

MCYBSA PLAYING RULES

1.0 Game Durations and Status Determination

- 1.1 All boys league play shall be governed by Official Major League Baseball Rules and all girls league play shall be governed by Official ASA Softball Rules with exception to any of the rules listed herein and any MCYBSA age specific rules otherwise documented. Games will be six (6) innings except for the 14u, 16u and 18u leagues which are seven (7) innings. The girls divisions are now governed by the SDSL Rules with exception to the ASA where applicable.
- 1.2 Games shortened due to rain, darkness etc., will be considered complete if home leading after 3 1/2 innings or the visiting team is leading after 4 complete innings. The three inning player participation requirement will be waived under this condition.
- 1.3 Games stopped before the 3 1/2 or 4 inning requirement due to weather, will be re-scheduled from that point until complete. The score books must be marked at the point the game was called and they will be picked up from that point when the game is re-scheduled. The managers are responsible to notify there V.P. or League President in that order, if one or the other is not available. They will notify the scheduler for game make-up.
- 1.4 Tied games will be played off in the following format. Starting at the top of the inning, and each half inning thereafter, the offensive team shall begin it's turn at bat with the player who precedes the batter due up and this player will be placed on scnd base. The offense will start the inning with one out and the inning will be played to the conclusion of three outs. If a team is in the tie breaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player who's name precedes the absent player's name in the line-up. Absent player will no longer be at the ball park
- 1.5 Run rule limitations are league specific. See league specific division playing rules for this information.
- 1.6 The MCYBSA will make every attempt to get all scheduled league games completed. If we experience weather or unforeseen problems that would puch the end of the regular season or the end of season tournament, beyond our June end date regular season games may not be made-up. The league will move to start the tournament. Decision will be made by the executive board and is final.
- 1.7 Team standings will be final at the conclusion of the regular season play. Teams that would end up tied, will be decided by best record between them, or runs allowed.

2.0 Game Times and Curfews

- 2.1 There shall be a time limit to every regular league game. The umpire(s) shall announce the official start time and keep the official time, starting no new inning after the time limit has passed. However, any new inning started prior to the time limit shall be completed in full (unless, of course, the home team is ahead after the visiting team has finished its offensive half of the inning.)
- 2.2 Ten minutes will be allowed after the umpire calls "play ball" before a forfeit is declared due to the inability of either team to field a team.
- 2.3 Both teams shall be granted five (5) minutes of infield practice, fifteen (15) minutes before game time. Teams are not permitted to use the dirt infield until their five minute infield practice window opens before games. Managers (not umpires) are responsible for seeing that their team gets to practice. Failure to comply will result in forfeit of practice time. Games must be started on time. Pitchers will be granted three (3) to five (5) warm-up pitches or two minutes, whichever ever comes first, before each half inning.
- 2.4 Games will not be started after 9:00 p.m. on school nights (8:15 for the T-Ball league) and after 9:30 p.m. on other nights.

3.0 Playing Field Dimensions and Requirements

- 3.1 Distance between bases is different by league. If the bases are found to be at different length and play has started the teams will complete the inning and adjust the bases to the proper distances. The time necessary to fix bases will not be counted toward game time limit.
- 3.2 Pitching rubber must be on a horizontal plane with home plate.
- 3.3 Home team will occupy the third base dugout.
- 3.4 Safety Base: On a hit ball play to first base, the infielder will use the white half of the base and the runner will use the orange half of the base. Exception: If the defensive play takes the fielder to the orange half or otherwise into foul territory, the batter/runner will now use the white half and the fielder will use the orange half. However, either player touching either part is legal for a safe or out call as the only purpose of this rule is to minimize collisions. Note: For all other plays (pick-offs, tag-ups, overruns, etc.) the white half is the only proper/active part of the base for any player.

