

Medina County Youth Baseball



MCYB

Recreation League Rules
Spring 2024
12u and 14u Divisions

ADMINISTRATION

Objective. Medina County Youth Baseball (MCYB) is a recreational youth baseball organization that emphasizes player development and sportsmanship.

Membership. MCYB includes teams from Cloverleaf Youth Baseball (CYB), Medina Youth Baseball Association (MYBA) and Wadsworth Youth Baseball (WYB).

Executive Committee. MCYB is governed by an executive committee of six (6) members, two (2) from each member community.

Director. MCYB is administered by a director of baseball operations. The director has the responsibility of communicating with head coaches on issues regarding rules, scheduling, inclement weather, reporting of scores and pitch counts, and playoffs. The MCYB director also coordinates with local league commissioners, umpires-in-chief, and schedulers as needed.

Divisions. MCYB is sponsoring 12u (ages 11-12) and 14u (ages 13-14) divisions in spring 2024. Playing field dimensions for 12u are fifty (50) feet pitching distance and seventy (70) feet base distance. Dimensions for 14u are fifty-four (54) feet pitching and eighty (80) feet bases.

Eligibility. Division eligibility is based on age as of April 30, 2024. At the discretion of individual leagues, a limited number of 15-year olds may be placed in the 14u division to balance team roster sizes. But the general eligibility requirement is that players with a birthday before April 30, 2009, should participate in the 18u division of the Community Baseball League (CBL).

Rosters. The primary goal of team assembly is to achieve competitive balance. Pre-assembled teams or groups of players rostered together by special request will not be permitted. Travel and hot stove players will be identified and evenly distributed among teams. Coaches may protect a maximum of two (2) players per team from spring rosters. There will be full transparency around MCYB rosters, which will be uploaded into the Game Changer scorekeeping application. No additions to rosters will be permitted more than two (2) weeks after regular season games begin.

Conduct. CYB, MYBA, and WYB all maintain local Code of Conduct policies. There is zero tolerance for verbal attacks, threats, physical aggression, incitement of violence, vandalism, intimidating behavior, racial slurs, profanity, etc. **THIS TYPE OF BEHAVIOR SHALL BE GROUNDS FOR IMMEDIATE REMOVAL FROM THE FIELD.**

Discipline. Discipline will be at the discretion of the MCYB executive committee, but any coach or player ejected from a game by an umpire will be required to serve a minimum one (1) game suspension.

Schedule. Regular season will run for eight (8) weeks, beginning the week of May 6, 2024, and ending before the Independence Day holiday. Teams will play a minimum of eleven (11) regular season games. Playing field locations for 12u and 14u include: Lafayette Township Park and

Seville Memorial Park at Cloverleaf; Mellert Park (12u) and Reagan Park (14u) at Medina; and AC Field (14u), Bird Street Park (14u), Valleyview Park (12u) and Weatherstone Park (12u) at Wadsworth. No coach is permitted to change the season schedule. Only the MCYB director or a representative(s) designated by the executive committee can make changes or adjustments to the schedule.

Playoffs. Season will conclude with a playoff beginning the week of July 8, 2024. Format will likely depend on the number of teams in each division, and will be at the discretion of the MCYB executive committee. Seeding will be determined by: 1) overall highest number of wins, 2) overall lowest number of losses, 3) head-to-head wins, 4) head-to-head fewest runs allowed, 5) coin flip. Intention is to conclude the spring season by mid-July.

Uniforms. Players should be in uniform, but consideration should be taken for lost hats. If a player has registered after the league deadline, he/she may not have received a jersey in time for the first few games. The player should wear a T-shirt in the color of the team uniform if one is available.

Protests. Protests are discouraged and will be heard for egregious rules violations only, but head coaches have the right to file a complaint with the MCYB executive committee. Fee is \$100, which will be refunded if the protest is upheld. Judgement calls by umpires cannot be protested.

SAFETY

- **Helmets.** All hitters, runners, and players in the on-deck circle must wear a batting helmet at all times when on the field of play.
- **Base Coaches.** Only adult coaches are allowed in the coach's boxes on the first and third base side in the 12u and 14u divisions.
- **Spikes.** Players and coaches may not wear metal spikes in the 12u division.
- **Jewelry.** Players cannot wear earrings, finger rings, watches or any other form of jewelry while on the playing field, in dugouts, or during practices or games. Bracelets or necklaces are not allowed unless for medical reasons only. Religious necklaces must be taped to the body under the uniform.
- **Sunglasses.** No player playing the position of pitcher is permitted to wear sunglasses. Prescription glasses are excepted.
- **On-deck Circle.** Players cannot swing a bat unless hitting in the batter's box during game play or warming up in the on-deck circle. This is to prevent injury in the bench or dugout area.
- **Face Masks.** Any player who is warming up a pitcher must wear a face mask.

