

MCYBSA RAGBALL PLAYING RULES

1. Scorekeeping by anyone, including coaching staff, parents, or spectators is prohibited. It is the Manager's responsibility to insure this rule is complied with. **Failure to comply may result in Manager's dismissal.**
2. Starting time of all games shall be as scheduled. A game is complete after four (4) innings or when the time limit is reached.
3. The time limit for each ragball game shall be one (1) hour from the scheduled game start time. Once this time limit is reached, a new inning may not be started.
4. In order to keep the games moving, there will be no coaching time-outs permitted, except for injuries.
5. All players must wear Miamisburg uniforms and hats, as furnished by league.
6. All players that are present shall play the entire game.
7. Games will not be rescheduled due to lack of players that are present at the start of the game. If necessary, the two (2) teams should divide players in order to play the game.
8. Games will be rescheduled due to rain if less than two (2) innings have been completed.
9. The home team shall supply the hitting tee, the game ball and one volunteer to umpire the game. If necessary, the umpire may be a member of the coaching staff.
10. The playing field shall have 60 feet base lines.
11. The pitcher's rubber shall be 50 feet from home plate. The pitcher must keep one (1) foot on the pitcher's rubber until the ball is hit.
12. There will be two (2) arcs, a 25 foot hitting arc and a 50' fielders arc. The 50' arc is a umbrella area where the players must be positioned in a normal baseball playing position. This arc is up to the coaches to maintain as their will be no official chalk line. In other words all defensive players must be spread out evenly around the diamond but no closer than what the pitching rubber is set at. No fielder may enter the fielder's arc until the ball is hit.
13. All batters, base runners, and catchers must wear helmets.

14. The original batter order shall be maintained.
15. In order for a ball to be in play, it must travel beyond the 35 foot hitting arc.
When the ball is contained within the arc, the ball is treated as a foul ball. No base runners may advance on a foul ball, except when the foul ball results in a base, on balls which forces the base runners to advance.
16. If the batter is unable to successfully put the ball into play after three (3) attempts, the batter will be awarded a base on balls.
17. A batter throwing the bat after hitting the ball is out.
18. A ball in play that enters the dugout area or goes across the fence becomes a dead ball. Base runners may advance one (1) base.
19. The Manager of the team at bat is to notify the umpire when the last batter of the inning is up at bat.
20. The half-inning is complete when the last batter has put the ball into play and either:
 - a. Is called out before reaching 1st base
 - b. A defensive player receives the ball and tags home plate
 - c. The ball enters an out of play area.
21. Each team shall consist of ten (10) players. Regular positions will be fielded, the extra players will play outfield. Outfielders must stay on the outfield grass until the ball is hit.
22. A defensive player on the infield and within the foul lines, may call time out if the runners have stopped their forward momentum and the play is considered dead by the umpire.
23. At least one (1) coach for the defensive team must remain in the outfield for instructional purposes. The coach may not directly interfere with the players or the ball. More coaches are permitted as warranted but may not interfere with play.
24. The infield fly rule does not apply.
25. All players not directly involved in the game, as well as any equipment not being used, must remain inside the dugout.