



2020 RULES & REGULATIONS

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Section 1 The League

(Note: The rules in this section apply to all league levels, unless otherwise noted)

A. LEAGUE AGE

NOTE: In age divisions 5U through 14U, players may not play up more than two age divisions. Players eligible for the 4U age division may elect to play in the 5U age division.

1. **Age 4 League: (4 only)** must be 4 years old before May 1st and cannot be 5 years old before May 1st.
2. **6U League: (5 and 6)** must be 5 years old before May 1st and cannot be 7 years old before May 1st.
3. **8U League: (7 and 8)** must be 7 years old before May 1st and cannot be 9 years old before May 1st.
4. **10 League: (9 and 10)** must be 9 years old before May 1st and cannot be 11 years old before May 1st.
5. **12U League: (11 and 12)** must be 11 years old before May 1st and cannot be 13 years old before May 1st.
6. **14U League: (13 and 14)** must be 13 years old before May 1st and cannot be 15 years old before May 1st.
7. **16U League: (15 and 16)** must be 15 years old before May 1st and cannot be 17 years old before May 1st.
8. **18U League: (17 and 18)** must be 17 years old before May 1st and cannot be 19 years old before May 1st.

B. TEAM FORMATION

1. All Leagues.
 - a. A team sanction fee may be required. The amount of the fee will be determined annually by the Executive Board of Directors.
 - b. Each team may consist of a maximum of fifteen (eighteen in the 16U & 18U Leagues) or a recommended minimum of twelve players whose names shall be registered with the Commissioner of the League.
 - c. Each team will be assigned to an age-level division based upon the age of the oldest player on its roster.
 - d. Based on the number of teams in an age group, teams may be placed in divisions at the sole discretion of MBI.
 - e. The MBI Player Pool is available for teams in need of players. Once a pool player has been assigned to a team, that player **MUST** appear on the team's final roster. If a pool player leaves the assigned team for any reason, the League Commissioner must be notified immediately. Any team manager or head coach whose team is found to be utilizing Pool Players for a "tryout pool" will be required to appear before the Executive Board for possible disciplinary actions.
 - f. A player shall not play in any league game unless he/she is listed on the approved final team roster.
 - g. **Roster Additions and Deletions** – The deadline for adding player(s) to or deleting player(s) from a team's roster shall be at 9:00 p.m. on the 8th day of the league's regular season. During the 8-day window, players may be added or deleted only with the approval and signature of 2 MBI board members. After the 8-day window, the Executive Board will rule on all roster addition and deletion requests.

- h. Players listed on the official roster of an MBI team will not be permitted to move to the roster of another MBI team after the start of the exhibition schedule, regardless of whether the teams involved in the proposed player exchange have played an exhibition game. After the start of the exhibition schedule, all rosters will be frozen except for new players not currently listed on the roster of another MBI team. The MBI Executive board reserves the right to review each case for the exchange of players and will have the final decision on approving or rejecting the request.
2. Pool Teams.
 - a. If all teams are full, and sufficient players remain in the Player Pool for a given league, the League Commissioner will attempt to recruit a manager to form a team consisting of the remaining pool players.

C. TEAM NAMES

1. The Executive Board of Directors shall have final approval on team names and shall deny the use of any team name deemed inappropriate for youth baseball.

D. PLAYER ELIGIBILITY

1. A player's fee is required from each player to play in Mesquite Baseball Incorporated. This money is used for expenses of the league (mainly umpires, trophies, insurance, and etc.). The Executive Board of Directors will determine the amount of the fee.
2. Date of birth of players shall be certified by birth certificates, hospital certificates, or legal documents, which must be presented to a league official prior to the league's first regularly scheduled game.
 - a. Photostat copies of any of the above certificates are acceptable.
 - b. Documents presented as proof of date of birth must be legible and must bear the signature of an authorized official of the issuing agency.
 - c. Notarized statements from parents are not acceptable.
 - d. In the event of confusion or conflicting information regarding a birth certificate, MBI reserves the right to request a certified copy of any player's birth certificate.
3. Any special player eligibility requirements must be presented to and approved by the Executive Board of Directors prior to player participation.
4. No player may participate in a league game if he/she is wearing a cast of any kind.
5. No player may be listed on the roster of more than one MBI team during any one season. Exception: A 13- or 14-year old player may appear on a roster of his/her age-group team as well as a 15u-18u league team in the same season. However, no schedule considerations or other special accommodations will be made to affected teams because of any players playing for multiple teams.

E. PLAYER ASSIGNMENT

1. Approved team managers are free to fill their roster as they see fit. If a manager accepts a player from the MBI player pool, that player must appear on the team's final roster.

2. If a team loses a player, after the roster addition deadline, a replacement player may be assigned ONLY with the approval of the Executive Board.
3. Final rosters will be due before the 1st game of the regular season

F. MANAGERS AND COACHES

1. All managers, coaches and team mom(s) must submit a background check, volunteer waiver and coaches' code of conduct form to MBI. Managers are responsible for the selection of their coaches. Each applicant must be at least 18 years of age
2. A team must have at least 1 on-field eligible coach to start and/or finish a game.
3. Managers are responsible for the conduct of their coaches, team moms, players, parents and fans.
4. Each team is allowed one Manager and three coaches on the playing field or in the dugout. 8U, 6U and 4U ONLY, one manager and four coaches plus 1 dugout coach or team mom that will not count toward the coach total allowed on the field or in the dugout.
5. During the game, on-field coaches, managers and team moms are permitted on the field, outside of their designated dugout, provided that they remain within the width boundaries of their team's dugout and not further than 5 feet from their dugout fence. This rule does not apply to coaches who, by rule, are allowed to be on the field, in foul territory positioned as defensive coaches in the 4u/5u/6u leagues, or to the offensive team's base coaches. If a coach, manager or team mom violates this rule, the umpire will issue one warning. On the second and subsequent violation of this rule all coaches, managers and team moms from the violating team, except those permitted on the field by rule as described above, will be removed from the field and must remain inside the dugout for the remainder of the game.
6. While at bat, each team is allowed one coach at first and third base. A coach or coaches cannot switch coaching boxes during an inning.
7. Players under age 18 coaching a base shall wear a helmet while coaching.
8. All on-field team managers, coaches and team moms must wear their MBI Identification Card while on the field during league games. If a manager, coach or team mom attempts to use a card which belongs to another person, the adult who attempted to use that card, and the person to whom the card belongs will be suspended for no less than three games.
9. Any manager who allows a person who has not completed a background check and been approved by the MBI board, or an individual who is not at least 18 years of age to be on the field in a coaching capacity during a game will be immediately suspended for 2 games.
10. Executive Board members of MBI will be allowed to manage or coach in league play.

G. LEAGUE SCHEDULES

1. Scheduling and rescheduling of games shall be the responsibility of the League Scheduler who shall be appointed by the Executive Board.

2. Under no conditions shall league officers require a team to play more than two regular season games in one calendar day.
3. All scheduled games that are rained out or postponed will be rescheduled to be played as soon as possible, given field availability. The rescheduling of games shall be the responsibility of the League Scheduler.

H. PLAYING RULES

MBI play shall be governed by the current Official Baseball Rules as released through the office of the Commissioner of Major League Baseball except for the variations contained in the following rules which are MBI-specific. All rule changes or additions shall be submitted in writing at least two weeks prior to the scheduled rules meeting.

I. THE PLAYING FIELD

The dugout is considered part of the playing field.

