

Inter-League Rules and Modifications

Between White Marsh and Perry Hall for 2004

All Rules will be based on the 2004 ASA Rule Book except for the following modifications:

1. Balls and Bases

- a. Yellow Optic Balls will be used
- b. 11" Balls will be used for 8-10 age groups and younger
- c. 12" Balls will be used for 11-13 and 14-18 age groups
- d. Safety bases will be used for all age groups (no exception)
- e. Bases will be set at 60 feet for all age groups

2. Pitching

- a. All age groups (8-10, 11-13, 14-18) can do Wind Mill or Slingshot pitching.
 1. 35 feet for 8-10 age groups, will be allowed to take a step if not reaching.
 2. 40 feet for 11-13 and 14-18 age groups
- b. Dominating pitcher will be limited to 4 innings and a Non-Dominating pitcher will be allowed to continue (this is to encourage the development of pitchers)
 1. No limitations for 14-18 age group
 2. 4 inning limitations for 8-10 and 11-13 age groups

3. Base Running

- a. Courtesy runner will be allowed for the Catcher after 1 out
(this is in order for the catcher to get dressed for inning changes)
No Courtesy runner for the pitcher
- b. Stealing is allowed after the ball leaves the pitchers hand for all age groups.
EXCEPTION: 8-10 is allowed to steal after the ball crosses the plate once per inning.
- c. Stealing of home on pass balls is allowed in 11-13 and 14-18 age groups
The runner however must avoid the tag by sliding or going around the player at the plate. If a collision occurs that is not avoidable the runner will be called out

3. Batting

- a. 8-10 will be allowed and encouraged to bunt – no slapping will be allowed
- b. 11-13 and 14-18 will be allowed to bunt and slap
- c. Throwing the bat will result in the following manner:
 1. 1st offence a warning will be given (per player per game)
 2. 2nd offence the batter will be called out
 3. 3rd offence the batter will be ejected from the game
- d. While batting and base running a helmet will be worn with a required chinstrap
If a batter or runner is called without a chinstrap the following shall occur:
 1. 1st offence a warning will be given (per player per game)
 2. 2nd offence the batter/runner will be called out
 3. 3rd offence the batter/runner will be ejected from the game

5. Rosters/Equipment/Jewelry/Run Limitations

- a. 15 maximum on a roster
- b. 7 players are required to start and play a game
- c. 9 players maximum are allowed on the field – all on the roster will be allowed to bat
- d. Jewelry will not be allowed: exception are newly pierced ears and a bandage must be worn over them
- e. 5 run per inning with a max of 8 runs with no intentional walks for the 5th run. The 5th run may be walked in if it's not intentional