

2026 CITY BASEBALL BYLAWS

BYLAWS

SECTION A. GENERAL

The Bylaws set the rules that govern play for the Philadelphia Parks & Recreation Baseball Program. Coaches must have a copy of these bylaws with them at each game.

SECTION B. OFFICIAL RULES

All League games are governed by the Philadelphia Parks & Recreation Baseball Constitution and Bylaws, and by the Official Baseball Rules. Anything not covered by the above rules and Bylaws will be decided by the League Director.

SECTION C. ELIGIBILITY

1. Any amateur player is eligible to participate in the Baseball Program if that player:
 - a. Is a bonafide resident of the City of Philadelphia, or, if a non-resident, has requested and been granted a waiver.
 - b. Abides by the rules of these Bylaws.
 - c. Is registered as prescribed by the Bylaws.
2. Professionals or semi-professionals are not permitted to participate in the Philadelphia Parks & Recreation or Junior Baseball Programs.
3. A participant may compete for only one team, in one league, and in only one age sub-division. Compete is defined here as PLAYING in one LEAGUE game.
4. A participant may enter an older age sub-division but may not enter a younger age sub-division. (See Section O. Misc. Rules #15 ON "PLAYING UP")
5. Any violation of eligibility will be ruled on by the Baseball Committee.
6. Non-residents: A player or team must obtain approval of a waiver request submitted through the appropriate Baseball Committee Conference League Director.
7. **Full Tournament Teams are not permitted to compete.**

SECTION D. DIVISIONS (MAJORS AND MINORS)

1. 8 & Under: cannot turn 9 before May 1 of the current year.
2. 10 & Under: cannot turn 11 before May 1 of the current year.
3. 12 & Under: cannot turn 13 before May 1 of the current year.
4. 14 & Under: cannot turn 15 before May 1 of the current year.
5. 17 & Under: cannot turn 18 before May 1 of the current year.
6. 17 & UNDER MAY ROSTER UP TO TWO (2) 18 YEAR-OLDS
7. These two players who turn 18 prior to May 1 CANNOT PITCH, AND MUST NOT BE ROSTERED ON ANY COLLEGE TEAM

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SECTION E. FEES

1. The fee schedule of a League may vary regarding:
 - a. Forfeit fees
 - b. Operating fees
 - c. Awards fees
2. League fees are set by the Conference League Directors (Committee) in consultation with the Baseball Chairperson and Athletic Coordinator.

SECTION F. CONDUCT

1. Sportsmanlike conduct by coaches and players is **mandatory** at all times.
2. Teams are also responsible for the conduct of their spectators. If a spectator, player or coach interferes with the progress of a game, the umpire can declare a forfeit against the offending team after a sufficient warning.
3. A player, coach or spectator who is involved in a fight will be suspended for a minimum of **TWO** games.
4. A player, coach or spectator, who is ejected from a game, will be suspended from the team's next game.
5. A player, coach, or spectator who strikes an umpire or League Official, will be suspended from the League and from all Department of Recreation activities for a **minimum of one year**.
6. Anyone vandalizing game sites will be suspended or expelled for the league.
7. The umpire or person in charge of the game can suspend play for unruly spectator, player or coach behavior.
8. **The Conduct rules are in effect before, during, and after the game.**

SECTION G. ROSTERS AND REGISTRATION

1. Teams must roster a minimum of 12 and a maximum of 25 players.
2. Players must sign the Team's Blue Roster Form and the League ID Card.
3. For Player Registration, the coach must have the following:
 - a. Official proof of age (see instruction to coach on back of roster form). Clear photocopies may be acceptable.
 - b. Completed Roster Form.
 - c. Waiver forms completed, if applicable.
 - d. ID card signed by a player with a photo to be laminated to the card.
4. No team or player will be permitted to play until the team's registration is completed.
5. No additions can be made to a team's roster after the team's third game.
6. Players must obtain new ID cards each season, even if they are still competing in the same age division as the prior season.
7. Coaches must have present at all games: player ID cards, team roster, and the Baseball Program Bylaws.

