

## MANHATTAN PARKS AND RECREATION DEPARTMENT

### Youth Baseball Rules

Updated 2/28/2018

The Manhattan Parks and Recreation Department, hereafter referred to as MPRD, youth baseball leagues are governed by rules designed to meet the following goals:

1. All players will be given an opportunity to play each game.
2. Sportsmanship will be promoted by participation in the Manhattan baseball program.
3. Player's health and safety shall be promoted at all times.
4. All teams should be evenly matched.

#### A. TEAM ORGANIZATION

1. *Sign-up period:* MPRD will establish a sign-up period. A player who does not sign up during this period will be placed on a waiting list and assigned to a team as spots become available. Exception: A player who moves into the Manhattan area will be assigned to a team by the MPRD staff.
2. The MPRD staff will assign waiting list players to teams whose roster falls below twelve players. The head coach will be notified.
3. Once a team is established, each participant will remain on this team. No player may switch teams under any circumstances except when approved by the MPRD staff person in charge of the program.
4. Brothers who are eligible for the same league may be placed on the same team for family convenience.
5. All teams are organized by the MPRD staff.
6. *Manager Assignment Policy:* Only one person will be designated as manager (head coach) for each team. Managers (head coaches) will be assigned to the teams on which their child has been placed.
7. A player is not eligible for participation until all of the following occur:
  - a. A player registration form is completed, signed by a parent/guardian, and submitted to the MPRD Office during regular business hours (Monday through Friday, 8:00 a.m.-5:00 p.m.).
  - b. The registration fee is paid at the MPRD Office.
  - c. The player is approved for participation, and assigned to a team by the Recreation Supervisor in charge of the program.
  - d. **PENALTY:** If a team uses a player who has not met each of these requirements, any game in which that player participated will be forfeited.

#### B. EQUIPMENT

1. Coaches are responsible for exchanging equipment (new balls, broken bats, etc.) from the MPRD Office.
2. Any glove is permitted, except Minor, Major, Junior, and Senior PITCHER'S glove must NOT contain white.
3. Metal cleats of any type shall not be worn by any player participating in the baseball program.
4. In the interest of safety, the following equipment rules shall be enforced:
  - a. Catchers will wear all protective gear, including catcher's helmet, at all times while catching.
  - b. A protective NOCSAE-approved batting helmet covering the ears must be worn by any player who is on deck, at bat, or on the bases.
    - 1) A player who deliberately removes their helmet during play (live ball) will be declared out immediately
    - 2) A player who unintentionally loses their helmet during play will NOT be out.
  - c. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains, rings, and nose jewelry cannot be worn during the game. The umpire will stop the game and ask for exposed jewelry to be removed.
  - d. Uniform shirts should be tucked in and hats worn at all times during the game.
5. During games, all equipment must be kept inside the dugout.

#### C. COACH, PLAYER, AND SPECTATOR CONDUCT

1. Harassment of officials and/or umpires by coaches or players will result in ejection from the game.
2. Poor sportsmanship (such as intentional throwing of bat, glove, cap, or arguing, etc.) by a player will result in ejection from the game. Two such charges will result in a seven day suspension.
  - a. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Recreation Department activities. Penalties will be decided by a committee made up of the Director of Parks and Recreation, Recreation Superintendent and the Recreation Supervisor in charge of the activity.
3. If a coach, player, or spectator is ejected they must leave the facility. The youth sports supervisor will be summoned, if necessary, to escort persons out of the facility. Once ejected the person is not allowed to return to the park for the remainder of the evening.

