



# **MARSHFIELD YOUTH BASEBALL RULE BOOK**

**Marshfield Youth Baseball Board of Directors**

**Enacted 2017, Updated 2018, 2019**

## **1. LEAGUE STRUCTURE 1.A. Organization**

Marshfield Youth Baseball League, Inc. (MYBL) is an independent, non-profit corporation organized in the Commonwealth of Massachusetts for the purpose of organizing, funding, and operating a youth athletics baseball program.

### **1.B. Philosophy**

The philosophy of MYBL is to provide age appropriate athletic activity to ALL eligible youth in an environment that fosters fun, skill development, positive self-image, good sportsmanship, and community service.

### **1.C. Board of Directors**

MYBL WILL be governed by a Board of Directors (BoD) in accordance with the MYBL Bylaws, and MAY have operational officers elected by its membership to positions of need as determined by the BoD.

### **1.D. Rules**

Any rules not specifically addressed in the MYBL rulebook shall be in accordance with Cal Ripken rules.

### **1.E. Divisions**

The League may have the following divisions:

1. Instructional League (TBall): Ages 5 - 6
2. AAA (Coach/Player Pitch): Ages 6 & 7
3. Minors: Ages 8 & 9
4. Major Green: Ages 10 - 12
5. Major Black: Ages 10-12 (50/70 Level)
6. Babe Ruth: Ages 13-15
7. Summer Travel: Ages 8-14 (Level Directors and League Officials choose teams according to level of play at each age group)
8. Cal Ripken Tournament Teams: Ages 8 – 14 in accordance with Cal Ripken Rules of age April 30<sup>th</sup> birthday.

## **2. REGISTRATION**

### **2.A. Fees**

Prior to October 1<sup>st</sup> the Treasurer will recommend a registration fee to the BoD for the following spring season.

1. The registration fee **MUST** be set at a level sufficient to:
  1. Cover ALL current league expenses;
  2. Provide for capital maintenance and improvements.
  3. Provide for waiver of fees in cases of financial hardship.
2. Fee level **WILL** be based on the number of anticipated paying registrants.
3. The Board of Directors **WILL** provide a sliding fee scale and/or maximum fee level for families registering multiple players in MYBL programs.
4. Various fee levels **MAY** exist for:
  - a. Different programs within an age bracket;
    2. Baseball and Tee-Ball programs; and,
    3. Purposes of sliding fee scale and maximum allowable fee per family.

## **2.B. Registration Dates**

Registration and tryouts (optional) will occur at a time and place determined by the BoD. TYPICALLY THE MAJOR AND MINOR TRYOUTS WILL TAKE PACE IN THE FALL

## **2.C. Requirements**

At the time of registration, the fee, signed registration, and proof of date of birth for any new player must be presented or registration will not be accepted.

1. The Board of Directors may, at their discretion, waive the registration fee for a player
2. The Board of Directors may, at their discretion, waive presentation of proof of date of birth at the registration. Proof of date of birth must be presented upon subsequent request.
  - a. Proof of date of birth may be:
    1. Original, certified, or notarized copy of Birth Certificate.
    2. *Original, certified, or notarized copy of Baptismal Certificate.*
    3. Original, United States Passport.

## **2.D. Signatures**

The player's parent or legal guardian **MUST** sign the registration form.

## **2.E. Birth Date**

The registration form will state that the registration may be declared void, if, at any time, the birth date provided is found to be incorrect.

1. Player's registration will be deemed void.
2. Registration fee will be forfeited.
3. Player will be placed in proper age grouping if one exists.
4. If player is too young for league play, player will be removed from team and be required to sit out until old enough to legally play according to MYBL eligibility guidelines.

### **3. ELIGIBILITY**

#### **3.A. Eligibility Requirements**

ALL youth are eligible to play in MYBL subject to the age brackets determined below. Summer and part-time residents WILL be considered eligible.

#### **3.B. Age Requirements**

The MYBL age of a player in all divisions will be the player's age as of April 30 of the year in which play is to occur EXCEPT:

1. Summer Travel Teams (After In-House Season) ages subject to summer travel leagues' age brackets and cut-off dates.
2. In-House pre or post-season clinics, instructional leagues (except AAA), cosponsored leagues, or experimental programs age brackets and cut-off dates will be determined as needed.

#### **3.C. Division Eligibility**

A player will be deemed eligible to play in the following divisions if the player's MYBL age is:

1. Instructional League (TBall): Ages 4 - 6
2. AAA (Coach/Player Pitch): Ages 6 & 7
3. Minors: Ages 8 & 9
4. Major Green: Ages 10-12
5. Major Black: Ages 10-12
6. Babe Ruth League age 13 through 15.
7. Senior Prep Babe League age 16.
8. Senior Babe Ruth League ages 16 through 18.

