**Prince George Youth Baseball 13U Division House Rules**

1. **PRE-GAME AND POST-GAME RESPONSIBILITIES:**

**Home Team**

* Responsible for field set-up to include infield raking, lining base lines and setting bases at 70’. Pitching distance is 48’ measured from the point of home plate
* Supplies one new ball and one good ball to the umpire.

**Visiting Team**

* Responsible for putting ***away all field equipment, rake the infield, and ensuring all gates are securely locked***, including dugouts, field house, concession, bathrooms, etc.
* Supplies one new ball and one good ball to the umpire.

 **Both Teams**

* Each team is to supply one scorekeeper per game.
* Each team is to supply one pitch counter for their team and record the counts in the scorebook.
* Each team is to sweep and remove garbage and debris from their dugouts after use.

1. **Game and Field Rules:**
* Regulation Games:
	+ Shall be seven (7) innings in length
* No new innings to start after 1 hour 45 mins.
* 8 Warm-up pitches will be given to new pitchers. 5 warm-up pitches for any pitcher returning to the mound for a subsequent inning.
* 4 run limit per inning
* 10-Run Mercy Rule is in effect after 5 complete innings (or after the Top of the 5th if the home team is leading)
* The 7th inning (and 7th inning ONLY) may be declared an open inning by the Home Plate Umpire provided that the last out of the 6th inning is recorded before the time limit indicated
* Poor Weather / Field Conditions
	+ The umpire has the ability to end a game if they deem the field and / or weather conditions unsuitable for play and the safety of players
	+ Lightning present in the area is an automatic suspension of play; play may not resume until there has been 30 minutes of lightning-free time
1. **Base Running Rules:**
* Base Stealing & Leadoffs:
	+ Leadoffs, stealing, and pick-offs are allowed in this division.

* Dropped Third Strike:
	+ Standard baseball rules apply (with first base unoccupied, or if first base is occupied and two outs, the batter may advance to first).
	+ If the runner is tagged or thrown out at 1st base, the runner is ‘out’

* Head first slides are **not permitted**:
	+ Offending players will be automatically called out. Diving head first back to a base legally acquired is permitted.
* Slide or Avoid Rule:
	+ Mandatory for all players to slide and/or avoid a collision at all bases and home plate.
	+ Failure to do either will result in an automatic ‘out’.
	+ The ball is dead and no runner may advance beyond the base that was last legally acquired.
	+ The umpire will have the option of ejection if the incident warrants such a measure.

* Force-Play Slide Rule:
	+ On a force play, runners must slide directly into a base or to the side opposite the fielder to avoid altering the play of the fielder

1. **Pitching Rules:**
* NUMBER OF PITCHES AND REQUIRED REST: 1-35 pitches = no rest

36-55 pitches = 2 nights rest

56-75 pitches = 3 nights rest

**75 pitch maximum in a day**

* Pitches thrown in warm-up, bullpen, or ruled no pitch by the umpire because time was called prior to the pitch, or thrown when ruled no pitch due to balk do not count towards the pitch count.
* Pitch count is recorded after each game. A pitcher who requires rest after the first game of the day cannot pitch in the second game. Example: A pitcher who throws 36 pitches in game one is NOT eligible to pitch in game two.
* If a pitcher has two appearances in the same day his total pitch count for the day is combined for the purpose of rest. Example: A pitcher who throws 25 pitches in game one and 30 pitches in Game two has thrown 55 pitches for the day and requires 2 nights rest.
* EXCEEDING LIMITS TO FINISH BATTER: A pitcher is permitted to exceed the daily maximum pitch limit to complete pitching to a batter.
* PITCHING ON CONSECUTIVE DAYS: Pitchers may not pitch on three consecutive days.
* PITCHER REMOVED: Pitchers once withdrawn from the mound during a game are not permitted to pitch again in the same game.

* All score sheets and pitch counts are to be kept by coaches and returned to the division coordinator at the end of the season for player eligibility.