League	Base Path Distance	Pitching Distance
4U, 5U & 6U	55 feet	35 feet
7U & 8U	60 feet	38 feet
9U & 10U	65 feet	46 feet
11U & 12U	70 feet	50.5 feet
13U & 14U	80 feet	54 feet
15U thru 18U	90 feet	60.5 feet

J. TEAM RESPONSIBILITIES

1. The home team will occupy the THIRD base dugout unless otherwise designated by the scoreboard or dugout signage and is responsible for setting out the bases for the game.
2. The home team will furnish a scorekeeper, and that person will be the official scorekeeper.
3. Each team at every game will be responsible for cleaning up the trash in their dugout and around the field and stands.
4. Home team of the last game will be responsible for picking up the bases and putting them away.
5. When lineup cards are presented prior to the start of the game to the umpire for review, players must be listed by jersey number **AND** by first initial and last name or by first name and last name. Players may not be listed solely by nicknames.

6. Each team may have no more than two (2) buckets on the field during play. Each bucket must be directly in front of the dugout and must be occupied during play so that they may be quickly removed in the event of a foul ball in the vicinity.

K. EQUIPMENT

1. Headgear

- a. Batters and runners are required to wear bill type gear, which gives protection to temples, ears, and base of skull, and top of head

2. Catchers

- a. Catchers in 7u – 18u must wear shin guards, a chest protector, protective headgear and a mask with an external throat guard. Skullcaps are not permitted.
- b. Catchers in 4 – 6u must wear protective headgear and mask. Skullcaps are not permitted.
- c. Catchers in all leagues (except age 4U, 5U and 6U) must wear a protective cup or equivalent protective equipment.

3. Footwear

- a. All leagues must wear rubber or nylon cleats. NO STEEL CLEATS ALLOWED in league play, except in 13U and above (older) Leagues.

4. Uniforms

- a. Each player's uniform shall have a unique number for identification and must match the uniform number which is listed for him or her on the official team roster which was filed with the league. Player who not wearing their assigned uniform number will be ineligible to participate in the game. Any player who wears a shirt with a number different than is listed for him or her on the official roster is subject to a penalty of up to three games suspension. Team uniforms shall be similar in appearance and shall consist of a jersey (tee shirt), baseball pants, baseball hat, socks and proper footwear. The team shall have team uniforms by the first game of the regular season. It is recommended that all male players wear athletic supporters and protective cups.
- b. No sleeveless shirts, regardless of gender, or shirt shells will be allowed on the field of play.
- c. Players' shirts shall be tucked in and players' hats worn straight and level with the bill facing front.
- d. All on-field managers, coaches and team mom shall wear closed-toe shoes. Sandal type and high heel type shoes are prohibited.

5. Baseballs

League	Home Team	Visiting Team
Age 4 & 5u/6u	1 ball	None
7u/8u	1 ball	1 ball
9u/10u	1 ball	1 ball
11u/12u	2 balls	1 ball
13u/14u	2 balls	2 balls

15u - 18u	2 balls	2 balls
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6. Bats

- a. Bats shall be constructed of wood, aluminum or composite material and be manufactured specifically for baseball. Bats shall be round and not more than $2\frac{3}{4}$ inches in diameter at the thickest part, nor more than 34 inches in length.
- b. Any bat which is "not for use with regulation baseballs" is not permitted in any MBI league.
- c. Softball bats are not permitted.
- d. Tee-Ball bats (bats which are labeled as Tee-Ball bats) may not be used in 7u league and higher.
- e. Baseball bats which are designed, labeled and/or marketed as "Coach-Pitch Bats", "Recommended for ages 8 and under" or similar wording may be used only in the Age 4, 5u, 6u, 7u and 8u age-level leagues. These bats may not be used at age-level 9u and above.
- f. **In the 15u-18u League**, all bats must be in compliance with the current National Federation of High School (NFHS) rules. This means that all bats used in 15u-18u must be NFHS and BBCOR approved bats.
- g. A bat **NOT** meeting the previous listed criteria, will be considered an **illegal bat**.
- h. A batter is deemed to have used or attempted to use an illegal bat if the player brings the bat into the batter's box.
- i. An umpire can check a bat if he suspects the bat to be illegal, does not see the BPF stamp or at the request of the opposing team.
- j. In the 13U-14U age division, bats will have a maximum difference of bat length to bat weight of -5.

7. USSSA Bat Rules

- a. All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark (Chart 7.01.C), or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
- b. Effective January 1st, 2020, all 13U players must use a maximum drop 8 (-8) bat with the official USSSA 1.15 BPF Mark permanently stamped.
- c. All 14u players must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark Permanently stamped.
- d. In all Super NIT Events, 14 Majors must use BBCOR or wood bats only.
- e. All bats for scholastic divisions (High School Events) must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight
- f. ratio no greater than negative three (-3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA
- g. manufacturer.
- h. Penalty: (First Offense) – If the Umpire discovers that a bat does not conform to USSSA Rule until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense)–If a team is found in violation of this rule a second time, then the
- i. manager shall be ejected in addition to the First Offense penalty.
- j. Any bat permanently stamped with the official USA Baseball logo is legal to use in any USSSA baseball event, except were BBCOR is required. Starting January 1st, 2020, in all 13U Events all Players and all Teams must use a max drop of 8 (-8). In all 14U Events all Players and all Teams must use a max drop 5

8. Altered Bats

- a. An MBI director or umpire may at any time ask to inspect a bat that has been brought into the location of an MBI sanctioned event or any other MBI facility. The owner and/or user may either (1) withhold the bat from inspection and accept an immediate two-year (automatic life time for second time offenders) suspension; or (2) allow the director or umpire to inspect the bat and reach a conclusion as to whether or not the bat might be altered.
- b. If, after making the inspection of a potential altered bat, the director or umpire, in his/her discretion decides the bat might be an altered bat, the suspected offending owner and/or user may either (1) withhold the bat from further examination by the MBI Executive Board and accept an immediate two year (up to life time for second time offenders) suspension from MBI sanctioned activities with no right to appeal, or (2) allow the MBI director or umpire to send the bat to the MBI Executive Board for a determination as to whether or not the bat is altered. If it is determined the bat has been altered, the MBI Executive Board may suspend a first-time offender for up to five (5) years from MBI play. For a second-time offender, any such suspension shall be lifetime.
- c. The responsibility for knowing whether a bat is altered is that of the users and the owner of the bat. If an individual uses an altered bat in MBI sanctioned play or is the owner of an altered bat that is brought into an MBI facility, the suspensions shall be imposed without regard to what the individual actually knew about the altered bat. An individual must know that his bat is not an altered bat, if he brings it into an MBI facility or used it in a MBI sanctioned activity. If not, the individual can be suspended from MBI activities for using or owning an altered bat. The fact that the individual did not know that the bat was altered is not a factor in imposing the suspension. The only question is whether the bat is altered or whether the owner/user has refused to let the bat be examined to determine if it is altered. After the Executive Board examination of a bat to determine if it is altered have all be completed, or upon the decision of the owner/user to not allow further inspection of the bat, the bat shall be returned to the owner. If no one claims to be the owner, MBI shall retain the bat. Once the bat has been returned to the owner, no appeal can be made with respect to whether the bat is altered or not.
- d. The owner/user of the bat will be determined by the MBI Executive Board.