- **Protective Cups.** Any player playing the catcher’s position must wear a protective cup. No exceptions.
- **Throwing Equipment.** Any player who purposely or accidentally throws equipment such as a bat or helmet shall be given a verbal warning. If severe, the offense could merit ejection at the discretion of the umpire.
- **Inspections.** Any piece of playing equipment inspected by an umpire before or during a game that is deemed to be unsafe will immediately be removed.
- **Shorts.** Short pants are not allowed. Full baseball pants must be worn during all games and practices.
- **Thunderstorms.** If lightning is seen or thunder is heard, the game shall be stopped for 30 minutes. Each new sighting or rumble resets the clock.
- **Headfirst Sliding.** Headfirst sliding is not allowed in the 12u division except to return to a previously occupied base. Headfirst sliding on advancement is an automatic out.
- **Malicious Contact.** Players should avoid contact at all times when base running and should never engage in malicious contact, which is grounds for ejection. Players are not required to slide unless on a play at home plate in the 12u division. (See “Must Slide” rule.)
- **“Must Slide”.** Applies only to plays at home plate in the 12u division. If the umpire has determined that there is a play at the plate and the advancing runner does not attempt to slide, then he/she will be called out.

PLAYING RULES

1. **Governing Body.** MCYB generally plays by high school rules, covered by the Ohio High School Athletic Association (OHSAA). National Federation of State High School Associations (NFHS) governs OHSAA rules. For rules not included in this MCYB local rules document, refer to the current season NFHS rules publication at nfhs.org.
2. **Equipment.**
 - a. *Bats.* Drop eight (–8) bats are permitted in the 14u division. There are no bat restrictions in the 12u division.
 - b. *Baseballs.* 14u baseballs should be marked NFHS. 12u uses Rawlings LLB1 series, ASYL or better. Balls should be between 5-5.25 oz. in weight, 9-9.25” in circumference, and

comprise of a tightly wound fiber around a cushioned core center, covered by stitched cowhide. Safety balls (“softies”) are not permitted.

- c. *Helmets.* Helmets should fit snugly with adequate padding. Nothing (cap, bandana, etc.) should be worn under a batting helmet.
- d. *Catching Gear.* Full set of catching gear must include a helmet, face mask, throat guard, chest protector, shin guards, and a protective cup. Catcher’s equipment shall be maintained in good condition.

3. Pre-game Activities.

- a. *Arrivals.* Teams should be at the field no later than thirty (30) minutes before scheduled first pitch. Late arriving players who show up after the game has already started will be added to the bottom of the batting order.
- b. *Warm ups.* Pre-game warm ups should occur in the outfield grass or in foul territory, not on the field of play.
- c. *Plate Meeting.* Home team will provide two (2) game balls at the pre-game plate meeting, which takes place five (5) to fifteen (15) minutes before scheduled first pitch. There shall be confirmation that lineups have been exchanged and that players are properly equipped. Umpires will cover any local ground rules.

4. Starting the Game.

- a. *Forfeits.* Each team must have a minimum of eight (8) players to begin the game, and are permitted to finish with seven (7). A forfeit will be recorded if a team does not meet the minimum number of players requirement by the scheduled start time. If the game is forfeited, umpires will be dismissed. Score is recorded as 1-0.
- b. *Iron Man.* To avoid forfeits, teams may call up an “iron man” from a lower division. The “iron man” players must be placed at the bottom of the batting order; neither play the pitcher or catcher positions, and preferably play in the outfield. A team must have at least seven (7) of their own players and no more than two (2) “iron man” players. Borrowing the last out from the other team for defensive purposes when playing with less than nine (9) players is permitted, but the borrowed player must play an outfield position. An “iron man” can NEVER be a player from within the same division. Coaches should anticipate the need for an “iron man” in advance, and communicate that to the local division commissioner.

- 5. Batting Order.** Every player shall be entered in the batting order. There shall be no changes to the batting order once the game has begun, unless a change is required due to injury or illness occurring to a player. Late arriving players may be added to the bottom of the line-up.

Teams will be penalized with an automatic out only in the case of an ejection. OHSAA baseball rules apply for batting out of order.

6. Participation.

- a. *Inning Minimum.* Each player will play a minimum of three (3) innings.
- b. *Consecutive Innings.* No player will sit out for more than one (1) consecutive inning.
- c. *Infield Innings.* Each player must play an infield position at least one (1) inning for a minimum of three (3) consecutive defensive outs.

