

MARION BOYS BASEBALL

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.

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

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

h. Catcher and infield player distraction of a batter is not allowed. Once the Pitcher is set, any cheering from the dugout and baserunners is phased out.

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

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

k. 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 and last 1 hour and 45 minutes. The Umpire will announce the start time for the game at that point the 1 hour and 45 minute game time starts. 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 the home team will be 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. If the team has 7 or 8 players, the coach can ask the opposing coach to borrow fielders for defense only. The borrowed players will bat for their team only.

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

In the event of a tie score after regulation innings and the game is within the time limit, the game will continue using California rules 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 1 hour and 45 . No play will continue after 2 ¼ hours on weekends.

At the top of an inning, the umpire will determine if the game is coming to a close. If so, the umpire will make that announcement and there will be unlimited runs for both teams. Should that inning end before the time limit has expired and it is a completed inning, then another full inning will be played with unlimited runs. On Saturdays, the game has a 2 hours and 15 minutes time limit. 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 1/2 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.

For Excessive Heat Warnings, MBB policy will be to cancel all activities for the day.

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 the 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 the 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. The only automatic out will be in the event of an ejected player.

6. 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.

7. AUTHORIZED PERSONS: Are permitted within the confines of the 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. USA Baseball certified bats are the only aluminum bats allowed.

c. 2 5/8-inch barrel only. No other barrel size allowed.

d. Maximum drop 10 (-10) or lower allowed. For example, a 27-inch bat that weighs 20 ounces would have a bat drop 7 (-7).

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 that matches 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 always tucked in 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. Pitchers and Catchers must have a protective cup.

14. HELMETS: Helmets must be worn by the batter and all base runners at all times. If the batter steps into the batter's box or the 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, if one team is ahead by fifteen (15) runs or more the game will end. At the end of the 4th 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 (see below). 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: Hit more than 3 batters; Being pulled before the end of the 2nd consecutive innings; or at the end of the max of 3 consecutive innings, they may not return as a pitcher. The player removed is available to play at any other position. One pitch thrown to a batter from the opposing team will be counted as an inning pitched.

If the game goes into extra innings, the pitcher at the end of regulation and has thrown the max of 2 consecutive innings may be considered to throw one more inning the next time the team takes the field. Any previous pitchers who pitched in the game are ineligible to come back in and pitch.

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, umpire's judgment. A pitcher may be warmed up 30 feet beyond 1st and 3rd base in foul territory.

Coaches are responsible and need to take consideration regarding 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 player's 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 home plate. Runners may take a lead after the ball reaches home plate, 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 a 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: There will be no intentional walking of hitters.

29. BUNTING: 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.

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

32. BASE STEALING:

A. 2nd base and 3rd base Stealing is allowed when the ball crosses home plate. If a player is caught leaving early, the player must return to the base. As long as the pitcher with the ball is not on the mound, 2nd and 3rd are still open. Once a pitcher is on the mound with the ball, the play is considered dead and the runner must retreat to the base they were on.

B. HOME PLATE: Home plate is closed to stealing. Home Plate is only open when the ball is hit into play, an error occurred, or a pitch has passed the catcher. The ball will be considered dead when either a. pitcher is on the mound with the ball or b. The runner has returned to 3rd base.

33. SLIDE RULES: A base runner must slide feet first into home plate if there is a play at home plate. If there is no slide and there is play at the plate, it will be the umpire's judgment to call the base runner out.

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.