



# **Marblehead Youth Baseball 2015 League Rules**

**Majors, AAA, AA, A**

## GENERAL RULES FOR ALL LEVELS

### ATTENDANCE POLICY; GAMES AND PRACTICES.

1. Excused Absences;
  - a. Medical or dental
  - b. Education
  - c. Religious
  - d. Extenuating family circumstances
2. Unexcused absences: Anything that is not within the excused absences spectrum. Exception; If a game in another sport, i.e., soccer, lacrosse, ice hockey, etc, is in conflict with a baseball practice, the game in the conflicting sport takes precedent. If a baseball game and a game in another sport conflict, the baseball game always takes precedent.
3. Missing more than 50% of games for any reason will result in being declared ineligible for summer league play. Managers are encouraged to base playing time on attendance.
4. A player having missed more than 50% of games may be dismissed from a team. If a player is to be dismissed from a team, the respective league coordinator and league president must be notified and this process will include a conference with the player's parents.
5. Managers are strongly encouraged to base playing time on attendance.

### SUBSTITUTE PLAYERS

1. All managers, after losing or dismissing a player must be up to the roster level limit, set prior to the draft, within three days. If this is not done, the league president along with the League Coordinator may suspend the manager for a period of up to three games. If this practice is repeated during the same season, the manager may be subject to dismissal from the league. (This rule does not apply to A Level)
2. If a player is dropped from a league roster for a legitimate reason, or the player quits a league team, the league team must pick up a player from the next level below. Major League must pick up an 11 year- old AAA league player, AAA must pick up a 9 year-old AA player and AA must pick up an 8 year-old A player. The team roster must be reset within 3 days of player dismissal. The appropriate league coordinator and President will identify the player to be called up.
3. In the event a manager knows that he cannot have 10 players for a scheduled game he must call up a player from the lower league. The specific process for finding a call up is described in the "**MYB Player Call Up Process**" document found on the MYB website. If unsure of the process, contact your league coordinator or President. (This rule does not apply to A level).
4. During the season, should a vacancy occur on one or more teams by reason of injury/illness or player absence that continues for at least three consecutive games, such vacancy must be filled for the

remainder of the vacancy, unless such vacancy occurs in the final two weeks of the season. In the event there are vacancies on more than one team, teams shall draw lots for order of choice from the pool of players eligible for call up as described in item 2 above. Such players chosen are not permanent members of such team, but are returned to their original team at the close of the vacancy or season, and eligible for the draft in the subsequent year. Selections may not be made at random, but will be made at intervals and at such time as determined by the appropriate league coordinator and league president, in order that each team has an equal opportunity to fill its roster. (This rule does not apply to A level).

### **BENCH/SAFETY**

1. The manager or coach shall determine who may sit on the bench during a game with a maximum of 1 manager and 2 coaches at the Majors, AAA and AA levels. No other persons shall be allowed within the fences under any capacity other than coach.... meaning, no statisticians, scorekeepers, batboys or trainers. No exceptions. At the A level, additional coaches are allowed. "A" level coaches are encouraged to be in the field while your team is in the field to allow for more productive teaching to your kids.
2. All managers and coaches at all levels must have completed a current season CORI through MYB in order to on the bench or field at any level. Absolutely no exceptions. If a manager or coach is found on the bench without completing a CORI, that individual will be asked to leave immediately. It is the responsibility of the team's manager to ensure that all coaches for that team have completed a CORI. If you are unsure if you or one of your coaches has completed a CORI, please contact your league coordinator or league president.

### **UNIFORMS/EQUIPMENT**

1. A player warming up a pitcher on the playing field must wear a helmet/mask. A manager or coach may warm up a pitcher and does not need a helmet/mask. All players must be in full team uniforms according to league rules in order to play. All shirts will be tucked in and hats worn correctly. Bats must confirm to Cal Ripken specifications.

### **FIELD PREP**

1. The manager and/or coaches for the both teams must arrive 30 minutes before game time to line and rake the field for weekday games.
2. Each team has responsibility for cleaning their bench and the field after the game. Teams from the last game of the day must cover the pitcher's mound and home plate area with tarp and weights.
3. For Saturday games, the manager and/or coaches of both teams scheduled to play the first scheduled game must arrive 30 minutes before game time to line and rake the field.