#### **3.D. Playing Up**

All league age brackets prohibit younger players from playing in a higher age bracket EXCEPT with approval of the Board of Directors:

1. Prep Babe Ruth League, Babe Ruth League, Senior Prep Babe Ruth League, and Senior Babe Ruth League, which follow Babe Ruth Divisional Age Guidelines for all tournament play.

2. *Prep Babe Ruth League, Babe Ruth League, Senior Prep Babe Ruth League, and Senior Babe Ruth League if, in the estimation of the Babe Ruth League Vice President, it becomes necessary to permit younger players to play in a higher age bracket in order to ensure the continuation and viability of play in a particular age grouping.*

### **3.E. Playing Down**

All league age brackets prohibit older players from playing in a lower age bracket EXCEPT with approval of the board of directors:

1. Players who are unable, due to physical, mental, or emotional disability, to perform in their chronological age bracket.
  1. Parents MUST request that the player be allowed to play in a lower age bracket in writing.
  2. Parents MUST supply written documentation from pediatrician or other MEDICAL or PSYCHOLOGICAL professional that the player is unable to play in chronological age bracket.
  3. Board of Directors MUST take into consideration only the player's ability to perform in chronological age bracket.
  4. A player permitted to play in a lower age bracket WILL NOT be eligible for summer travel league or tournament play in the lower age bracket.
  5. A player permitted to play in a lower age bracket is so permitted for ONLY one season and at the end of that season will be returned to their chronological age bracket for subsequent year's play. Parents MUST re-apply for subsequent season/s if they wish for player to again play in a lower age bracket.

### **3.F. Registration**

Registration will be allowed at the tryouts, although pre-registration shall be encouraged.

### **3.G. Registration End Date**

Registration will be completed by March 1 to allow the League Vice Presidents to organize their drafts. Players registered after that date will be placed on a waiting list and assigned to teams on a space available basis.

## **4. EQUIPMENT**

### **4.A. Responsibilities**

The Vice-President of Equipment (VP-Equipment) WILL be responsible for the acquisition, maintenance, disbursement, collection, and storage of all moveable equipment of the organization under authority of the BoD.

1. Any misuse, loss, or lack of due care regarding any such equipment WILL be reported to the BoD.
2. The VP-Equipment will annually solicit price quotes from interested vendors and prepare a recommendation to the BoD regarding preferred vendor/s prior to December 1.
3. The BoD WILL vote to designate a preferred vendor.
4. Alternate vendors may be used throughout the year where time, availability, price, or speed of delivery

are an issue.

5. The VP-Equipment WILL disburse equipment to team managers.
6. Each equipment bag WILL consist of the following equipment in age appropriate sizes:

- 3 BATTING HELMETS
- 1 BAT
- 1 DOZEN PRACTICE BALLS
- 1 DOZEN GAME BALLS (BE REISSUED IF NECESSARY)
- CATCHERS EQUIPMENT
  - MITT
  - CHEST PROTECTOR
  - SHIN GUARD
  - THROAT GUARD
  - HELMUT WITH CAGE
- SCOREBOOK

7. The team manager WILL be held responsible for return of ALL issued equipment in serviceable condition and at a time and place designated by the VP-Equipment.

#### **4.B. Abuse of Equipment**

Bats, helmets and other league equipment will not be thrown, tossed or abused in any way.

1. The umpire may, after one warning, eject any player, manager, or coach who abuses equipment.
2. *Equipment is valuable and must be treated accordingly.*
3. Managers are responsible for the state of all team equipment and are requested to impress this fact on their players.

#### **4.C. Game Time Storage**

All equipment not being used must be kept in dugout during the game.

#### **4.D. Required Equipment**

The following equipment is REQUIRED and players WILL NOT be permitted to play without:

1. Chest protector, shin guards, protective cups (hard shell), throat guards and catcher's helmet or shell must be worn by the catcher.
  - a. The league WILL supply ALL required equipment

EXCEPTION: protective cup.

b. RECOMMENDATION: In ALL divisions it is advisable for catchers to wear protective cups over their game uniform and under a pair of athletic shorts. This procedure helps to ensure compliance with safety requirements and makes it, relatively easy to change catchers during the game while still ensuring compliance.

2. The catcher must use a catcher's mitt.
3. Only a first baseman may wear a first baseman's mitt.

EXCEPTION: A left-handed catcher, where the league has not supplied a left-handed catcher's mitt to the team involved may substitute a first baseman's mitt until an appropriate catcher's mitt is provided.

