



Baseball – A Division Rules

1. PURPOSE

- a. The purpose of Little League is to cultivate sportsmanship in young people and to help them play at their personal best. Conduct inconsistent with this standard is not permitted.

2. OFFICIAL RULES

- a. The Official Regulations and Playing Rules for Little League Baseball shall apply unless otherwise specifically indicated in these rules.

3. MINIMUM PLAYING TIME

- a. Each player must play in 3 complete innings. Please note that “in three innings” does not mean 9 defensive outs.
- b. If a game is shortened (for example, the teams only complete 5 innings because of the time limit rule) and this prevents a player from playing 3 innings then the player is to start the next game.
- c. NOTE: Since the purpose of the Little League program is to provide training and instruction for all players, every player shall not play the same infield position more than three innings in any one game (this does not apply to Pitchers and Catchers). Also it is strongly suggested that a player not play three consecutive innings and then sit out the rest of the game. No player is to sit on the bench a second time unless every player has already sat out at least once. Therefore, no player may sit three times until every player has sat twice. Violations are to be reported to the VP of Baseball and Umpire in Chief. Repeated violations may result in the team Manager being suspended. Every player is to play at least one inning in the infield each game.
- d. Players may not be pulled off of the field during an inning in progress with the exception of pitchers, injury, disciplinary actions or parent request.
- e. The batting order is to include every player on the team (for teams with 12 players it means you have 12 batters in the batting order but only 9 defensive players).
- f. Extra Hitter (EH) The only time a player can bat without playing the field is if it is medically necessary and a doctor’s note is provided to the MBS Board prior to the game. The medical condition would have to severely limit the player’s ability to field a batted ball without significantly impacting their ability to bat and run the bases (i.e. an overuse arm injury).

4. UNIFORMS

- a. It is mandatory that players wear their full uniform for every game and must wear every part of the uniform in the manner in which it was intended. Males should be encouraged to wear cups. Catchers MUST wear cups.
- b. No jewelry is allowed to be worn in games/practices, this includes all chains, necklaces and bracelets (including bracelets such as the “Livestrong” bracelet “Phitens” and their equivalents).
- c. The proper playing attire for every player is the Team hat, the Team shirt, approved baseball pants, baseball socks and baseball cleats.
- d. Sneakers are strongly discouraged for player safety. Use of metal spikes is prohibited.
- e. No person is allowed to order additional uniforms or hats without authorization. Any person doing so shall not be reimbursed.

5. EQUIPMENT/BASEBALLS

- a. Only league approved bats will be allowed for use in games or in the batting area. Due to the recent limitation of composite bats the National Little League office will regularly provide a list of approved bats. The list is available at www.monroelittleleague.org. The league umpires will be checking bats at the

beginning of each game for non-approved bats. Non-approved bats should be removed from the batting areas and put away in the player's bag.

- b. Batting helmets - All batters and base runners MUST wear batting helmets.
- c. MBS provides each Manager with an equipment bag containing catcher's gear. Each Manager will also be provided with a key to the JOBOX (includes first aid kit, umpire's gear, bases, a few helmets and batting tees) behind the backstop of the field you are playing at. At the end of the season Managers are to return their JOBOX key to the League Director. Unless another team in the next game is present, please close and lock the JOBOX before leaving the field.
- d. For health reasons the MBS no longer supplies helmets (each JOBOX will contain a few helmets which should be used only when necessary). Every player should bring their own helmet to each game/practice. MBS can provide helmets to those people who cannot purchase them themselves.
- e. Baseballs are provided to Managers by the Equipment Committee. If additional baseballs are required, contact the Chairman of the Equipment Committee.
- f. No person is allowed to purchase any equipment, including baseballs. Only the Equipment Committee is authorized to purchase equipment. MBS will not reimburse any unauthorized equipment/baseball purchase.
- g. The A division should be using the predefined baseballs as recommended by the MBS Board which is the Rawlings LLB1 baseball.