4. Each coach/team is subject to a sportsmanship evaluation performed by the site supervisor following each game. Discipline may be assessed accordingly by MPRD Staff.
5. Bat boys/bat girls are not allowed in any MPRD youth baseball game. Only team members, coaches and adult scorekeepers will be allowed in the dugout during the game. The umpire has authority to remove unauthorized persons from any dugout.
6. Smoking/vaping and chewing tobacco are prohibited in our facilities and at our programs while youth are in the premises.
7. No manager, coach, or player shall be allowed to stand behind the backstop or behind the fence from their dugout to their opponent's dugout while their team is playing and are subject to ejection if this occurs.
8. No coaches, managers or players are allowed to sit or stand outside of the dugout during the game
9. Umpires and managers must meet at home plate prior to the start of the game

#### D. THE GAME

1. Coaches are required to list the entire team roster for each game. Players who are absent must be noted along with a brief explanation (sick, injured, vacation, etc.).
2. DEFENSIVE SUBSTITUTES
  - a. Every defensive half inning, all players who did not participate defensively in the previous half inning MUST enter the game defensively for this half inning.
  - b. *FAILURE TO ABIDE BY THE ABOVE RULES(D-1, AND D-2) WILL RESULT IN FORFEITURE OF THE GAME*
  - c. Courtesy Substitutes
    - i. A courtesy substitute may replace an ill, injured, or otherwise incapacitated player or an ejected player on defense or as a base runner only
    - ii. A courtesy substitute base runner must be the last batter that batted who is not on base
    - iii. A courtesy runner may be used for those who are played catcher. This way they have more time to get their gear on and ready for the next inning without delaying the half inning.
3. TIME LIMIT.
  - The scorekeeper will be official timekeeper for all games.
  - Game time begins as soon as the first warmup pitch has been thrown.
4. Pre game Warm-up Regulations:
  - a. No team will practice on the infield portion of the diamond after it has been prepared and lined for play.
  - b. Between innings and half-innings, the defensive team may utilize a warm-up ball.
5. TIE GAMES: If a regulation or complete game ends with the score tied, it will remain a tie. (Exception : Rule K-2).

#### E. PITCHING REGULATIONS (ONLY for Minor, Major, Junior, and Senior Leagues)

1. Pitch Count:
  - a. A pitcher may pitch no more than three full innings in any game.
2. When a pitcher is removed from the pitching position during an inning, that pitcher may not pitch again in that inning.
3. Only three (3) pitchers may pitch in any given half-inning. If the umpire determines that the third or subsequent pitcher cannot continue due to sickness or injury, that pitcher may then be replaced.
4. For any pitcher who has not yet pitched in a game in progress, seven warm-up pitches will be allowed.
5. Any violation of Rules I-1, I-2, or I-3, above, will result in forfeiture of that game by the violating team.

#### F. BATTING REGULATIONS

1. All team members who are eligible and able to participate will be included in the batting order. Failure to do so will result in forfeiture of the game. This batting order will stay the same for the entire game. (Exception: Rules F-3, F-4, F-5, below.)
2. If a player is unable to take or to complete their turn at bat due to injury, ejection, etc., their spot in the order will be skipped. The next player in the line-up will bat. No penalty will be assessed to the team if they are unable to bat or to complete their turn at bat. Any bases run or outs made during an incomplete turn at bat are legal. (NOTE: This rule differs from the "Batting Out of Turn" rule which is explained in the NBC Rule Book)
3. If a player who previously was unable to bat due to illness or injury is able to take their next or subsequent turn at bat, they will be reinstated in the batting order. The umpire and scorekeeper must be notified.
4. If an eligible player or players arrive late to the game, then they must be added to the end of the batting order. Failure to do so will result in forfeiture of the game. Such player(s) will bat as their turns come up.
5. All team members of the team at bat must remain behind the dugout screen or fence except the batter and the on-deck batter who must remain in the on-deck circle until it is his time to bat.
6. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws the bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.

## G. BASERUNNING/ "CRASH RULE"

1. The following rules shall govern the "Crash Rule," i.e.: the situation involving contact between fielders and base runners at any base including home.
  - a. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
  - b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.
  - c. PENALTIES:
    1. If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The base runner will be called out. If the base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.
    2. If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
  - d. When the fielder, base runner, and ball arrive simultaneously at a base, the umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

H. PROTESTS - No protests are allowed.

## I. GENERAL

1. For rules not covered in these bylaws, MPRD youth baseball will be governed by United States Specialty Sports Association (USSSA) baseball guidelines.
2. MPRD staff will record the scores of all games, and will keep track of league standings. For regular season games that end in a tie.
3. The Recreation Supervisor will determine the readiness of the field for play of all ball games.
4. The Field Supervisor will have power to rule on all infractions.
5. Players cannot participate in Manhattan Parks and Recreation Department youth and adult leagues simultaneously. Those players who meet age requirements for both programs must choose one program or the other.
6. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Recreation Department activities. Penalties will be decided by a committee made up of the Recreation Director, and the MPRD staff person in charge of the activity. The set procedure is further clarified in the MPRD policy manual, available in the City Park Administrative offices.
7. REMINDER: No bat boys or bat girls are allowed in the dugout or on the field. This rule is instituted solely for safety's sake.

