

MARION BOYS BASEBALL RULES

MINOR LEAGUE EDITION

1. ELIGIBILITY

Applicants must be at least 10 years old and no more than 12 years old as of April 1st of the current baseball season.

Players may lose their eligibility for any infraction of the following:

- A. False information given on their application form
- B. Repeated offenses of sportsmanship, conduct, or attendance
- C. Any single flagrant violation of sportsmanship, conduct or other rules of the game.

2. SPORTSMANSHIP

ZERO TOLERANCE of unsportsmanlike conduct or behavior by coaches, players or parents. Immediate action will be taken. Violation of any of the Sportsmanship Rules may result in an ejection of a player, coach, or fan at the umpire's discretion. Any ejection will result in a minimum 1-game suspension. Any suspended player coach, or fan may petition the board to have the suspension reduced. Petition of the suspension is sent by email to: marionboysbaseball@gmail.com

- A. Coaches displaying unsportsmanlike conduct or using abusive language may receive One Warning from the League Director or Board Members per Zero Tolerance policy. All incidents will be reviewed by MBB Board of Directors.
- B. Members of a coaching staff may not, by their physical or verbal actions, influence, distract, or intimidate an opposing player or the umpire.
- C. Coaches may not go behind the backstop to watch the umpire.
- D. A coach may not protest a judgment call made by an umpire.
- E. Players are not allowed to dispute an umpire's decision.
- F. Players are not allowed to use personal name calling of opposing players or profanity.
 - i. Catchers and/or infield players cannot distract a batter.
 - ii. Once the Pitcher is set, any cheering from the dugout and baserunners is prohibited.
- G. A player (or Coach) throwing a bat or helmet may be removed from the game by the umpire.
- H. All coaches must be approved by the League Board. No unapproved persons are allowed in the dugout during any game. Approved coaches will be attired in appropriate team jersey.

3. GAMES

A. Scheduled Start Times

- i. Monday – Friday 5:30 PM
- ii. Saturday 9am, 11am, 3pm, or 6pm
- iii. Sunday (Tournament) TBD

B. Game Duration

- i. Umpires will Announce Game Start Time to Coaches
- ii. No new inning will start after 1 hour and 45 minutes from Start Time
- iii. Mon-Fri Games will END: No Time Limit in Play
- iv. Saturday Games will end at the 2 hour and 15 minute Time Limit
- v. Tournament Games played will abide by the above rules. If game is tied at the end of the time limit, then Play continues with California rules until a winner is declared.
- vi. A complete game is 6 innings unless otherwise called by the umpire because the conditions, in Judgement, have become unplayable.
- vii. Extra Innings will be played if the game is tied after 6 innings of play and the time limit has not been reached and conditions remain playable in Umpire's Judgement.
- viii. All Extra Innings will be played under California Rules.
- ix. California Rules: The team that is up to bat will have runners on 2nd and 3rd base and there will be 1 (one) out to start the inning.

C. Determining Unlimited Runs Inning

- i. An Umpire will announce Unlimited Runs Inning at the TOP of the inning prior to the 1 hour and 45-minute time limit.
- ii. Should the Unlimited Runs Inning be completed before the 1 hour 45-minute time limit, the Umpire will call a new Unlimited Runs Inning at the top of the inning. All subsequent innings will be unlimited runs if the time limit has not been reached.
- iii. If the first unlimited runs inning is the 6th inning and a team has the lead after the 6th inning is completed, the game is over due to a Complete Game. If score is tied and the 1 hour and 45-minute time limit has not been met, then the extra innings rule is in effect.
- iv. Once the Unlimited Runs inning hits the 2 hour and 15-minute time limit (Saturday Drop Dead), or when the conditions, in Umpires judgement, makes the game unplayable (Mon-Fri), the game will be stopped. The outcome of the game will be based on rules set in the End of Game section.