6. UMPIRES

- a. Adult Umpires on the field for every game. An adult umpire (over 18) must be on the field to supervise all the other on field umpires. The reason is primarily to protect the younger umpires from verbal or physical abuse from players, coaches or spectators. With the consideration it is impractical due to availability and cost to employ an adult umpire at all games, MBS has opted to have the home team elect an "umpire in chief" before each game. The "Umpire in Chief" should be a "non-managing" parent if possible. The Umpire in Chief's primary responsibility will be to intervene in the event of the possibility of confrontation and possibly a "rules" clarification if needed. The judgment call of the youth umpire will stand and cannot be reversed by the Umpire in Chief. The sole purpose of the Umpire in Chief is to protect the youth umpire and to give the youth umpire a non-partisan sounding board should it be requested. The youth umpires will fill out sheets at the beginning of the game that will indicate the Umpire in Chief for the day.
- b. Umpire Abuse. It is the Managers responsibility to control their players, coaches and parents in regard to communications with the umpires. It is expected that all on field personnel will treat the umpires with respect and courtesy in all communications. Umpires are instructed to make the calls and stick with them regardless of who questions the calls. The only time a Manager is allowed to question a call is for rules clarifications. Umpires can explain judgment calls if they so choose, but it is not required. If a manager, coach, player or spectator is deemed to have acted in a manner that not in keeping with the spirit of this rule, they may be suspended or banned from future involvement with the MBS. The MBS Board will meet to determine future course of action.
- c. Umpire Judgment is Final. The judgment decision of the home plate umpire is final.
- d. Youth umpires. Games are typically umpired by 13-14 year old individuals who are typically former MBS players. The President will be coordinating the umpires for this division. In the event of a shortage of umpires, Managers should be prepared (on occasion) to umpire their own games. Whenever possible, there will be one plate umpire (non-patch) and one base umpire. The plate umpire has jurisdiction over the game and will typically be the more senior of the two umpires assigned to the game.

7. PRE/POST GAME ACTIVITY – Weekday Games only

- a. Home Team. The home team has the field for 15 minutes for infield practice beginning 20 minutes prior to game time.
- b. Visiting Team. The visiting team has the field for 15 minutes for infield practice beginning 35 minutes prior to the scheduled game time.
- c. Batting Cage Use. Use of the batting cage is to be shared by both teams prior to the start of the game. The batting cages are not be used for batting practice during games are only to be used to warm up pitchers.
- d. Not Enough Time: If time is not available for both participating teams to take infield practice, then the managers must work out an acceptable arrangement. All games shall begin as near as possible to their scheduled time but should not be delayed because of warm-ups.
- e. Pre-game Activity Allowed. The only activities allowed on the field prior to the game shall include infield practice, outfield practice, and warming up of the pitchers. Under no circumstances shall players take batting practice, including soft toss or hitting off a tee on the field prior to the game (This includes the use of "hit-sticks).

- f. Housekeeping. Each team will be responsible for cleaning its dugout and adjacent area outside the dugout as well as the playing field from the backstop to the outfield after each game or practice. Players are to be reminded that candy and soda are not allowed in the dugout.

8. FORFEITURES

- a. Players Required to Start Game: A team that cannot field at least 7 players for a scheduled game will forfeit the game. The other team is to loan the team with only 7 players a defensive player in each inning. In the event of a forfeit, the two teams should try and play a practice game and balance the number of players on each team.
- b. Time Limit. For the purpose of this rule, a team shall have 10 minutes beyond the scheduled starting time to field the required number of players. In the event that the start of a game is delayed due to an earlier game running long, the 10 minutes applies from the time that the Umpire declares the game ready to play.