L. GAME CLOCK

1. Game Start Times:

- a. The scheduled starting time for the first game of a day will be the scheduled time.
- b. The scheduled starting time for the second and subsequent games of a day will be 15 minutes following the completion of the previous game or the scheduled time whichever is later.

2. Game Clock Rules:

- a. For the Age 4 league, and the 5u through 8u leagues, the official game time will start when the home team takes the field for the start of the first inning.
- b. For the 9u through 18u leagues, the official game time will start when the home team's starting pitcher makes his or her first warm-up pitch from the game mound.
- c. The umpire shall be the official timekeeper.

- d. If any team cannot field its team within fifteen minutes after scheduled starting time, the umpire will declare forfeiture. If both teams have at least eight players present, the game will be played as scheduled. The ninth batter will constitute an out.
- e. After the expiration of time has been confirmed, the game will either be called or continued based on the situation of the game:
 - i. If the team batting is behind in the score, the inning continues until completion.
 - ii. If the home team is batting and has the lead, the game is declared over.
 - iii. (5U – 18U) If the score is tied after time has expired or after the regulation number of innings have been played (whichever occurs first), ONLY ONE additional inning will be played, regardless of the amount of time which has elapsed since the start of the game. The regulation run rule for that inning shall apply. If the score is tied after the one extra inning, then the game shall end in a tie. (Example: If the “extra” inning were to be the 4th inning, then whatever run rule would normally apply to the 4th inning shall apply to the “extra” inning.
- f. A new inning starts IMMEDIATELY upon the home team making the third out. If time has not expired, another inning will be played.
- g. During the school year no new inning will start after 11:00 p.m., except Friday and Saturday nights.

M. WARM UP

- 1. Time permitting, each team will be allowed a minimum of 5 minutes and a maximum of 10 minutes warm-up.
- 2. Teams may not use the infield or dirt foul area for warm-ups.
- 3. Both teams shall complete their warm-ups and clear the field by five minutes before game start time to allow time for meeting between the managers and umpires.
- 4. Teams may not exit the dugout to watch the opposing pitcher warm up on the mound. Only the current batter plus the on-deck batter may be on the field when the opposing pitcher is warming up on the mound.
- 5. Pitcher Warm-up:
 - a. Starting pitchers and new pitchers shall be allowed no more than eight (8) warm-up pitches from the mound.
 - b. Pitchers who pitched in the prior inning shall be allowed no more than five (5) warm-up pitches from the mound between innings.

N. GAME SAFETY

- 1. First slung bat by a batter constitutes a warning by the umpire. The next slung bat and any other during the game by the same batter constitutes an out. (Rule applies to all ages.)
- 2. Due to the proximity of the on-deck circle to the batter's box, the on-deck batter shall always occupy the on-deck circle behind the current batter. This applies even if the application of this rule results in the on-deck batter occupying the circle on the opponent's side of the field. This rule is in place to protect on-deck batters from sharply hit foul balls.

O. ILLEGAL CONTACT

1. Intentional contact by a defensive player with an offensive player will result in the offensive player being called safe. Effect: The runner is safe, the ball is dead, and all other runners will be granted the next base, provided that they were advancing at the time of the contact. If the act is determined to be flagrant by a 9u-18u player, such as but not limited to hitting, elbowing or striking with the forearm the offender shall be dismissed from the game. Any 4-8u player committing flagrant contact determined by the umpire will be given a warning on the first offense. If the same player is involved in a second incident of flagrant contact in the same game, the player will be dismissed from the game. A game dismissal is not an ejection and the dismissed player will be eligible to participate in the team's next game.
2. Intentional contact with a defensive player or any act of an offensive player leaving his/her feet (i.e. leaping, hurdling, or jumping), other than when the offensive player is sliding into a base or when jumping over a batted ball, will result in the offensive player being called out. Effect: The runner is out, the ball is dead, and all other runners must return to the last base touched at the time of the collision. If the act is determined to be flagrant, such as, but not limited to hitting, elbowing, or striking with the forearm, the offender shall be dismissed from the game. Any 5u-8u player committing flagrant contact determined by the umpire will be called out and given a warning on the first offense. If the same player is involved in a second incident of flagrant contact in the same game, the player will be called out and dismissed from the game. A game dismissal is not an ejection and the dismissed player will be eligible to participate in the team's next game.
3. This does not imply a mandatory slide rule, but if there is contact, the runner puts himself in danger of being penalized if he is not sliding. This rule is not intended to supersede the obstruction rule of the Official Baseball Rules.
4. The base line belongs to the runner and any defensive player without the ball in his/her possession has no right to block the pathway of the runner attempting to reach the base. The fielder should be there only when he/she is fielding the ball or when he/she already has the ball. Effect: The base runner will be awarded the base.
5. Unless a runner is trying to avoid a tag, he/she can create his/her own base path toward the next base. The only exception to this rule is that the runner must remain in the base lane when running from home plate to first base.

P. RUN RULES "MERCY RULE"

The game will be considered completed when a team is leading their opponent by:

5U, 6U:	No mercy rule for 5u & 6u unless time expires, and the home team is mathematically prevented from catching up.
7U-10U:	Six (6) runs after five or more innings.
11U-14U:	Fifteen (15) runs after three innings, or Ten (10) runs after four innings, or Eight (8) runs after five or more innings.

Q. SPORTSMANSHIP

1. There is zero tolerance for bad language, abusive behavior and fighting from any manager, coach, team member, parent or fan.
2. Individuals who are participants in a given game (players, coaches, managers, dugout personnel) may not use tobacco products of any kind during the game – whether on or off the field. Violators shall be ejected from that game without benefit of a “grace warning”. (Normal “one plus one” ejection rule does not apply to tobacco violations).
3. Noisemakers from teams or spectators are prohibited from all MBI facilities. (Including, but not limited to coin or rock-filled containers, air horns, bullhorns, clappers, music, etc.)
4. **Penalty** - Removal of the violator(s) from the field/complex. Any repeat violator(s) may be banned from all MBI facilities for the remainder of the season.

R. JEWELRY RESTRICTION

Managers, coaches, team moms, umpires and players shall be prohibited from wearing jewelry, including, but not limited to earrings, piercings, rings, wristbands, necklaces (including Phiten products) or anything which the umpire defines as jewelry in any game (exception: Medical Alert bracelets). One warning will be given per team, followed by player ejection for ensuing infractions by players of the team for the remainder of the game. Adult participants shall be allowed to wear rings, studded earrings and watches.

S. BLOOD RULE

Any player, coach or umpire with visible bleeding or blood on clothing must leave the game until the bleeding has been stopped and the injury bandaged (if necessary).

Each team is encouraged to always have a first-aid kit available during all practices and games.

T. INCLEMENT WEATHER RULES

1. Any MBI Board Member may rule that any given field is unplayable due to rain or excessive moisture.
2. The plate umpire can suspend a game in the case of inclement weather for up to 15 minutes. No game will be delayed more than twice or 30 minutes.
3. Umpires have the authority to make a “game time decision” regarding the playability of the baseball field.

U. PROTEST, FORFEITS, & EJECTIONS

1. Protests:
 - a. Protest based on a play, which involves an umpire’s judgment, is not permitted.
 - b. If the protest is based on an umpire’s interpretation of the rules, the objecting manager must protest at the time the play occurs and notify each umpire, the opposing manager,

and both scorekeepers that the game is being played under protest and the nature of the protest. Both scorekeepers will note in the scorebook the point where the game was protested. Both scorekeepers will also note the nature of the protest. Each umpire shall note on his/her scorecard that the game was played under protest. The protesting manager must submit a written protest report, to any league official (MBI Executive Board Member) within 72 hours of completion of the game.

