

2017 SEMINARY PARK 3-PITCH LEAGUE RULES

1. Three Pitch format - ASA Rules apply
 - Maximum of (3) pitches to each batter
 - 2 balls = walk
 - 2 strikes = strikeout
2. All games are six (6) innings. No inning shall start after 10:50 PM. **When 4 or less games are scheduled, games will be 7 innings with a 60 minute time limit from the first pitch.**
3. Speed-Up Rule - If any time after the losing team has completed 4 at bats (equal number of at bats), the score differential is fifteen (15) or more runs, or 5 at bats (equal number of at bats), the score differential is 10 runs or more the umpire shall terminate the game. In the 6th inning if the score differential is 10 runs or more the umpire shall terminate the game.
4. To avoid having the 9:00 games start so late, no top half of an inning will start after 7:30 and 9:10. Innings will be played to completion. Lights go off automatically at 11PM. TIE GAMES WILL END AT THE TIME LIMIT. Time limits will be suspended for the tournament.
5. Teams must start at least eight (8) players.
 - * A team starting with 8 or 9 players can add players up to and including 10 players at any time. Additional hitters up to 13 may be added until the 2nd at bat of the 1st batter in the order.
 - * The speed up rule will be in effect after four (4) innings are complete only if the team playing with fewer than 10 players is losing.
- 5A. Teams can bat up to 15 batters. The team manager must advise the opposing team manager and umpire prior to the game if more than 11 batters are to be used. Batting order must remain constant at all times. If any player is withdrawn from the batting order for any reason other than serious injury, that spot in the order becomes an out.
- 5B. A team losing a player to significant injury during a game that is acknowledged by the umpire and both team managers, that team will not have to take an automatic out when that injured player is due to bat. In any other situations, such as player leaving the field for emergencies, etc, the team will have to take an automatic out for that batter.
- 5C. **In the event of a player ejection for sportsmanship, they must exit the facility. An automatic out will be recorded for that player's batting position for the remainder of the game taking place. An automatic suspension is imposed for that night, plus the next 2 games.**
6. Forfeit time is five (5) minutes after the scheduled starting time. If a team forfeits the first game of a doubleheader, they shall have an additional twenty (20) minutes before forfeiting the second game. In the event of forfeit, the forfeiting team pays the umpire both teams' fees.
7. **All bats must be ASA approved. Bat testing will be conducted early in the season and stickers will be attached to the bats.** Allowable balls are those that meet the .52 cor 275-300 compression standard. The league has supplied each team with one new ball for each doubleheader. Any ball lost over the fence or out of bounds must be replaced by the team at bat when the ball is lost.

Until bat testing is completed, the previous year's tests and stickers are valid. New or untested bats on the ASA approved bat list are valid. Per overwhelming manager vote use of an unapproved bat after the testing period will result in the forfeit of the game.
8. Fighting, extreme profanity, baiting or threatening of umpires or any similar un-sportsman-like conduct will result in an immediate two (2) game suspension for guilty party (ies). Players displaying conduct detrimental to the league will be expelled, at the discretion of the league commissioner, from further league play.
9. **USE OF ALCOHOLIC BEVERAGES BY PLAYERS, COACHES OR SPECTATORS IS STRICTLY PROHIBITED. VIOLATION OF THIS RULE WILL RESULT IN IMMEDIATE FORFEITURE OF GAME AND POSSIBLE SUSPENSION FROM THE LEAGUE.**

10 THE BATHROOMS LOCATED AT THE LOWER FIELD MUST BE USED. ANY PLAYER SEEN ABUSING THIS RULE WILL HAVE THEIR TEAM SUBJECT TO GAME FORFEITURE.

11. ROSTERS – All teams must fill out a roster on file with the league at all times. Before any player is eligible to play in any LTRC league, he must read the liability waiver at the top of the roster and sign the roster form or register at www.stonealley.com. A Stone Alley registration code will be supplied to all the managers for their player registration. Any team fielding an ineligible player will forfeit all games in which that player appears. Lutherville-Timonium Recreation Council and Baltimore County Department of Recreation and Parks will not be held liable for any injury to a player who fails to sign a league roster.