## J. POST-SEASON

1. Beginning in the 2018 season, there will no longer be a postseason tournament. Teams will play 6 regular season games followed by one single post-season game against an evenly matched team.

### **Baseball "Coach Pitch" Specific Rules:**

#### A. AGE

1. Participants in the Coach-Pitch Baseball League shall be those in Grade 1 of the current school year.

#### B. PLAYING FIELD

1. The diamond shall have 55 foot base lines
2. The distance from home plate to second base shall be 70' 9"
3. The pitching distance is designated by a 3' chalk line that is drawn 35 feet from the back point of home plate.

### C. THE GAME

1. In all Coach Pitch games, a half-inning will end when any of the following occurs:
  - a. The defensive team records three outs(see rule D-1a and D-1b)
  - b. The batting team has batted the entire lineup
2. A complete game in the Coach Pitch League shall consist of four innings, unless any of the following occur:
  - a. TIME LIMIT: The time shall be on hour and fifteen minutes (75 minutes). Once this time limit has expired, no new innings will be started.
  - b. REGULATION GAME: For the purposes of rescheduling games, a regulation game shall consist of at least 3 innings, or 2 ½ innings if the home team is ahead.
    - i. Any game that is stopped before becoming regulation will be replayed from the start this does NOT include games that reach the time limit.
    - ii. MPRD staff will determine the date and time that the game will be rescheduled.
3. Number of players in the line-up:
  - a. A team will be allowed up to ten fielders on defense.
    - i. A team is limited to a maximum of five infield players, including the pitcher
    - ii. Four players must be positioned in the outfield grass.
    - iii. The fielding pitcher must be positioned directly adjacent to the pitching “stripe” at the time of the pitch.
    - iv. The catcher will assume the normal catching position behind home plate
  - b. A team may play with as few as seven players without penalty only if there are absences. At least seven team members must be present at game time to play, or a forfeit will result.
  - c. If a team has ten or less players, all must play unless there is an injury, ejection, or illness.
  - d. If a team begins play with less than ten players, late arriving team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following their arrival. The umpire and scorekeeper must be notified.
  - e. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.

### D. BATTING

1. Each batter will have five (5) pitches to put the ball into fair play
    - a. There are no walks or strikeouts. If a player cannot put the ball into fair play on any of the five pitches, the batter is considered retired. If the 5<sup>th</sup> pitch is batted foul, the batter is considered retired.
    - b. A retired batter is not counted as an out
    - c. A batter hit by a pitched ball will not be awarded first base.
    - d. Bunting is not allowed
- NOTE: A foul ball that is legally caught by a fielder will be counted as an out.

### E. BASE RUNNING

1. Leading off and stealing are not allowed in the Coach-Pitch league. Base runners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the base runner being called out. (This is considered a defensive put-out and will be counted as an out.)
2. OVERTHROWS
  - a. Overthrows: After the first overthrow (first thrown ball which gets past the intended fielder) runners may advance no more than one base at their own risk of being put out. Any subsequent action which may lead to more overthrows will be deemed a dead ball and base runners must return to the previous base acquired.
  - b. If a defensive overthrow goes out of play, bases will be awarded as follows:
    - i. If the first play in the infield two bases shall be awarded to each runner from the time of the pitch.
    - ii. If the second play from the infield or a throw from outfielder two bases shall be awarded to each runner from the time of the throw.
3. When a dead ball has been called by the umpire (see rule J-4), base runners less than half the distance between two bases must return to the base last touched. Base runners more than half the distance between two bases must advance to the next base beyond the one last touched at the time of the dead ball. Umpires judgment will determine which base a base runner must go to.