7. Scorekeeping. There will be scorekeeping for all games played in the 12u and 14u divisions. Coaches are responsible for delegating an official scorekeeper, who will report game scores and pitch counts on the Game Changer application. Game Changer scoring for all teams in all divisions will be mandatory in spring 2024. After each half-inning, both scorekeepers should verify correct score, batting order, and pitch count. In the event of a post-game discrepancy, the home scorekeeper shall be designated as official.

8. Umpires.

- a. *Weather.* The umpire crew chief has the right to call or suspend a game due to weather. If there is any lightning, all players will be removed from the field immediately per OHSAA's "30 minute rule".
- b. *Forfeits.* The umpire crew chief will declare a game a forfeit due to lack of players.
- c. *Ejections.* The umpire crew chief has the right to eject any player, coach, parent or person for conduct reasons. Conduct reasons would include foul language, any physical contact with an umpire, player, coach, parent of person and any failure to heed an umpire's previous warning.
- d. *Coach Ejection.* As an initial action, the umpire will warn the coach and restrict him/her to the dugout area. If poor conduct persists, the umpire will eject the coach. Upon ejection, the coach must leave the field. The coach will also, be suspended from the next regularly scheduled game

9. Game Duration.

- a. *Full Regulation Game.* A full regulation game consists of seven (7) innings (or six and a half (6½) if the home team is ahead) in the 14u division and six (6) innings (or five and a half (5½) if the home team is ahead) in the 12u division.

- b. *Completed Regulation Game.* If a game is called due to weather, time limit, or other reason, it is considered a completed regulation game if five (5) innings have been played. If the game is called and the home team is ahead after four and a half (4½) innings, the home team does not bat, and the game is over.
- c. *Suspended Game.* In the event that the conditions of a full or completed regulation game cannot be met, the game shall be suspended. If resumed, batting order remains the same, any players unable to make the resumption will be removed from the batting order without penalty, and any new players will be placed at the bottom of the batting order. Any pitcher who has been removed cannot return to pitch in a suspended game regardless of number of rest days. One (1) full inning of play must be completed before a game can be suspended.
- d. *Tie Game.* If a game is tied after the end of regulation, time limit has not been reached, and both coaches and umpires agree, an extra inning may be played with the last out of the previous inning starting on second base. If over time limit, the game is a tie.
- e. *Time Limit.* No new inning shall start after more than two hours (2:00) have elapsed from first pitch in the 12u division. Time limit is two hours and fifteen minutes (2:15) in the 14u division.
- f. *Curfew.* No new inning may start after 9:30 p.m. local time.
- g. *Mercy Rule.* A game is called complete if the visiting team is ahead by at least ten (10) runs after five (5) innings, or the home team is ahead by ten (10) runs after four and a half (4½) innings.
- h. *Surrender Rule.* If the visiting team is ahead by at least twenty (20) runs after three (3) full innings, or the home team is ahead by at least twenty (20) runs after two and a half (2½) innings, the trailing coach has the option to concede, and the game is called complete. Option also applies if the visiting team is ahead by at least fifteen (15) runs after four (4) full innings, or the home team is ahead by at least fifteen (15) runs after three and a half (3½) innings.

10. Pace of Play.

- a. *Run Limits.* To accelerate pace of play, there is a six (6) run limit per inning regardless of number of outs in the 12u division. The per inning run limit is eight (8) in the 14u division. There is no run limit in the last inning. Umpires and coaches shall agree on last inning rules (when runs are unlimited) if approaching time limit. The decision on last inning must be made after the completion of a full inning, not in the middle or during an inning.

- b. *Pinch Runners.* If a catcher is on base as a runner with two (2) outs, he may be removed for a pinch runner. The pinch runner will be the batter who made the second out. If that batter is the pitcher, then the pinch runner will be the batter that made the first out. Otherwise, pinch runners are prohibited except in the case of injury.

11. Pitch Counts. A limit of sixty-five (65) pitches per day will be observed in the 12u division and seventy-five (75) in the 14u division. Days of rest requirements are summarized in the following table:

# of Pitches (12u)	Calendar Days of Rest Needed	# of Pitches (14u)
0-20	0	0-30
21-35	1	31-45
36-50	2	46-60
51-65	3	61-75

Rest is a full calendar day; rest is not measured in hours. Allowances are permitted for finishing a hitter.

RESTRICTION FOR CATCHERS. Any player who plays the catcher position for more than three (3) innings is ineligible to pitch in both the 12u and 14u divisions.

