

Monroeville Baseball Association (MBA) Playing Rules

Mustang Division (9-10 year olds)

These rules do not contain a complete set of rules governing play in each particular league. Play is generally governed by The Official Baseball Rules as published by Major League Baseball. A copy of these rules can be found at www.mlb.com, Type in "baseball basics-rules" at the search Engine. These rules contain those exceptions to the Official Baseball Rules, which are necessary in a youth program.

Playing Field:

1. Distance from the middle of the pitchers rubber to the back of home plate is 46 feet 6 inches.
2. First and Third base will be 60 feet from the tip of home plate (the back of the plate) to the back of the base.
3. A rectangular batter's box 4 feet wide and 6 feet in length will be installed. All batters must stand inside the box when hitting.
4. The distance from the tip of home plate (the back of the plate) to the middle of second base is 84 feet 10 inches,
5. Fields must be lined by 15 minutes before the start of the game when applicable (auxiliary field).

Length of the Game:

1. The first game at a field on a weeknight will start no later than 6:15pm unless otherwise designated by the MBA Executive Commissioner. The MBA Executive Commissioner has the right to change game start times as he/she deems necessary to accommodate MBA's game schedule at Monroeville Park West/East. Lights are available at these locations so later start times are possible for all divisions.
2. Forfeit time for games will be 15 minutes after the scheduled start time.
3. Four innings will constitute a legal game. Three- and one-half innings shall constitute a legal game if the home team is ahead. A legal game tied is a complete game and will not be rescheduled. In a legal game, if the game is called by the umpire before the end of a complete inning, the game score will revert back to the last completed inning.

Example:

- At the end of 4 complete innings the home team is winning 5-4
 - The visiting teams scores 6 runs in the top of the 5th (score is now 10-5 with the visitors in the lead)
 - The home team has scored 1 run in the bottom of the 5th, and has 2 outs with no one on, (score is now 10-6 with the visitors still in the lead)
 - It gets very dark and begins to rain very hard.
 - The umpire calls the game
 - The score reverts back to what it was at the end of 4 innings and the home team wins the game 5-4.
4. No full inning will begin 1 hour and 45 minutes after the start of the game. Once the game begins, it is the umpire's responsibility to call the game because of darkness or field/weather conditions.
 5. Suspended games not yet legal will resume from the point that the game was suspended. Tie games will not be rescheduled will count as 1/2 win and 1/2 loss.

General Rules:

1. Teams will play with 10 fielders, no rovers. A minimum of 9 players are needed for a game to begin and end.
Penalty: Game forfeiture.

Exception: Player loss is due to an injury or illness **during** the game. If such a loss occurs and the team has less than 9 players, the game will continue and the injured player's spot in the batting order becomes an automatic out.

2. All decisions of the umpires are final.
3. The home team manager will determine if the weather conditions permit the starting of the game. Please give an effort to bring the field into a playable condition before the game. If games are cancelled and not made up each

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team will get 1 loss. Please attempt to make a decision one hour before the start of the game in order to give families ample time to adjust travel arrangements.

4. The HOME team is listed second on the schedule and occupies the first base side of the field.
5. WHEN APPLICABLE, there will be no practicing on the infield when it is being lined for games. The HOME team is responsible for lining the field. The field should be lined 15 minutes before the start of the game.
6. The home team may use the infield until 20 minutes before the start of the game (if not in the process of being lined). The visiting team may then use the infield from 20 minutes before the start of the game until 5 minutes before the start of the game.
7. There will be 6 innings in a game. Extra innings will be played if time allows.
8. The manager of the winning team is responsible for notifying the commissioner of the score within 24 hours upon completion of the game. Games not reported will be recorded as 1/2 loss for each team. Any discrepancies or arguments during the game must also be reported.
9. Scheduling and rescheduling of games will be the responsibility of the MBA Executive Commissioner. The MBA Executive Commissioner will schedule any playoff games. The league commissioner will be responsible for reporting any games needing rescheduled to the MBA Executive Commissioner.

Playing Rules:

