

MOORESTOWN YOUTH BASEBALL FEDERATION

3rd Grade League (AAA)

I. Introduction

The major objective of the Moorestown Youth Baseball Federation is to increase participation in the game of baseball. Our priorities are, in order of importance, to:

1. Have fun.
2. Learn the game of baseball.
3. Win games.

In addition, it is incumbent upon the volunteer coordinators to:

4. Be alert to and correct dangerous situation.
5. Keep order among players and take appropriate disciplinary action.
6. Request spectators to desist from such practices as yelling at players and umpires in a derogatory manner.
7. Prohibit the use of foul language or inappropriate behavior by everyone involved in the game. Such language or inappropriate behavior will lead to disciplinary action.
8. Teach and allow only fair play, respect, and sportsmanship at all times.
9. Set an example for the players by your own actions.

II. Safety Rules

1. Shoes with metal cleats are prohibited. Players must wear sneakers or rubber spike baseball shoes.
2. Catchers must wear a supporter with a metal, fiber, or plastic cup. Catchers must wear a mask during practice, pitcher warm-ups and games. Catchers must wear a chest protector, shin guards, and a catcher's helmet with a throat protector.
3. Batters and base runners must wear batting helmets at all times in both practice and games.
4. Umpires and/or supervising parents must keep spectators safely away from the playing field and backstops.

5. Approved protective eyewear is mandatory for all children who require glasses. Eye glasses are not permitted on the playing field.

III. Organizational and Administrative Rules:

1. Each team shall consist of a roster determined by the League Commissioner and managers. Players not so assigned, or any use of ineligible player(s) will result in that game being forfeited. Each manager is responsible for checking the other team's roster.
2. All games are to be played on designated fields on the scheduled dates. Under no circumstance shall any game be changed without the approval of the commissioner. (Forfeit shall result).
3. In the event of a cancellation due to inclement weather, the game will be rescheduled according to the information in the MYBF Automatic Rescheduling Policy.
4. The home team is responsible for supplying the game balls.
5. The home team will have the first base side of the playing field for their bench area.
6. In the event the assigned umpire doesn't appear, the two team managers may choose someone to umpire and the game shall become official. Both managers must agree, or the game shall not be played. Managers are encouraged to have one parent from each team umpire on an alternating basis.

IV. Playing Rules - Gameplay:

1. Managers of both teams must agree that the field is or is not in acceptable playing condition. In the event there is uncertainty, the 3rd grade commissioner will have final say. Once a game starts, the decision to delay or terminate play will rest solely with the umpire.
2. Starting time for weekday games is 6:00 p.m. A team forfeits a game if it fails to appear on the field with at least eight players by 6:15 p.m. When one team uses eight players, an automatic out will be counted each time a ninth player would have batted. At no time can the game continue if a team has fewer than 8 players; the game must be forfeited. This same 15-minute forfeiture rule also applies to any other starting time. In the event there is a game preceding, the 15-minute period shall commence at the conclusion of the preceding game.

3. Games shall be six (6) innings long unless extended because of a tie score. Tie games called because of darkness will remain an official game.
4. **No new inning may begin more than one (1) hour and 45 minutes after the original starting time of the game (two hours for games played on weekends).** To prevent controversy, the start time of every game should be recorded in each team's scorebook. As the time limit approaches, umpires and coaches should be made aware of the impending deadline.
5. A game shall be considered complete if three or more innings have been played (losing team has had at least three at bats.) This rule applies in situations where weather, darkness, or other causes make calling of a game in the best interest of all concerned. The score of a called game will revert to the last complete inning, unless the home team is at bat and ahead in the score. If the home team is at bat and ahead in the score, that score will be official. Final standings will be determined on a win percentage basis.
6. If a regular season game is not complete, as defined above, and is stopped due to weather or darkness, the game will be wiped out, the innings pitched will not be treated as innings pitched and the game will be made up, starting over from the beginning. A playoff game that is not complete and stopped due to weather or darkness will resume at the exact point of the stoppage, and the innings pitched will count as innings pitched.
7. One or more adults must be available as a supervisor or coach for each team at each game.
8. A batter who receives a walk must stop at first base until the first pitch is thrown to the next batter.
9. Base coaches will consist of two adults or one adult and one player in uniform that must wear a batting helmet.
10. There can be a maximum of 5 runs scored in an inning, except in the 6th inning or any extra innings, or the last inning as declared by the umpire prior to the start of that inning.
11. A Base-on-Balls will be four (4) balls during the 1st, 2nd, and 6th innings (during kid pitch.)
12. No persons may be within the confines of the player's bench except manager, coaches, and players on the team.
13. If a catcher or pitcher are on base and there are 1 or 2 outs, a courtesy runner can be substituted. The courtesy runner shall be the player that recorded the teams last batted out.