4.0 ROSTERS, ELIGIBILITY AND PARTICIPATION

- 4.1 The defensive team will have ten (10) players on the field, with the tenth player as an outfielder. All four (4) outfielders must remain in the outfield until the ball is hit.
- 4.2 A team must field at least nine (9) players if your league normally plays with ten (10) players or eight (8) if your league normally plays with nine (9) players at game time. A ten (10) minute grace period from the scheduled game time will be allowed after which a forfeit will be declared. The ten-minute grace period will be considered a part of the time limit.
- 4.3 In accordance with the MCYBSA Constitution, all players must play at least three (3) complete innings unless under disciplinary action or as stated in 1.2 for shortened games. In the event of disciplinary action, the opposing manager must be informed of such action before the start of the game. Note: Please check your league specific rules for player participation.
- 4.4 All team players present at the start of a game will be in the offensive line up. Please see addendums listed below for this section.
- 4.5 Any team player arriving before the top of the third inning will be added to the end of the batting order, but shall only be required to play 1/2 of the remaining innings.
- 4.6 If an umpire ejects a team player from the game, his/her position in the batting order is an out.
- 4.7 As provided in the MCYBSA Constitution, if a player starts a game and leaves due to ejection, his/her position in the line-up is an out. If a player leaves a game due to injury, his/her inability to bat will not result in an out.
- 4.8 In all divisions, for teams using roster batting (no substitute batters/pinch runners), if a player is removed from the game due to illness or injury during their at-bat (not able to finish their at-bat) the at-bat is nullified and the next batter due up begins their at-bat. The injured/ill batters spot in the batting order/line-up is now treated the same as in rule 4.7 above.
- 4.9 Only team players, manager, three coaches, one scorekeeper, and bat person for each participating team will be allowed in their respective dugout. The offensive team will be permitted base runners, batters on deck, batter, and only two members of the coaching staff (limited to the coaching boxes) on the field while the ball is in play. This coach must not interfere with any player or their attempt to make a play on the ball. All players must remain in the dugout and behind the fences until moving onto the on deck spot. Players may not stand in the doorway to await their turn to bat or while sitting out of the defensive lineup. In the coach pitch divisions, the pitcher may ***not*** coach or talk to any players while pitching. The only exception to this rule is if the pitcher is giving instructions, such as - to step inside the batters box or move around the plate to step inside the batters box or move around the plate to the batter ***before*** making a pitch. The base coaches ***cannot*** touch a player until the play is dead.
- 4.10 Subject to the three (3) inning participation requirement, any of the starting players may be withdrawn and re-entered freely. The only exception to this rule is for leagues with pitching restrictions and league specific rules per age group.

- 4.11 All players must be removed before a player is permitted to play. The only exception is for medical identification, which must be hidden.
- 4.12 All players must keep their helmets on until they are safely inside the dugout fence even if the play is dead. This includes going back to the dugout from any base or from home plate after making an out. The only time a player can remove their helmet while in the field of play is due to injury.
- 4.13 No player will be allowed to participate with any kind of medical cast on their person.

5.0 PLAYER PICK-UP RULE

- 5.1 Any pick-up player(s) required to fill in for an absent or injured roster player(s) must be second year player(s) from the league below.
- 5.2 Pick-up players cannot pitch or catch.
- 5.3 Any team using pick-up players must field at least six (6) rostered players. A team may pick up enough players to get their numbers back to the number of rostered players as long as they field 6 rostered players.

6.0 TEAM/PLAYER CONDUCT

- 6.1 Per the MCYBSA Constitution, the following actions will not be condoned or permitted: (Please see the addendums attached to this article listed below.)
- 6.A Abusive actions, language, profanity, or unsportsmanlike behavior on the field, in the dugouts, or in the stands.
- 6.B Abuse of equipment.
- 6.C Use of any tobacco products inside fences, dugouts, or on the playing field.
- 6.D Consumption of alcohol or illegal narcotics.
- 6.2 Runners are responsible for avoiding collisions with the defensive players. If a defensive player without the ball obstructs a runner, it is a call to be made by the umpire(s) but collisions must still be avoided. When a play on a runner is imminent, he/she must either slide, try to "get around" the tag or surrender to the tag without making physical contact with the defensive player in any way. Failure to comply shall result in the runner being declared "out" and also being ejected from the game. However, sometimes there is incidental contact that is not harmful, not intentional and has no impact on the play. All of these instances shall be judgement calls by the umpire(s). The intent of this rule is to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide.