1. Stealing bases is allowed. NO LEADS. Runner is permitted to leave the base only after the ball passes home plate.
 - Leaving Early - If the runner leaves the base early:
 - On the 1st occurrence for a team, the team will get one team warning from the umpire.
 - Runner must go back and pitch is to be taken over (defensive team has the option of waiving the pitch being replayed)
 - On subsequent occurrences of the runner leaving early, the runner is **OUT** and pitch is to be taken over (defensive team has the option of waiving the pitch being replayed).
 - Base runners may only steal one base per batter.
 - Example: If the runner on first steals 2nd base on the first pitch to the batter, the runner, now on 2nd, cannot steal 3rd until the next batter in the lineup comes to bat.
2. Stealing of Home - **NOT PERMITTED.**
 - Once a runner is on 3rd base he cannot come home unless by means of a batted ball, or a walk, or a hit batsman.
 - A runner attempting to steal home is "on his own" and can be thrown out. If the runner is called out at the plate, he is **out**. If the runner is safe, he **must** go back to 3rd base.
3. On base stealing attempts, only one base steal per batter is permitted. There are NO extra bases awarded on an overthrow. Once the runner gets to 3rd base as a result of a steal attempt, the runner must remain at 3rd base (see rule #3 above).
4. **No** infield fly rule.
5. Play is dead if pitch or throw passes through the backstop. Runners advance one base, no cheap home (all runners advance except for the runner at 3rd who is not permitted to come home in this situation).
6. Ball thrown out of play - one and one.
7. **There will be a mercy rule in effect.** A team will be declared the winner of the game if they are ahead by 10 runs or more after five innings (4 and one half innings if home team is ahead by 10 runs).
 - An inning consists of 3 outs or 5 runs scored, whichever comes first. Continuation is allowed so long as the runs are a result of a batted ball that is played until play is dead.
 - There is no maximum run limit in the 6th inning
8. Free player substitution *except* pitchers.
9. All available players must play a minimum of 4 innings in the field for each game.
10. A continuous batting order will be used. Late arriving players will be placed at the bottom of the order.
11. All individual MBA field rules shall apply.
12. Unlimited advance on an overthrow is allowed to any base, including home, when the overthrow is as a result of a batted ball being put into play.

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13. Pitcher on the rubber in possession of ball – the ball is dead.
14. On a ball thrown out of the field of play, runners are awarded the base they were attempting to gain plus one extra base.
15. Head first slides are prohibited - the offending player will be called out. Sliding into first base, while not illegal, should be discouraged.
16. If in the umpire's judgment, a runner intentionally runs into a fielder to avoid a tag or to jar the ball loose, the runner will be called out. Runners should be encouraged to slide on close plays at the plate to avoid dangerous collisions.
17. Except for rule #14 above, the ball is live and players must ask for and be given time.
18. No batter shall throw the bat at the end of a swing. **Penalty** - one strike is called. The second infraction during the same time at bat is an out. A "thrown bat" is that which is dangerous or potentially dangerous to players and coaches. Remember - safety first.
19. Batters and base runners must wear helmets. Catchers must wear full equipment.
20. Bunting is permitted. Any player who attempts a bunt should be properly instructed by a coach before attempting to bunt in any game.
 - Faking a bunt and swinging away is NOT permitted. The play will be called dead and the batter will be out. Fake bunting is permitted so long as the batter does not swing after faking the bunt.
21. The dropped third strike rule does not apply.
22. Courtesy runner only for the catcher when there are 2 outs.
23. Batting out of order will result in an out. This situation must be addressed before the next batter in order is thrown a pitch.

Pitching Rules:

1. Pitchers may pitch a maximum of 6 consecutive outs during a game. If the pitching team has 5 runs scored against it and there are outs remaining, the pitcher is charged for those outs (see playing rule #8 above).
 - Example: if a pitcher starts an inning and the batting team scores five runs with only one out recorded, the pitcher will be charged with three outs from a pitching perspective. Additionally, if he is replaced after 1 or 2 outs, he is only charged with those outs while the remaining outs are charged to the relief pitcher should 5 runs be scored.
2. Pitch counts: Pitchers shall not be allowed to pitch more than 18 outs in one calendar week (12:00 am Monday - 11:59 pm Sunday) and may NOT throw more than 6 consecutive outs in a game or 55 pitches in two calendar days, whichever comes first.
 - If a pitcher throws his 55" pitch in the middle of a batter he will be allowed to complete that at-bat and then be removed from pitching for that game.
3. A player may be removed from pitching and placed at another position EXCEPT to pitch again in the same game (pitching must be consecutive in each game)
4. A pitcher may pitch in consecutive days as long as he does not exceed 55 pitches or 6 outs over the course of any Two days. If a team plays more than two days, only the previous day pitch and out count will be in effect.
5. One pitch in an inning will constitute at least one out pitched.
6. If a pitcher warms up on the mound during a game, he must pitch one pitch and will be charged at least one out for that game.
7. The pitcher must be removed if he has hit two batters in an inning.
8. A pitcher must be removed after hitting a 3rd batter in a game.
9. Any pitcher, by the umpire's judgment, who intentionally throws at a batter will be ejected. The umpire and opposing manager will submit in writing to the commissioner the violation and the circumstances that will be reviewed for disciplinary action.
10. A manager may make one trip to the mound for a defensive conference. A second trip to visit the same pitcher in an inning will cause that pitchers automatic removal.
 - Generally a "trip" is considered as a manager or coach coming onto the field of play; however, what constitutes a "trip" or "intent" will ultimately be the UMPIRES JUDGEMENT.
11. There are **no** balks.
12. Winning team must report names of all pitchers, the number of consecutive outs pitched, and the pitch counts to the league commissioner by 10:00 pm of the day of the game.

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13. Pitchers are allowed to use a straight ball only (fast ball, changeup). If, in the umpires opinion, the pitcher is throwing a breaking pitch it will be declared NO PITCH and the pitcher will receive a warning. A repeat offense will cause the pitcher to be removed from the mound.