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SECTION H. WAIVERS

1. Waivers are required for:
 - a. Non-residents: individuals not residing within Philadelphia.
 - b. Teams with a majority of non-residents cannot participate in the league playoffs.
2. Initiating the Waiver Request – It is the responsibility of the coach or manager to initiate the waiver request in sufficient time to receive an official approval or disapproval at least two weeks prior to the start of Conference league play. The individual(s) or team requesting the waiver may not be accepted into that league without approval of the waiver request.
3. Waiver Request Procedure
 - a. The waiver request form must be used to request a waiver. Forms are available through the Baseball Committee or the Sports and Athletics Office.
 - b. Submit the waiver request to the Chairman of the League in which the individual(s) or team resides. For non-residents, submit the waiver to the Director of the League in which the individual(s) desires to participate.
 - c. The Baseball Committee will make all decisions on waiver requests.

SECTION I. EQUIPMENT

1. The Baseball Constitution and Bylaws prohibit the use of metal spikes in any age division. **A player using metal spikes will be ejected and considered to have used illegal equipment.**
2. The home team will supply two new baseballs and playable baseballs thereafter. The umpire will be the sole arbiter regarding playable balls.
3. Each team must be fully uniformed by the first game. A uniform consists of shirt, pants, and hat. Baseball socks, including white sock and stirrup, or combination socks must be worn (No “sock-less” look). Hats must be worn during games. **Team shirts must have numbers.**
4. Protective headgear with earflaps for the hitter and protective headgear for base runners is mandatory in all Divisions.
5. Each team must have its own balls, bats, catcher’s equipment, bases, home plate, and pitcher’s plate.
6. The balls used must be approved for that age group. See special rules for each specific age group.
7. Helmet, throat guard, and protective cup are mandatory for ALL catchers. Facemask and helmet are mandatory for catching pitcher warm-ups, including coaches or parents.
8. Playing Conditions – The home team has the general responsibility for the playing condition of its field, the supply of bases, pitching rubber, and other reasonable aspects of field availability.

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- a. The umpire or person in charge of the game can suspend play for unsafe conditions.
- b. **All games must be played during daylight hours only. If by some uncontrollable reason the field lights are put on, the following conditions will apply:**
 - 1.) **play is to continue**
 - 2.) **the home team will attempt to put out the lights**
 - 3.) **if the lights remain on, the umpire will call the game when he feels it would have ended under natural light conditions**

9. Bat specifications – UPDATED 2/2025

- a. **8u, 10u & 12u: Bats can be NO LONGER than 32” and have a diameter NO LARGER than 2 5/8”. There is no specific weight/length ratio. Bats MUST BE USABat certified!**
- c. **14u: Bats can be NO LONGER than 34” and have a diameter NO LARGER than 2 5/8”. There is no specific weight/length ratio. Bats MUST BE BBCOR or USABat certified!**
- d. **17u: Bats can be NO LONGER than 34”. Bats should be -3 drop and BBCOR certified**

SECTION J. UMPIRES

1. Umpires are paid before the start of the game.
2. An umpire is paid a 2/3 of the total fee if only one of the two umpires assigned reports to the game.
3. Umpires are paid full fee if a game is rained out after the start of the game.
4. Umpires are paid a one half fee if the game is called prior to the start of the game.
5. Any coach having an issue with an umpire must handle it through the league director, not the umpire assignor, under penalty of suspension.

SECTION K. PROTESTS

1. Games can be protested for the following reasons only:
 - a. Umpire's misinterpretation of a playing rule or a ground rule.
 - b. Umpire's failure to impose the correct penalty for a violation.
 - c. Use of an ineligible player.
2. An umpire's judgment decision cannot be protested.
3. Protest procedure at a League game:
 - a. The coach must notify the umpire at the point of the alleged infraction that the game is being continued under protest.
 - b. The inning, score, outs, game situation, etc. must be logged in the official scorebook, signed by the umpire, and the protesting coach.
 - c. No protest will be considered at any time other than at the point of the incident.

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- d. Submit the protest in writing to the Conference League Director with a \$50.00 fee within 24 hours of the protest. Protests involving weekend games must be made on Monday. The protest fee must be in the form of a certified check or money order made out to the City of Philadelphia.
4. A protest board appointed by the League Director will rule on the protest. No more than two representatives from each team may attend the protest board meeting.
5. Player eligibility can be protested at any time. If a player is found to be ineligible, all games in which he played will be declared forfeited and the ineligible player barred from the League. Action may also be taken against the coach. The burden of proof of ineligibility rests with the protesting team. A \$50.00 fee for each player protested must be submitted with the written protest to the League Director.
6. Protest fees will be returned if a protest is upheld or revert to the League Fund if denied.
7. Protest Appeal
 - a. The right of appeal exists at the Athletic Coordinator level.
 - b. All appeals must be in writing and submitted to the Athletic Coordinator within 48 hours of the protest hearing with a \$50.00 fee.
 - c. If the protest is upheld all fees will be returned.