D. End of Game

- i. A game is won by the team with the most runs at the end of the one hour and 45 minutes time limit, or 6 full innings are completed, whichever comes first. If the score is tied and time limit has been met, the game will be counted as a Tie in the standings.
- ii. In the event of the game being called due to unsafe circumstances, a game becomes official after the 3rd inning is completed or after 2 ½ innings if the home team is winning.
- iii. The umpire can call a game early due to conditions of the field or inclement weather that makes the game become unplayable or puts the players safety in jeopardy.
- iv. If the game is called, the following criteria will determine the outcome of the game if it is an official game:
 1. If the visiting team is batting when the game is called and the home team has not batted yet, the game will be reverted to the last completed inning. A winner will be declared by the team with the most runs. If the score is tied, the game ends in a tie.
 2. If the home team is batting and has the lead, the game is final with the home team winning

3. If the home team has tied the game, the game ends in a tie.
4. If the home team is batting and behind in score, the game will revert to the last completed inning. The team with the most runs will be declared the winner. If the score is tied, the game ends in a tie.

E. Game Forfeitures

- i. Forfeit Time is 15 minutes past the Scheduled Start Time
- ii. A minimum of 7 players are required to start a game. If the minimum is not met, the game results in a forfeiture.

F. Other Game Items

- i. The team listed first on the Schedule will be the "Away" team.
- ii. The Away team will be in the 1st Base Dugout.
- iii. The Home Team is the OFFICIAL Scorekeeper. Both teams will keep a scorebook for every game.
- iv. A team with 7 or 8 players can ask the opposing team to borrow player(s) for defensive play only. The player(s) will go back to their team for batting.

4. HEAT ADVISORY AND WARNINGS POLICY

- A. Heat Advisory – MBB will proceed with Scheduled Activities and Monitor the Heat Index. Delays are possible.
- B. Excessive Heat Warning – When issued by the National Weather Service, MBB will CANCEL all Activities for the day.
- C. When the MBB Board calls the game due to heat, a final inning will be declared, which will be unlimited. Rules established in End of Game section will be in play.

5. CANCELLATION OF GAMES / RESCHEDULING CANCELLED GAMES

MBB Board of Directors will decide if games/practices are cancelled by 3:00 PM on the day of the scheduled games/practices. Cancellations may be decided up to the start of the game or during the game due to inclement weather. MBB Social Media accounts and Coaches will be updated and notified.

MBB Board Members will work diligently to try to reschedule games that were cancelled. Late season game cancellations may not be rescheduled.

- A. Forfeited games and Practices will NOT be made up.
- B. MBB will notify the Teams when a cancelled game is rescheduled.
- C. MBB Social Media accounts and Website will be updated.
- D. Rescheduled games will be scheduled Mon – Fri and may be scheduled during a weekend.

6. LINE UP CARDS

- A. Coaches will swap line ups prior to the start of the game.
- B. Jersey numbers are required to be on the line up cards to establish batting order

- C. Players who are arriving late for the game must be on the bottom of the lineup card
- D. All Players will bat and must be on the lineup card
- E. All Pitching Changes Must be reported to the Umpire at the time of change
- F. If a player is unable to bat, the lineup will be adjusted, and this will NOT constitute as an automatic out.
- G. Only Automatic Out that will occur is when a player is ejected from the game.
- H. A coach is responsible for letting the umpire know that a player is batting out of order before the batter completes the At-Bat. Once confirmed the batter is batting out of order, an out will be assessed
- I. If the At-Bat is completed before the Umpire is notified, no action will be taken.

7. GENTLEMEN'S AGREEMENT

Each player that shows good faith in attendance and abides by the Player's Code of Conduct must be given an opportunity to play in the game.

8. AUTHORIZED PERSONEL WITHIN FIELD OF PLAY

- A. Up to 3 Uniformed Coaches (Max)
- B. Official Team Scorekeeper (if not 1 of the 3 coaches)
- C. Uniformed Players on the official MBB roster for that team
- D. Umpire(s)
- E. Uniformed Batboy (1 Max)
- F. MBB Board of Directors

9. Dugout

Players and Coaches must remain in the dugout during the play of the game EXCEPT for the following:

- A. 1st Base and 3rd Base Coaches while team is batting
- B. Coach called timeout and Umpire stopping play for mound visit
- C. Playing a position on the field when the opposing team is up to bat
- D. A Player is Batting or On Deck
- E. A Pitcher in the bullpen warming up
- F. Warming up the pitcher between innings or catching in the Bullpen (must be wearing Catcher's Mask)
- G. Player is warming up in the bullpen as a pitcher
- H. Protecting the pitcher and catcher that are warming up in the bullpen from foul balls (must be wearing a helmet).
- I. Player/Coach/Umpire injury time out

10. FREE SUBSTITUTION

Position players may be substituted an unlimited number of times between innings or after

securing a timeout from the Umpire and action is stopped.

