completed and/or play has begun must be placed at the bottom of the batting order.
- Players arriving late to a game will be placed at the bottom of the lineup and can bat/play without penalty.
- Only nine (9) players play the field with free substitution except for pitching position. Minimum of eight (8) players to start and to finish a game (no automatic outs).
- A team fielding less than eight (8) players will forfeit. **Forfeit rule only applies to tournament play.**
During regular season every effort should be made to play regular season games, which may include using players from the other team.
- If catcher becomes a baserunner with two outs, the last player that made an out **Must** be used as a substitute baserunner.

- If pitcher is a baserunner with two outs, a substitute baserunner who made the last out may be used.
- Dropped 3rd strike and Infield Fly is in affect for all age groups.
- Base runner ***MUST slide, give himself up or get out of the way*** if there is a force out play at 2nd base, 3rd base or home. In the event that the baserunner violates this rule, the runner will be called out. If, in the judgement of the umpire the runner's violation of the rule caused the defensive player to move to avoid contact or otherwise modify a secondary defensive play, both the runner and the secondary runner will be called out.
- ANY MALICIOUS CONTACT will result in a game ejection.
- Ages 11/12 NO HEADFIRST SLIDES EXCEPT UPON RETURNING TO A BASE. Ages 13/15 & 16/18 Headfirst slides are permitted when sliding into any base. Headfirst slides into home are permitted but not encouraged
- 11/12: Bunting is permitted. Once a batter has shown bunt during the pitch delivery, he may not pull back and swing (commonly known as a "Slash"). NO SLASHING IS PERMITTED.
- 11/12: All players must sit one inning before any player sits out two innings. All players must sit out two innings before any player sits out three innings. Exceptions: injuries, safety concerns, disciplinary actions may prevent players from participating fully but the opposing coach and scorekeeper must be notified.
- **The Starting Pitcher Rule:** The Starting Pitcher may continue to pitch even if members of their team are sitting for a second time. If that is the case, once the Starting Pitcher is removed from pitching, they are required to go to the beach for the rest of that inning. They may not be placed in another defensive position.
- 13/15 and 16/18: Each player ***MUST*** play a full inning in the field in the first 3 innings. Each player ***MUST*** play a minimum of two innings in the field after 5-innings. Each player ***MUST*** play a minimum of three innings in the field after 7-innings.
- 11/12: A "Lead Line" will be drawn on the base paths to designate a zone the base runner may lead. The Lead Lines are a chalk line perpendicular to the base path that is 14' off 1st, 2nd and 3rd base. The base runner must stay between the occupying base and lead line with both feet until the ball has crossed home plate. If a pitcher attempts a pick off any base runner and makes a throw to a base, all base runners are free to advance to the next base.
- 13/15 and 16/18: Runners may Lead and Steal per MLB rules.
- In the event of lightning or thunder, the umpire **MUST** suspend play immediately and all ballplayers, managers, coaches, and assistant coaches **MUST** promptly leave the playing field and take shelter, preferably in automobiles. Play may only be resumed if there has been neither sighting of lightning nor sound of thunder for **thirty minutes**. It is entirely the judgment call of the umpire whether to resume play.
- The home team is responsible for providing all game balls. Prior to the start of the game two (2) NEW game balls will be provided to the umpire. If additional game balls are needed, used game balls in good condition will be given to the umpire by the home team. **All game balls must have the same core.**
- The home team is responsible for the field to be ready for play **before each game**. This includes but not limited to: (1) drawing foul lines, batter's boxes and in the 11/12 program 10' lead lines. (2) Making sure the bases are at the proper distance and installed correctly in the hub. (3) Pitching rubber is at the correct distance.

- No tie games during tournament play. See rule for continuation of a suspended game as prescribed in Chapter 1, Section J. **This applies only to tournament play.**
- Starting time for games scheduled on Monday through Friday evenings is 6:00 p.m. Each team is allowed a 15-minute grace period. The visiting team has the field 15 minutes prior to the start time for practice. A change in game times can be negotiated between teams prior to the scheduled game so long as proper notice is given to both teams.
- The umpire is allowed the same 15-minute grace period. If the umpire has not arrived by 15 minutes after the scheduled starting time for the game, the home team shall select an umpire from among the managers, coaches, parents, or spectators with the mutual agreement and concurrence of the opposing manager.
- To keep game flowing, the batter must keep at least one foot in the batter's box at all times, with the following exceptions 1) if the batter swings at the pitch (and either misses, foul tips, or hits the ball), 2) is forced to move out of the batter's box due to a wild pitch, or 3) due to time out being called by the defense or offense.
- Offensive conferences are limited to 2 per game. Example: conversations during an at bat with the batter, or at any time that "time" is requested by the coach to speak with a runner.
- Substitue Rules: Substitutes may ONLY be drawn from rostered players of a team in the current season of the alliance. Teams may only utilize substitutes to bring their roster to no more than 10 total players for the game they are short players. Total number of Substitutes per team shall not exceed 3 for a single game. One substitute for playoff game, can't bring your team past 8 players. Umpire and opposing team must be informed of substitutes prior to game start.