### F. DEFENSIVE PLAY

1. The coach/parent who is pitching to his own batters shall be designated as the pitching pitcher. The defensive player who assumes the role as a fielder will be called the fielding pitcher.

2. The pitching pitcher must not make any deliberate attempt to field or interfere with a batted ball. PENALTY: The batter will be called out. Intentional interference is a judgment call made by the umpire.
3. A batted ball that strikes the pitching pitcher will be considered live and in play, and should be played as any other batted ball.
4. After a batted ball is fair and in play, the umpire will call time when the ball is in possession of an infielder and, in the umpire's judgment, all play has ceased. The umpire will determine whether base runners must advance or return to a base when time is called. Players may ask the umpire for a time-out, but only the umpire can determine when a time-out is officially declared.
5. When the defensive team is playing the ball, the pitching pitcher must not intentionally interfere with any live ball. PENALTY: The furthestmost base runner will be called out. Intentional interference is a judgment call by the umpire.
6. The defensive team may place an adult behind the plate, at the backstop, who can retrieve passed balls or wild pitches, and throw them back to the pitching pitcher. This adult must not interfere with any live ball in any way - PENALTY: The furthestmost base runner will be called out. This "adult catcher" is utilized only to save time and "wear and tear" on the catcher.

## **Boys "Machine-Pitch" Specific Rules**

### A. AGE

1. Participants in the Machine-Pitch baseball league shall be those in grade 2 of the current school year

### B. PLAYING FIELD

1. The diamond shall have 55 foot base lines.
2. The distance from home plate to second base shall be 77' 9"
3. The pitching machine will be positioned 40 feet from the back point of home plate
4. The pitching machine will be set at a speed of 28-32 MPH

### C. THE GAME

1. In all Machine-Pitch games, a half-inning will end when one of the following occurs:
  - a. The defensive team records three outs (see rules D-1a and D-1b)
  - b. The batting team has batted their entire lineup.
2. A complete game in the Machine-Pitch League shall consist of four innings, unless any of the following occur:
  - a. TIME LIMIT: The time shall be one hour and fifteen minutes (75 minutes). Once this time limit has expired, no new innings will be started.
  - b. REGULATION GAME. For the purposes of rescheduling games, a regulation game shall consist of at least 3 innings, or 2 ½ innings if the home team is ahead.
    - Any game that is stopped before becoming regulation will be replayed from the start.
    - MPRD staff will determine the date and time that the game will be rescheduled.
3. Number of players in the line-up:
  - a. A team will be allowed up to ten fielders on the defense.
    - 1) A team is limited to a maximum of five infield players, including the pitcher.
    - 2) Four player must be positioned in the outfield grass.
    - 3) The fielding pitcher must be positioned directly to the right (3<sup>rd</sup> base side) of the pitching machine at the time of the pitch. The umpire has the authority to assure that the pitcher is in the proper position.
    - 4) The catcher will assume the normal catching position behind the plate.
  - b. A team may play with as few as seven players without penalty only if there are absences. At least seven team members must be present at game time to play, or a forfeit will result. NOTE: The scorekeeper is the official timekeeper in this situation.
  - c. If a team has ten or less players, all must play unless there is an injury, ejection, or illness.
  - d. If a team begins play with less than ten players, late arriving team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following his/their arrival. The umpire and scorekeeper must be notified.
  - e. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.

### D. BATTING

1. Each batter will have five pitches to put the ball into fair play.
  - a. There are no walks or strikeouts. If a player cannot put the ball into fair play on any of the five pitches, the batter is considered retired. If the 5<sup>th</sup> pitch is batted foul, the batter is considered retired.
  - b. A retired batter is not counted as an out.

- c. A batter hit by a pitched ball will not be awarded first base.
- d. Bunting is not allowed.
- e. At the discretion of the umpire, errant pitches (i.e. in the dirt or far out of the strike zone) will not be counted as one of the batter's five pitches.

NOTE: A foul ball that is legally caught by a fielder will be counted as an out. The batter is out.

- 2. In the event that a hit ball strikes the pitching machine, the play will be called dead and the batter and each baserunner will be awarded one (1) base.

