

2009 MCYBSA League Specific Rules Boys 14u and 16u

1.0 GAME DURATION

- 1.1 The time limit for a minor league game will be two (2) hours or seven (7) innings.
- 1.2 Official time limit and Official start time. See rule 2.1 in the MCYBSA Paying Rules.
- 1.3 Teams will have a two (2) minute time limit between innings. The umpire will have sole Discretion on this, as it is his responsibility to keep the game moving.
- 1.4 A complete game will be declared if after 3 ½ innings the home team is ahead by 12 runs or more.
- 1.5 A complete game will be declared if after 4 innings the visiting team is ahead by 12 runs or more.

2.0 PLAYING FIELD DIMENSIONS AND REQUIREMENTS

- 2.1 Distance between bases is ninety (90) feet.
- 2.2 Distance from front edge of pitching rubber to base edge of home plate is sixty feet, six inches (60' 6") .

3.0 TEAM ROSTERS, ELIGIBILITY AND PARTICIPATION

- 3.1 If a team only fields nine (9) players at the start of the game and a player is injured and the team continues to play with eight (8) players, the open batting position is skipped over for the remainder of the game. If a player is ejected, the umpire will call a forfeit.
- 3.2 Subject to the three (3) inning participation requirement, free substitution is permitted with the exception of the pitcher (see pitching rules) but each player must occupy the same batting position.

4.0 BOYS 14U AND 16U PLAYING RULES

- 4.1 **SCORING LIMITATIONS:** The offense shall score no more than six (6) runs per inning. However if more than six runs are scored within the completion of the batters at bat then all runs count. Example: If the offense has 6 runs scored in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple, all 3 runs count. When the play ceases, the inning shall be over and the next inning shall start.
Should a game complete five (5) innings and the time limit has not been met, in the 6th or 7th inning the scoring limitation is removed and the game will be played to its completion, unless suspended due to weather, lighting or other conditions that warrant a suspension.
NOTE: This rule applies to MCYBSA inter-league play only. If these divisions play other Communities, then there rules will apply.
- 4.2 The dropped third strike rule does apply.

- 4.3 Base runners can steal any base at any time.
- 4.4 No collisions will be tolerated. See rule 6.2 of the MCYBSA Playing Rules.
- 4.5 No bat or equipment throwing will be tolerated. See rule 6.3 of the MCYBSA Playing Rules.
- 4.6 The “infield fly” rule will apply.
- 4.8 All players have to wear regulation uniforms and hats in the traditional manner. No hats on backwards and shirts must be tucked in.
- 4.9 Players taken out of a game (unless ejected) can return if another player is sick or injured -- only if all other players have met the 3 inning requirement.

5.0 BOYS 14U AND 16U PITCHING RULES

5.1 14U PITCHING RULES

- A pitcher can only pitch 85 pitches a day.
- Number of pitches equals number of days rest: (Complete Business Day)

0-20 pitches = 0 days off
21-40 pitches = 1 day off
41- 60 pitches = 2 days off
61- max pitches = 3 days Off

5.2 A pitcher can only make two (2) appearances per game.

5.3 16U PITCHING RULES

- A pitcher can only pitch 90 pitches a day.
- Number of pitches equals number of days rest: (Complete Business Day)

0-20 pitches = 0 days off
21-40 pitches = 1 day off
41-60 pitches = 2 days off
61-max pitches = 3 days off

Coaches will keep a pitch sheet record for every game, these sheets will be turned in after every game at the concession stand. There will be a division file located there for accurate record keeping. The V.P. will pick up and keep till the end of season. Pitch chart records are available from your V.P. or on line at our web site. Home and Visitors score keepers should check with each other every half inning to collaborate accurate counts. Home plate umpire will sign home and visitors sheets.

5.4 A pitcher can only make two (2) appearances per game.

5.6 OPTIONAL GAME SPEED UP RULE

With a catcher on base and two (2) outs, a substitute runner can be brought in to speed Up with the equipment changing.

5.7 SPECIL REMINDERS:

- Keep in mind that the MCYBSA is trying to schedule this age group with other leagues and teams.
- If the teams or leagues that we end up in have all the same rules, and are different from ours we may adopt there rules for that season. This decision will be made by the Commissioner and the V.P.
- The rules listed above are rules for our inter-league play only. This will be for only MCYBSA teams and no other teams or leagues are involved, we will use these rules.