SECTION L. PLAYOFFS

1. The playoff format will be decided by the League Director once the number of teams in the Division is determined.
2. A point system will be in use to decide league standings: 3- win, 1- tie, 0-loss.
3. Ties for positions will be broken as follows:
 - a. head to head record
 - b. a playoff game if the tie is for the final playoff spot
 - c. record versus team(s) above in standings
 - d. defensive runs head to head (Home team's scorebook IS OFFICIAL)
 - e. coin toss
4. Games must go the required six or seven innings, unless the 12 run rule comes into effect. This rule applies to all playoff games including city championship games.
5. In case of rain, the 8&U through 12&U games become legal after 2 ½ innings; all other divisions, after 3 ½ innings (both with the home team leading). These games will be suspended and continued from the point of interruption. Games not reaching the required number of innings to be legal will start over. To clarify, the 8&U through 12&U games not completing 2 ½ innings and all other divisions, not completing 3 ½ innings will be replayed in its entirety.
6. In league playoff games only, the League Director may call a game a forfeit.

SECTION M. FORFEITS

1. A 15-minute forfeit period is in effect for all games. The forfeit period begins at game time if a team does not have nine eligible players. A team must have nine eligible players at the end of the forfeit period or lose the game by forfeit.
2. In the event of a forfeit, the team forfeiting a game must pay the forfeit fee before the next game if the forfeit fee is not included in the league fees.

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3. A team forfeiting two games may be dropped from the League and its fees will revert to the League Fund.

SECTION N. RAIN

1. The home team must notify the League Director by 1 hour and 15 minutes before game time that a game will be canceled due to rain. If after 1 hour and 15 minutes before game time a game has not been canceled, teams must report to the game site and the decision to play or not will be made by the umpire assigned to the game.
2. Rainouts can be made up at any time during the season; however, the date must be set up within two weeks of the rain out. During the last two weeks of the season, teams must set a date for the makeup on the day the game is postponed. Both teams involved in the makeup will receive forfeits for any game not re-scheduled in the proper time.
3. The League Director will set a date for a makeup game if coaches are unduly delaying in selecting a make-up date.

SECTION O. MISCELLANEOUS RULES

1. The home team must permit the visiting team to take the field for 15 minutes beginning 20 minutes before game time. The last five minutes before game time will be spent on the ground rules AND checking player ID cards. Players should line up on their respective base lines with their ID cards. Cards should be checked by opposing coaches or managers BEFORE the game begins. Weeknight game time is 6:00 PM. League playoff game time will be 5:30 PM on weeknights, or on the weekend at designated times.
2. Only the League Director can make postponements of scheduled games. Changes will not be made in the schedule once it is made.
3. Legal games stopped prior to completion:
 - a. If the home team is leading, the score stands and the game is over.
 - b. If the game is tied and the home team was behind or tied at the end of the previous inning, the game will end in a tie.
 - c. If the home team is behind or tied, and it was leading at the end of the previous inning, the score will revert to the score at the end of the previous inning.
 - d. Rule of thumb: If a legal game is stopped, for an incomplete inning to count, the home team must not be in a worse position than it was at the end of the previous inning.
4. During the regular season and playoffs, if a team is behind by 12 runs or more and has batted five times, the game will be declared over.
5. Speed-up Rule: **any player not presently in the game can act as a "speed-up" runner for the pitcher or catcher, with two outs in the inning.**
6. One conference per hitter per inning is permitted
7. One mound visit can be made per pitcher, per inning. Pitcher must be removed upon second visit.
8. A runner will be declared out if he barrels into a fielder or catcher who has the ball or is in the act of fielding the ball. The umpire can eject the runner from the game if he feels it was flagrant.