4. All batters and runners MUST wear appropriate batting helmet at all times while on the field of play. Any batter or runner, who, in the opinion of the umpire, intentionally knocks off their helmet, shall be given one (1) warning. If the same player again intentionally knocks off their helmet, that player shall be returned to the base they last crossed while wearing their helmet, unless the player is thrown out during the play. Under this rule, no runner shall be returned any further than first base. This rule will not affect runners in front of the violating runner, but may affect those runners behind them.
5. In divisions permitting players to act as base coaches (BABE RUTH PREP AND HIGHER DIVISIONS ONLY), players MUST wear batting helmet while in the coaching box.
6. The umpire WILL, after one warning, eject any player who fails or refuses to comply with these requirements.

## **5. GENERAL RULES OF PLAY 5.A. Dugout Assignment**

The home team will occupy the first base dugout.

### **5.B. Equal Time Rule**

In all divisions, no player will sit out a second inning until ALL players have sat out at least one inning. No player will sit out two (2) consecutive innings (unless becoming injured and removed from the game.) This rule will be referred to as the "Equal Time Rule".

### **5.C. Batting Order**

In all divisions, the batting order shall be continuous and include ALL players on the team. A player who arrives at the field after the game begins must be inserted at the end of the line up. The batting order, except for late arriving players, is set when submitted to the opposing team.

### **5.D. Enforcement**

Failure to abide by Rules 5(B), 5(C), WILL result in an automatic forfeit by the offending team.

### **5.E. Lineups**

Prior to the start of every game, a line up must be submitted to the opposing manager.

### **5.F. Game Start Time**

All games must begin at their appointed starting time.

1. If a manager is unable to field a team of eight (8) or more players within fifteen (15) minutes after the appointed starting time, the umpire is obligated to call a forfeit.
2. If a team has at least eight (8) players at the appointed starting time, the game MUST begin at that time.
3. Late starting games WILL NOT be granted additional playing time.

### **5.G. Game End Time**

No inning may begin at a time which is less than ten (10) minutes prior to the time at which the following, regularly scheduled game is scheduled to start.

1. The umpire shall determine the start time. It remains the umpire's responsibility to determine if any inning or part of an inning will begin.
2. Any inning, which can begin ten (10) minutes prior to the time at which the following game is scheduled to start, must be started and completed.
3. No inning may begin after 9:30 p.m.

EXCEPTION: 8:00 pm games under the lights. No inning may begin after 9:50 pm (except playoffs)

4. No game (including playoffs) may continue after 10:30 pm. Games that are suspended shall be continued from point of suspension.
5. In the event that an inning is legally begun and CANNOT be completed the score WILL revert to that existing at the end of the last complete inning and the game WILL be suspended, except playoffs.

6. Any game suspended or called for the above reasons WILL be treated as a make-up game.

EXCEPTION: On Saturday or Sunday the last regularly scheduled games would have preference to the start of any make-up game that had been re-scheduled at that field on the day in question. The re-scheduled game WILL be delayed until completion of the regularly scheduled game.

## **5.H. Umpires**

In all leagues (EXCEPTION: Instructional and AAA Level), the home plate umpire will be a paid umpire.

1. NO game, will start without an Umpire at the Major & Babe Ruth Level. If necessary, and both coaches are in agreement, coaches may ump, or choose a mutually agreed upon replacement for an ump, in the absence of spot being filled in the MINOR Level (See 5.H. Sec
2. The umpire working behind home plate is to be considered the “Umpire in Chief” and in charge of the game.
3. Plate umpire has the authority to override the base umpire.
4. NO APPEAL may be made to the plate umpire to override a base umpire’s call.
5. NO PROTEST may be made regarding an overridden call.
6. ALL overrides must occur prior to the delivery of the next pitch.
7. In ALL divisions, if a plate umpire does not show up:
  - A suitable replacement MAY umpire with the approval of BOTH managers;
  - If no suitable replacement can be agreed upon, the game will be rescheduled.
  - Home team manager MUST report need to reschedule the game to division Vice-President.

## **5.I. Unacceptable Behavior**

Absolutely no profanity, arguing with the umpires to the point that it is disruptive, abusive or excessive or abuse of equipment by players, managers, coaches or fans will be tolerated.

1. The first offense against this rule will result in a warning.
2. The umpire may, after one warning, eject any player, manager, coach, or fan who continues after warning to display disruptive or abusive behavior.
3. Upon ejection any and all of the above will be required to leave the premises (including parking lot and surrounding area).
  1. If an ejected person fails to leave, the umpire or a BoD member shall have the discretion to call a forfeit against the team with whom the offending person is affiliated.