- 6.3 Each team will be entitled to one (1) warning for a batter throwing a bat in the direction of any other players, coaches or umpires upon hitting a pitched ball. After the warning, all subsequent offenders shall be declared "out" and no runners shall be allowed to advance. It is a separate violation to throw any equipment in anger or frustration and any player doing so shall be ejected from the game for unsportsmanlike conduct immediately after any play in progress. The intent of these rules is to minimize the risk of injury to others on the field.
- 6.4 Players are not permitted to taunt the opposing team's players. Chants may not include a player's name or nickname.
- 6.5 The penalty for a player being ejected from a game shall be that he/she shall sit out the teams next game. The umpire shall document the offending player, the manager shall be responsible to make the player sit out the next game, if not a forfeit will be incurred.
- 6.6 The penalty for a manager/coach/scorekeeper being ejected from a game shall be that he/she sit out the teams next game. The umpire shall document the offending person and report it to the V.P. of the league. If the offending person fails to comply, the team will incur a forfeit.

7.0 PROTESTS

- 7.1 No protests will be allowed on judgement calls of the umpire(s).
- 7.2 Any manager, ***at the time of the dispute***, shall notify the Home Plate Umpire that they are lodging a protest and shall continue the game under protest. At this point the home plate umpire will call a conference at home plate with both managers or acting managers, other members of the umpire team and both scorekeepers to notify them that the game shall be played under protest. The home plate umpire shall mark in the score books the current game situation and complete the protest form. If the protesting manager desires to follow-up on the protest at the end of the game, the protest has to be presented in writing within twenty-four (24) hours to the chairperson of the Review Board Rules and Appeals Committee.
- 7.3 All protests must be submitted in writing and submitted to the league Review Board Chairman along with a \$25.00 cash fee. If the protest is upheld, the fee will be refunded.
- 7.4 While by rule no one is actually allowed to object to or argue with judgement calls, it is customary for umpires to allow controversial calls to be discussed with them by the teams manager only, (not coaches). If there are two or more umpires on the field, managers shall have the right to ask the umpire making the call to discuss it with his/her partner(s). The call remains in the hands of the umpire that made the original call.

8.1 SCORE KEEPING

- 8.1 Home team will be official scorekeeper. In the minor leagues and above, it is imperative that the outs and/or innings are tracked by pitcher on the official scorebook. Home team must supply a scoreboard operator.
- 8.2 Both team's scorekeeper's must be informed of starting lineups prior to the start of the game.
- 8.3 Both teams scorekeepers that are involved in divisions with pitch counts, must check with each other every half inning to collaborate the counts.
- 8.4 All managers will turn in their pitch count sheets after every game. There will be a division file located in the concession stand for filing. The V.P. of that group will pick-up and keep them on file till the end of the season. V.P. will produce files when needed.
- 8.5 Umpires must sign the official scorebook at the end of game.
- 8.6 Home team managers are responsible for completing and signing the umpire time card.

9.0 PROTECTIVE EQUIPMENT

- 9.1 Catchers must wear a chest protector, shin guards, protective mask, and skull helmet including while warming up pitchers. The only exception is the t-ball league which only requires a helmet.
- 9.2 All batters, base runners, and bat persons must wear protective helmets. Any player judged to have intentionally discarded their protective helmet while running the bases will be called out by the umpire.
- 9.3 Metal cleats are not permitted. Exception: Boys 14u, 16u and 18u will be permitted to wear steel.
- 9.4 Violation of these rules is punishable by the ejection of the player from the game and suspension from the next succeeding game.
- 9.5 All players must keep their helmets on until they are safely inside the dugout fence even if the play is dead. This includes going back to the dugout from any base or from home plate after making an out. The only time a player can remove their helmet while in the field of play is due to injury.
- 9.6 All equipment must be kept inside the dugout fences at all times.