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9. The winning team must call in or email the score to the League Director within 24 hours of the end of the game. Weekend scores can be reported Mondays.
10. RE-ENTRY RULE: Any starter or substitute may re-enter the game once in any defensive position, but must bat in his original position in the batting order when re-entering. (Note: a player and his substitute cannot be in the game at the same time.)
11. When there is a legitimate injury to a player, a player not eligible to re-enter, unless that player was ejected, may re-enter for the injured player when the team is down to its last nine players. **This would only apply to a conventional 9 player lineup.**
12. CONTINUOUS BATTING ORDER OPTION (8&U, 10&U, 12&U): ALL players present bat in order, with any nine players playing defense. All players in a C.B.O. are considered "in the game" and any player can take the field. **If a player leaves the game for any reason other than legitimate injury (umpire's judgment), his spot in the order is an out. In the case of legitimate injury, his spot in the order is just skipped.**
13. C.B.O. A/B OPTION (all age groups): ALL players present are in a 9 slot batting order. Beginning with the 9 slot and working up the lineup, 2 players may occupy each slot, an "A" player and a "B" player. The first time through the lineup, the "A" player must bat. The next time through, the "B" player must bat. The third time through, the "A" player must bat, then the next time, the "B" player must bat, and so on. Any player can play in the field at any time, and at any position. For example:
 - a. 10 players present: 1 through 8 bat, an "A" and "B" bat in the 9 slot.
 - b. 11 players present: 1 through 7 bat, an A/B in the 8 slot, an A/B in the 9 slot.
 - c. 12 players present: 1 through 6 bat, an A/B 7 slot, A/B 8 slot, A/B 9 slot.
 - d. 13 players present: 1 through 5 bat, A/B 6 slot, A/B 7 slot, A/B 8 slot, A/B 9 slot.
 - e. 14 players present: 1 through 4 bat, A/B in the 5 through 9 slots
 - f. 18 players present: All slots have A/B batters.

If a player leaves the game for any reason other than legitimate injury, his turn in the order is an out. The A player CANNOT just bat for the B, or vice versa. In the case of legitimate injury (umpire's judgment): If it is a single batting slot, that spot in the order is skipped, if it is an A/B slot, the other batter bats. If a player arrives late to the game, he can be added as a single 10th batter; if a second player arrives late, he would be inserted as a B batter in the 10th slot. No other late players can be added.
14. EXTRA HITTER OPTION (all age groups): An Extra Hitter (EH) can be used but must be declared before the start of the game. The EH is an additional batter, not someone who bats for another player. The EH may enter the game on defense at any time, but must remain in the same position in the batting order. **If a team starts the game with an EH and loses a batter for any reason except legitimate injury (umpire's judgment), and the team has no eligible substitutes, his spot in the order is an out. In the case of legitimate injury, and there are no eligible subs, his spot in the order is skipped (lineup shrunk to 9).**
15. No player is permitted in the game with an uncovered bleeding wound or injury, etc., or with blood on his uniform. Player/manager will be given a reasonable amount of time (**no longer than 5 minutes**) to clean and dress the wound. If any part of the uniform is found to have blood on it, it must be removed. Replacement uniform does not have to match team's uniform, but they can use a teammate's shirt/pants where possible.

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16. 2 YEAR RULE: No player may play up if they are a year or more below the top of the next age group down. Specifically:
- A 5 yr old cannot play 8&U, but a 6 yr old can
 - A 7 yr old cannot play 10&U, but an 8 yr old can
 - A 9 yr old cannot play 12&U, but a 10 yr old can
 - An 11 yr old cannot play 14&U, but a 12 yr old can
 - A 13 yr old cannot play 17&U, but a 14 yr old can

