

MARION BOYS BASEBALL

2021 MINOR LEAGUE RULES

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 as a result of false information given on their application form, for repeated offenses of sportsmanship, conduct or attendance, or for any single flagrant violation of sportsmanship, conduct or other rules of the game.

2.SPORTSMANSHIP

a. Zero Tolerance - Unsportsmanlike conduct or inappropriate behavior by coaches, players

or parents will not be allowed.

b. A game may be called by an umpire, League Director or board member for unsportsmanlike conduct from coaches or parents.

c. Coaches displaying unsportsmanlike conduct or using abusive language may receive one warning from the League Director or board member per Zero Tolerance policy. All incidents will be reviewed by the League Board of Directors.

d. Members of a coaching staff may not, by their actions, influence, distract or intimidate an opposing player or the umpire.

e. Coaches may not go behind the backstop to watch the umpire. f. A coach may not protest a judgment call made by an umpire.

g. Players are not allowed to dispute an umpire's decision.

h. Players are not allowed to use personal name calling of opposing players or profanity.

i. Catcher and infield player distraction of a batter is not allowed.

j. Base runner distraction of an opposing pitcher is not allowed.

k. A player throwing a bat or helmet may be removed from the game by the umpire.

l. 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. m. See also Coaches Conduct and Parent Conduct detailed at

www.marionbaseball.org n. 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.

3. GAMES: Are scheduled to start at 5:30 pm sharp. The team coach will announce starting times for make-up games and practices to all players. Most regular season games will be played Monday - Friday with some Saturdays. Forfeit time will be 15 minutes past the scheduled starting time. The team listed first on the schedule will be the "away" team. Away team will use the first base side dugout and designate the official scorekeeper. Both teams shall keep a scorebook for every game. A team must have a minimum of seven (7) players to start a game.

Minor league games are scheduled for six (6) innings unless otherwise called by the umpire because of conditions in his judgment become unplayable.

The umpire may, at their discretion, consult with both team managers before this decision.

In the event of a tie score after regulation innings and the game is within the time limit, the game will continue using international rule and as long as conditions remain playable in the umpire's judgment, until a full inning is completed, the home team goes ahead in the score or the time limit is reached. A tie is okay.

No new inning will start after 7:15 pm on weekdays and after 1 hour and 45 minutes on weekends. No play will continue after 2 ¼ hours on weekends.

At the top of an inning, the umpire will determine if that is to be the last inning. If so, he will make that announcement and it will be unlimited runs for both teams. The umpire may, at his discretion, consult with both team managers before this decision. If the umpire and both coaches agree there is adequate time to continue playing and get more than 1 more inning completed, the teams may continue playing with a 5 run limit until the end of the game or the maximum time limit is reached. No unlimited run innings will be allowed in this scenario. If the game is not completed at the maximum time limit, the game will immediately be stopped and the score will revert to the last completed inning or previous half inning if the home team is ahead.

In the event a game is shortened by the umpire's judgment, due to conditions no longer deemed playable, it will constitute an official game if 2 ½ innings have been played (with the home team ahead in score) or after 3 full innings are complete.

If called with neither team ahead in score: the visiting team having gone ahead in score and the home team not having completed their half of inning, or tied the score, or gone ahead in score or with the home team having gone ahead in score, play reverts back to the last completed inning, or the score is final and the home team has won the game.

A game that is called due to heat by the League Director will have a final inning in which the unlimited rule applies.

4. MAKEUP GAMES: the League Board members will be responsible for figuring out a time for all makeup games. They will notify the coaches of the time and place for the makeup game.

5. LINE UP CARDS: Must be traded with opposing team before the game starts with the shirt number in the order you want them to bat. Any late comers must go to the bottom of the lineup card. Everyone bats the entire game. Coach will report all pitching changes to home plate umpire. If a player can no longer bat during the game, the batting order will be adjusted and this will not constitute an automatic out.

6. GENTLEMEN'S AGREEMENT: Each player that shows good faith in attendance and effort at games and practices must be given an opportunity to play in the game. No player should sit out two innings in a row. Each player should be in the field a minimum of three (3) innings.

7. AUTHORIZED PERSONS: Are permitted within the confines of playing area. Coaches (max 4 in uniform), players, umpires, batboys (in uniform) and league officials.