2. A subsequent offense will result in suspension for the remainder of the season or expulsion from ALL future league activities. It is the discretion of the BoD under the progressive discipline system.
3. The umpire or BoD member will exercise discretion in these matters.
4. ALL Forfeiture and/or suspension MAY be appealed to BoD.
5. Ejection MAY be appealed to BoD prior to next game.

## **5.J. Score Books**

In Levels Minor and up a scorekeeper is required of each team, each team will maintain an accurate score book of each game played, including pitch count for both teams.

- Scorebooks are used to establish Babe Ruth Tournament eligibility.
- Pitching eligibility may be challenged

## **5.K. Game Scores**

The winning managers will report game scores to the Vice President of respective division within 24 hours-of completion of game. Manager may also report score online.

## **5.L. Persons Allowed on Field**

During a game, only the manager, two coaches, scorekeeper, and players are permitted on playing field or in dugout.

**Absolutely no other person is allowed on playing field or in dugout during a game.**

## **5.M. Kill Rule**

Any team leading by ten (10) or more runs after four (4) complete innings shall be declared the winner.

1. Coaches may elect to continue play as a practice game, but umpires are not required.
2. Pitch count WILL count toward rest for extra innings

## **5.N. Official Rules**

Except as stated within these rules, the OFFICIAL REGULATIONS and PLAYING RULES of BABE RUTH BASEBALL, INC., shall govern all games.

1. In case of conflict, MYBL rules shall prevail.

## **6. GROUND RULES 6.A. Legal Game**

1. Four (4) complete innings.
2. 3 1/2 innings if the Home Team is winning.

## **6.B. Fair Territory**

1. Home plate
2. First (1<sup>st</sup>) and Third (3<sup>rd</sup>) base
3. Foul lines
4. The playing field within the foul lines

## **6.C. Hit Out Of Play**

1. A ball hit fair that rolls under or bounces over a fence or through a gate will be considered out of play.
  1. Batter may advance two (2) bases.
  2. Runner/s may advance only two (2) bases from where they started.
2. A ball-hit fair that is either lodged in the fence or temporarily lost in vegetation will be considered out of play.
  - a. Batter will be awarded the base which, in the umpire's opinion he would have safely reached at the time in which the ball ceased to be in play, plus one (1) additional base. Umpire must make judgment and ruling as to when the ball ceased to be in play.
  - b. Runner/s will be awarded the base which, in the umpire's opinion he would have safely reached at the time in which the ball ceased to be in play, plus (1) additional base. Umpire must make judgment and ruling as to when the ball ceased to be in play.
3. A ball hit fair which leaves the field of play by passing over the fence while in fair territory without being touched by an opposing player WILL be considered a home run and the batter and all runners may score.
4. A ball hit fair which leaves the field of play by passing over the fence while in fair territory after being touched by an opposing player, but without hitting the ground, WILL be considered a home run and the batter and all runners may score.

## **6.D. Overthrow**

1. In Major and Babe Ruth Level a runner may attempt to advance as many bases as possible, as long as the ball is in play. Version: 2008-03-18 12 of 21 (see rules section for Instructional and Minors)
2. A ball which, as the result of a throwing error:
  1. Bounces over or rolls under a fence;
  2. Is touched by spectators or players in or around dugouts who are not involved in the play;

3. Bounces into areas where equipment is on the field of play;
4. Is engaged in fence or vegetation; or,
5. Bounces into dugouts or on-deck cages.

WILL be considered dead.

3. Runner/s will be awarded the base which, in the umpire's opinion he would have safely reached at the time in which the ball ceased to be in play, plus one (1) additional base.

### **6.E. Wild Pitch**

1. On a wild pitch or passed ball that bounces under the backstop, over the fence, into dugouts or on-deck cages, becomes engaged in the fencing of the backstop, or is touched by a spectator, or member of the opposing team (EXCEPT A RUNNER).
  - a. Runners are entitled to only one (1) base from where they started.

### **6.F. Foul Fly Ball**

1. If a ball hit foul comes into contact with any equipment or member of the batting team or if the any equipment or member of the batting team in any way interferes with the play of the fielder attempting to field the ball, the batter will be declared automatically out and runners may not advance.
2. A foul tip is a ball, which barely touches the bat and is clearly caught by the catcher.
  1. A foul tip is a live ball.
  2. Runners may advance at their own risk.
  3. Batter is OUT on a foul tip on third strike.

### **6.G. Batter's Box**

1. If a batter's foot is out of the batter's box when the ball is hit (fair or foul), batter is OUT.

1. Batter's foot must be in contact with ground.
2. If batter swings and misses, batter is not out.

### **6.H. Bunting**

1. Bunting is permitted in Majors and Babe Ruth ONLY. It is not a swinging strike if a batter squares to bunt but makes no attempt at the pitch.

