

Rookie Baseball Division

Mishawaka Baseball Softball Association (MBSA) will operate all Mishawaka East End Recreational League games utilizing the current year Babe Ruth League, Inc. Rules and Regulations approved by the Babe Ruth League, Inc. International Board of Directors and published in the current year Rules and Regulations book and posted on their web site. The following exceptions and clarifications will also be in effect for all Mishawaka East End games unless otherwise passed and posted by the MBSA Board of Directors.

Mishawaka East End's Rookie Baseball Division would also qualify for any rules, regulations or by-law that utilized the terms "8u Baseball" as well as "Rookie Baseball".

These rules will apply for all regular season and tournament games played governed by MBSA and involving Mishawaka East End registered teams. This includes both Spring and Fall programs for the Rookie Baseball Division.

1.0 Game Length

- 1.1 All games will be regulated to 6 complete innings or 1 hour and 45 minutes – whichever occurs first.
- 1.2 No new inning will begin after 1 hour and 45 minutes of game time has elapsed.
- 1.3 Extra innings may be played ONLY if six innings are completed with score tied BEFORE 1 hour and 45 minutes of game time has elapsed. No new extra inning will begin after 1 hour and 45 minutes of game time has elapsed.
- 1.4 Games will end in a tie if no team leads after the last full inning is played once the 1 hour and 45 minutes of game time has elapsed.
- 1.5 The above game length rules apply to all Mishawaka East End games regardless if played on Weeknights or Weekends.
- 1.6 **ONLY** Tournament games may continue past the time regulations to identify a winner.

2.0 Game Interruptions and Suspensions

- 2.1 An inning is considered a "Completed Inning" after the Visiting Team has recorded 3 outs while at bat and the Home Team is leading OR after the Home Team has exhausted 3 outs while at bat regardless of who is leading.
- 2.2 A game is considered a "Completed Game" after 4 completed innings if suspended for any reason. This would include a game that has completed 3 ½ innings, the Home Team is leading AND the Visitors have recorded 3 outs while at bat in the 3rd inning.

- 2.3 Should a game become suspended for any reason after it has become a “Completed Game” and it is in an uncompleted inning score at the end of the LAST completed inning will be the FINAL SCORE.
- 2.4 Should a game become suspended for any reason before it has become a “Completed Game” the game score, inning/out/lineup progressions and elapsed time should be identified by both Managers and recorded. The Home Team Manager is responsible to report the game information to the Division Commissioner.
- 2.5 The Division Commissioner and the VP of Baseball will decide if the game can, and needs to be rescheduled. If the game can, and needs to be rescheduled, the Division Commissioner will coordinate the make-up date and time with both Managers as much as possible; but a final date and time will be decided by the Division Commissioner and announced.
- 2.6 Should a suspended game be rescheduled it will resume at the point of suspension and the Division Commissioner will identify the inning, number of outs, score, time elapsed and any roster issues with both Managers prior to the game. If there are any discrepancies the final determination will be decided by the Divisions Commissioner prior to the game being resumed.

3.0 Run Limits and The Mercy Rule

- 3.1 Any team can ONLY score 7 runs in any one inning
- 3.2 The offensive portion of an inning, for any team, will conclude once the 7th run has crossed the plate in that inning regardless of total team score, outs accumulated or any other factor.
- 3.3 No runs will be counted after the 7th runner has crossed the plate for a single team in a single inning. (Example: 6 runs have scored and the bases are loaded. The batter hits a home run. Only the first runner will be counted in the team score; but the batter statistically will get credit for a Home Run and 4 RBI’s although the score itself will only reflect a single run for that event)
- 3.4 Any game will be considered a “Completed Game” once any team has become mathematically eliminated based on the Rule 3.1 after 3 completed innings. (REFERENCE: 22 run lead after 3 completed innings / 15 run lead after 4 completed innings / 8 run lead after 5 completed innings)
- 3.5 The game will become completed once the Home team has reached a score that will mathematically eliminate the Visiting team at the time the eliminating run crosses the plate regardless of the number of outs in the inning. (EXAMPLE: The Home team leads 2-6 entering the bottom of the 5th inning and scores 6 runs with one out. The game is over and considered a “Completed Game” once the 6th Home team run crosses the plate and is over at that point because the Visiting team has been mathematically eliminated)

3.6 Any game completed based on the "Mercy Rule" can be continued until the 1 hour and 45 minute time limit if both Managers agree; however the official game score is identified at the point of the "Mercy Rule". (EXAMPLE: The Home team is leading 2-10 in the bottom of the 5th inning and the game has only gone on for 1 hour. The game is considered officially completed and the official final score is 2-10 in favor of the Home team. If both managers agree the teams can continue to play for no longer than an additional 45 minutes with no further score being recorded officially.)