## **INTERACTION WITH UMPIRES**

1. There is to be no confrontational arguing on the field during the game. Any discussions require calling a time out with the umpire and maintaining a conversational tone with the umpire and coaching staffs. Escalation of arguments will not be tolerated.

## **FORFEITS/POSTPONEMENT/PROTEST**

2. If a league substitution rule is violated, the violating team shall forfeit the game.
3. Before the scheduled start of a game, the Park and Recreation Department may postpone the said game, due to rain. If the Park and Recreation Dept. has not made a determination but rain has begun, the 2 managers may decide to postpone the game. At the Major League level, the umpire makes the final decision if there is a deadlock.
4. All rained-out games will generally be made up the following Sunday. If there is more than one postponement during the week, the first game postponed shall be the first game made up on Sunday and following postponed games played after the first game in order of postponement.
5. If Saturday games are postponed, those games will be played on that Sunday with the same game times as originally scheduled on Saturday. Saturday postponements take precedent over individual games postponed during said week and those previously postponed games will made up at a later date.
6. Once a game starts, the decision whether to postpone a game will be made as follows:
  - At the Major League level, the umpire will make the decision whether to call a game due to weather.
  - At all other levels, the coaches of both teams along with the umpire will work together to determine whether to call a game due to weather or darkness. Decisions shall be based on field conditions and safety of the kids.
7. If a game is called after it has started:
  - If at least 3 ½ innings have been played and the team losing at the time the game is called has had at least 4 “at bats”, the game is considered an official game.
  - If the game is called before the losing team has had at least 4 “at bats” then the game is considered a postponed game and the game will be replayed in its entirety (not as a continuation of the game) following the rescheduling rules above.
  - At the AA and A levels, the game will be considered official once it has started. The reasoning for this is that there are no standings or playoffs at these levels and therefore the results do not matter at these levels.
8. If a team does not have 9 or more players within 15 minutes following the scheduled start time of a game, that game is forfeited unless both managers agree to do otherwise. 8 players minimum. (This rule does not apply to the A level)
9. Any protest made as a result of a rule misinterpretation must:
  - Be announced to the umpire AND the opposing manager before the next pitch of the game.

- Protests must also be reported to the President, or in his absence, the League Coordinator within 24 hours after the end of the protested game, in writing (email is considered to be in writing).
10. Any protest shall be decided by a majority vote among the President, the League Coordinator, and the Umpire-in-chief. Such decision is final, and managers will accept it with good grace.
  11. A protested game where the protest is upheld will be replayed from the point of the protested action best determined by the Protest Committee, (Commissioner, League Coordinator and Umpire-in-chief).
  12. No protest will be honored on a matter of the umpire's judgment.

### **GAME TIME AND MERCY RULE**

1. No new inning may be started after 1:45 hours of play if there is another game scheduled to start at completion of current game. Teams must complete the inning and end game. There is no time limit if there is not another game scheduled after the current game.
2. If team is ahead by 12 or more runs after losing team bats in 4<sup>th</sup> inning, game is over. Losing team always gets same number of "at bats" as winning team. For example, visitors go ahead by 12 in top of 5<sup>th</sup> - home team gets at bat in bottom of 5<sup>th</sup>. If still losing by 12 after 5, game is over. (This rule does not apply to the A level)