14. All managers or coaches must ask for and receive permission from the umpire before entering the field to clarify a decision (applies to rules only). Umpire's decision is final, no arguing.
15. Other than the catcher the manager or coach may not confer with any other defensive player.
16. The infield fly rule will not apply.
17. Bunting is not allowed.
18. With the exception of the foregoing rules, the official rules for Babe Ruth baseball and Major League Baseball will apply.
19. The championship game will not be abbreviated for time or weather. It will consist of at least 6 innings.

IV. Playing Rules - Fair Play rule:

20. All players on a team and present for a game must be used in the game. For reasons of team discipline and fairness to the team, it is the prerogative of the manager or coach to play or not play a player who has not attended a team practice. However, the manager or coach must first obtain the concurrence of the commissioner. Also, the manager should call the parents of the player to be disciplined and explain the action to be taken.
21. All teams must bat through their entire team roster in rotation.
22. A player once removed from a game may be returned. All players must be in the game by the second inning.
23. No player may sit out more than one inning defensively until all players on that team have sat out 1 inning defensively. In addition, no player may sit out two consecutive innings defensively unless injured or otherwise unable to participate.
24. Rotation of player positions on defense must be adhered to for all positions except first base and catcher. A manager or coach may use a player at first base and catcher for up to 3 innings per game in the name of safety (using the manager's best discretion). **Every player must play one infield position other than catcher and one inning in the outfield per game, and no more than 2 innings at any one position (except as noted above, first base and catcher in the name of safety).** If this rule is not adhered to, the opposing manager can file a protest with the umpire and a warning will be issued. Second offense in the game will result in a

protest to be filed with the League Commissioner that may result in a forfeit of the game in question.

IV. Playing Rules - Pitching:

25. One pitch to any batter constitutes an inning pitched. **No player shall pitch more than six (6) consecutive outs or two consecutive innings in any one game.** All innings pitched must be consecutive.
26. In addition to the above rule (25), no pitcher may pitch more than 3 innings in 2 consecutive games. For example, a pitcher may be one inning on Monday but cannot exceed two innings in their next game. Further, if a pitcher pitches 2 innings on Monday, that player can only throw one inning in their next game.
27. **The 1st and 2nd inning will be full kid pitch. The 3rd, 4th, and 5th innings will consist of a modified coach pitch. The 6th inning will be kid pitch.** Modified coach pitch is defined as the player gets to pitch 4 balls or 3 strikes, whichever comes first. At the point of 4 balls, a coach of the batter's team will throw 6 pitches / 3 strikes. The coach must pitch from a standing position, and the pitcher will position themselves next to the mound in a fielding position.
28. A pitcher should not throw more than 50 pitches in a game. The pitcher must be removed once the pitch count is reached. If the limit is reached while pitching to a batter, the pitcher may finish pitching to that batter.
29. A pitcher may not return to pitch in a game after having once been removed; however, he may be used at any other position on the field.
30. Any pitcher who hits two consecutive batters in one inning must be removed as pitcher and may not pitch again in this game. He may continue to play at another position.
31. Any pitcher who hits three batters in a game must be removed from pitching.
32. Anytime a pitcher is removed under rule 30 or 31, it should be reported to the League Commissioner by the home team manager within 24 hours. The League Commissioner will be responsible for keeping track of the number of times a pitcher has been removed from a game.
33. If any pitcher is removed in four separate games for hitting batters, he may not pitch during the rest of the season.