A. Pitching limitations are in play. See Pitching section in the rules.

11. TEAM AND PLAYER EQUIPMENT

All Helmets, Bats, Catcher's Gear, Baseballs (buckets), Equipment Bags (Player & Team), Gloves, and all players and coaches' belongings must be kept in the dugout for safety reasons.

12. MINOR LEAGUE BATS

The following parameters must be met for a bat to be used in games and practices.

- A. Maximum Length of a Bat is 33 Inches
- B. USA Baseball certified bats are the only aluminum bats allowed (USA Sticker must be on the bat)
- C. Barrell Size is 2 5/8 inches. No other barrel size is permitted.
- D. Maximum Drop is (-10). A bat that has a lower drop is allowed. Drop is calculated as Length – Weight. For Example: 27 in bat that weighs 20 ounces has a calculated Drop of -7.
- E. Wood Bats are allowed (no restrictions)
- F. Bats are subject to inspection by the Umpire or MBB Board of Directors during pre-game or any point during the game.
- G. Any bat that does not meet the above criteria will be deemed illegal equipment.
- H. Refer to the Illegal Equipment section for infractions of this rule

13. SHOES

- A. Baseball shoes with soft treads or imitation cleats
- B. Tennis shoes are allowed.
- C. Steal Cleats are NOT ALLOWED

14. CLOTHING

- A. NO SHORTS are allowed
- B. Players can wear long pants (below the knee) or baseball pants for practice.
- C. Baseball Pants are required for Games
- D. Pitchers can wear sleeves or undershirt, they can be any color other than white. White is not allowed.
- E. Pitchers are not allowed to wear wristbands or batting gloves under their Fielder glove.
- F. NO JEWELRY is allowed
- G. Shirts must always be tucked in during the game
- H. Socks must be worn during practice and games
- I. Sunglasses can be worn by players playing any position except for the Pitcher and Catcher positions
- J. Batters cannot wear sunglasses while batting.

K. There are NO RESTRICTIONS on prescription sunglasses

15. HELMETS

Helmets must always be worn by the batter, on deck batter, base runners, and any player always protecting the bullpen.

- A. If a Batter steps into the batter's box without a helmet, the player will be called out.
- B. If a Substitute Runner steps on a base without a helmet, the player will be called out.
- C. If a Player deliberately removes the helmet while running the bases, the player will be called out.

NOTE: On occasion, the Player may run out from under their helmet. If this happens, the runner will NOT be called out

16. ILLEGAL EQUIPMENT

Coaches are required to ensure all equipment before a game or practice follows the rules set forth by MBB rules of the league and is safe for the players.

Any MBB Issued equipment will be considered LEGAL.

Any equipment that is deemed illegal by league standards or not safe will result in the following consequences:

- A. First Infraction: The Coach will receive a warning from the umpire or a member of MBB Board of Directors.
- B. Second Infraction: The coach will be ejected from the game and serve a 1 game suspension
- C. Umpires are required to report any illegal equipment issues to the MBB Board of Directors immediately after the game

17. SCORING

- A. If five (5) runs are scored in any one inning prior to the Unlimited Runs Inning being called, the play will stop when the 5th run scores, and the game will go into the next ½ inning.
- B. If Unlimited Runs inning hasn't been called and the game goes into the 6th inning, there is NO run restrictions and play will continue until the batting team is retired with three (3) outs.
- C. If the 6th inning is completed with a tie score and the time limit has not expired, unlimited runs will continue into the subsequent innings under California rules.
- D. Once the Umpire calls Unlimited Runs Inning, Unlimited Runs is in play. Refer to the rules set forth in Unlimited Runs Inning section under the GAMES.
- E. At the end of the 3rd inning, any team up by fifteen (15) runs will be declared the winner and the game is over
- F. At the end of the 4th inning, any team up by ten (10) runs will be declared the winner and the game is over. This rule is extended to the 5th and subsequent innings.

