

## 2008 BASEBALL RULES

Note: All edits, additions or modifications from 2007 rules are highlighted in red text.

### 1. GENERAL RULES, GUIDELINES AND INFORMATION

#### A. PLAYER PARTICIPATION

- 1) Each player in attendance of any game must play 2 continuous innings of defense and bat at least once.
- 2) If a player is placed on disciplinary restriction by the coach. Notice must be given to the umpire staff and the opposing coach prior to the start of the game.
- 3) The 2 innings participation rule can and should be waived in case of injury.
- 4) Players not under restriction but not allowed to play due innings due to a shortened game will start the next game and play the entire game.

#### B. INSUFFICIENT NUMBER OF PLAYERS

- 1) In 10U(National), 12U(American) and 14U(Pony) Leagues, a team may start and play with a minimum of 8 players without penalty. Midgets may start with 7. No outs will be given for absent batters.
- 2) Late arriving regular team players will be added to the end of the batting order in 8U(Midget), 10U(National) and 12U (American) Leagues.
- 3) If a team has an insufficient number of players at game start time or after the game starts, no more than 15 minutes will be given to find eligible pick-up players. At the end of 15 minutes, the team short players will automatically forfeit.
- 4) If a base runner is injured on the field and cannot continue and player number drops below 9 for 10U(National), 12U(American) and 14U(Pony), 10 for 8U(Midget), the player who made the last offensive out will pinch run for the injured player.
- 5) Teams are allowed to finish a game with 7 players in the event of an injury and there are no eligible pick-up players to be found. No outs will be issued if the injured player is due to bat.
- 6) Pick-up players are allowed to be used throughout the **regular season and tournaments** as long as the following criteria are met:
  - a) The opposing coach and the umpire are notified prior to the start of the game.
  - b) The pick-up player plays in the outfield only.
  - c) The pick-up player bats last in the lineup.
  - d) Pick-up players must be of the same age group or lower.
  - e) Pick-up players must be of the same league or lower.
  - f) Pick-up players must be members of the MJBSA or a participating association.
  - g) No more than 2 pick-up players can play per team, not to exceed a starting line-up.  
(Example: Midget can pick up two player to a maximum of 10 players)
- 7) Coaches do not have to play late arriving player(s) if the player(s) arrive after the 3<sup>rd</sup> inning has been completed.
- 8) Late arriving team player(s) that have been substituted by a pick-up player(s), must replace the pick-up player(s) upon arrival, unless the late arriving player(s) have already been suspended due to disciplinary actions. All disciplinary actions must follow the guidelines as stated in article 1x - formal hearings - of the MJBSA constitution.

### C. SAFETY CONCERNS AND EQUIPMENT ABUSE

- 1) Any player identified as throwing any equipment, be it accidentally or intentionally, will be passed a team violation as follows: First offense: team warning both head coaches will be notified. Second offense: offending player will be called out. Third offense: player will be ejected from the game. **Penalties are assessed to each team independent of any violations by the opposing team.**
- 2) A player can be called out and or ejected from the game if the offense is to intentionally harm another player, coach or fan.

### D. BASE RUNNING AND SLIDING

- 1) Base runners must avoid contact with a fielder in the process of fielding a ball or making a play at a base. Base runners approaching 2<sup>nd</sup>, 3<sup>rd</sup>, or home plate when a play is imminent will be declared out if there is a collision, between the runner and the fielder attempting to catch the ball, making a tag or force out if no attempt to slide is made.

### E. FIELDER INTERFERENCE

- 1) The fielders may not interfere with a base runner in the process of running the bases, if they are not in the process of fielding the ball or making an out attempt directly at a base. As a result, the runner will be awarded the base they were advancing to.

### F. EQUIPMENT

- 1) Balls: the home team is responsible for providing 2 new game balls, made of leather, at the start of each game.
- 2) Helmets: helmets will give protection to the top of the head, temple area, ears, and the base of the skull. Helmets must be approved by the n. O. C. S. E.. The use of facemasks and retention straps are recommended, but not required.
- 3) Gloves: each player must wear a baseball glove. A 1st baseman may use a glove designed especially for that position. The catcher's position glove will be used at that position only.
- 4) Bats: bats may be made of wood, aluminum, and other materials manufactured specifically for baseball play. Bats used in 8U(Midget) or 10U(National) leagues will not have a diameter greater than 2.5". Bats used for 12U(American) league will not have a diameter greater than 2.75". Bats used for 14U(Pony) league are controlled by Ohio high school athletic association rules for diameter and length/weight differential.
- 5) Safety items: both coaches and the umpire staff must be notified of all medical protective items prior to the start of the game. Prior release from the attending physician must be available for review.