34. Intentional walks will not be permitted. If, in the umpire's discretion there was an intentional walk, the batter will return and bat over.

IV. Playing Rules - Base Running and Base Stealing:

35. The ball is live after the plate umpire calls "Play Ball" and until an umpire calls "Time". A ball is dead after being hit or thrown out of the playing area, or after time is called. (Beyond the playing area means beyond the fence, or beyond the agreed upon out-of-play lines.) **On a batted ball**, a runner may take one base on an overthrow regardless if the ball leaves the playing field or not. A manager must request "Time" from an umpire in order to stop progress of a game.
36. **On a non-batted ball (e.g. stealing a base)**, a runner may take one base on an overthrow to second or third base. Additionally, home plate must be earned. There can be no advancement by any runner for home plate on an overthrow by the catcher to either a base or to the pitcher. The intent of the rule is the development of catchers for the future.
37. **Delayed steals will not be allowed.** In order to steal a base, a runner must break for the next base as the pitch crosses the plate or if there is a passed ball by the catcher. When a base runner leaves too soon and:
- (a) Batter does not hit ball, the runner is permitted to continue. If a play is made on runner and runner is out, the out stand. If the runner reaches the base safely, he must nevertheless be returned to base occupied before the pitch was made, and no out results.
 - (b) Batter hits the ball; the base runner or runners are permitted to continue. If a play is made and runner or runners are out, the outs will stand. If not put out, they must return to original bases or to the unoccupied base nearest the one that was left.
 - (c) Batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base. This runner shall be removed from base without a run being scored.

IV. Playing Rules - Sliding:

38. **NO HEAD-FIRST SLIDING.** It will be considered dangerous play, and the player sliding will be considered out by the umpire. Note: a dive back to a base from a few feet away is not considered to be a head first slide.

39. There will be no sliding into first base. Any runner doing so will be declared out.
40. Slide or Veer Situations: A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The runner must stay within 3 feet of the baseline. (Note, if there is no contact, no out can be called.) Obstruction is the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner. When the obstruction occurs, the umpire shall call or signal "obstruction." If a play is being made on the obstructed runner, the ball is dead and all runners shall advance without liability to be put out to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. Whether to call or not to call slide, veer, or obstruction situations is up to the judgment of the umpire in his efforts to maintain a safe playing situation.

IV. Playing Rules - Behavior:

41. No manager, coach, or player at any time, whether from the bench or the playing field or elsewhere shall:
 - i. Incite or try to incite, by word or sign, any demonstration.
 - ii. Use language, which will in any manner refer or reflect upon opposing players, an umpire, or spectator.
 - iii. Any person functioning as a coach or manager shall not touch a runner while the ball is in play. (Runner will be declared out.)

When the occupants of a team's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues the umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

42. No manager or coach may show violent disapproval or abuse an umpire's decision. The first offense will draw a warning from the League Commissioner. The second offense will draw a minimum two-game suspension. The third offense will require removal from any managing or coaching duties forever.
43. Failure to obey the umpire will result in a forfeit to the offending team.
44. All disputes will be submitted in writing to the League Commissioner and resolved by the League Commissioner as soon as possible.

45. When a player throws a bat:
 - (a) The first player on each team to throw a bat will receive a warning.
 - (b) If, after a player on a team has received a warning, that player or another player on that player's team throws a bat, the player throwing the bat will be called out.
46. The umpire shall determine a dangerous situation and warn and/or eject the offending player and manager. If this creates a personnel shortage (less than eight players), the offending team will forfeit the game regardless of the score.

V. Playoffs

47. Playoff seeding will be determined by regular season win percentage.
48. First tiebreaker will be head to head results; second tiebreaker will be total runs allowed.