

## Major Green Division Rules

Major GREEN Rules Addendum (the "Rules") are a to the Main MYBL Rule Book, which can be found on the website ([www.marshfielddyouthbaseball.org](http://www.marshfielddyouthbaseball.org)). The Rules below apply only to the Minor League.

### Playing Time (In the field and batting)

1. Fair Playing Time. No Player will sit out TWO (2) consecutive innings. (Unless a Player becomes injured and removed from the game.) No player will sit more than once until everyone has sat at least one time.

### Pitching

- 1) There is now a pitch count in MYBL per Cal Ripken Rule 11.05 Paragraph 4. This applies to both Rec and Tournament Play.  
Ages of rest for Minor Leagues are as follows:
  - **9 & 10 Year Old Pitchers:** 0-40 Pitches: Zero Days Rest, 41-65 Pitches: One day Rest, 65+ Pitches: Two Days Rest. MAXIMUM PITCHES PER GAME 75\*
  - **11 & 12 Year Old Pitchers:** 0-40 Pitches: Zero Days Rest, 41-65 Pitches: One day Rest, 65+ Pitches: Two Days Rest. MAXIMUM PITCHES PER GAME 85\*

\*If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- 2) Once a Player is removed from the game as Pitcher, Player may not return as Pitcher the remainder of the game.
- 3) Hit Batters. Any Pitcher that hits **TWO (2)** batters in the same inning must be removed from the game as Pitcher (unless mutual agreement by both Coaches that Pitcher should remain). Any Pitcher that hits THREE (3) batters total must be removed from the game as Pitcher.
- 4) Consecutive Walks. **FOUR (4)** consecutive walks by any combination of Pitchers will result in the recording of ONE (1) out, except when there are already two outs. NO CURVE BALLS!! Umpire will call all curveballs a Ball.

### Batting

1. ALL Players present must be included in the continuous batting order. No Player may be excluded from the batting order (except for injury). Batting order, except for late arriving Players, is set for the game. Players that are not present at the start of the game must be placed at the bottom of the order (in the order they arrive).
2. Teams shall bat continuously each inning until there are either THREE (3) outs.
3. Bunting is allowed, however, once a Player squares to bunt, they may not swing through.

#### 4. Only AUTHORIZED USA BASEBALL STAMPED BATS

##### **Base Running**

1. Stealing WILL BE PERMITTED as follows:
2. No Leading. Runners must be in contact with the bag until the ball is put in play or, Players must be in contact with the bag until the ball crosses the plane of the front of home plate.  
Runners that advance prior to ball reaching plate will return to previous base, however the runner may be called out if caught off base at any time. Umpire will determine if player leaves early.
  - There is no advancement to 1st base on a 3rd strike passed ball. Runners may advance (subject to #1 above).
  - When there is a play at a bag the Runners must slide or avoid contact. Failure to do so will result in an out.
  - Pinch Runners. If Catcher is on base as a Runner with TWO (2) outs, a Pinch Runner may substitute. This runner Shall be that last batter that got out.

##### **Dead Ball Rule:**

Play is dead once the ball is returned to the MOUND. Runners may advance at their own risk prior to ball being mounded. Once ball is mounded the players must return to their base. **HOWEVER** if a pitcher attempts to throw player out while off the base once mounded the ball is once again live and runner may advance.

##### **Fielding**

1. Infielders must not block the Runners path, except with ball in hand and in the act of tagging out a Runner.
2. No hidden ball tricks.

##### **Games**

4. Pregame
  - a. Away team can take infield practice starting 30 minutes prior to game time for 15 minutes.
  - b. Home team can take infield practice starting 15 minutes prior to game time for 15 minutes.
  - c. Each team should give the home plate umpire ONE (1) game ball to start the game. After that the home team will provide the extra balls as needed.
5. Games should start promptly at the designated time and have a 2-hour time limit.
  - a. No new inning may be started after 1 hour 50 minutes. That means if the bottom of the 5<sup>th</sup> ends at 1 hour 51 minutes the game is over. If the top of the 5<sup>th</sup> is completed at 1 hour 51 minutes and the home team was losing they would still receive their final at bats.
  - b. Games must start on time as long as each team has a minimum of 8 Players. If a team fails to field 8 Players 15 minutes after the scheduled start time the plate umpire will call the game a forfeit for record purposes but will play scrimmage with time remaining.

- c. Borrowing of players is ONLY allowed to reach 9 players. The “borrowed” player may not pitch, will bat last and play in the outfield only.
- c. Games that start late will not be granted additional playing time (unless delay is a result of a league delay in game times.)
- d. There is a mercy rule, which is 10 runs after 4 innings, 3 ½ if the home team is winning. **PLAYOFF GAMES ARE THE EXCEPTION**

6. Starting a game.

- a. Home team will occupy the first base dugout, not the team that arrives first to the field. Away team will occupy the third base dugout.
- b. Coaches will exchange lineups no later than 5 minutes prior to game time. Coaches may not include Players that are not present at the time of the exchange. Missing Players will be recorded as outs every time it is their turn to bat. Players must be added to the end of the batting order as they arrive.
- c. In the Minors division the defense is comprised of ten fielders, your normal infield and 4 outfielders.

**Coaching**

- 1 All coaches in the dugout must have submitted a **CORI** Form to the league before participating in any game. **Failure to follow this rule will result in an automatic forfeit of the game, no warnings.**
2. When your team is batting you can have a first and third base coach on the field. Other coach[es] must remain in or near the opening of the dugout. At no point should there be a coach within 20 feet of the batter, catcher, and umpire while the game is underway. Instruction on hitting should take place at practices and pregame warm-ups.
3. When your team is in the field all coaches are to be in the dugout at all times. You may have 1 at the opening directing fielders.
4. ONLY 3 adult coaches are allowed at a time in the dugout. NO Team shall have more than 3 adult coaches. If a coach wants a “scorekeeper” on the bench they may ONLY if that “scorekeeper” is a child of one of the coaches.
5. **ANY COACH THAT IS EJECTED FROM ANY MYBL GAME FOR ANY REASON IS AUTOMATICALLY SUBJECT TO A DISCIPLINARY HEARING BY THE BOARD OF DIRECTORS.**
  - **1<sup>ST</sup> OFFENSE WILL RESULT IN A MINIMUM OF A 3 GAME SUSPENSION AND LOSS OF ALL STAR COACHING PRIVILEGES.**
  - **2<sup>ND</sup> OFFENSE IS AN IMMEDIATE SUSPENSION FROM ALL LEAGUES COACHING FOR AT LEAST ONE SEASON\*.**

**THE MYBL BOARD OF DIRECTORS WILL ALLOW ALL THOSE SUBJECT TO THIS RULE A GRIEVANCE HEARING. MYBL EXECUTIVE BOARD, COMMISSIONER AND/OR DIVISION DIRECTOR RESERVE THE RIGHT TO DISCIPLINE ON A CASE BY CASE BASIS IF NECESSARY**

MYBL defines a season for the purposes of this rule as Spring and Summer Ball. If a coach is suspended in the Summer Season discipline will carry over to the following season. Reinstatement and assignment of all coaches is discretion of the MYBL BoD and it's Directors.

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