9. GAME PROCEDURES

- a. Delayed Game. Any game delayed beyond 30 minutes of the scheduled starting time due to inclement weather or unplayable field conditions may, at the discretion of the Umpire, be postponed and rescheduled on another date.
- b. Postponed Game. In the event that a game is postponed, the Manager of the home team shall immediately notify the VP of Baseball.
- c. Schedule Deviations. The Field Coordinator will reschedule all games as soon as practicable.
- d. Late Afternoon Game Time Limits. No inning shall begin after the day's official sunset or 8:00 p.m., whichever occurs first. This rule does not relieve the Umpire of the responsibility to suspend or terminate a game when darkness or conditions create a hazard to the players, or of the authority to declare a game forfeited where there is obvious stalling by a team to gain an advantage of this rule.
- e. Unsafe Conditions. It is the responsibility of both the Umpire to determine when a game should be suspended due to unsafe playing conditions, which include field conditions, insufficient light and lightning. Under no circumstances will play be continued if thunder has been heard. When a game has been suspended because of lightning or thunder, it may be resumed when at least 20 minutes have passed without more lightning/thunder being seen/heard.
- f. Base coaches. One adult manager or coach must remain in the dugout at all times. Only those named coaches as designated on the MBS website Team Roster are eligible to interact with the kids. Adult base coaches must be used at 1st and 3rd base.
- g. Defensive coaches. A maximum of two adult coaches are allowed on the field to help set up the defense. One coach must remain on the bench at all times.
- h. Defensive player. No defensive player, except while in possession of the ball or while fielding a batted ball, may stand in the base path. The defensive player may not stand in the base path to receive a throw in order to make a play at any base.
- i. Defensive Alignment. See National LL Rules section 4.03 (c). Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory. The catcher shall be stationed in the catcher's box wearing full catcher's equipment. The catcher may leave that position at any time to catch a pitch or make a play. The catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand. If a team does not have enough players, a catcher must be used and the defense will have one less outfielder.
- j. Substitutions: See National LL Rules section 4.04. The batting order shall be followed throughout the game. When a child is injured, become ill or must leave the game after the start of the game, the team will skip over the player when their at bat comes up without penalty. If the injured, ill or absent player returns the player is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game, the player would be added to the end of the current lineup. Free substitution will be used with the exception of the pitcher. Once a pitcher is removed from pitching, the player may not return as a pitcher but may play any other position (except catcher).
- k. Ball in Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. At Wolfe Park Fields, any ball that proceeds beyond a fence line (the fence separating the playing field from the players' benches or the backstop) is no longer in play. The ball is in play until it leaves the playing field or is in possession of the pitcher on the pitcher's plate. A ball out of play may not be caught for an out.
- l. Bunting. Bunting is not allowed. A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly.
- m. Base Running: See National LL Rules section 7.00.