### **PLAYING TIME**

1. If a player cannot take a turn at bat, he/she may be removed from the line-up and the batting order continues. If the removal was due to illness or injury, he/she may return to the same spot in the batting order.
2. Any player may serve as a pinch runner, but only in the event of injury to a runner. The pinch runner must be a player who made the most recent out for the team at the time of injury.
3. For situations when a team has a player that will need to leave a game early for any reason, the player that will need to leave early shall occupy a spot anywhere in the batting order. Once the player leaves the game, the spot in the batting order occupied by this player will be skipped in the batting order and the team will not be penalized with an automatic out for the skipped spot in the batting order. It should be communicated to the opposing team that a player will need to leave a game prior to its completion to avoid confusion.
4. If a player arrives after the start of a game, that player should not be included in the batting order shared with the opposing team at the start of the game. The late arriving player should be written into the last spot in the batting order only when the player arrives ready to play. This change in the batting order shall be communicated to the opposing team at the time of the change. If the player is written into the batting order shared with the opposing team at the start of the game and has not arrived at the game when that player's spot in the batting order is due up, then that spot in the batting order shall be considered an automatic out and the spot in the batting order will be skipped. It shall be an automatic out each time this player's spot in the batting line up is due up and the player has not arrived for the game.

## **LEVEL SPECIFIC RULES**

### *MAJOR LEAGUE*

#### **MINIMUM PLAYING TIME**

1. Every player shall play a minimum of nine outs in the field during each six-inning game. Each player participating in a game shall occupy a spot in the batting order for that game. If 11 players are available for a game, then the batting order shall consist of 11 players. This all allows for free substitution, which accomplishes the goal of getting kids more playing time and ensuring all kids get an appropriate number of at bats.

#### **BASE STEALING**

1. Once the baseball reaches the batter, a runner may leave the base for the purpose of stealing. The runner may do so at any time until the pitcher has the ball on the pitchers mound, provided the runner goes into motion toward the succeeding base before the pitcher and the ball reach the pitcher's mound. If the runner stops his motion towards the succeeding base before the pitcher and the ball reach the pitcher's plate, then the runner must return to his occupied base. (Please refer to the Cal Ripken Rule book page 12 for additional details on when a runner is allowed to advance)

#### **BASE RUNNING**

1. A play shall be considered over if the pitcher has the ball and is anywhere on the mound. Runners cannot advance once the play is dead. If the runner is already started advancing towards the next base, he may continue to attempt to advance to the base. Otherwise, the runners must return to the base currently occupied. Similar to base stealing, if the runner has stopped forward progress towards the next base, then he must return to the current base.
2. There will be no taunting on the base paths...meaning base runners are not allowed to purposely try to get the catcher or pitcher to throw the ball to the base covering player.

#### **SLASH BUNTING**

1. Any player who executes a slash bunt (square to bunt, pull bat back, then swing away in attempting to put the ball in play) shall be ruled out, ball is dead, and all base runners return to the last safely occupied base at the time of the pitch.

#### **DROPPED THIRD STRIKE**

1. Cal Ripken rules adopted the dropped third strike rule effective 2014. MYB is not adopting this rule for the 2015 spring season. If a batter strikes out but the catcher does not catch the ball, the batter is still out and may not attempt to advance to first base under any circumstance.

## **MAJOR LEAGUE PITCHING RULES**

1. The pitching week runs from Monday through Sunday.
2. One pitch constitutes an inning pitched for purposes of pitching rules set forth below.
3. A player may not pitch more than 6 innings per week.
4. Any pitcher pitching 4 or more innings (3 innings and 1 pitch = 4 innings) in a game must have 3 full calendar days rest before pitching again, regardless of when during the pitching week he pitches. Any pitcher pitching fewer than 4 innings in a game must have 1 full calendar day of rest before pitching again.
5. In addition to innings limits, a pitcher may not exceed 85 pitches, and may not begin an inning with more than 75 pitches thrown.. Once pitcher reaches 85 pitches, the pitcher may finish the current batter, and then must be relieved.
6. Playoffs are in no way an exception to the pitching rules.
7. If a player is removed from pitching at any time during the game, he may NOT return as a pitcher in the same game.
8. Warm up pitches between innings is limited to 8; warm up pitches for a new pitcher is at the discretion of the umpire.
9. A manager or coach may visit a pitcher on the mound once each inning. A second visit in the same inning results in removal of that player as the pitcher.

## **AAA Level**

### **PLAYING TIME**

1. AAA has a consecutive batting order. Every player in attendance at each game is included in the overall batting order. If all 12 players are in attendance, the order goes 1 – 12. Players bat, even if not playing in the field.
2. Every player will play a minimum of 2 innings in the infield and 1 inning in the outfield.
3. No player shall sit two innings until every other player participating in the game has sat one inning.
4. The same player is not allowed to play catcher for all six innings of a game.