■ **Metal spikes are NOT PERMITTED at all in the Alliance League.**

BAT RULES

- **11/12:** it shall not be more than 34" in length; nor more than 2 5/8 inches in diameter and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. **All bats not made of a single piece of wood must have either a Batted Ball Coefficient of Restitution (BBCOR) stamp, a USSSA 1.15 stamp or USABat stamp.**
- **13/15:** it shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, **All bats not made of a single piece of wood must have either a Batted Ball Coefficient of Restitution (BBCOR) stamp, a USABat stamp, or a USSSA 1.15 stamp. If the bat is using a USSSA 1.15 stamp, the bat shall not weigh, numerically, more than (5) five ounces less than the length of the bat (e.g., a 32 inch bat cannot weigh less than 27 ounces).** The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color.
- **15/18:** it shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-Long bat cannot weigh less than 30 ounces). **All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark.** The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.
- **Wooden bats are permitted in league play**

- Any bat found to be illegal for league play will be removed from the game; the team using the illegal bat will be warned for the first offence. Any subsequent offence will lead to automatic outs being enforced by the umpire(s) and possible ejection from the game.

IV

Incidents and Injuries

A. Incident Reports

In the event that an incident takes place or a player suffers a serious injury, it is the responsibility of both team managers/coaches to prepare reports of the incident or injury and to obtain the names of witnesses to the incident or injury.

B. Information Required

The manager/coach may use the reporting form provided by the organization to which the team is a member. Information that needs to be documented in the report includes:

- The date, place, and time of the incident or injury.
- The name(s), addresses and telephone numbers of the person(s) involved.
- The name(s), addresses and telephone numbers of any witness(es).
- Were police or EMS called? Did they respond? Was a formal police or EMS report prepared?
- A description of the events that took place before, during and after the incident or injury.
- How was the matter resolved?
- What additional issues, if any, need to be resolved?

C. Submission of Reports

The manager or coach of each team shall notify the representative of his/her league orally within three hours of the incident or injury. Formal written reports must be submitted within 24 hours of the incident or injury to the representative(s) of the league(s) to which the parties in the incident or injury belong.

V

Disputes

A. Expectations

Managers, coaches, assistant coaches, and ballplayers are expected to conduct themselves in a respectful and cordial manner at all time on and in the vicinity of the playing field. Losing tempers or other obnoxious or threatening displays over an umpire's decision will not be tolerated. Disrespectful language and actions by managers, coaches, assistant coaches, ballplayers, parents and other spectators towards umpires or towards one another have no place in this Alliance. Artificial noisemakers are not permitted at alliance games(Ex.cow bells, whistles, clackers etc.)Negative cheers are not permitted by players or fans.

B. Disputes

Interpretation of these rules during the conduct of a game is within the authority, judgment, and discretion of the umpire(s assigned to work the game. Any discussion regarding a rule or its interpretation will be resolved immediately with the umpire having the final decision. If a second umpire is working the field, the plate umpire and field umpire may confer with one another over a controversial call.

C. Protests

NO PROTESTS WILL BE ALLOWED.

D. Complaints

Complaints regarding the conduct of managers, coaches, assistant coaches and ballplayers during games and practice sessions and, most importantly, when wearing uniforms, shall be brought to the attention of the Tyler Moore, Recreation Sports Supervisor, Howard County Recreation and Parks 410-313-4715, tymoore@howardcountymd.gov

E. Conduct of Parents and Spectators

Managers and coaches are responsible for the conduct of parents and spectators. The name of any parent or spectator ejected by an umpire from the viewing area or field complex shall be reported within 24 hours of the ejection by the manager or head coach of the team with which the parent or spectator is associated to the representative of the league to which that team belongs. The league representative shall notify the representatives of the other participating leagues of the ejection.