4.0 Player Substitutions, and Batting Orders

- 4.1 All players, in attendance, will be placed in a continuous batting order.
- 4.2 Players are free to be substituted in and out of the field at any time as long as the continuous batting order is not changed unless a player is injured and must be removed from the game.
- 4.3 If a player is injured or removed from the continuous batting order for any reason they may not return to the game.
- 4.4 If a player arrives after the game's first pitch they will be inserted into the next batting position after the last listed batter in the continuous batting order.
- 4.5 If a player batting out of order is discovered in the middle of an at bat, the proper batter shall take his/her place and assume the existing count. If batting out of order is discovered after an improper at bat, Official Babe Ruth League, Inc. Baseball Rules will apply.
- 4.6 All players must play a minimum of 6 outs (two innings) in the field. These defensive substitutions must enter by the top of the 3rd inning. League officials, umpires, opposing managers, or coaches are urged to prevent any unintentional violation of this rule. If a violation is discovered after the top of the 3rd inning, any substitute not yet entered shall be immediately entered into the game to receive their playing time. This rule is VOID for any player who arrives after the 3rd inning
- 4.7 Any substitution made must be reported to the opposing team's scorekeeper at the time the substitution is made.
- 4.8 Ten (10) players will assume defense with four (4) outfielders staying within the grass until a ball is hit into play. If a team does not have 10 players - a minimum of eight (8) players could be used for an official game.
- 4.9 There is NO BUNTING in the Rookie Baseball Divisions. Offending batters will be called out if they bunt.

5.0 Base Running and Sliding

- 5.1 A “Double 1st Base” will be utilized. The white portion of the bag is for use of the 1st baseman and the orange part for the batter/runner. The batter/runner must use the orange part unless rounding the bag with no play at 1st base. The 1st baseman must use the white portion, and if he touches the orange portion, in his attempt to force the batter/runner out, the batter/runner shall be declared safe.
- 5.2 Runners must avoid contact and slide when a tag play is in effect and possible at Home Plate, 2nd or 3rd base. Any player who intentionally runs into a defensive player at any base will be declared out and may be subject to ejection.
- 5.3 A home plate “Mandatory Slide” rule is in effect for any contested play at home plate. All base runners must slide on any contested play at home plate. If a runner fails to slide during a contested play at home plate, and there is contact between the runner and the catcher, the runner will be ruled out. NOTE: There will be NO head first slides into home plate. Any player sliding head first into home plate will be called OUT.
- 5.4 A catcher may not impede (block) a base runner’s path to home plate before he/she has possession of the ball. If a base runner slides into a catcher blocking the plate prior to the catcher having possession of ball, the runner will be ruled safe whether they reach home plate or not.
- 5.5 There is no leading off or stealing of any base. A base runner may ONLY leave a base once a ball is hit in play. If a runner leaves early, he/she will be placed back on the base they previously occupied, and it will constitute a warning. If it occurs more than once per inning the runner will be called out.
- 5.6 There is NO infield fly rule and NO drop third strike rule in effect for the Rookie Baseball Division
- 5.7 A “Courtesy Runner” may be requested by any team at bat WITH two outs for the catcher ONLY (EXAMPLE: The team’s catcher is on base and the team has two outs. The team Manager will call time-out and announce a “courtesy runner”. The player who recorded the last out shall replace the catcher on base and the catcher can come to the dugout to start putting on their equipment.)
- 5.8 A ball is considered a “Dead Ball” under the following circumstances:
 - 5.8.1 The ball will be declared dead when the defensive team’s pitcher controls the ball within the pitching machine’s circle or the runner abandons the effort to advance. The defensive team’s pitcher is considered inside of the pitching machine’s circle once one foot or hand has contacted dirt within that circle. The runner abandons the effort to advance if they physically stop their momentum to continue towards the next base.
 - 5.8.2 The ball will be declared dead when a player is injured and in the coach’s judgment is unable to continue the play.

- 5.8.3 The ball will be declared dead when it hits any part of the pitching machine (or the coach operating the machine) without touching any defensive player first. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball.
- 5.8.4 If a thrown ball hits any part of the pitching machine, it is a live ball.
- 5.8.5 Once a there has been a "Dead Ball" called the play will conclude and no runners may advance beyond the last base tagged unless the advancing runner(s) have crossed the halfway line when a "Dead Ball" is called.
- 5.9 A "Dead Ball", or Timeout at the completion of a play will be called by the Manager or Coach operating the Pitching Machine
- 5.10 During a defensive play to 1st base or a throw to the pitcher, and the throw does not touch the receiving player it is an overthrow and the Manager or Coach operating the pitching machine will call a "Dead Ball". Once "Dead Ball" is called, all runners will get to the base they were en route to and the next base. If a player does not move from a base during the play, in which an overthrow occurs, that player is only awarded the next base.