#### E. BASE RUNNING

1. Leading off and stealing are not allowed in the Machine-Pitch league. Base runners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the base runner being called out. (This is considered a defensive put-out and will be counted as an out.)

#### 2. OVERTHROWS

a. Overthrows: After the first overthrow (first thrown ball which gets past the intended fielder) runners may advance no more than one base at their own risk of being put out. Any subsequent action which may lead to more overthrows will be deemed a dead ball and base runners must return to the previous base acquired.

b. If a defensive overthrow goes out of play, bases will be awarded as follows:

i. If the first play in the infield two bases shall be awarded to each runner from the time of the pitch.

ii. If the second play from the infield or a throw from outfielder two bases shall be awarded to each runner from the time of the throw.

3. When a dead ball has been called by the umpire (see rule J-4), base runners less than half the distance between two bases must return to the base last touched. Base runners more than half the distance between two bases must advance to the next base beyond the one last touched at the time of the dead ball. Umpires judgment will determine which base a base runner must go to.

#### F. DEFENSIVE PLAY

1. A coach, or designated adult, is responsible for "pitching" to his/her own batters by feeding the baseball into the pitching machine. This person is referred to as the "pitching pitcher".

2. The defensive player who assumes the role of the fielding pitcher must be directly to the right (third base side) of the pitching machine.

3. The pitching pitcher must not make any deliberate attempt to field or interfere with a batted ball.

PENALTY: the batter will be called out. Intentional interference is a judgment call by the umpire.

4. After a batted ball is fair and in play, the umpire will call time when the ball is in possession of an infielder and, in the umpire's judgment, all play has ceased. The umpire will determine whether base runners must advance or return to a base when time is called. Players may ask the umpire for a time-out, but only the umpire can determine when a time-out is officially declared.

5. When the defensive team is playing the ball, the "pitching pitcher" must not intentionally interfere with any live ball. PENALTY: The furthestmost base runner will be called out. Intentional interference is a judgment call by the umpire.

6. The defensive team may place an adult behind the plate, at the backstop, who can retrieve passed balls or wild pitches, and throw them back to the pitching pitcher. This adult must not interfere with any live ball in any way - PENALTY: The furthestmost base runner will be called out. This "adult catcher" is utilized only to save time and "wear and tear" on the catcher.

## Minor League Specific Rules

#### A. AGE

1. Participants in the Minor League shall be those in grades 3 and 4 of the current school year

#### B. PLAYING FIELD

1. The diamond shall have 60 foot base lines

2. The pitching distance shall be 40 feet.

3. The distance from home plate to second base shall be 84 feet and 10 ¼ inches

#### C. THE GAME

1. In all Minor League games, a half inning will end when a team scores five runs in that half inning.

2. A complete game in the Minor League shall consist of five innings unless any of the following occur:

- a. TIME LIMIT. The time limit shall be one hour and thirty minutes. Once this time limit has expired, no new innings shall be started.

- The scorekeeper will be official timekeeper for all games.
  - Game time will begin at the time of the first warmup pitch.
- b. **RUN RULE. 15 runs after 3 innings, 8 runs after 4 innings**
- c. **REGULATION GAME.** For the purposes of rescheduling games, a regulation game shall consist of at least three innings, or 2 ½ innings if the home team is ahead.
- Any game that is stopped before becoming regulation will be replayed from the start.
  - MPRD staff will determine the date and time that the game will be rescheduled.
  - Any pitching outs accrued will not be counted.
3. Number of players in the lineup:
- a. A team must use no more than 10 defensive players in the lineup.
  - b. Four players must be positioned in the outfield grass.
  - c. A team may play with as few as seven (7) players without penalty only if there are absences. At least seven original team members must be present to play, or a forfeit will result.
  - d. If a team begins play with less than ten players, late arriving team members must be added to the end of the batting order. A late arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following his (or their) arrival. The umpire and scorekeeper must be notified.
  - e. If, at any time during the game, less than seven team members are eligible and available to continue the game, then the team lacking the seven team members will forfeit the game.