- i. To ensure the safety of all players, running directly into a defensive player (i.e. including a catcher) holding the ball is not permitted. The runner shall be called out as soon as all play has stopped if this happens.
 - ii. All runners must slide if there is a play being made on the runner.
 - iii. Once the ball crosses into the infield and is in control by a defensive player, no additional base running may occur.
 - iv. If base runners are in the process of attempting to proceed to the next base while the ball is coming in from the outfield and is ultimately secured by a defensive player, they may continue to proceed at their own risk but must stop at the base to which they were proceeding and no further.
- n. Stealing: Stealing is not allowed in this division.
- o. Runs per Inning:
 - i. During all other innings except the last inning, a 5 run limit is in place for each half-inning. When the 5th run scores all play halts, no other runs are counted and the inning is over. The only exception is if the last player hits an over the fence home run that results in more than 5 runs scoring as all runs would count. This is only possible at fields B1, B2 and WP4.
 - ii. During the last inning, teams are still limited as to the number of runs they can score.
 - 1. For the visiting team at the start of the inning,
 - i. If they are winning, the 5 run limit still in force as stated above.
 - ii. If they are trailing by 5 runs or less, the 5 run limit still in force as stated above. The only exception is if the last player hits an over the fence home run that results in more than 5 runs scoring as all runs would count.
 - iii. If they are trailing by more than 5 runs, they can score as many runs as needed to tie the game to force the home team to bat. The only exception is if the last player hits an over the fence home run that results in more than 5 runs scoring as all runs would count.
 - 2. For the home team at the start of the inning,
 - i. If they are trailing by less than 5 runs, they can score as many runs as needed to win the game.
 - ii. If they are trailing by 5 or more runs, they can score as many runs as needed to tie the game and force extra innings. They cannot win the game unless the last player hits an over the fence home run that results in enough runs scoring to win the game as all runs would count. However, the time limits take precedence to this rule and games can end in a tie if play stops due to the time limit.
- p. Infield Fly. This rule does not apply to this division.
- q. Mercy Rule: The game will end if one team is ahead by at least 10 runs after four innings.
- r. Time Limit: No game may exceed 105 minutes in duration. However, any inning in progress at the expiration of 105 minutes from the time the umpire started the game may be completed. Notwithstanding the preceding sentence, no new inning may commence after the expiration of 90 minutes from the time the umpire starts the game.
- s. Length of Game. See National LL Rules sections 4.09 and 4.10
- t. End of Game. See National LL Rules sections 4.11 and 4.12. If a regular season game is tied at the end of regulation and the time limit above has not been reached, the game will continue until the earlier of the above time limit or a victory. If time runs out before a tie is broken, the game will end in a tie.

10. PITCHING

- a. This league will utilize both a spring loaded pitching machine and kid pitching.
- b. Innings 3 - 6 will be machine pitch in order to speed up play and to encourage the players to swing at strikes. The machine should be placed in the mound landing area where a pitcher would typically set their landing foot so as to simulate the 46 foot pitching distance. The pitching machine tension should be set at number 4.
- c. Each player is to receive five pitches. If no contact is made after five pitches, an out is recorded. The assumption is that these will be strikes since they are being delivered from the machine so the result is that the batter will see five strikes before being called out. If the machine malfunctions and doesn't deliver a strike, the pitch should not be counted. If the batter fouls off their last pitch, they are to receive another pitch. An offensive coach can help gather up the balls not caught by the catcher and keep the backstop area clear in case of a play near the plate on a batted ball. Ensure the person who will be gathering up the balls in the backstop area remains behind the screen during play to avoid injury.
- d. Innings 1 & 2 will be kid pitch. Pitchers should pitch from the mound and will pitch to batters until the ball is put in play, the batter has 3 strikes (an out), or until the batter has 3 balls; except that if the batter already has

2 strikes when the 3rd ball is thrown (count is full 3-2), the pitcher will be allowed one more pitch. When a batter reaches three balls (or if a ball is thrown after reaching the full count scenario described above), the offensive team coach will pitch to the batter until the ball is put in play or the batter has 3 strikes. Offensive coaches should be behind the mound ready to rescue the pitcher and make every effort to avoid fielding balls that are put in play.

- e. Pitch Counts: No pitcher shall throw more than 1 inning or 25 pitches per game and all pitchers must have at least 1 day of rest between games pitched.

11. PROTESTS

- a. Protests are not allowed in this division. Equipment which does not meet specifications must be removed from the game.

12. ACCIDENT AND INJURY REPORTING

- a. It is the Manager's responsibility to report to the Safety Officer all injuries or accidents requiring professional medical attention. Such reports shall be made within 24 hours of the injury or of obtaining knowledge of such injury or accident.
- b. If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must be, at a minimum, removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/ provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:
 - 1. The league's adherence to its respective state/provincial/municipal laws,
 - 2. An evaluation and a written clearance from a physician or other accredited medical provider and
 - 3. Written acknowledgement of the parents

13. PLAYOFFS

- a. Playoffs are not held in this division.

14. REVISIONS:

- a.** These rules were last revised on April 7, 2017.