6.0 Pitching

- 6.1 A sling pitching machine will be used in this division
- 6.2 The machine shall be set-up pregame with both managers agreeing on set up.
- 6.3 The pitching machine will be placed with the back of the pitching machine being 46 feet from the back of home plate. There shall be a 12-foot diameter circle placed around the pitching machine using the back of the pitching machine as the center of the pitching circle.
- 6.4 The machine shall be operated by a Manager or Coach of the team at bat.
- 6.5 Each batter will receive a maximum of five pitches. If the batter strikes out, or if the ball has not been hit into play after five pitches, the batter is out. If the batter fouls the 5th pitch, batter will receive pitches as long as batter continues to foul pitches.
- 6.6 A batter can strike out or hit a ball into play; but a batter cannot walk.
- 6.7 The player assuming the pitcher's position is defensive only and will NOT deliver a pitch.
- 6.8 The player assuming the pitcher's position must wear a helmet
- 6.9 The player assuming the pitcher's position must remain within the "mound" 5-ft. radius circle, behind the front leg of the machine, and on one side or the other until the ball is hit.

7.0 Equipment

- 7.1 All players will adhere to Babe Ruth published rules pertaining to helmets and helmet safety
- 7.2 All players will adhere to Babe Ruth published rules pertaining to footwear and no metal cleats
- 7.3 All players will adhere to Babe Ruth published rules pertaining to accepted bats.
- 7.4 ONLY USA Baseball certified bats are eligible for use in league play.
- 7.5 ONLY bats stamped with the USA Baseball logo will be identified as USA Baseball certified.
- 7.6 If any bat is contested and cannot be clearly identified as USA Baseball certified and compatible, then the bat shall be removed from the field and shall be placed in the concession stand during the game.
- 7.7 Any player using a bat that has been determined to have been “tampered” with will be declared out.
- 7.8 Repeated or purposeful use of an illegal bat during league games will be reported to the MBSA Board of Directors.
- 7.9 Possible player and/or manager suspensions may ensue based on the circumstances and review of the infraction(s).

8.0 Scorekeeping and Volunteers

- 8.1 ONLY MBSA approved volunteers and season registered players shall be allowed in the dugouts during games
- 8.2 No more than 4 MBSA approved volunteers shall be allowed in the dugouts during games
- 8.3 The Home team’s scorebook shall be the official scorebook.
- 8.4 The Home team’s official scorekeeper must be identified before the 1st pitch to the Visitor’s Manager
- 8.5 It is the home team manager’s responsibility to report the scores of all games played in any week no later than each Saturday to the commissioner.
- 8.6 The Manager or Coach operating the pitching machine has the final call on close plays. Integrity and fairness shall be considered when making a judgment call. Consulting other coaches, on close plays, is encouraged to determine the right call if needed.

9.0 Unsportsmanlike Conduct and Incident Review

- 9.1 Any chants or chatter directed at the batter shall stop as soon as the pitcher comes to a set position.

- 9.2 Babe Ruth unsportsmanlike conduct rules will be enforced.
- 9.3 A batter throwing a bat, or any equipment, will be warned, and it will constitute a team warning. Any subsequent batters for that team throwing a bat, or any equipment, will be called out, at the discretion and judgment of the umpire.
- 9.4 A player may be ejected from a game by the player's Manager for unsportsmanlike or dangerous conduct.
- 9.5 ALL ejections must be reported to the Division Commissioner within 24 hours and a review of the incident must be completed by the VP, Commissioner, and Player Agent within 72 hours of the incident and reported to the MBSA President by that time.
- 9.6 Recommendations for further actions and/or player/coach suspensions must be presented to the MBSA Board of Directors within 72 hours of the incident. The MBSA Board of Directors must approve, reject, or identify an alternative follow up action within a week of the incident if a recommendation is made. This vote will be collected by the MBSA Secretary and can be made by the MBSA Board Member in person, via telephone, or electronically.

Any IN GAME issue that is NOT clarified by Babe Ruth League, Inc. published rules and regulations or these supplemental Mishawaka East End divisional rules WILL BE determined by an agreement between both of the Managers in the game. If an agreement cannot be made the MBSA Board Member On Duty shall be called to the fields and their decision is final.

This determination WILL BE FINAL during that game and the issue at question should be reported to the Divisions Commissioner within 72 hours so the issue can be avoided in further games.