8. PLAYERS: If a player is not in the field, up to bat, on deck or warming up to pitch with a catcher (with helmet) and player protecting the pitcher and catcher (with a helmet and glove), they should be in the dugout.

9. FREE SUBSTITUTION: Players may enter and leave a game any number of times between innings or after securing a timeout from the umpire when action is stopped.

10. LOOSE EQUIPMENT: Helmets, bats, gloves, etc., must be kept in the dugout for safety.

11. BATS: All baseball bats must meet the following guidelines:

a. Maximum length of a bat is 33 inches b. Maximum barrel diameter is $2\frac{1}{4}$ inches unless the bat is certified by USA Baseball.

USA Baseball certified bats may have a $2\frac{5}{8}$ inch barrel and have a maximum drop of -10.

b. No big barrel bats other than USA Baseball certified bats, oversized bats, softball bats or tee-ball bats are allowed

c. For $2\frac{1}{4}$ inch barrel bats, the maximum bat drop is -10. Drop refers to bat weight in ounces minus its length. For example a 27 inch bat that weighs 20 ounces would have a bat drop of -7.

d. Bats must be certified by Little League Baseball, USSSA, Babe Ruth League or USA Baseball.

e. Wood bats are allowed.

12. SHOES: Baseball shoes with soft treads, imitation cleats or tennis shoes are allowed. Absolutely NO steel spikes are allowed.

13. CLOTHING: Absolutely no shorts are allowed. Players must wear long pants, below the knee. If the pitcher is wearing an undershirt or arm sleeve, it must be a solid color match the main color of the team shirts or be black. Pitchers are not allowed to wear wristbands or batting gloves. Absolutely no player is allowed to wear jewelry. Shirts also must be tucked in at all times during games, and socks must be worn. Sunglasses may be worn by any player except the pitcher, catcher, and batter. Prescription sunglasses may be worn by any player.

14. HELMETS: Must be worn by the batter and all base runners at all times. If the batter steps into the batter's box or substitute runner steps on a base without a helmet on his head, he will be called out by the umpire. When play starts, base runners will occasionally run out from under their helmets, however any deliberate removal or tossing aside of a protective helmet by the runner will result in being called out by the umpire.

15. **ILLEGAL EQUIPMENT:** Coaches are required to ensure all equipment before a game or practice follows the rules of the game and is safe. Any equipment that is deemed illegal by league standards or not safe will result in:

a. First infraction: the coach will receive a warning by the umpire. b. Second infraction: the coach will be ejected from the game. c. Umpires are required to report any illegal equipment issues to the Marion Boys Baseball

Board immediately after the game. d. Any equipment issued by MBB will be considered LEGAL.

16. **SCORING:** If five (5) runs are scored in any one inning, the play will stop when the 5th run scores and will go to the next inning.

There will be no run limits in the 6th or subsequent innings or an inning declared the last inning by the umpire. Play continues until the batting team is retired with three (3) outs.

At the end of the 3rd inning or 4th inning, if one team is ahead by fifteen (15) runs or more the game will end. At the end of the 5th inning, if one team is ahead by ten (10) runs or more the game will end.

17. **PITCHING:** (48 feet). A player is allowed to pitch not more than 2 innings, and may pitch one more if the game goes into the 7th inning. A total of 8 innings pitched per week (a week shall be defined as any seven (7) day consecutive period). Pitcher innings will reset for the championship game in the season ending tournament. Once a pitcher is removed from the game he or she is not eligible to pitch again in the game unless the game goes extra innings and then a pitcher may reenter the game and pitch one additional inning. They may play any other position on the field. One pitch thrown to a batter from the opposing team will be counted as an inning pitched. Violation of either of the above stated rules may result in forfeiture of the team in violation of the rule.

A pitcher may have 7 warm-up pitches at the start of the game and 5 warm-up pitches for each subsequent inning or for a substitute pitcher. A pitcher injured during the course of play may have the appropriate number of practice pitches, umpires judgment. A pitcher may be warmed up 30 feet beyond 1st and 3rd base in foul territory.

An additional charge to coaches with regard to these young player's future good health. If your pitcher, for whatever reason, is working longer than average innings please take this into account when judging how much to work them without a reasonable period of rest.