### G. OTHER

1. **Within 3 minutes of the recording of a 3<sup>rd</sup> out of any at bat, all players from both teams must be in position and ready to resume play. If, in the umpire's opinion, resumption of game play is excessively delayed, a team warning will be issued at first offense. At each subsequent offense, the first batter will be awarded first base if it is the defensive team responsible for the delay. Alternatively, the first batter will be declared out if it is the offensive team responsible for the delay. Each team is allowed one warning before penalties will be invoked. When the catcher is on base when the 3<sup>rd</sup> out occurs, some leniency may be granted by the umpire. However, if the catcher is on base when the 2<sup>nd</sup> out occurs, a courtesy runner is encouraged to help avoid potential delays in the game.**

## 2. LEAGUE SPECIFIC RULES

### A. 8U (MIDGET) LEAGUE

#### OFFENSIVE:

- 1) Coaches will pitch to their team members. Pitches will be overhand from a distance of not less than 30' and not more than 46'. The pitching speed should be altered by the coach to fit each batter's ability.
- 2) The entire team's roster is the batting order. All batters must follow the batting order established before the game starts. It is up to the head coach to make-up the batting order.
- 3) A team can score no more than 7 runs per inning.
- 4) The batter will receive 5 pitches. If no hit occurs, the batter will be recorded as an out. If the batter foul tips the fifth pitch, the batter will continue to receive pitches until one is missed or put in play.
- 5) Runners may advance at will after the ball has been hit fair. However, base runners are only allowed to advance one base on an overthrow. Example: the batter hits the ball to the shortstop and the shortstop over throws the first baseman. At this point, the runner may attempt to advance to second base, but only at his own risk. If the first baseman retrieves the ball and attempts to make a play at second, but overthrows the second baseman, the runner must stop at second base and the play is dead. Note: if there are additional base runners on base at the time of the second overthrow, it is at the umpire's discretion to what base the runners will be awarded. This depends as to where the runners are when the dead ball is called. The intent of this rule is to develop the skills of the defensive player without risking additional errors. The Midget league is an instructional league and there fore must be played to promote skill development.
- 6) **There will be no headfirst sliding in the 8U (Midget) league while trying to advance to another base. Any player sliding headfirst while advancing a base will be called out. Headfirst sliding is permitted when attempted to return to a base that has already been achieved.**

#### DEFENSIVE:

- 1) There will be 10 defensive players allowed in the field while the ball is in play. They are to be positioned as follows: 4 must be in the outfield, 4 must be in the infield, 1 must occupy the pitcher's position, and 1 must occupy the catcher's position.
- 2) Defensive players in the infield, except the pitcher and catcher, must not be more than 5 feet in front of the baseline until the ball is hit.
- 3) Player's playing the defensive pitching position must be positioned behind the team's pitching coach with at least one foot inside the pitchers circle. Note: The pitching circle will be a 12' diameter circle with the center located 46' from the back of home plate.
- 4) Throwing the ball to the circle does not guarantee a time out. Time outs will be awarded at the discretion of the umpire.

#### OTHER GENERAL MIDGET LEAGUE SPECIFICATIONS:

- 1) A complete game is six innings with all games being official after three complete innings of play.
- 2) There is no run rule in 8U (Midget) league.
- 3) Baseball cleats are restricted to rubber only.
- 4) There is no leading off or stealing in 8U (Midget) league.
- 5) Bunting is not allowed in 8U (Midget) league.
- 6) The baseline length established for 8U (Midget) league is 60 ft.
- 7) There will be no ties.

- 8) The infield fly rule will not be enforced in 8U (Midget) league
- 9) On Marysville's "E" field only: any player that hits the ball over the orange fence will be awarded a home run. Any player that hits a ball that rolls underneath or that becomes trapped in the fence will be awarded a ground rule double.
- 10) If the pitching coach is hit by a ball that has been hit, the umpire shall decide whether it was intentional or not. Intentional interference will be an automatic out. Unintentional interference will be a dead ball.