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Batters Circle:

1. A batters circle shall be made to allow for the purpose of warming up by taking practice swings.
2. Any child swinging a bat outside of the designated circle will be pulled from the game for 3 innings on the first infraction. Any child walking through this circle while a player is warming up is just as guilty and is also fined 3 innings.
3. Subsequent infractions, penalty will be the expulsion from the game. No exceptions. A team found to have several infractions of this rule would have its coach reviewed by the commissioner and executive board. Player safety is our first priority.

Equipment:

1. League equipment will be issued to each team manager who will be responsible for its return.
2. Players must be in full uniform at all times. Hats are considered part of the full uniform, but if a child arrives at the game without it, opposing coach will be notified as such and the child will be allowed to play.
3. Metal spikes are prohibited.
4. Pitchers are not allowed to wear wristbands, jewelry or a batting glove under their fielding glove. These are distractions to the batter. If inclement weather is a problem, the uniform jersey must be worn outside all other clothing. All non-pitchers, although permitted to wear batting gloves and wristbands, are not permitted to wear jewelry.
5. Players are allowed to use their own bats provided they meet MBA specifications (2 1/4 Max). Big barrel bats are not permitted.
6. Intentional and flagrant throwing of equipment - automatic ejection.

Sidelines:

1. No throwing balls on the sidelines. (Except for pitchers warming up)
2. All players must be under your control at all times. Assign an adult to control your bench and maintain control of your players when your team is at bat. We suggest you have parents assist with the batting order, positioning players on the field, and helping players with equipment and generally encouraging these young children.
3. Under no circumstances during a normal game situation should a coach touch a player while the ball is in play. This includes pulling a player back onto a base or pushing him towards a base. Only voice and hand signals are permitted.

Umpires:

1. Home team manager or their designated coaches are responsible for the \$35.00 game fee, cash only, payable before the game begins, during the ground rules. Managers will be issued the entire game fee amount from the MBA.
2. In case of rainouts, cancellations must be phoned to the Executive Commissioner at least one hour before the scheduled start of the game.
3. If Executive Commissioner fails to notify the Umpires association of a rain cancellation, and an umpire shows up for the game, the umpire is entitled to \$15.00, and the home team is liable for this payment.
4. If the game is suspended, and it is not a legal game, umpire is entitled to \$15.00. The remaining \$15.00 will be paid upon completion of the game, to the umpire who is present at the game.
5. Keep accurate records in the game score book and make sure the umpire signs the home team's scorebook after the game.
6. The umpire can leave with payment by 15 minutes after the scheduled start of the game, if the field or the team is not ready.
7. All judgment calls are final cannot be protested.
8. Remember, the home team manager is responsible for making the decision to cancel a game, and must call the following people in case of a cancellation:
A. Executive Commissioner; B. Mustang Commissioner; and C. Opposing team manager.

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Safety:

1. Please remember these are children - raise your voice, but **no swearing**.
2. You are not babysitters but however are volunteers giving your time and effort to your children and your neighbor's children. The rules protect you, the children and the game. Make sure there is an adult present at all times who will be responsible for each child, otherwise the child does not play. How will you deal with an emergency on the field if a parent is not present? Insist on parental involvement and follow the rules.

General Conduct:

1. Any player, coach, or parent who provokes or participates in a fight either before, during, or after an MBA game will be subject to a disciplinary review by the commissioner and executive commissioner. Any manager, coach, or parent who is ejected by an umpire will immediately cease the argument and leave the field of play. Both managers must report all incidents in writing to the commissioner within 24 hours after game completion and the umpire must note in the scorebook and sign. The incident will be subject to review and disciplinary action.
2. All managers will control their players so as not to harass or hinder other players, coaches, or umpires. Coaches are responsible for their own benches and fans.

Miscellaneous:

1. Field specific ground rules will apply as agreed upon, prior to each game, during the umpire conference at the plate.
2. Managers or coaches must not leave the field until all participating players have been picked up and/or have rides home.
3. Home team is responsible for marking the field and providing two game balls to the umpire.
4. No manager, coach, player, or fan will be allowed behind the backstop. Managers and umpires are responsible for enforcement and umpires have the right to hold up the game.
5. Under no circumstances are we allowed to dig trenches for field drainage. If raking and pushing water with brooms cannot bring the field to playable condition, then the game should be cancelled.
6. Alcohol is prohibited.
7. A coach-pitch player may be called-up to play in any game **if a team has less than 9 players for that game. That player, or players, may not pitch, must play the outfield, and bat last in the order.** Once a team reaches 10 players for a game, no further call-ups are permitted for that game.

Protests:

1. A protest may be considered by an appointed Protest Committee of the MBA when based upon a violation or interpretation of a playing rule. To begin the process for consideration, the following must occur: the game stopped at the occurrence, the protest noted in the official scorebook, and signed by the umpire with phone number. A written protest must then be filed to the league commissioner within 48 hours for evaluation.

Playoffs:

All regular season rules will remain the same for the playoffs.

All rules can be subject to review every two years. Rule changes are subject to board approval and may be approved prior to a review only to address a specific case or circumstance.

Monroeville Baseball Associations Board of Directors Approval: 02/01/2021