### **BASE STEALING**

1. Once the baseball reaches the batter, a runner may leave the base for the purpose of stealing. The runner cannot steal a base on the catcher's throw back to the pitcher. No "delayed steal".
2. There is no stealing of home. A base runner may only advance to home on a pass ball/wild pitch or an errant throw from the catcher to the pitcher
3. No stealing or advancing runners if ahead by 8 or more runs. Stealing and advancing may begin once lead is down to 6 runs.

### **BASE RUNNING**

1. A play shall be considered over if the pitcher has the ball and is anywhere on the mound. Runners cannot advance once the play is dead. If the runner is already started advancing towards the next base, he may continue to attempt to advance to the base. Otherwise, the runners must return to the base currently occupied. Similar to base stealing, if the runner has stopped forward progress towards the next base, then he must return to the current base.
2. There will be no taunting on the base paths...meaning base runners are not allowed to purposely try to get the catcher or pitcher to throw the ball to the base covering player.

### **AAA PITCHING RULES**

1. The pitching week runs from Monday through Sunday.
2. One pitch constitutes an inning pitched for purposes of pitching rules forth below.
3. Players may not pitch more than 6 innings per week.
4. Any pitcher pitching 4 innings (3 innings and 1 pitch = 4 innings) in a game must have 3 full calendar days rest before pitching again, regardless of when during the pitching week he or she pitches. Any pitcher pitching fewer than 4 innings in a game must have 1 full calendar day of rest before pitching again.
5. In addition to innings limits, a pitcher may not exceed 75 pitches, and may not begin an inning with 60 or more pitches thrown. Once pitcher hits 75 pitches in inning, they may finish the batter and stop pitching. Playoffs are in no way an exception to the pitching rules.



6. If a player is removed from pitching at any time during the game, he may NOT return as a pitcher in the same game.
7. Warm up pitches between innings is limited to 8; warm up pitches for a new pitcher is at the discretion of the umpire.
8. A manager or coach may visit a pitcher on the mound once each inning. A second visit in the same inning results in removal of that player as the pitcher.

#### **MISCELLANEOUS**

1. There is no infield fly rule.
2. Batters cannot advance to first base on a passed ball third strike, but runners on base may advance.
3. Bunting is allowed except if there is a base runner on 3<sup>rd</sup> base.

## AA Level

### PLAYING TIME

1. AA has a consecutive batting order. Every player in attendance at each game is included in the overall batting order. If all 12 players are in attendance, the order goes 1 – 12. Players bat, even if not playing in the field.
2. Every player will play a minimum of 2 innings in the infield and 1 inning in the outfield.
3. No player shall sit two innings until every other player participating in the game has sat one inning.
4. In AA, each team shall field 4 outfield positions, 4 infield positions, along with a pitcher and catcher. Pitcher and catcher are considered infield positions.

### AA LEAGUE PITCHING RULES

1. The pitching week runs from Monday through Sunday.
2. One pitch constitutes an inning pitched for purposes of pitching rules.
3. No pitcher may pitch on consecutive days. No exceptions.
4. A pitcher may not pitch more than 3 innings in any game, (1 pitch in an inning = 1 inning).
5. Players may not pitch more than **6 total innings** per pitching week.
6. Once a pitcher is removed from the game, he/she may play any other position but cannot pitch again in that game.
7. In addition to innings limits, a pitcher may not exceed 60 pitches, and may not begin an inning with 45 or more pitches thrown. Once pitcher hits 60 pitches in inning, they may finish the batter and stop pitching.
8. Warm up pitches between innings are limited to 8; warm up pitches for a new pitcher are at the discretion of the umpire.
9. A manager/coach may visit a pitcher on the mound during play. A visit to the mound, regardless of the reason, constitutes one visit. A second visit in any one inning necessitates the pitcher being removed from the mound on that visit. Four visits for the same pitcher during a game also results in that pitcher's removal the mound.
10. A pitcher who hits two men in an inning or three men in a game shall be removed from the pitching position for the rest of the game.