1. Pitch is called by location.
2. *Batter does not have to pull bat back.*

### **6.I. Throwing Bat**

1. Players must not throw bats intentionally or accidentally.

1. ANY player who intentionally throws a bat may be declared out and ejected from the game.
2. ANY player who accidentally throws a bat will be given one (1) warning. After the second (2<sup>nd</sup>) time a bat is thrown by the same player, the umpire, at his discretion, MAY declare the player out and eject him from the game.

## **6.J. Batting Helmet**

1. All batters and runners MUST wear appropriate batting helmet at all times while on the field of play.

a. Any batter or runner who, in the opinion of the umpire, intentionally knocks off their helmet, shall be given one (1) warning.

b. If the same player again intentionally knocks off their helmet, that player shall be returned to the base they last crossed while wearing their helmet, unless the player is thrown out during the play.

c. Under this rule, no runner shall be returned any further than first base. This rule will not affect runners in front of the violating runner, but may affect those runners behind them.

## **6.K. Stealing Bases**

1. Stealing bases or advancing on passed balls or wild pitches is not permitted in the following Divisions:

1. Instructional
2. AAA
3. Minor League.

2. In the Major League, a runner cannot leave the base until the ball has reached the batter.

1. Once the ball reaches the batter, the runner may attempt to advance.
2. If the runner leaves early:
  1. the umpire shall raise his arm to indicate runner has left early;
  2. play shall continue; and,
  3. at the end of the play if the runner has not been tagged or forced out, then runner will be returned to base which he left early.
  4. The runner and his team will be given a warning.

1. Each team will receive two (2) warnings during the course of any one (1) game.
2. Upon the third (3<sup>rd</sup>) infraction by a team, the runner so violating this rule will be declared out.

5. In all instances not covered by these rules where runner leaves early, refer to Official Babe Ruth Baseball Rules.

3. All other divisions refer to Official Babe Ruth Baseball Rules.

## **6.L. Slide Rule**

1. A runner may not intentionally initiate contact with fielder in order to obtain base or home plate.
2. *Incidental contact between runner and fielder is allowed, but any runner who hurdles, jumps or initiates contact with a fielder which, in the opinion of the umpire is excessive, WILL be declared out.*
3. A runner approaching base or home plate must make a reasonable effort to avoid contact with a fielder.
4. If contact with a fielder is made as a result of the runner sliding (head or feet first) into a base or home plate the runner WILL NOT be declared out.
5. No head first slides in any division with the exception of returning to a base that the runner had already acquired (ex: pick-offs, rounding a base and returning to that base, etc.)

## **6.M. Overrunning First Base**

1. A player who overruns 1<sup>st</sup> base turns to the left but does not make an attempt at 2<sup>nd</sup> base and returns immediately to 1<sup>st</sup> base IS NOT OUT. Portions of Official Babe Ruth Baseball Rules follow:

Rule 7.08© - A batter-runner cannot be tagged out after overrunning or over-sliding 1<sup>st</sup> base if said runner returns immediately to 1<sup>st</sup> base.

Rule 7.08(j) - ...if the batter-runner starts toward the dugout, or toward his position, and fails to return to 1<sup>st</sup> base at once, that runner is OUT, on appeal, when said runner or the base is tagged.

## **6.N. Obstruction**

1. If fielders covering a base, especially first basemen, block or impede a runner attempting to acquire that base, whether intentional or unintentional:

1. If a runner is out, or if a runner's advance to another base is hindered because of this obstruction, the umpire should impose whatever penalties are necessary to nullify the act of obstruction.

2. If a play is made on the obstructed runner, or if the batter-runner is obstructed before touching 1<sup>st</sup> base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would otherwise have reached, in the umpire's judgment, if there had been no obstruction.
3. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then impose such penalties, if any, as in that umpire's judgment, will nullify the act of obstruction.

## 6.O. Interference

1. It is interference by a batter or runner when:
  - a. After a third strike he hinders the in his attempt to field the ball;
  - b. After hitting or bunting the ball his bat hits the ball a second time in fair territory the ball is dead and no runners may advance;

EXCEPTION: If he drops the bat and the bat makes contact with the ball in fair territory and, in the judgment of the umpire there was no intention to interfere with the course of the ball, the ball is alive and play will continue.