## B. 10U (NATIONAL) LEAGUE

### OFFENSIVE:

- 1) The entire team's roster is the batting order. All batters must follow the order established by the coach.
- 2) There will be at least one umpire supplied for every game.
- 3) There will be a 2-hour time limit on all games. A new inning will not start after 2 hours however, there will be no ties and therefore the game will continue until 1 team wins.
- 4) The run rule is in effect for 10U (National) league. A run spread of 15 runs after 4 innings and 8 runs after 5 innings of play.
- 5) A team can score no more than 7 runs per inning.
- 6) The offensive side is retired after 3 defensive outs have been recorded.
- 7) **There will be no headfirst sliding in the 10U (National) league while trying to advance to another base. Any player sliding headfirst while advancing a base will be called out. Headfirst sliding is permitted when attempted to return to a base that has already been achieved.**
- 8) The dropped third strike rule is not in effect.

### DEFENSIVE:

- 1) There will be 9 defensive players allowed on the field while the ball is in play. They are to be positioned as follows: 3 must be positioned in the outfield 4 must be positioned in the infield 1 must be positioned on the pitcher's mound 1 must be positioned at the catcher's position
- 2) There will be open substitutions.

**PITCHERS:** On the second visit to the mound by the coach in any inning, the pitcher must be removed from the position. Any pitcher removed by the coach on the second visit to the mound in the same inning may not return to the pitching position for the remainder of the game. Visits to the mound by the coaches will not be charged in the event of injury. Crossing the baseline and changing the pitchers from the dugout are both considered trips to the mound. If not removed by the second visit rule, pitchers may return to the pitching position in the same game as long as they had remained on the field in another defensive position until at least 1 batter has batted. \*\*\*To speed up the game, the coach will be allowed to remove a pitcher that is under major strain from the mound and place that player directly on the bench to recompose. The pitcher in question will not be able to return to the mound for the rest of the inning but to continue pitching in the present game, must return the next inning or be done pitching for the day. If the first pitcher does return the next inning, they may complete the game if they have enough innings to use. These will not void the relief pitcher's chance to return to the mound but their innings will count toward their totals for the **game/week**. The intention of this rule is to maintain the safety of the players so they can recover to a playable condition.

CATCHERS: are required to wear the following: 1) Shin guards 2) Chest protector 3) Top of head protective gear 4) Face mask with throat protector 5) A gender appropriate athletic supporter 6) A mitt designed especially for the catching position

#### OTHER GENERAL NATIONAL LEAGUE SPECIFICATIONS:

- 1) Baseball cleats are restricted to rubber only.
- 2) A complete game is 6 innings with all games being official after 3 complete innings of play.
- 3) Bunting is permitted in 10U (National) league.
- 4) There is no leading off in this league. Stealing is allowed. Base runners may start after the ball has crossed the plate. If the runner leaves early, the ball is dead and play stops. A) First offense-team warning. B) Second offense-runner will be called out.
- 5) The runner cannot advance further than the base the runner initially attempted to steal. Example: the runner attempts to steal 2<sup>nd</sup> base and the catcher makes a bad throw (overthrow) the runner must stop at 2<sup>nd</sup> base.
- 6) Baseline length for 10U (National) league is 60 feet.
- 7) The pitching distance for 10U (National) league is 46 feet.
- 8) Each pitcher will be limited to 3 innings per game and 9 innings per week. The pitching week begins on Monday and ends on Sunday. This will not be adjusted in the event of "make-up" games. Note: 1 pitch thrown in an inning counts as a complete inning.
- 9) The post season tournament will be treated as a week unto itself. The inning count for pitchers does NOT reset to zero for tournaments that continue into the following week.
- 10) The elevated mound is optional.
- 11) The batter must make a reasonable effort to avoid being hit by errant pitches. Failure to do so in an attempt to "take one for the team" will result in a dead-ball.
- 12) If a pitcher hits 3 batters in a game, the pitcher must be removed from the pitching position for the remainder of the game. Per item 11, a dead-ball called due to failure of the batter to attempt to avoid the pitch will not count against the pitcher's hit batter total.

#### C. 12U (AMERICAN) LEAGUE

##### OFFENSIVE:

- 1) The entire roster will be the batting order. All batters must follow the batting order as established by the coach. If there are only eight players the ninth position will not be an out.
- 2) There should be 2 umpires supplied for every game.
- 3) There will be a 2-hour time limit on all games. A new inning will not start after 2 hours however, there will be no ties and therefore the game will continue until 1 team wins.
- 4) The run rule is in effect in 12U (American) league. A run spread of 15 run after 4 innings and 12 runs after 5 innings of play.