12. Removal of Pitcher.

- a. *Mound Visits.* A pitcher must be removed after a coach meets with the pitcher for the second time in an inning.
- b. *Foreign Substances.* No pitcher is permitted to use any substance on the game ball that may change the flight characteristics on the ball. If caught, the pitcher is immediately removed.
- c. *Re-Entry.* Once a pitcher is removed from the mound he cannot return to pitch in that game or in the completion of a suspended game, although he may play any other position.
- d. *Pitch Count Limit.* The maximum number of pitches per day is reached. (Can finish batter.)
- e. *Hit Batters.* Removal of a pitcher for hit batters is at the sole discretion of the home plate umpire. There is no maximum number of hit batters that causes automatic removal. Warnings shall be issued when merited.

13. Chatter. No player is permitted to berate or use any verbal sounds to disturb an opposing player, coach, parent or person. This type of behavior shall be grounds for immediate removal

from the field. Examples such as players saying, “batter, batter, swing batter,” or “he/she is an easy out” will not be permitted.

- 14. Lead-offs.** There shall be LEAD-OFFS in both divisions, 12u and 14u.
- 15. Live Ball.** When a pitcher is engaged or “toeing the rubber” in the set position while holding the ball, no base runner may advance in the 12u division. A base runner may attempt to advance after the pitcher begins to deliver a pitch or attempts a pick-off throw. Otherwise, the ball is always live. The ball is always live in the 14u division.
- 16. Stealing.** Stealing is permitted in both divisions, but runners in 12u must wait until a pitcher’s first movement. Runners who take off while the pitcher is still in the set position will be sent back to the previous base. Straight steals of home are prohibited in the 12u division for safety reasons. Any base runner attempting to score in the 12u division on a passed ball, wild pitch, or errant throw to any base, who does not attempt to slide at home plate will be called out. See the “Must Slide” rule in the Safety section.
- 17. Balks.** Balks will be called. Two (2) warnings will be given per pitcher in the 12u division, and after three (3) or more warnings, runners will advance one base. One (1) balk warning will be issued per pitcher in the 14u division before runners advance.
- 18. Dropped Third Strike.** Batters may attempt to advance to first base in all divisions if the catcher does not complete a third strike putout. This rule does not apply if there are less than two (2) outs and first base is occupied.

CLARIFICATION: On an uncaught third strike with (1) no runner on first base, or (2) with a runner on first base and two outs, the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also signal that there is “no catch” of the pitch. The batter may then attempt to reach first base and must be tagged or forced out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other base in an effort to force out a runner. An “uncaught” strike includes not only pitches dropped by the catcher, but also pitches that hit the ground before the catcher attempts to catch it.

- 19. Intentional Walks.** Intentional walks are not permitted in the 12u and 14u divisions.
- 20. Infield Fly Rule.** Applies in all divisions of play. The infield fly rule will be called in the appropriate situation by the umpire. Infield fly rule applies if there are less than two (2) outs and there are either runners on first and second base or the bases are loaded. (Must be a force out possibility.)

MCYB RULES SUMMARY

Rule	12u	14u
Pitching Distance	50'	54'
Baseline Distance	70'	80'
Playing Fields	Lafayette, Seville, Mellert, Valleyview, Weatherstone	Lafayette, Seville, Reagan, AC Field, Bird St Park
Headfirst Sliding	Not permitted	Highly discouraged
"Must Slide" at Home	Yes, penalty is out	No, but encouraged
Bat Drop	No restrictions	Drop 8
Baseball	LLB1, ASYL	NFHS
Full Regulation Game	6 innings	7 innings
Completed Game	5 innings	5 innings
Time Limit	2:00	2:15
10-Run Mercy Rule	4½ or 5 innings	4½ or 5 innings
15-Run Surrender Rule	3½ or 4 innings	3½ or 4 innings
20-Run Surrender Rule	2½ or 3 innings	2½ or 3 innings
Run Limit	6 / inning	8 / inning
Run Limit in Last Inning	Unlimited	Unlimited
PITCH COUNT LIMITS:		
0 days rest	1-20 pitches	1-30 pitches
1 day rest	21-35 pitches	31-45 pitches
2 days rest	36-50 pitches	46-60 pitches
3 days rest	51-65 (max.) pitches	61-75 (max.) pitches
Pitch Inning Limit	None	None
Catcher cannot Pitch	If > 3 innings	If > 3 innings
Lead-offs	Yes	Yes
Live Ball	Not when engaged	Always
Stealing	Must at home home	No restrictions
Balks	2 warnings	1 warning
Dropped Third Strike	Yes	Yes
Intentional Walks	No	No
Infield Fly Rule	Yes	Yes