- c. If the MBI Board upholds the protest, the game concerned shall be replayed from the point of protest.
- d. The MBI Board (appointed by the President of the Executive Board) shall handle all protests. A representative from each team involved must be present. The Commissioner of the league involved in the protest shall not have a vote. Protests are to be heard within seven days after being formally filed.
- e. Unless both managers agree upon termination of the game, any team manager or other adult leader who withdraws a team from the playing field prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section. The team manager must submit a written report to the Executive Board of Directors within 48 hours as to the reason the team was removed from the field of play early.
- f. There will be no grounds for official protest after the official scorecard(s) is signed.
- g. 4U/5U/6U league games may not be protested.

2. Forfeits:

- a. The penalties for use of a player(s) (other than a pitcher who is legally a member of a team that violates a pitching regulation or rule) who is ineligible for any reason at a game in which the player participated whether or not there is a formal protest of the game are:
 - i. The game is forfeited by the team that used the ineligible player(s), and:
 - ii. All games where it can be shown that the ineligible player(s) participated will also be forfeited, and:
 - iii. The manager of the team will be suspended from MBI for the same number of games that the ineligible player participated in, subject to a minimum of three (3) games. It is the manager's responsibility to verify and confirm the eligibility of each player. Lack of knowledge that a player is ineligible is not a defense from this penalty.
- b. The penalty for the use of a pitcher who is ineligible (defined in 2 c 1) is the forfeiture of the game in which the player participated whether or not there is a formal protest during the game. Additionally, the manager permitting the pitcher to participate will be suspended for one (1) game. A second or subsequent offense of a manager permitting an ineligible player to pitch will result in a three (3) game suspension.
- c. The playing of an ineligible player may be protested at any time within one (1) week of the game in question.
 - i. An ineligible pitcher is one who is on the team's roster but is ineligible to pitch because of a pitching regulation or rule violation. A position player is also ineligible to play in a particular game because he/she has been in the lineup and has been removed from the game or has been declared ineligible for other causes. The penalty for the use of an ineligible position player is identical to the penalty for the use of an ineligible pitcher.
 - ii. For purposes of interpreting this rule, the player shall not be considered in violation of the rules until at least one pitch has been thrown after the violation has occurred.
 - iii. The home team shall be the official scorekeeper. At the end of each inning the Home Plate Umpire shall check each scorekeeper to correct any discrepancies.
- d. An illegal player is defined as a player that is not named on the team's roster which has been approved by the league. An illegal player is also a player who the league either discovers or is made aware of the fact that the documentation provided to the league has been altered to make it appear the player is a legal player. The penalties for the use of an illegal player shall be as follows: the games in which the illegal player participated

will be forfeited by the team. The manager will be immediately suspended for one year (365 days) from the date the violation was discovered.

- e. For purposes of standings, the final score of forfeited games shall be as follows:
 - i. Five-inning game: Final score shall be 5-0
 - ii. Six-inning game: Final score shall be 6-0
 - iii. Seven-inning game: Final score shall be 7-0.

3. Ejection Penalties.

- a. In the event that any player, fan, team mom or coach is ejected from the game, he/she will be subject to the following penalties (these penalties apply to same season offenses, issue spanning multiple seasons will be reviewed by the MBI Board):
 - i. First ejection – removal from the game, plus one more game.
 - ii. Second ejection – removal from the game, plus three more games.
 - iii. Third ejection – indefinite suspension pending review by the Executive Board of Directors.
 - b. If a player or coach or fan is ejected from a game, the penalty game(s) shall be served at the team's next game(s).
 - c. It shall be the responsibility of the team manager / head coach to follow the penalties listed above, regardless if notified by MBI or not. Any manager / head coach who is found to not have followed the above penalties will be suspended immediately for a minimum of three (3) games.
 - d. Any player, fan, coach or team mom that is ejected from a game must leave the playing facility immediately or be subject to additional penalties.
 - e. Post-ejection substitute. In the event that a player is ejected from a game, and no eligible substitutes are available, the last player removed from the game shall return to the lineup, subject to regular pitching rules. If the manager does not designate the last substitute, the opposing manager will designate the substitute. (During games in which batting order consists of the entire roster, when the batting position of an ejected player comes up, that position shall NOT be counted as an out, except in a case where the team falls below 9 batters (or 10 batters, where applicable).
4. Any penalty to a participant (manager, coach, player, fan, etc.) which is not satisfied in the current season, including, but not limited to regular season games, pre-season tournament games, exhibition games, or city championship games, will be carried over to the next season in which the penalized participant is involved with MBI.

V. LEAGUE STANDINGS

Championship of a league is determined by:

1. Winning Percentage. Tie games shall count as $\frac{1}{2}$ win and $\frac{1}{2}$ loss. Winning percentage will be calculated by dividing the number of wins (including $\frac{1}{2}$ wins) by the number of games played.
2. If 2 teams are tied, the tiebreaker shall be head-to-head record.
3. If 3 teams are tied, the tiebreaker shall be winning percentage of the 3 teams in games played against each other. Thereafter, teams still tied will do a coin flip w/ odd team getting a bye for purposes of playoff games (see below).
4. Single-elimination playoff game. If an odd number of teams finish with the same winning percentage, one team will be given a bye based on a coin flip.
5. Playoff games will be played by regular season league rules and will be scheduled by the Executive Board of Directors, with no allowance for team scheduling requests.
6. Playoff games will only be played to determine 1st and 2nd place finishers. Ties to determine seeding for CCT will be determined with the above tiebreakers and then a coin flip.
4. Scores and standings will not be tracked or posted for the 4-year old T-Ball Division.

W. TOURNAMENT PLAY

1. MBI encourages players and teams to participate in tournaments in addition to regular MBI League play. Note that it is the team manager's responsibility to ensure knowledge of and compliance with the playing rules and eligibility requirements of the tournament's sanctioning organization.
2. CITY CHAMPIONSHIP – If a City Championship Tournament is held, the rules and format of the tournament shall be announced prior to the beginning of the regular season.

X. PRACTICES

MBI may designate practice fields by League. If a team elects to practice on a field for which they are not scheduled, they must relinquish the field if a scheduled team in the designated league arrives to utilize the facility. Failure to relinquish the field will result in a minimum of a two (2) game suspension of the team manager/coach in charge of the practice.

Y. UMPIRES

1. All umpires are hired by the MBI Board, and the Board shall be responsible for the oversight of the umpires.
2. An umpire may not work in a division where they are related to a player, coach or manager
3. An umpire may not work in a division where they are manager or coach on a team in the same division.

Section 2 – Age 4 League (Instructional)

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m.

Length of Games

1. Regulation games shall be five innings or 1 hour in length, unless shortened because the umpire calls the game.
2. Any inning, once started, shall be completed, regardless of the score. Exception: the game will be considered completed after playing 1 hour and 15 minutes.
3. Tie games are permitted.
4. The game may be called by the umpire and considered complete if the umpire halts the game due to inclement weather after 30 or more minutes have elapsed since the start of the game.
5. Mercy run rules do not apply to the Age 4 Division.