##### DEFENSIVE:

- 1) There will be 9 defensive players allowed on the field, they are to be Positioned as follows: 3 must be positioned in the outfield 4 must be positioned in the infield 1 must be positioned at the pitcher's mound 1 must be positioned at the catcher's position
- 2) There will be open substitution.

**PITCHERS:** On the second visit to the mound by the coach during any inning, the pitcher must be removed from the position. Any pitcher removed by the coach on the second visit to the mound in the same inning may not return to the pitching position for the remainder of the game. Visits to the mound by the coach will not be charged in the event of an injury. Crossing the baseline and changing pitchers from the dugout are both considered trips to the mound. If not removed by the second visit rule, pitchers may return to the pitching position in the same game as long as they had remained on the field at another defensive position until another batter has batted.

**CATCHERS:** All catchers are required to wear the following: 1) Shin guards 2) Chest protector 3) Top of head protective headgear 4) Face mask with throat guard 5) A gender appropriate athletic supporter 6) A mitt designed especially for the catching position

**OTHER GENERAL AMERICAN LEAGUE SPECIFICATIONS:**

- 1) A complete game is 6 innings with all games being official after 4 innings.
- 2) Baseball cleats are restricted to rubber only.
- 3) Bunting is allowed in 12U (American) league.
- 4) Runners are allowed to lead off and steal. If a catcher makes an attempt to throw out a runner attempting to steal, the ball will remain live and the runner can advance at his/her own risk.
- 5) If a pitcher throws to any base in an attempt to hold a runner, and the ball hits the fielder, the ball is live. If the ball is totally missed by the fielder (overthrow, wild throw), it is a dead ball and all base runners will be awarded 1 base. The intention of this rule is to develop the pitcher's pick-off move.
- 6) Only obvious balks will be called. There will be 2 warnings issued to each pitcher before a balk will be called and a penalty will be awarded. (Refer to Ohio high school athletic association rulebook).
- 7) The baseline distance for this league is 70 feet.
- 8) The infield-fly rule will be enforced in 12U (American) league. **The infield fly rule applies when there are fewer than two outs, and there is a force play at third (runners on first and second base, or bases loaded). If a fair fly ball (infield or outfield) is hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught or not.**
- 9) The pitching distance for 12U (American) league is 48 feet.
- 10) **Pitchers will be limited to 3 innings per game and 9 innings per week. The pitching week begins on Monday and ends on Sunday. Note - 1 pitch thrown in an inning will count as a complete inning.**
- 11) **The post season tournament will be treated as a week unto itself. The inning count for pitchers does NOT reset to zero for tournaments that continue into the following week.**
- 12) **The batter must make a reasonable effort to avoid being hit by errant pitches. Failure to do so in an attempt to "take one for the team" will result in a dead-ball.**
- 13) If a pitcher hits 3 batters in any game, or two batters in a single inning, the pitcher must be removed from the pitching position for the remainder of the game. **Per item 12, a dead-ball called due to failure of the batter to attempt to avoid the pitch will not count against the pitcher's hit batter total.**
- 14) The dropped 3rd strike rule is in effect in 12U (American) league. **On an uncaught third strike with no runner on first base (or with two outs regardless of whether there is a runner on first), the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The batter can then attempt to reach first base, and must be tagged or thrown out. If, at the time of the**

strike three pitch, first base is occupied with fewer than 2 outs, the batter is out and does not become a runner.

15) The elevated pitcher's mound is optional in 12U (American) league.

#### D. 15U (PONY) LEAGUE

Beginning in the 2008 season, MJBSA Pony League will play in the Triad Jr. Baseball and Softball Association. Below are excerpts of relevant rules taken from their website. For more complete and up-to-date rules please visit: <http://www.triadjrbaseball.com>