- c. He intentionally deflects the course of a foul ball in any manner.
  4. Before two (2) are out and a runner is on third base, the batter hinders a fielder in making a play at home plate. Batter is out.
  5. Any member of offensive team gather around any base to which a runner is advancing confuses, hinder, or add difficulty to the fielder. Runner is out.
  6. After being put out, a batter or runner interferes with any following play. Second runner is out.
  7. In the judgment of the umpire a base runner willfully and deliberately interferes with a batted ball or a fielder making a play with the obvious intent of breaking up a double play. The ball is dead. Batter is out. Interfering runner is out. No runners may advance or score.
  8. In the judgment of the umpire a batter/runner willfully and deliberately interferes with a batted ball or a fielder making a play with the obvious intent of breaking up a double play. The ball is dead.  
  
Batter is out. Runner nearest home plate is out. No runners may advance or score.
  9. The base coach at third or first base by touching or holding a runner physically assists him to leave or return to a base.
  10. With a runner on third base the base coach leaves his box and acts in any manner to draw a throw from a fielder.
  11. In running the last half of the distance to first base the batter runs outside the three foot line or inside the foul line and, in the umpires judgment, interferes with the fielder taking the throw at first base or attempting to f i e l d the batted ball.

1. He fails to avoid a fielder who is attempting to field a batted ball or intentionally interferes with a thrown ball.

EXCEPTION: Normally contact between a batter/runner and a catcher as the catcher is fielding the ball is not considered interference. If the catcher initiates flagrant contact, “obstruction” is called. If flagrant contact is initiated by the runner/batter interference is called.

RECOMMENDATION: In most instances fielder should be considered to have the “Right of Way” but this does not give the fielder the right to intentionally and willfully obstruct the batter/runner. In such an instance the fielder should be called for “obstruction” and the batter/runner awarded first base.

13. A fair ball touches him in fair territory before touching a fielder. If a fair ball goes through a fielder and touches a runner directly behind him, or touches the runner after being deflected by the fielder. If the runner intentionally touches the ball after a fielder has missed a play the runner will be called for interference.
14. The penalty for interference, unless otherwise noted, the interfering runner is out and the ball is dead. No runners may advance or score.

## **6.P. Failing To Tag Base**

1. Any runner shall be called out, on appeal, when:

1. After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged.
2. After a fly ball is caught, he fails to retouch his original base before advancing to another base.
3. With ball in play, while advancing or returning to a base he fails to touch each base, in order, before he or a missed base is tagged.
  1. Runner may not return to touch a missed base after a following runner has scored.
  2. When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.
  3. He fails to touch home plate and makes no attempt to return to that base, and home plate is tagged.

a. Any appeal under this rule must be made before the next pitch or any play or attempted play.

If violation occurs during a play, which ends a half inning, the appeal must be made before the defensive team leaves the field.

## **6.Q. Appeals**

1. An appeal should be clearly intended as an appeal by a verbal request to the umpire. A player inadvertently stepping on the base with the ball in his hand does not constitute an appeal.

a. TIME IS NOT OUT WHILE AN APPEAL IS BEING MADE.

## 6.R. Infield Fly Rule

1. The “Infield Fly Rule” does not apply to Instructional or AAA.
2. An infield fly will be designated by the umpire raising his hand and shouting “Infield Fly” when:
  - a. With less than 2 outs, AND
  - b. Runners on 1st & 2<sup>nd</sup> OR 1st, 2<sup>nd</sup> & 3<sup>rd</sup>.
  - c. A fair fly ball, catchable by an infielder with normal effort while (facing home plate.)
  - d. May be caught by an outfielder.
  - e. Never called on a bunt.
6. Batter automatically out.
7. Runners may advance at their own peril (must tag up if ball is caught) or stay at their bases.

## 6.S. Pitching

- 1) There is now a pitch count in MYBL per Cal Ripken Rule 11.05 Paragraph 4. This applies to both Rec and Tournament Play.

Ages of rest for Minor Leagues are as follows:

**8 Year Old Pitchers:** 0-20 Pitches: Zero Days Rest, 21-35 Pitches: One day Rest, 36+ Pitches: Two Days Rest. MAXIMUM PITCHES PER GAME 50\*

**9 & 10 Year Old Pitchers:** 0-20 Pitches: Zero Days Rest, 21-35 Pitches: One day Rest, 36-50 Two Days Rest, 51-65 3 days rest, 66+ Four days. MAXIMUM PITCHES PER GAME 75\*

**11 & 12 Year Old Pitchers:** 0-20 Pitches: Zero Days Rest, 21-35 Pitches: One day Rest, 36-50 Two Days Rest, 51-65 3 days rest, 66+ Four days. MAXIMUM PITCHES PER GAME 85\*

\*If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.