Time In and Time Out

1. Time in begins when the ball is placed on the tee.
2. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as **all baserunners** are, in the umpire's judgment, not attempting to advance. "Time" does **not** have to be called by the defense for the purpose of this rule. COMMENT: When a baserunner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance", and "Time" shall be called.
3. Each team may call no more than one offensive timeout per inning, and one defensive timeout per inning.

B. MUST PLAY RULE

1. A player or players may be substituted or returned during a game anytime that the ball is dead. (There shall be only one defensive time out per half inning). The batting order shall remain the same as presented to the Head Official at the start of the game.
2. All Age 4 teams shall bat the entire roster of players who are present.
3. All players in uniform must participate in two (2) defensive innings (six outs) per game providing four innings are completed, unless shortened by the time limit.
4. Any injured or sick player who has to leave the game is out of that game and will be scratched from the line-up. This will not constitute an out.
5. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.

C. Defensive Players

1. Teams must place players on the field in the traditional baseball defensive positions when playing defense and have no more than six (6) players in the infield. Teams can place an unlimited number of players in the outfield. Fielding a catcher is optional. Teams must have a minimum of five players present to play a game. No team in the Age 4 division will be forced to "take an out" based on the number of players present.
2. All outfielders must play at least twelve (12) feet behind the base line.
3. No defensive player can be positioned any closer than 35 feet from home plate until the ball is hit.
4. The pitcher must remain in contact with the pitching rubber until the ball is hit.

D. Run Limit

1. A half inning will end after three outs or four (4) runs are scored

E. Strikes

1. The batter is allowed five (5) strikes. Hitting the rubber part of the "T" without hitting the ball will be a strike. Measuring up at the "T" with a bat, if the ball is placed on the "T" will be a strike.
2. An arc will be drawn twelve feet from the back point of home plate. Any batted ball that does not go beyond this arc will be considered a foul ball.
3. The pitcher must make a pitching motion to the batter before the batter can swing. If the batter swings before the pitching motion is made, the batter will be charged with a strike.

F. Runners

1. Base runners will not be allowed to freely advance in the case of an overthrow. A batter/runner will be entitled to ONLY first base when the defensive team is attempting to make a play on that batter/runner and the ball is thrown past the first base foul line. Time out will be called immediately once the batter/runner reaches first base or the defensive team puts the batter/runner out. This rule will apply even if the batter/runner reaches first base before the ball passes the first base foul line.
 - a. An overthrow shall be defined as a ball that passes the first or third base foul line after having been thrown by a fielder who was attempting to make a play on a runner.
 - b. In the event of an overthrow, base runners will be awarded only the base to which they were running at the time that the ball crossed the foul line.
 - c. Exception #1: In situations where a runner is running from 3rd base to home, and the defensive team is attempting to make a play on that runner at home plate, the ball will not be considered dead, and time will NOT be called until AFTER that runner has scored. (The intent of this exception is to ensure that the defensive team has an opportunity to make a putout at home plate.)

- d. Exception #2: In the event of an overthrow on the 1B side of the field, time will not be called until the batter/runner either reaches 1B safely or is put out trying to do so. (The intent of this exception is to ensure that the defensive team gets full opportunity to put out the batter/runner.) However, in enforcement of this exception, other runners must stop at the base to which they were running at the time that the ball crossed the 1B line. This exception in no way applies to overthrows at the 3B line.
2. Runners may not steal. Any runner leaving the base before the batter hits the ball into fair territory will be called out. If the ball is not put into play, then the runner returns to the base (Example, foul ball). The play is immediately dead and all runners will be returned to their original base. If the batter swung at the ball, the swing will not be counted.
3. Any runner who, in the judgment of the umpire, misses a base shall be called out, after time has been called. If this constitutes the third out of the inning, all runs that score before the base was missed will count. This is applicable only if the runner safely reaches the next base.

G. The Batting Tee

1. The batting tee will be placed on top of home plate, with the ball over the plate, and adjusted by the umpire or coach.
2. Half swings are not permitted

H. Managers & Coaches

1. When playing defense, teams may position up to three coaches in the outfield to assist in positioning of his/her players. These outfield coaches shall remain behind the outfielders at all times. Defensive teams may also position one coach in foul territory on the 1B side and one coach in foul territory on the 3B side. These coaches are to be positioned no less than 10 feet beyond 1B and 3B, respectively.
2. No managers or coaches are allowed behind the fence in back of home plate.
3. After the batting coach has positioned the batter in the batter's box, he/she will retreat to the backstop fence no closer than 15 feet from the batter or to an area designated by the home plate umpire, and will remain there until the play is called dead by the umpires. It will be the home plate umpire's responsibility to clear the tee and bat once the ball is put in play. If the batting coach does not remain in his/her designated place, the home plate umpire will issue a warning. On the second offense by the batting coach, he/she will be sent to the dugout and a replacement coach will be allowed to assist the batters.

Section 3 – 5U/6U League

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game

Length of Games

1. Regulation games shall be five innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section P. Run Rules "Mercy Rules"
 - b. One hour and fifteen minutes have elapsed since the beginning of the game.
3. In the event that play is stopped due to inclement weather, the game shall be considered complete if at least 3 innings have been played. If the **HOME** team is ahead, the game shall be considered complete if at least 2 ½ innings have been played.

Time in and Time out

1. Time in begins when the ball is placed on the tee.
2. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as **all baserunners** are, in the umpires judgment, not attempting to advance/ "Time does not have to be called by the defense for the purpose of this rule."
 - a. COMMENT: When a baserunner stands off the base and "jukes" or "Feints" back and forth, this is to be interpreted as NOT attempting to advance, and time will be called
3. Each team may call no more than one offensive time out per inning, and one defensive time out per inning.

B. MUST PLAY RULE

1. A player or players may be substituted or returned during a game anytime that the ball is dead. (There shall be only one defensive time out per half inning). The batting order shall remain the same as presented to the Head Official at the start of the game.
2. All 5U/6U teams shall bat the entire roster of players who are present.
3. All players in uniform must participate in two (2) defensive innings (six outs) per game providing four innings are completed, unless shortened by the time limit.
4. Any injured or sick player who has to leave the game is out of that game and will be scratched from the line-up. This will not constitute an out except for teams that now have fewer than nine (9) players in the line-up.

5. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.
6. During an at-bat, if a batter is injured, becomes ill, or unable to complete his or her at-bat for any reason, the batter will be declared out. This rule shall apply only to teams who are batting their entire roster of uniformed players present, and do not have substitutes available. When this batter's turn comes up again during the same game, it shall not constitute an automatic out, except in cases where the lineup now consists of fewer than the minimum number of required players.

C. DEFENSIVE PLAYERS

1. All teams must bat the entire roster of players present for all games and use ten (10) defensive players. Teams **MUST** have a minimum of eight players present to play a game. When playing with eight players, the 9th spot in the batting order shall constitute an out. Fielding a catcher is optional if a team has 9 or fewer players present.
2. The tenth defensive player will be stationed in the outfield. All four outfielders must play at least twelve (12) feet behind the base line.
3. No defensive player can be positioned any closer than 35 feet from home plate until the ball is hit.
4. The pitcher must remain in contact with the pitching rubber until the ball is hit.

D. RUN LIMIT

A half inning will end after three outs or Five (5) runs.

E. STRIKES

1. The batter is allowed five (5) strikes. Hitting the rubber part of the "T" without hitting the ball will be a strike. Measuring up at the "T" with a bat, if the ball is placed on the "T" will be a strike.
2. An arc will be drawn twelve feet from the back point of home plate. Any batted ball that does not go beyond this arc will be considered a foul ball.
3. The pitcher must make a pitching motion to the batter before the batter can swing. If the batter swings before the pitching motion is made, the batter will be charged with a strike.