1. Games will consist of seven innings. A complete game shall be called after four innings. Only exception is after 3 1/2 innings and home team is ahead.
  - a. If the game has not gone long enough to be called, the game will be picked up where play was delayed.
  - b. Middle of the fifth or sixth inning score reverts back to the last completed inning unless bottom of inning has been reached and the home team is ahead.
2. Time Limit: A new inning can't be started after one hour and forty-five minutes (1:45) unless there is a tie and play will continue. All games will be called at 10:00 P.M. on school nights, score reverts back to the last completed inning unless it's the bottom of the inning and the home team is ahead. Tournament time limit allows 2 hours.
3. Each player shall play a minimum of three (3) innings including tournaments. Coaches have the right to reduce playing time for failure to attend practices.
4. A maximum amount of fifteen minutes shall be allowed between games. Each team shall be allowed a total of five minutes of in-field practice before the game starts. All games that are first on the schedule for that day will start on time.
5. Play will be stopped if a player is obviously injured and the umpire will place the runners to their respective bases. (Safety of the child comes first!)
6. An umpire can eject a player if he feels they intentionally tried to injure another player.
7. An umpire may call a player out for throwing the bat after one warning.
8. Each team may carry two batboys. Batboys must go through draft when eligible to play.
9. Batboys may play only when the team lacks eligible players.
10. Fake tags are prohibited and a runner will receive a free base.
11. Batting helmets must be worn at all times by batter and runners until they return to the dugout.
12. Sliding: Head first sliding is strictly prohibited and constitutes an automatic out. All runners must slide if a play is being made on them at a base.
13. If a player doesn't start the ball game he will be required to start the next game attended to insure he gets three full innings of play.
14. Home team is responsible for getting ball diamond ready; visitors are responsible for putting bases away.
15. There will be no automatic walks. The pitcher must pitch to the batter.
16. The maximum number of innings a player may pitch is 10 innings in 3 consecutive days. Any delivery of a pitch will constitute an inning pitched.
17. No pitcher can return to the mound after being removed as pitcher.
18. A coach may make two trips to mound. On the third trip, the pitcher must be removed from the mound.

19. Big barrel bats are permitted. 2 5/8 inch diameter is maximum allowed and no more than –5 weight to length ratio. Little league bats are OK.
20. Every starter can re-enter one (1) time as long as they re-enter in the same batting order. A substitute can't be re-entered into the ball game.
21. Run Rule: (12) runs after (4) innings and (10) runs after five innings.
22. All rules not covered herein shall be governed by Ohio High School Athletic Association baseball rules and regulations.
23. No steel cleats are allowed.
24. If forward progress is stopped, player will return to that base unless a play is made at that time.

## E. TEE-BALL RULES

1. A game will last a total of 55 minutes. Attempt to complete 2 innings (if the game is moving at a speed that will allow for another inning to be completed prior to the 55 minutes time limit, start that inning, however, the game must be finished at the 55 minute mark.
2. An inning is complete after the home team has batted.
3. **Offense** (Team up to Bat)
  - a) Teams will bat their entire roster each inning
  - b) Players will be given 3 tries to hit a coach pitched ball, after 3 attempts all players will hit from the tee.
  - c) If a player hits the ball and does not beat the ball to 1<sup>st</sup> base, the player will be out and must go to the bench. If a player arrives before the ball, he/she will be awarded that base. If there is a player on 1<sup>st</sup> and the ball is hit, the player on 1<sup>st</sup> base must arrive at 2<sup>nd</sup> base before the ball arrives there. If the ball is thrown to 1<sup>st</sup> base, the batter must arrive first. If there is a runner on 2<sup>nd</sup> base only, and the ball is hit, if the runner attempts to go to 3<sup>rd</sup> he/she must arrive before the ball arrives to 3<sup>rd</sup> otherwise it will be a force out. If no attempt is made for 3<sup>rd</sup> the runner may stay at 2<sup>nd</sup>.
  - d) There will be no need for sliding or for defensive player to make a tag. \*(This is for the safety of our children).
  - e) No outs, runs, or wins / loses will be recorded.
  - f) Leading off, Stealing, and Bunting are prohibited.
  - g) There will be 3 coaches allowed during offense, a base coach at 1<sup>st</sup> and 3<sup>rd</sup>, and 1 coach at home plate to help with hitting.
  - h) There will be no advancement on an over throw. Players may advance at their own risk while the ball is in play.
4. **Defense** (Team in the field)
  - a) Every player will play defense.
  - b) There will be 5 players in the infield (1 pitcher, 1 first baseman, 1 second baseman, 1 short stop, 1 third baseman)
  - c) For safety there will be no catcher. If needed the pitcher will cover home plate.
  - d) If a child played infield the first inning, they must play out field for the second inning. Any child that did not play in the infield during a complete game must start the next game in the infield.
  - e) Coaches will be allowed on the field to help instruct and umpire
  - f)

**The TEE-BALL league is designed to be a fun experience and to teach the children the basic fundamentals of the game.**