18. PITCHING RULES

- A. Pitching Mound Rubber is 48 feet to the back of home plate
- B. A Player can only Pitch a maximum of two (2) consecutive innings in a game.
- C. A Pitching week is defined as any seven (7) consecutive days
- D. A Player cannot pitch more than 6 innings during a Pitching Week.
- E. The pitching week will be reset for the Championship Game in the End of Year tournament.
- F. If a Pitcher hits more than three (3) batters in a game, the Player is removed as a pitcher for the remainder of the game regardless of the 2-inning max has not been met.
- G. A Pitcher is removed from the game as a Pitcher once the 2-inning max is met. Also, if the Pitcher's Week maximum innings are reached.
- H. Once a Player is taken out as a pitcher, the player is eligible to play all positions except Pitcher.
- I. If a Player pitches 1 (one) pitch to an opposing player, an inning is charged to that player.
- J. If the game goes into extra innings (7th Inning), the pitcher of record from the previous inning can pitch up to three consecutive innings. This does not extend to any player that has been removed from the game as a pitcher.
- K. Any violations of the above rules will result in a forfeiture of the game by the team that violated the rules.
- L. At the start of the game, the Pitcher can have a max of 7 warm up pitches.
- M. Substitute pitchers are allowed a maximum of 7 warm up pitches.
- N. After the 1st inning, the pitcher can have a maximum of 5 warm up pitches
- O. At the Umpire's discretion, a player injured during a play can throw warm up pitches
- P. The bullpen is designated 30 feet beyond 1st base and 3rd base in foul territory.

19. Pitcher's Health

- A. Coaches are responsible and need to take into consideration regarding these young player's future good health.
- B. If your Pitcher is throwing a high volume of pitches during their outings, please take the above into consideration when judging how much they work without a reasonable period of rest.

20. HIT BATTERS

- A. As stated in the Pitching section, a Pitcher who hits 3 batters during the game, can no longer pitch in the game.
- B. Batters must try to avoid getting hit by the pitch. The Umpire will decide if the batter will take 1st base, or the pitch is a ball
- C. If a Batter is hit by a pitch and the pitch is in the strike zone (or over the plate), the batter will NOT be awarded 1st base, and the pitch will be called a ball or a strike.
- D. If the Batter swings at a pitch that hits the batter, the pitch will be called a strike, and the batter will NOT be awarded 1st base.
- E. If the ball bounces and hits the batter, the pitch will be declared a dead ball and the batter is awarded 1st base provided the batter did not swing. If the batter swings, the pitch is called a Strike, and the batter is not awarded 1st base.

- F. If a pitch is declared a dead ball, runners cannot advance unless the batter is awarded 1st base.
- G. A player may hit a bounced ball.

21. BALKS

- A. The Balk rule is not enforced
- B. A WARNING will be given if the Pitcher tries to deceive a base runner or delay the game.
- C. If deception continues after the warning, the Umpire will consult the Coach, and the player may be removed from the pitcher position only.
- D. There is no hidden ball or fake tag plays

22. GROUND RULE DOUBLE

All runners and the batter will be awarded 2 bases when a batted ball hits the ground and does one of the following:

- A. Rolls through the outfield gate
- B. Rolls through a hole in the fence
- C. Bounces over the outfield fence
- D. Deflected off a player's glove and the ball goes out of play

23. OUT OF PLAY

- A. The ball is thrown or deflected out of the field of play
- B. The ball is thrown or deflected into either of the two dugouts or Bench area
- C. The Base Runners and the Batter becoming a runner will be awarded 1 base

24. INFIELD FLY RULE

This rule protects the runners on base from a double play or triple play if the infielder intentionally drops the ball.

The rule is in effect when:

- A. Runners are on 1st and 2nd base, or Bases Loaded and less than 2 outs.
- B. The batted ball must be a fair fly ball – Not a line drive or bunted ball.
- C. The Umpire must determine that an infielder could catch the ball with ordinary effort.