F. RUNNERS

1. Base runners will not be allowed to freely advance in the case of an overthrow. A batter/runner will be entitled to **ONLY** first base when the defensive team is attempting to make a play on **that** batter/runner and the ball is thrown past the first base foul line. Time out will be called

immediately once the batter/runner reaches first base or the defensive team puts the batter/runner out. This rule will apply even if the batter/runner reaches first base before the ball passes the first base foul line.

- a. An overthrow shall be defined as a ball that passes the first or third base foul line after having been thrown by a fielder who was attempting to make a play on a runner.
 - b. In the event of an overthrow, base runners will be awarded only the base to which they were running at the time that the ball crossed the foul line.
 - c. Exception #1: In situations where a runner is running from 3rd base to home, and the defensive team is attempting to make a play on that runner at home plate, the ball will not be considered dead, and time will NOT be called until AFTER that runner has scored. (The intent of this exception is to ensure that the defensive team has an opportunity to make a putout at home plate.)
 - d. Exception #2: In the event of an overthrow on the 1B side of the field, time will not be called until the batter/runner either reaches 1B safely or is put out trying to do so. (The intent of this exception is to ensure that the defensive team gets full opportunity to put out the batter/runner.) However, in enforcement of this exception, other runners must stop at the base to which they were running at the time that the ball crossed the 1B line. This exception in no way applies to overthrows at the 3B line.
2. Runners may not steal. Any runner leaving the base before the batter hits the ball into fair territory will be called out. If the ball is not put into play, then the runner returns to the base (Example, foul ball). The play is immediately dead and all runners will be returned to their original base. If the batter swung at the ball, the swing will not be counted.
 3. Any runner who, in the judgment of the umpire, misses a base shall be called out, after time has been called. If this constitutes the third out of the inning, all runs that score before the base was missed will count. This is applicable only if the runner safely reaches the next base.

G. THE BATTING TEE

The batting tee will be placed over home plate, with the ball over the center of the plate, and adjusted by the umpire. Each team will be allowed to use one (1) batting tee per inning. The batting tee may be replaced if, in the sole discretion of the home plate umpire, it fails to perform its intended purpose. If the original batting tee is replaced by a substitute batting tee, the original batting tee may not be used for the remainder of that inning.

H. MANAGERS AND COACHES

1. When playing defense, teams may position one coach in foul territory on the 1B side and one coach in foul territory on the 3B side. These coaches are to be positioned no less than 10 feet beyond 1B and 3B, respectively.
2. No managers or coaches are allowed behind the fence in back of home plate.
3. It will be the home plate umpire's responsibility to clear the tee and bat once the ball is put in play, provided that this activity does not interfere with the umpire's ability to make a ruling on the field.
4. In the 5u & 6u age division, after the batting coach has positioned the batter in the batter's box for their first swing attempt, he/she will retreat to the backstop fence no closer than 15 feet from the

batter or to an area designated by the home plate umpire, and will remain there until the play is called dead by the umpires. It will be the home plate umpire's responsibility to clear the tee and bat once the ball is put in play. If the batting coach does not remain in his/her designated place, the home plate umpire will issue a warning. On the second offense by the batting coach, he/she will be sent to the dugout and a replacement coach will be allowed to assist the batters.

Section 4 – 7U/8U League

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game

Length of Games

1. Regulation games shall be six innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section P. Run Rules "Mercy Rules"
 - b. One hour and thirty minutes have elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday (Sunday through Thursday) games during the school year
4. In the event that play is stopped due to inclement weather, the game shall be considered complete if at least 4 innings have been played. If the **HOME** team is ahead, the game shall be considered complete if at least 3 ½ innings have been played.

Time in and Time out

1. Time in begins upon delivery of the pitch by the coach-pitcher
 - a. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as **all baserunners** are, in the umpire's judgment, not attempting to advance. "Time" does **not** have to be called by the defense for the purpose of this rule. COMMENT: When a baserunner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance", and "Time" shall be called.
 - b. Each team may call no more than one offensive timeout per inning, and one defensive timeout per inning

B. MUST PLAY RULE

1. A player or players may be substituted or returned during a game anytime that the ball is dead. (There shall be only one defensive time out per half inning). The batting order shall remain the same as presented to the Head Official at the start of the game.
2. All 7U/8U teams must bat the entire roster of players who are present.
3. All players in uniform must participate in two (2) defensive innings (six outs) per game providing four innings are completed, unless shortened by the time limit.
4. Any injured or sick player who has to leave the game is out of that game and will be scratched from the line-up. This will not constitute an out except for teams that now have fewer than nine (9)

players in the line-up.

5. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.
6. During an at-bat, if a batter is injured, becomes ill, or unable to complete his or her at-bat for any reason, the batter will be declared out. This rule shall apply only to teams who are batting their entire roster of uniformed players present, and do not have substitutes available. When this batter's turn comes up again during the same game, it shall not constitute an automatic out, except in cases where the lineup now consists of fewer than the minimum number of required players.
7. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.

C. DEFENSIVE PLAYERS

1. All teams must bat the entire roster of players present for all games and use ten (10) defensive players. Teams **MUST** have a minimum of eight players present to play a game. When playing with eight players, the 9th spot in the batting order shall constitute an out. Fielding a catcher is optional if a team has 9 or fewer players present.
2. The tenth defensive player will be stationed in the outfield. All four outfielders must play at least twelve (12) feet behind the base line.
3. While playing defense, teams must always field a catcher.

D. RUN LIMIT

A half inning will end after three outs or Five (5) runs.

E. COURTESY RUNNER

In any inning, a courtesy runner will be allowed to replace a catcher who is on base. The batter making the last out will be designated as the courtesy runner. This will not constitute a substitution.

F. BUNTING

The batter is not allowed to bunt or fake bunt in coach pitch. Any batter who, in the sole discretion and opinion of the umpire, puts the ball in play with a bunt or half swing will be called out.

G. INFIELD FLY RULE

There will be no infield fly rule.

H. COACH PITCH RULES

1. Each player is allowed five pitches, fouls included, or three strikes, whichever occurs first. However, an at-bat may not end with a foul ball. If the last pitch is hit foul, the at-bat will continue. (Unless foul ball is caught in the air)
2. No walks are permitted, even if a pitched ball strikes a player.
3. The pitcher/coach will only be either the offensive team manager or an offensive team coach.
4. The pitcher/coach must be in contact with the rubber while pitching and must pitch overhand. No kneeling or pitching from the knee is permitted.
5. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. Penalty: 1st offense shall warrant a warning. 2nd offense during same game shall result in the pitcher/coach being removed from the pitching position for the remainder of that game.
6. While on the field of play, the pitcher/coach may not communicate with the batter, runners or coaches in any manner whatsoever. The pitcher/coach, once a ball has been put into play, can not assume the position of either the first base or third base coach. Penalty: 1st offense shall warrant a warning. 2nd offense during same game shall result in the pitcher/coach being removed from the pitching position for the remainder of that game.
7. Any runner who, in the judgment of the umpire, misses a base without making an attempt to return to that base shall be called out, after time has been called. If this constitutes the third out of the inning, all runs that score before the base was missed will count. This is only applicable if the runner safely reaches the next base.
8. Runners may not steal. Any runner leaving the base before the batter hits the ball into fair territory will be called out. If the ball is not put into play, then the runner returns to the base (Example, foul ball). The play is immediately dead and all runners will be returned to their original base. If the batter swung at the ball, the swing will not be counted.
9. The pitcher/player must be parallel to the pitching rubber and no more than 5 feet to the left or right of the pitching rubber until after the ball is thrown.
10. When a batted ball hits the Coach Pitcher, the following rules shall apply:
 - a. If, in the judgment of the umpire, the coach did NOT make a legitimate attempt to get out of the way of the batted ball, then the batter shall be declared out. No runners shall advance.
 - b. If, in the judgment of the umpire, the coach DID make a legitimate attempt to get out of the way of the batted ball, then the ball becomes dead and a "no pitch" is declared. No runners shall advance.