## AA SPECIFIC GAME RULES

1. As the AA League is a 'Developmental League' no formal standings are kept or posted. There are no playoffs in the AA League and the results of a game are inconsequential.
2. A player can only walk once per game. In the event that the pitcher in subsequent at bats throws 4 balls, the batter's coach will come in and pitch until that player is either out or safe. The number of strikes on the batter at the time the coach comes in to complete the pitching for the at bat shall stand for the remainder of the at bat. As an example, if the batter has 2 strikes at the time the fourth "ball" is thrown, that batter will have two strikes against him when the coach pitches. If the coach throws one strike (swinging or called by umpire) than the batter is considered out on strikes.
3. When the bases are loaded a run cannot be walked in even if that batter has not yet walked in the game. In this instance, the batter's coach will come in and pitch until that player is either out or safe.
4. A hit batsman is always awarded first base, even if the bases are loaded.
5. When a ball is put into play that play shall continue until the **second error** is made. At the point of the second error the play stops. Any runner in between bases at the point of the release of the ball before the error will advance to the next base only. If a player has continued to advance after the second error is made, then that player shall go back to the base they would have been at had they stopped at time of second error. This rule shall be strictly enforced.
6. Wall past first base is in play. Above wall and garden is out of play... overthrow allows runners to advance one base.
7. Past third base fence is out of play... runners advance one base only.
8. There is no stealing of bases in AA baseball and no advancing of bases on passed balls by the pitcher.
9. There is no tagging up and advancing on caught fly balls.

## ***A Level***

### **PLAYING TIME**

1. Single A has a consecutive batting order. Every player in attendance at each game is included in the overall batting order.
2. Every player must play a minimum of 2 innings in the infield and 2 innings in the outfield during a 6-inning game.
3. Single A games are 6 innings long.
4. All players must be rotated to a different position every inning. All players should have a chance to play all infield and outfield positions. The exception to this is at first base where a player could get hurt. The spirit of this rule is to allow players to experience as many positions as possible without causing undue harm to that player.
5. Every team must supply a catcher when it is in the field.
6. The maximum number of runs a team can score in an inning is 5. The half inning is considered over when the first to occur is either the batting team scores five runs or three outs are recorded.

### **BASE STEALING/BASE RUNNING**

1. There is no stealing of bases in A baseball.
2. No leaving the base unless ball is hit.
3. There is no advancement by the runners on overthrows.
4. There is no infield fly rule.

### **A LEAGUE PITCHING RULES**

1. A pitching machine will be used for all games at Gatchells Field and each team's coach will operate the machine when his or her team is batting. The coaches will pitch to their own teams when the machine is unavailable. When a coach pitches, it must be from a knee, throwing overhand.
2. The coach running the pitching machine is the umpire. He makes all the calls.
3. Any interference between a batted ball and the pitching machine or ball bucket is an automatic base hit and all runners advance one base.

### **A LEAGUE BATTING RULES**

1. There are no "official" strike outs at the A level. Players should be given a sufficient number of balls to attempt to put a ball in play. However, in the spirit of keeping the game moving, a player may be called out after what would be considered a sufficient number of attempts. As a general rule, an estimate of 10-12 hittable balls would be considered a sufficient number of attempts. If a player is having difficulty hitting off the machine, the coach running the pitching machine is encouraged to move closer to the batter and pitch from his knees to help the batter out. Additionally, if necessary, a second coach should

help the batter hit the ball to put the ball in play. The goal is to encourage the kids and show them they can hit the ball, even with help and let them get on base.

2. All batted ground balls that pass through the infield into the outfield will be scored a single with each base runner moving up one base.
3. On balls hit into the outfield grass on the fly, the batter can attempt to go to second base for a double, but it is not an automatic double. The defending team can try to make a play at second base and must tag the runner, as there is no force. Other base runners can also try to move up two bases, but the defense can also try to make a play on these runners by tagging them out.
4. Any batted ball hit over the fence of the Triple A field at Gatchells Field will be ruled a home run.
5. There is no bunting in single A.