#### D. BATTING

1. In an attempt to reduce the number of walks in Minor League games, the following rules will be in effect:
  - a. A coach will come out to throw two pitches from the pitching rubber.
  - b. The batter will attempt to hit the ball pitched by the coach into fair territory. If the batter fails in his first attempt and is not put out, he may try one more time. He is limited to two attempts. Exception: The batter may get one additional pitch if he fouls off the second ball.
    - i. If a batted ball strikes the coach, the play is considered dead and the batter and each baserunner will be awarded one (1) base.
  - c. When being pitched to by a coach, the batter will automatically be out when:
    - i. He fails in two attempts to make contact with the ball.
    - ii. On the third pitch not being put into fair territory.
  - d. Before a batter makes an attempt with the coach and when the ball is struck, all fielders must be in the normal fielding positions that they were in when the batter was trying to hit pitched balls. When the coach is pitching, baserunners may not leave their bases until the ball is struck. They must return to their bases if the ball is foul.
  - e. The umpire's judgment will determine the enforcement of these rules such as whether a batter's swing is legal and

where fielders may be positioned

2. In Minor League, a batter is out on the third strike even if the catcher drops the ball

NOTE: See rule E-3, below, for the rule governing base runners on base when the batter is thrown four balls.

#### E. BASE RUNNING

1. Leading off and stealing is not allowed in Minor league play. Base runners must remain on the base until the ball is batted into play by the batter. **PENALTY:** The ball is dead and the base runner is out.
2. Overthrows:
  - a. Overthrows: After the first overthrow (first thrown ball which gets past the intended fielder) runners may advance no more than one base at their own risk of being put out. Any subsequent action which may lead to more overthrows will be deemed a dead ball and base runners must return to the previous base acquired.
  - b. If a defensive overthrow goes out of play, bases will be awarded as follows:
    - i. If the first play in the infield two bases shall be awarded to each runner from the time of the pitch.
    - ii. If the second play from the infield or a throw from outfielder two bases shall be awarded to each runner from the time of the throw.
3. When a batter is thrown four balls, any base runners that would have been forced to advance by the walked batter will be allowed to advance one base. This includes a runner being forced from third to home (which results in one run scored) when the bases are loaded.
4. Since the runner is not allowed to leave the base until the ball is batted into play, **balks will not be assessed.**

### Major League Specific Rules

#### A. AGE

1. Participants in the major League shall be those in grades 5 and 6 of the current school year

#### B. PLAYING FIELD

1. The Major League diamond shall have 70 foot base lines

2. The Major League pitching distance shall be 50 feet
3. In the major League, the distance from home plate to second base shall be 99 feet

#### C. THE GAME

1. In all Major League games, a half inning will end when a team scores five runs in that half inning.
2. A complete game in the major League shall consist of six innings unless any of the following occur:
  - a. TIME LIMIT. The time limit shall be one hour and thirty minutes. Once this time limit has expired, no new innings shall be started.
  - b. RUN RULE. 15 runs after 3 innings, 8 runs after 4 innings.
  - c. REGULATION GAME. For the purposes of rescheduling games, a regulation game shall consist of at least four innings, or 3 ½ innings if the home team is ahead.
    - Any game that is stopped before becoming regulation will be replayed from the start
    - MPRD staff will determine the date and time that the game will be rescheduled
3. Number of players
  - a. A team must use no more than 10 defensive players in the lineup.
    - Four players must be positioned in the outfield grass.
  - b. A team may play with as few as seven (7) players without penalty only if there are absences. At least seven original team members must be present to play, or a forfeit will result
  - c. If a team begins play with less than ten players, late arriving team members must be added to the end of the batting order. A late arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following his (or their) arrival. The umpire and scorekeeper must be notified.
  - d. If at any time during the game less than seven team members are eligible and available to continue the game, then the game will be forfeited by the team lacking the seven team members.

#### D. BATTING

1. A batter is out on the third strike, even if the catcher drops the ball. All other base runners may advance with liability to be put out.