Section 5 – 9U/10U League

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game

Length of Games

1. Regulation games shall be six innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section P. Run Rules "Mercy Rules"
 - b. One hour and thirty minutes have elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday (Sunday through Thursday) games during the school year
4. In the event that play is stopped due to inclement weather, the game shall be considered complete if at least 4 innings have been played. If the **HOME** team is ahead, the game shall be considered complete if at least 3 ½ innings have been played.

Time in and Time out

1. The game clock shall not be stopped when time out is called.
2. The game clock shall be stopped anytime during the game when a player is injured and cannot be removed from the field within 2 minutes of the injury.

B. MUST PLAY RULE

1. A player or players may be substituted or returned during a game anytime that the ball is dead. (There shall be only one defensive time out per half inning). The batting order shall remain the same as presented to the Head Official at the start of the game.
2. All 9U/10U teams must bat the entire roster of players who are present.
3. All players in uniform must participate in two (2) defensive innings (six outs) per game providing four innings are completed, unless shortened by the time limit.
4. Any injured or sick player who has to leave the game is out of that game and will be scratched from the line-up. This will not constitute an out except for teams that now have fewer than nine (9) players in the line-up.
5. A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings

remaining after the player arrives.

6. During an at-bat, if a batter is injured, becomes ill, or unable to complete his or her at-bat for any reason, the batter will be declared out. This rule shall apply only to teams who are batting their entire roster of uniformed players present, and do not have substitutes available. When this batter's turn comes up again during the same game, it shall not constitute an automatic out, except in cases where the lineup now consists of fewer than the minimum number of required players.
7. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.

C. RUN LIMIT

A half inning will end after three outs or Five (5) runs.

D. PITCHING

1. Any team member may pitch subject to the following rules
 - a. A pitcher shall not be allowed to pitch in more than six innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than nine innings in one calendar week.
 - c. The playing of an ineligible player may be protested at any time within one (1) week of the game in question.
 - i. An ineligible pitcher is one who is on the team's roster but is ineligible to pitch because of a pitching regulation or rule violation. A position player is also ineligible to play in a game because he/she has been in the lineup and has been removed from the game or has been declared ineligible for other causes. The penalty for the use of an ineligible position player is identical to the penalty for the use of an ineligible pitcher.
 - ii. For purposes of interpreting this rule, the player shall not be considered in violation of the rules until at least one pitch has been thrown after the violation has occurred.
 - iii. The home team shall be the official scorekeeper. At the end of each inning the Home Plate Umpire shall check each scorekeeper to correct any discrepancies.
2. A pitcher may not return to the mound after being removed from the mound.
3. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he/she enters the game to pitch.
4. Managers and coaches collectively shall be limited to two (2) mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound.
5. Managers shall report all pitching changes to the home plate umpire at the time of the change and verify it with the official scorekeeper. Failure to report a pitching change shall result in both pitchers being charged with the innings. The innings charged to the pitcher removed shall not make him ineligible for that game but will be added to the total innings in a calendar week. As

soon as a pitcher delivers one pitch to the batter, he/she shall be considered as having pitched a full inning.

6. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.
7. If a relief pitcher is forced to enter the game “cold” as a result of injury to the current game pitcher, the umpire shall him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings no more than eight warm-up pitches will be allowed.
8. A calendar week is from 12:01 a.m. Monday until 12:00 midnight the following Sunday night.

E. COURTESY RUNNER

In any inning, a courtesy runner will be allowed to replace a catcher or pitcher who is on base. The batter making the last out will be designated as the courtesy runner. This will not constitute a substitution.

F. BATTER’S BOX RULE

A batter must keep at least one foot in the batter’s box between pitches. If a batter steps out of the batter’s box, the team will be charged with their offensive time-out for the inning. On the second violation and/or if the time out has already been used, the umpire may charge the batter with a strike. The batter can step out of the box if the defensive team has called a time out or if the umpire calls a time out.

G. STEALING HOME

If a runner from 3rd base is attempting to steal home, or participating in an attempted squeeze play, the following shall apply:

1. The batter must either take the pitch or attempt to bunt. (Batter may not “swing away”)
2. Failure of the batter to adhere to this rule will result in:
 - a. The batter is out.
 - b. All runners shall return to the base they occupied when the pitch was thrown.
 - c. First occurrence during a game will result in a warning to the 3rd base coach.
 - d. Second occurrence during a game will result in the ejection of the 3rd base coach.

NOTE: When bases are loaded with 2 out and full count on the batter, this rule shall not apply. However, the runner from 3rd base shall not run hard to the plate.

H. NO SLASHING

A slash bunt is the action of squaring to bunt in order to move the infield and/or distract the pitcher, and then swinging away. On the first offense, if a batter squares to bunt then swings away at the

pitch, with or without runners on base, the batter shall be declared out. The runners (if any) will return to the base occupied at the time of the pitch, and the third base coach will be given a warning. On the second slashing offense by a team in the same game the above rule shall apply. In addition, the third base coach shall be ejected from the game.

Section 6 – 11U/12U League

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game

Length of Games

1. Regulation games shall be seven innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section P. Run Rules "Mercy Rules"
 - b. One hour and forty minutes have elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday (Sunday through Thursday) games during the school year
4. In the event that play is stopped due to inclement weather, the game shall be considered complete if at least 4 innings have been played. If the **HOME** team is ahead, the game shall be considered complete if at least 3 ½ innings have been played.

Time in and Time out

1. The game clock shall not be stopped when time out is called.
2. The game clock shall be stopped anytime during the game when a player is injured and cannot be removed from the field within 2 minutes of the injury.

B. MUST PLAY RULE

1. All players in uniform must participate in one (1) defensive inning (3 outs) and make a plate appearance in the game providing the game goes five or more innings. If for some unforeseen reason, a player in uniform does not appear in the game, he/she must start the next game and must make a plate appearance.
2. All 11U/12U teams must bat the entire roster of players present.
3. When a player arrives late to a game:
 - a. The late player will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.
 - b. He or she must participate in a minimum of one defensive inning, if there are at least two defensive innings to be played after the player arrives.

4. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.
5. In the event a player becomes ill or is injured during a game; he/she will be scratched from the lineup. This will not constitute an automatic out except for teams that now have fewer than nine (9) batters in the lineup.

C. RUN LIMIT

A half inning will end after three outs or Seven (7) runs.