12. Metal spikes are not permitted at Seminary Park.

UMPIRE FEES

3-pitch- \$40.00 per team per doubleheader prior to the game.

POSTPONEMENT PROCEDURE-Weather Hotline 410-560-3376 or www.rainedout.com Organization LTRC
Canceled games will be announced at 410-560-3376. Postponed games will be made up at the discretion of the league coordinator and program chairperson. If 6:00 games are cancelled, all remaining games in the evening are cancelled.

REPORTING GAME RESULTS

Each team manager should communicate game results the following day. Call the league coordinator. Standings can only be issued if game results are reported.

SEMINARY PARK GROUND RULES

1. Fence, screen and poles are IN PLAY.
2. Ball lodged in fence is TWO BASES.
3. Any ball hit over the I-83 fence will be declared an inning ending out.

SEMINARY PARK COURTESY RULES

1. No alcoholic beverages or smoking in park.
2. Use bathrooms in shelter building at lower end of park.
3. Do not trespass on private property bordering the park.
4. Do not bring dogs to games.
5. Excessive loud noise will not be tolerated.
6. Please pick up any trash around the player/spectator areas before leaving the park.

Technical Out

As a sanction against those teams or individuals whose behavior is unacceptable, but the umpire judges that ejection is too severe a penalty, the umpire may invoke a technical out against the offending team.

A. Offense: If the team at bat is guilty of unsportsmanlike conduct, the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the batter and base runners being unaffected; an additional out is simply added to the team's total. If the technical out is the third out of the inning, the next inning will resume with the batter who would have batted had the out not been called. In this case, the batter will begin with a fresh count.

B. Defense: If the team in the field is guilty of unsportsmanlike conduct, the umpire may invoke the technical out rule by giving them an out when they come to bat.

C. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.

Courtesy Runner –

1 designated courtesy runner is allowed per game. The batter needing the courtesy runner can be identified before the game, or during the game as needed. The courtesy runner is the last batted out. For an in game injury an additional

courtesy runner may be used. Per both manager's pre game agreement communicated to the umpire, a courtesy runner may added for a pregame injured player.

NOTE: The intent is to prevent existing injuries from getting worse.

Forfeits

In the event of a late forfeit, the forfeiting team is responsible for both teams umpire fees. A waiver of the forfeit fee may be granted if 24 hours' notice is provided to the Program Director / League Coordinator in order to notify the Umpire in Chief to cancel the umpire and notify the other team. Note: The fee waiver is a courtesy and all officials involved with the program are volunteers and are not subject to 24 hour call.

Appeals –

Appeals must be filed in writing within 24 hours to the League Coordinator / Program Chairperson with all facts included and a review fee of \$25. A board composing the Program Director and at Least two League Coordinators with consultation to the Umpire in Chief will resolve the appeal. Unsuccessful appeals will be required to pay a fee of \$25.

SEMINARY CO-ED LEAGUE RULES

1. Each team will be composed of at least 4 female position players and 6 male position players. Each team may add an additional hitter that can be either male or female. After the 11 players, a team may add as many additional hitters as desired given that every male batter added is followed by a female batter. The additional batters may move in and out of fielding positions at will as long as a total of no more than 6 male position players are exceeded. If less than 4 female players, 3 will be allowed per the table below.

Player Count	Female Batters (Required)	Male Batters(Maximum)	Female Fielders (Required)
8	3 absolute minimum	5	3
9	3 absolute minimum	6	3
10	4	6	4
11	4	7	4
12	5	7	4
13	5	8	4
14	6	8	4
15	6	9	4

2. Male batters will hit with the 12" balls. Female batters will have the option to hit 11" OR 12" balls.

3. If a male batter is walked, and is followed by a female batter, the male batter will be awarded 2nd base and the female batter has the option to walk or hit.

4. Teams playing with 3 females will be required to take an out when the 4th female position in the batting order is due.

Pitcher Protection Coed

Batted ball actually strikes the pitcher striking his head, arms, neck, torso or legs, batter is out Dead ball and runners return to base at the time of the pitch.

Clarification: This rule is intended to safeguard the defenseless pitcher and for batters to avoid hitting up the middle. Pitchers can still field their position and throw runners out at the bases.