- 2) Once a Player is removed from the game as Pitcher, Player may not return as Pitcher the remainder of the game.
- 3) Hit Batters. Any Pitcher that hits **TWO (2)** batters in the same inning must be removed from the game as Pitcher (unless mutual agreement by both Coaches that Pitcher should remain). Any Pitcher that hits THREE (3) batters total must be removed from the game as Pitcher.

- 4) Consecutive Walks. **FOUR (4)** consecutive walks by any combination of Pitchers will result in the recording of ONE (1) out, except when there are already two outs. NO CURVE BALLS!! Umpire will call all curveballs a Ball.

The pitcher shall not:

1. Bring pitching hand in contact with mouth or lips within the 18-foot circle surrounding the pitching mound.
2. Apply a foreign substance of any kind to the ball.
3. Spit on the ball, either hand or his glove.
4. Rub the ball on his person, glove or clothing.
5. Deface the ball in any manner.

PENALTY: Umpire will call the pitch a ball and warn the pitcher - a second offense means disqualification from the game.

If a play follows the violation, the team at bat may elect to accept the play. If the batter reaches first base and no other runner is put out advancing at least one base, the play shall proceed without reference to the violation.

### **6.T. Balks (Major 50/70 and UP)**

1. There are no balks in AAA, Minor or Major 46/60 Leagues.
2. When pitching from the full windup, pitcher's foot must be in contact with the pitching plate throughout the pitcher's windup.
3. When pitching from the stretch, the pitcher's foot must be positioned as close to the front of the pitching plate as possible. This rule is to be enforced by the umpire, taking into account the condition of the pitcher's mound.
4. If there are runners on base and the pitcher balks:
  1. Ball is dead.
  2. Runners advance one base.
  3. If pitcher balks and throws wild to either the plate or any base runners may advance beyond one base at their own peril.

EXCEPTION: If the batter safely reaches first base on that pitch AND all other runners safely advance at least one base play continues without balk call.

### **6.U. Time Outs**

1. A manager or coach may call time out two (2) times per inning to visit the same pitcher.
2. If manager calls time out to visit pitcher three (3) times in one (1) inning, the pitcher must be removed as pitcher.

3. Visits by manager or coach to pitcher during time outs called by umpire or opposing manager or coach do not constitute a visit to the pitcher as described above.

## **7. PROTESTS 7.A. Procedure**

All game protests and grievances are:

1. To be made in writing directly to the Vice President of the respective division.
2. The umpire assigned to the game and the opposing manager must be notified verbally of the intent to protest prior to leaving the field after the game in question. 6.S.12 and
3. The written protest must be made to the respective Vice President within three (3) days following the game in question.
4. The Vice President in turn will set up a meeting for evaluation and ruling on the protest.
5. The managers of both teams will be advised of the ruling within five (5) days after notification in writing is received.

## **7.B. Board of Directors Responsibility**

On a protest, all members of BoD are eligible to vote, unless their team is directly involved. A minimum of four (4) Board members must be present.

## **7.C. Participants**

The team manager **MUST** make all protests.

1. All discussions concerning rules and decisions of the umpires should be between managers and umpires only.
  - a. Umpire should call time out and invite **BOTH** managers to the area surrounding the plate anytime either manager wishes to discuss rules or umpire's decision.
    2. Coaches and other assistants of the manager are strictly prohibited from discussing rules and rulings with the umpire unless the umpire requests their assistance.
    3. Violation of this rule may result in the ejection of the coach or assistant.
    4. Rulings that involve the discretion of the umpire cannot be protested.

## **7.D. Guideline**

**REMINDER:** All protests are discouraged. If you see the potential for a rules violation, point out the possibility before the violation occurs. Work with the umpires and other manager to assure smooth play of the game.

## **8. MAKE-UP GAMES 7.A. Guidelines**

1. Any incomplete, postponed, or rained out game must be completed by the end of the season.
2. The Division Director will determine makeup game schedule (procedure). NO MAKEUPS ALLOWED FOR INCONVENIENCE PURPOSES. Any conflicts in scheduled SHALL be addressed prior to the season beginning.
3. *Any game not completed will count as a loss to both teams involved unless the BoD determines otherwise.*
4. If a game is not completed within one (1) week from date of postponement, and the teams cannot agree upon a date to make up game, either team MAY request the Division Vice President to set a date and time for the game to be completed.
  1. Game MUST be played on date set for completion.
  2. Failure to comply with scheduled completion date and time will result in forfeit by either or both team/s failing to comply.

## **9. DISCIPLINE 9.A. Guidelines**

General player discipline shall be the responsibility of the manager and coaches.