D. PITCHING

1. Any team member may pitch subject to the following rules
 - a. A pitcher shall not be allowed to pitch in more than six innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than nine innings in one calendar week.
 - c. The playing of an ineligible player may be protested at any time within one (1) week of the game in question.
 - i. An ineligible pitcher is one who is on the team's roster but is ineligible to pitch because of a pitching regulation or rule violation. A position player is also ineligible to play in a game because he/she has been in the lineup and has been removed from the game or has been declared ineligible for other causes. The penalty for the use of an ineligible position player is identical to the penalty for the use of an ineligible pitcher.
 - ii. For purposes of interpreting this rule, the player shall not be considered in violation of the rules until at least one pitch has been thrown after the violation has occurred.
 - iii. The home team shall be the official scorekeeper. At the end of each inning the Home Plate Umpire shall check each scorekeeper to correct any discrepancies.
2. A pitcher may not return to the mound after being removed from the mound.
3. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he/she enters the game to pitch.
4. Managers and coaches collectively shall be limited to two (2) mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound.
5. Managers shall report all pitching changes to the home plate umpire at the time of the change and verify it with the official scorekeeper. Failure to report a pitching change shall result in both pitchers being charged with the innings. The innings charged to the pitcher removed shall not make him ineligible for that game but will be added to the total innings in a calendar week. As soon as a pitcher delivers one pitch to the batter, he/she shall be considered as having pitched a full inning.
6. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of

postponed games or tie games.

7. If a relief pitcher is forced to enter the game “cold” as a result of injury to the current game pitcher, the umpire shall him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings no more than eight warm-up pitches will be allowed.
8. A calendar week is from 12:01 a.m. Monday until 12:00 midnight the following Sunday night.

E. COURTESY RUNNER

In any inning, a courtesy runner will be allowed to replace a catcher or pitcher who is on base. The batter making the last out will be designated as the courtesy runner. This will not constitute a substitution.

F. BATTER’S BOX RULE

A batter must keep at least one foot in the batter’s box between pitches. If a batter steps out of the batter’s box, the team will be charged with their offensive time-out for the inning. On the second violation and/or if the time out has already been used, the umpire may charge the batter with a strike. The batter can step out of the box if the defensive team has called a time out or if the umpire calls a time out.

G. STEALING HOME

If a runner from 3rd base is attempting to steal home, or participating in an attempted squeeze play, the following shall apply:

1. The batter must either take the pitch or attempt to bunt. (Batter may not “swing away”)
2. Failure of the batter to adhere to this rule will result in:
 - a. The batter is out.
 - b. All runners shall return to the base they occupied when the pitch was thrown.
 - c. First occurrence during a game will result in a warning to the 3rd base coach.
 - d. Second occurrence during a game will result in the ejection of the 3rd base coach.

NOTE: When bases are loaded with 2 out and full count on the batter, this rule shall not apply. However, the runner from 3rd base shall not run hard to the plate.

H. NO SLASHING

A slash bunt is the action of squaring to bunt in order to move the infield and/or distract the pitcher, and then swinging away. On the first offense, if a batter squares to bunt then swings away at the pitch, with or without runners on base, the batter shall be declared out. The runners (if any) will return to the base occupied at the time of the pitch, and the third base coach will be given a warning. On the second slashing offense by a team in the same game the above rule shall apply. In addition, the third base coach shall be ejected from the game.

Section 6 - 13U/14U League

A. GAME TIMES

The scheduled starting time for weekday games shall be no later than 6:30 p.m. for the early game and 8:30 p.m. for the late game

Length of Games

1. Regulation games shall be seven innings unless lengthened by a tie score or shortened because the umpire calls the game.
2. The game may be called by the umpire and considered complete if:
 - a. A team is leading by the run rules found in Section P. Run Rules "Mercy Rules"
 - b. One hour and forty minutes have elapsed since the beginning of the game.
3. No new inning will start after 11:00 p.m. on weekday (Sunday through Thursday) games during the school year
4. In the event that play is stopped due to inclement weather, the game shall be considered complete if at least 4 innings have been played. If the **HOME** team is ahead, the game shall be considered complete if at least 3 ½ innings have been played.

Time in and Time out

1. The game clock shall not be stopped when time out is called.
2. The game clock shall be stopped anytime during the game when a player is injured and cannot be removed from the field within 2 minutes of the injury.

B. MUST PLAY RULE

1. All players in uniform must participate in one (1) defensive inning (3 outs) and make a plate appearance in the game providing the game goes five or more innings. If for some unforeseen reason, a player in uniform does not appear in the game, he/she must start the next game and must make a plate appearance.
2. All 13U/14U teams must bat the entire roster of players present.
3. When a player arrives late to a game:
 - a. The late player will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives.
 - b. He or she must participate in a minimum of one defensive inning, if there are at least two defensive innings to be played after the player arrives.

4. Teams must have a minimum of eight players present to start a game. When playing with eight players, the 9th spot in the batting order shall constitute an out.
5. In the event a player becomes ill or is injured during a game; he/she will be scratched from the lineup. This will not constitute an automatic out except for teams that now have fewer than nine (9) batters in the lineup.

C. RUN LIMIT

A half inning will end after three outs or Seven (7) runs.

D. PITCHING

1. Any team member may pitch subject to the following rules
 - a. A pitcher shall not be allowed to pitch in more than six innings in one calendar day.
 - b. In local league play, a pitcher shall not be allowed to pitch in more than nine innings in one calendar week.
 - c. The playing of an ineligible player may be protested at any time within one (1) week of the game in question.
 - iv. An ineligible pitcher is one who is on the team's roster but is ineligible to pitch because of a pitching regulation or rule violation. A position player is also ineligible to play in a game because he/she has been in the lineup and has been removed from the game or has been declared ineligible for other causes. The penalty for the use of an ineligible position player is identical to the penalty for the use of an ineligible pitcher.
 - v. For purposes of interpreting this rule, the player shall not be considered in violation of the rules until at least one pitch has been thrown after the violation has occurred.
 - vi. The home team shall be the official scorekeeper. At the end of each inning the Home Plate Umpire shall check each scorekeeper to correct any discrepancies.
2. A pitcher may not return to the mound after being removed from the mound.
3. A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he/she enters the game to pitch.
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6. A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.

7. If a relief pitcher is forced to enter the game “cold” as a result of injury to the current game pitcher, the umpire shall him/her to warm up properly, not to exceed ten pitches or three minutes. Between innings no more than eight warm-up pitches will be allowed.
8. A calendar week is from 12:01 a.m. Monday until 12:00 midnight the following Sunday night.

E. COURTESY RUNNER

In any inning, a courtesy runner will be allowed to replace a catcher or pitcher who is on base. The batter making the last out will be designated as the courtesy runner. This will not constitute a substitution.

F. BATTER’S BOX RULE

A batter must keep at least one foot in the batter’s box between pitches. If a batter steps out of the batter’s box, the team will be charged with their offensive time-out for the inning. On the second violation and/or if the time out has already been used, the umpire may charge the batter with a strike. The batter can step out of the box if the defensive team has called a time out or if the umpire calls a time out.

G. STEALING HOME

If a runner from 3rd base is attempting to steal home, or participating in an attempted squeeze play, the following shall apply:

1. The batter must either take the pitch or attempt to bunt. (Batter may not “swing away”)
2. Failure of the batter to adhere to this rule will result in:
 - a. The batter is out.
 - b. All runners shall return to the base they occupied when the pitch was thrown.
 - c. First occurrence during a game will result in a warning to the 3rd base coach.
 - d. Second occurrence during a game will result in the ejection of the 3rd base coach.

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