18. HIT BATTERS: If a pitcher hits 3 batters in a game, they must be replaced and are not allowed to pitch again in the game. Batter must make an attempt to avoid getting hit by the pitch (umpire discretion). If a player is hit while the pitch is in the strike zone or over the plate, the batter will not be awarded first base and the pitch shall be called a ball or strike based on its location when it crosses the plate. If a player's hand is hit by the pitch while on the bat, the player shall be awarded first base, unless the batter was swinging or attempting to swing when the ball hit the player's hand. A ball that bounces and then hits a batter is a dead ball and the batter shall be awarded first base unless the batter swings at the bounced ball. Runners may not advance on a dead ball unless forced to advance by the player awarded first base. A player may also hit a bounced ball.

19. BALKS: No balks will be called. If a pitcher tries to deceive a base runner or to delay the game, they shall be given one warning. If it continues, the umpire will consult with the coach. The player may be removed from the pitching position only. There are no hidden ball or fake tag plays.

20. GROUND RULE DOUBLE: Any batted fair ball that rolls through an outfield gate hole in the fence, under a fence or goes over the outfield fence after:
a. first striking the ground in fair territory b. first striking the ground in fair territory and being deflected off a players glove. The ball is dead and all runners and batter advances 2 bases.

21. OUT OF PLAY: A ball is considered out of play when it is thrown or deflected out of the field of play or into either dugout or bench area. If a ball is thrown or deflected out of play by a defensive player the base runner or batter becoming a runner will be awarded 1 additional base from the time of the ball going out of play.

22. INFIELD FLY RULE: The rule will be used during a Minor League game.

23. BASE RUNNERS: Leading off is not allowed and the runner shall be called back to the base if the runner leaves the base before the ball reaches catcher's glove or the

spot of the catcher's glove. Runners may take a lead after the ball reaches the catcher's glove or the spot of the catcher's glove but must return to the base once the pitcher has the ball on the mound.

On all close plays at first base the runner must touch the orange base. If runner fails to touch the orange base on a close play, the umpire may call the runner out.

24. PINCH RUNNERS: If a pinch runner is needed they shall be the last person to make an out for the team at bat.

25. BASE PATH LENGTH: The length of the base paths for Minor League games are 65 feet.

26. SPEEDING UP THE GAME: If the catcher designated for the next inning is on base with 1 or 2 outs they should be replaced with a courtesy runner. The courtesy runner shall be the last batter to make an out for the team at bat.

27. DEFENSIVE TIMEOUTS: Coaches for each team in a given game are allowed 1 defensive timeout per inning limited to 1 minute from the moment the timeout is granted by the umpire. On any subsequent trip to the mound in the same inning the pitcher must be removed and a new pitcher be brought in. An injured defensive player on the field area does not count towards a team's number of defensive timeouts in a game.

28. INTENTIONAL WALKS: In Minor League games there will be no intentional walking of hitters.

29. BUNTING: In Minor League games, bunting will be allowed. If the batter is bunting and does not pull the bat back it will be considered a swing. If the batter is hit by the pitch while attempting to bunt, this is considered a strike and first base will not be awarded.

30. DROPPED THIRD STRIKE: Batters will not be allowed to advance to first base on a dropped 3rd strike in Minor League games.

31. FOUL TIP CAUGHT: A batter will be called out on a foul tip caught by the catcher with 2 strikes.

32. BASE STEALING: Base Runners may advance after the ball has hit the catcher's

glove or has passed the spot of the catcher's glove. **There is no stealing home on a ball caught by the catcher.** A player may advance on any overthrown ball back to the pitcher or any other player at any time during the game unless time is called. A player may advance to home on a wild pitch or a passed ball.

33. SLIDE RULES: A base runner must slide feet first into home plate if there is a close play at home plate. This is an umpire judgment call. A player should slide into 2nd or 3rd base on a close play. This is also an umpire judgement call.

35. BATTING CAGE: Coaches and players may use the batting cage as long as the coaches have been given instruction by MBB personnel. Caution, safety and care will be used by adults operating the pitching machine. AT NO TIME will the player be left alone or operate the pitching machine. AT NO TIME will an adult demonstrate how fast the pitching machine can throw a ball, also for safety reasons.

36. UMPIRE CARDS: At the end of the game, a coach from both teams must sign the umpire card and verify that the score and pitchers used and innings pitched are correct.

RULES NOT OUTLINED ABOVE WILL REVERT TO THE NATIONAL FEDERATION OF HIGH SCHOOL ASSOCIATION RULES.