1. In the case of any player using abusive language, abusive behavior or abuse of any equipment, at the discretion of the manager/coach, said manager and/or coach has full authority to expel player from game and/or field.
2. No tobacco chewing by a player will be allowed. If, following a warning to discard said tobacco the player does not, the player will be ejected.
3. Absolutely no alcohol allowed in the stands or on the field.

## **10. BABE RUTH LEAGUE RULES 10.A. Rule Guidelines**

All Babe Ruth Divisions will follow and abide by the Rules set forth by Babe Ruth Baseball, Inc.

1. Any exceptions to these rules must be mutually agreed upon by both managers of the playing teams.
2. ALL MYBL rules which conflict with Babe Ruth Baseball Rules shall be considered null and void during tournament play:

## **11. PLAYOFFS 11.A. Overall**

There shall be a championship playoff at the end of the season between the top four (4) teams in each league of each division. In the event of identical Won-Loss records among the playoff teams, then tie breakers shall be determined by:

- (1) Win-Loss records between the tied teams;
- (2) Win-Loss records within the division; or,

(3) A playoff game between the tied teams in the event that procedures (1) or (2) do not break the tie.

### **11.B. Eligibility**

The number of teams allowed into the playoffs may be altered by the Executive BoD or VP of Division

### **11.C. Schedule**

The first day of the playoffs shall be set by the Board and then follow the Playoff Schedule set forth by each Division Vice President.

1. Rain-outs shall be made up the following day with remaining schedule pushed back by one (1) day unless otherwise voted by the BoD.

### **11.D. Home Team**

Teams with the best regular-season records will be the home team during the playoffs. A coin flip will determine home team in case of identical regular-season records.

### **11.E. Game Length**

All playoff games must be a minimum of (5 1/2) innings, (if home team is winning, or if either team is ahead by 10 runs after 4 complete innings.)

## **12. Purchase**

The Board of Directors will allocate a sum of money for the purchase of trophies for Instructional League, and Playoff winners (1<sup>st</sup> and 2<sup>nd</sup> Place in Minors and Majors, 1<sup>st</sup> in Major 50/70 and Babe Ruth)

## **13. RESPONSIBILITIES OF MANAGERS AND COACHES**

ALL Managers and coaches are expected to:

1. Attend ALL Training Sessions, clinics, etc. as offered.
2. *Attend Manager/Coach meetings as scheduled.*
3. Participate in fund raising events as required.
4. Represent the MYBL in a dignified and responsible manner at ALL times.
5. Learn and adhere to all Rules, Regulations, Policies and Procedures of the MYBL.
6. Submit a CORRI/SORI Form
7. Sign an acknowledgement of the Rule Book and Code of Conduct
8. HOME MANAGER IS RESPONSIBLE FOR SCOREBOARD CONSULE AND PROPER STORAGE AFTER GAMES

9. VISITING TEAM IS RESPONSIBLE FOR LIGHTING (ON AND OFF)
10. HOME FIELD WILL RAKE AND PREP FIELD PRIOR TO START OF GAME, VISITING TEAM WILL DO POST GAME CLEANUP. BOTH ARE RESPONSIBLE FOR FIELD EQUIPMENT AND TRASH AFTER GAME

ALWAYS REMEMBER THAT OUR ROLE IS TO TEACH CHILDREN BASEBALL AND TO ENSURE THAT THEY HAVE FUN PLAYING.

## **14. MISCELLANEOUS**

1. No curve balls in the Minor or Major League.
2. No reentry of a pitcher after one pitch has been thrown. A removed pitcher cannot reenter the game as a pitcher.
3. All-coaches and parents will understand most of our umpires are kids. If there is a problem take it to the VP Of Umpires or a Board Member.
4. Zero tolerance-for the abuse of umpires (ejection is punishable by suspension until board review.)
5. Kill rule: 10 runs after 4 innings
6. Time limit: 1 hr. and 50 min. when there is a game following.
7. If batter turns to bunt he has to bunt or he can pull back but he cannot fake bunt and then swing away or is automatically out.
8. No intentional collisions ball player will be ejected.
9. If defensive player on the base has the ball the offensive player must slide. (Give Up Rule)
10. The defensive player must have the ball to be in the base path.
11. Baseball bats must meet USA BASEBALL / CAL RIPKEN LEAGUE STANDARDS
12. Coaches must stay in the dugout.
13. The base coach cannot interfere with a runner going to a base or leaving a base.
14. No trash talking between batter and catcher.

### **Addendums:**

1. Minor League Rules – Enacted 2018
2. Major League Rules – Enacted 2018
3. Major 70 Rules – Enacted 2018
4. AAA RULES – Enacted 2018
5. Instructional Rules – Enacted 2018