#### E. BASE RUNNING

1. Leading off base is not allowed in the Major League. Base stealing is allowed, however the base runner may not leave the base until the ball has reached the plate.
  - a. If a base runner leaves the base prior to the ball reaching home plate the runner will be declared out
  - b. Since the runner is not allowed to leave the base until the ball has reached the plate, balks will not be assessed.
  - c. Runners on 3<sup>rd</sup> base cannot score on a wild pitch, passed ball, or wild throw by the catcher to the pitcher
    - A runner at third can score on a play at first, second or third by any fielder
    - Runners at first and second can advance on a wild pitch, passed ball or wild throw by the catcher to the pitcher

## Junior League Specific Rules

#### A. AGE

1. Participants in the Junior League shall be those in grades 7 and 8 of the current school year.

#### B. PLAYING FIELD

1. Junior League diamond shall have 80 foot base lines.
2. Junior League pitching distance shall be 54 feet.
3. In the Junior League, the distance from home plate to second base shall be 113 feet, 1 inch.

#### C. THE GAME

1. In all Junior League games, a half inning will end when a team scores five runs in that half inning
2. A complete game in the Junior League shall consist of six innings unless any of the following occur:
  - a. TIME LIMIT. The time limit shall be one hour and thirty minutes. Once this time limit has expired, no new innings shall be started
  - b. RUN RULE. 15 runs after 3 innings, 8 runs after 4 innings
  - c. REGULATION GAME. For the purposes of rescheduling games, a regulation game shall consist of at least four innings, or 3 ½ innings if the home team is ahead.
    - Any game that is stopped before becoming regulation will be replayed from the start.
    - MPRD staff will determine the date and time that the game will be rescheduled.



- Any pitching outs accrued will not be counted.
3. Number of players in the lineup:
    - a. A team must use no more than 9 defensive players in the lineup.
    - b. A team may play with as few as seven (7) players without penalty only if there are absences. At least seven original team members must be present to play, or a forfeit will result.
    - c. If a team begins play with less than nine players, late arriving team members must be added to the end of the batting order. A late arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following his (or their) arrival. The umpire and scorekeeper must be notified.
    - d. If at any time during the game less than seven team members are eligible and available to continue the game, then the game will be forfeited by the team lacking the seven team members.

#### D. BATTING & BASE RUNNING

1. On a dropped third strike, the batter will be considered out if he makes a pronounced move towards his own dugout.
2. Leading off base will be allowed in the Junior League. Base stealing is allowed.
3. One balk warning per pitcher will be given.

### Senior League Specific Rules

#### A. AGE

1. Participants in the Senior League shall be those in grades 9, 10, 11 and 12 of the current school year.

#### B. PLAYING FIELD

1. The Senior League diamond shall have 90-foot base lines.
2. The Senior League pitching distance shall be 60 feet, 6 inches.
3. In the Senior League, the distance from home plate to second base shall be 127 feet and 3 inches.

#### C. THE GAME

1. In all Senior League games, a half inning will end when a team scores five runs in that half inning.
2. A complete game in the Senior League shall consist of six innings unless any of the following occur:
  - a. TIME LIMIT. The time limit shall be one hour and forty-five minutes. Once this time limit has expired, no new innings shall be started
  - b. RUN RULE. 15 runs after 3 innings, 8 runs after 4 innings
  - c. REGULATION GAME. For the purposes of rescheduling games, a regulation game shall consist of at least four innings, or 3 ½ innings if the home team is ahead.
    - Any game that is stopped before becoming regulation will be replayed from the start.
    - MPRD staff will determine the date and time that the game will be rescheduled.
    - Any pitching outs accrued will not be counted.
3. Number of players in the line-up:
  - a. A team must use no more than nine (9) players in the defensive line-up.
  - b. A team may play with as few as seven (7) players without penalty only if there are absences. At least seven original team members must be present to play, or a forfeit will result.
  - c. If a team begins play with less than nine (9) players, late arriving team members must be added to the end of the batting order. A late arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following his (or their) arrival. The umpire and scorekeeper must be notified.
  - d. If at any time during the game less than seven team members are eligible and available to continue the game, then the game will be forfeited by the team lacking the seven team members.

#### D. BATTING & BASE RUNNING

1. On a dropped third strike, a batter will be declared out if he makes a pronounced move towards his own dugout.
2. Leading off and base stealing are allowed in the Senior League.
3. No balks warning will be given.