Enforcing the Rule:

- A. Umpire will Declare "Infield Fly, Batter is Out"
- B. The Batter is automatically out regardless if the ball is dropped or caught
- C. Runners can advance at their own risk, as the ball remains alive

25. ORANGE BASE

- A. The batter must touch the ORANGE base at 1st Base when the ball is hit in play when there is a close play at 1st Base.
- B. If the Batter fails to touch the ORANGE base at 1st Base on a close play, the batter will be called out by the Umpire.
- C. The Batter does not need to touch the Orange Base if the runner is advancing on an Extra Base Hit or Rounding the base on a single/error.

26. BASE STEALING

- A. Runners may lead off once the ball crosses Home Plate.
- B. If the Pitcher pitches and the runner is leading off or takes off too soon, the umpire may nullify the pitch, and the base runner is sent back to the base.

2nd and 3rd Base Stealing

- A. Runners can steal only when the pitched ball crosses home plate.
- B. Bases remain open when the pitcher has the ball, but not on the pitching mound
- C. Bases are closed once the pitcher with the ball is on the mound. Runners must retreat to the base.

Home Plate

- A. Base Runners can steal HOME Plate on a wild pitch or passed ball except:
 - i. If the catcher catches the pitch (Home Plate is CLOSED)
 - ii. Blocks the ball and keeps the ball in front of him or within arm's radius around him.
- B. Home Plate is open if a catcher makes a baseball play to any other base (Overthrowing the pitcher or the pitcher dropping the ball does not count as a baseball play).

27. PINCH RUNNERS

- A. If a pinch runner is needed, the player who made the last out for the team at bat shall be the pinch runner.
- B. Exception: if there are two outs and the catcher is the player that made the last out, the pinch runner would be the player who made the last out before the catcher.
- C. Exception: If the player made the last out is injured, the pinch runner will be the player who made the out before the injured player.
- D. To speed up the game, a pinch runner for the catcher with 1 or 2 outs should be replaced with a courtesy runner. The courtesy runner is the last player to make an out.

28. BASE PATH LENGTH

The distance between the base are 70 feet.

29. DEFENSIVE TIMEOUTS

- A. Coaches are given 1 defensive timeout per inning.
- B. Timeouts are limited to 1 minute. Time starts when the Umpire grants the timeout.

- C. After a Timeout for any given inning, if a coach asks for subsequent timeout in the same inning, a pitching change must be made.
- D. An injured defensive player on the field does not count as a Defensive Timeout.

30. INTENTIONAL WALKS

There will be no intentional walking of batters in this league.

31. BUNTING

- A. Bunting is Allowed
- B. If the Batter shows bunt and does not pull the bat back, it is considered a swing
- C. If the Batter is hit by a pitch while showing bunt, pitch is considered a strike and will not be awarded 1st Base.

32. DROPPED THIRD STRIKE

Dropped third strike, where runners try to advance to 1st base is NOT allowed in this league.

33. FOUL TIP CAUGHT

A Batter, with two strikes, will be called out on a foul tip caught by the catcher.

34. SLIDE RULES

- A. Base Runners must slide FEET first at Home Plate when there is a close play.
- B. A Base Runner will be called out on a close play at Home Plate when the base runner does not slide feet first.
- C. A Headfirst slide into Home Plate will be an AUTOMATIC OUT regardless of if a play has been made or not.

35. BATTING CAGE

- A. Minor League will be able to schedule Batting Cage sessions. MBB will inform the coaches of availability after the Senior and Major Leagues have had a chance to schedule sessions.
- B. Access to the pitching machine is available during a batting cage session.
- C. MBB Personnel will give instructions on how to use the pitching machine if this is the first time the coach is using the pitching machine.
- D. Coaches will apply caution, player safety, and care when operating the pitching machine
- E. Players are prohibited from operating the pitching machine.
- F. Coaches will not leave the players alone with the pitching machine and will NOT demonstrate how fast the pitching machine can pitch a ball.

36. UMPIRE CARDS

- A. A coach from each team must sign the umpire card at the end of the game

- B. Upon signing, coaches must verify the score, and all pitchers that were used in the game along with the number of innings pitched by each pitcher.