SECTION P. SPECIAL RULES FOR THE 8 & UNDER DIVISION

- The official ball is the Wilson A1074 or Rawlings LLB1.
- The distance on the bases will be 60 feet. The pitching distance will be 43 feet from home plate to the pitching rubber.
- There will be a two hour time limit on all games. No inning may begin after the game is two hours old. The next inning begins when the last out of the previous inning is recorded.
- Games are a MAXIMUM of six innings. A legal game is 2 ½ innings with the home team leading.
- During the regular season and playoffs, if a team is behind by 12 runs or more and has batted FIVE times, the game will be declared over.
- Teams may score a MAXIMUM of 5 RUNS PER INNING. (Minors Only)
- No extra innings are allowed during the regular season.
- No stealing is permitted at all. A runner may only advance on batters' performance. A base runner may take a lead only after the pitcher has released the ball. If a base runner leaves early, he and the team will be issued a warning and the next time this occurs, the runner will be called out.
- A batter cannot run on a dropped third strike.
- Pitchers can pitch a maximum of three innings in a game. One pitch constitutes an inning. This rule is waived in extra inning playoff games.
- Breaking pitches are not permitted. Penalties: first time in game-"no pitch" is declared and a warning issued; second time- a ball is declared. **A breaking pitch is defined as: any pitch that requires breaking or snapping of the wrist to impart sidespin or downspin on the ball. A straight changeup would not be considered a breaking pitch.**
- There are no balks in this division.
- HIT BATTER RULE: If a pitcher hits three batters during a game, the pitcher must be replaced. The pitcher replaced may play another position, but may not return to pitching.
- There is no infield fly rule in this division.
- On an overthrow to first base, when the ball stays in play, the batter runner can advance to second base at his own risk, but *cannot* advance past second base on that particular play.
- CONTINUOUS BATTING ORDER, **CBO A/B**, EXTRA HITTER OPTIONS: See Section O. Misc. Rules #11-13 for definitions of each. Must be declared before the game.
- Face guards on protective headgear are mandatory for the 8 & under Division.

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SECTION Q. SPECIAL RULES FOR THE 10&UNDER DIVISION

1. The official ball is the Wilson A1074 or Rawlings LLB1.
2. Bases: 60 feet. Pitching distance: 46 feet.
3. Games are a maximum of six innings. A legal game is 2 ½ innings with the home team leading.
4. No extra innings are allowed during the regular season.
5. Base-running: No leads are permitted. Base-runners may leave the base or attempt a steal on the pitcher's release of the pitch. A runner will be called out if he leaves the base early. A player who walks is a base-runner and is therefore subject to this rule, so he may not leave first base until the release of the next pitch.
6. No stealing of home is permitted. A runner who tags home is out. A runner can only come home on batter's performance.
7. A batter cannot run on a third dropped strike.
8. Pitchers can pitch a maximum of three innings in a game. One pitch constitutes an inning. This rule is waived for extra inning playoff games.
9. Breaking pitches are not permitted. See Section P. Special Rules 8&U, Rule 8.
10. Balks: First balk - warning. Thereafter, balk rule is enforced.
11. HIT BATTER RULE: See Section P, Rule 10.
12. CBO, **CBO A/B**, EH options: See Section O. Misc Rules #11-13.

SECTION R. SPECIAL RULES FOR THE 12&UNDER DIVISION

1. The official ball is the Wilson A1074 or Rawlings LLB1.
2. Bases: 75ft. Pitching distance: 50'6".
3. Games are a maximum of six innings. A legal game is 2 ½ innings with the home team leading.
4. No extra innings are allowed during regular season games.
5. Runners may lead from and steal all bases including home.
6. A batter cannot run on a dropped third strike.
7. Pitchers can pitch a maximum of three innings in a game. One pitch constitutes an inning. This rule is waived in extra inning playoff games.
8. Breaking pitches are not permitted. See Section P. Special Rules 8&U Rule 8.
9. CBO, **CBO A/B**, EH options: See Section O. Misc Rules #11-13.

SECTION S. SPECIAL RULES FOR THE 14&UNDER DIVISION

1. The official ball is the Wilson A1010 or equivalent.
2. Games are a maximum of seven innings. A legal game is 3 ½ innings with the home team leading.
3. No extra innings are allowed during the regular season.
4. A pitcher can pitch a maximum of four innings in a game. One pitch constitutes an inning. This rule is waived in extra inning playoff games.
5. **CBO A/B**, EH options: See Section O. Misc. Rules # 12 & 13.

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SECTION T. SPECIAL RULES FOR THE 17&UNDER DIVISION

1. The official ball for 17&U is the Wilson A1010 or equivalent.
2. Games are seven innings. A legal game is 3 ½ innings with the home team ahead.
3. If a game is tied after seven innings, an eighth and if necessary, a ninth inning may be played. No more than nine innings may be played during a regular season game.
4. **CBO A/B**, EH options: See Section O. Misc. Rules # 12 & 13.

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