F. Code of Conduct for Managers, Coaches, Ballplayers, and Parents

Where a league requires a code of conduct to be completed, as a prerequisite for managers, coaches, ballplayers, and parents for a team that is participating in the Alliance, managers, coaches, ballplayers, and parents shall abide by the terms of such code for all Alliance practices and games.

G. Ejection from Game

If a manager, coach, assistant coach, parent, or spectator is ejected from a game, the individual **MUST** leave the playing complex entirely within 5 minutes of being ejected. If a player is ejected and his parent or guardian is present, the player must leave the playing complex under the supervision of the parent or guardian. If a player is

ejected and his parent or guardian is not present, the player shall leave the field and dugout areas and sit in the spectator area for the duration of the game. Failure to do so will result in forfeiture of the game. A “forfeited game” call is solely within the authority and judgment of the plate umpire and may not be protested.

- By noon of the day following the incident, the plate umpire will notify the umpire-in chief of the name of any manager, coach, assistant coach, or player ejected from a game and the circumstances leading to such action. The umpire-in-chief shall then notify the Recreation & Parks League Supervisor, Tyler Moore.
- If any manager, coach, assistant coach, player or spectator is ejected the ejected player is suspended from (1) game including playoff games. For any subsequent ejection, the individual must meet with Tyler Moore, Recreation & Parks Sports Supervisor before returning to play. They are barred from league participation for the remainder of the season unless reinstated by the Sports Supervisor.

VI

Post Season Play

A. Post Season Tournament

The post season will consist of a seeded double elimination tournament. It will be at the discretion of the league supervisor whether to have a Gold and Silver bracket if the number of teams warrants having multiple brackets. Seeding will be determined by the following:

1. Wins
2. Head-to-Head
3. Point totals
4. Coin Toss

B. Championship Awards

Awards are distributed to players on the championship team and players on the runner-up team (There may be multiple divisions, and each division champion and runner up will receive awards.) The awards will be paid for by Howard County Department of Recreation and Parks.

C. Umpires

Umpires are scheduled and paid for by Howard County Recreation & Parks during the playoffs.

D. Player Eligibility and Removal from a Playoff Game Rules

A player who is injured on the field of play, and who is immediately and permanently removed from the game, will not be considered an out in subsequent plate appearances..

- Injured: players who are injured during play, not to players who may become ill, or need to be removed from the game for any reason other than injury.
- Immediately: A player is considered to have been removed immediately after injury only if he is removed from the game prior to the next pitch.

- Permanently: A player is considered to have been permanently removed from the game if he does not, following removal from the game, play in any defensive or offensive capacity for the remainder of the game following his removal.

If a player is removed from a playoff game for any reason except for an “**on field injury**” that player will be considered an out in subsequent plate appearances.

A player arriving late may enter the game at the bottom of the batting order. If the leadoff batter has batted twice the late arriving player is not eligible to join the game.

VII

Board of Directors

Each league participating in the Alliance will have one voting representative who will serve during the season as a member of the Alliance’s Board of Directors. The members of the Board of Directors shall vote on all policy and rulemaking matters. The Recreation Sports Supervisor will serve as the Chairperson, and shall serve collaboratively as the arbiters for any disputes that may arise during the course of the season and post season. The members of the Board of Directors are not empowered to overturn decisions rendered by umpires during games.

Howard County Recreation & Parks, through its assigned League Supervisor, reserves the right to amend the rules and schedules as conditions may warrant. All decisions made by League Supervisor are final.

Appendix B

Modified Little League Baseball Pitching Rules specific to the 11/12 Age Group

Regular Season Pitching Rules - Baseball

VI - PITCHERS

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) The manager must remove the pitcher when said pitcher reaches 85 pitches, but the pitcher may remain in the game at another position

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning.

Note 1: A pitcher who delivers 65 or more pitches in a game cannot play the position of catcher for the remainder of that day.

(c) Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(d) Each team must designate a scorekeeper to keep track of pitch count.

(e) The designated scorekeeper must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(f) The scorekeeper should inform the coach and umpire when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The pitcher must be removed in accordance with Regulation VI (c). However, the failure by the scorekeeper to notify the coach or umpire, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(g) Violation of any section of this regulation may result in a penalty on the coach.

(h) A player may not pitch in more than one game in a day.

NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.