



# MIB Rules (ver. 10.17 – effective as of June, 2018)

## Equipment

1. Metal-spiked cleats are not allowed in MIB. All players must wear either plastic cleats or sneakers.
2. The bat may not exceed 32” in length, and the bat barrel may not exceed 2 5/8” in diameter. Only non-wooden bats stamped with the “USA Baseball” marking are allowed. Wooden barrel bats made from a single piece of wood up to 2 5/8” diameter are allowed. Note that bats stamped “BBCOR” are no longer allowed for use in MIB.

## Umpires

1. All MIB games must use one certified, patched umpire per the Massachusetts Baseball Umpires Association. The use of non-patched umpires is not allowed.

## Play

1. Games are six innings. Extra innings are permitted pursuant to time constraints until there is a winning team.
2. Game duration is scheduled to be **1 hour 45 minutes**. However, a new inning **can** be started right up until the 1 hour 45 minute mark and should be completed (daylight permitting). A new inning should **not** be started after the 1 hour 45 minute mark. Both coaches and umpire should agree on the official start time of game. If you are unable to complete the inning due to daylight issues, then the score reverts back to the last completed inning.
3. Games that are shortened due to either weather or darkness shall have the score revert to last complete inning and declared official if at least three and one half innings have been played with the home team leading or four full innings. (The only exception to this rule will be in the event the home team either ties or takes the lead in the bottom half of an inning that is not completed. In that case where each team has had an equal number

of times at bat, the score shall stay as played. A game must go 4 innings to be complete or 3.5 innings if the home team is leading.)

4. The end of the game, either by weather, darkness, or time duration, is determined by the Umpire.
5. The inning is considered over when either three outs have occurred or five (5) runs have crossed the plate, whichever occurs first. Runs are unlimited in only the sixth inning and extra innings for both the away and home teams. Unlimited runs do not apply to innings 1 through 5 of a game shortened by weather, darkness or time.
6. All players are assigned to an initial batting order, which continues throughout the game except in the event of a player's injury. Any player arriving at the game after the initial batting order has been determined must be put at the end of the batting order. Players continue to bat regardless of whether they are playing in the field in any given inning.
7. Every player must play 4 innings per game: 1 outfield (minimum), 2 infield (minimum), no more than 2 innings at same position except as pitcher and catcher.
8. Runners must slide at every base if there is a play at that base (except for first base). It is the responsibility of the coach or on deck batter to advise the runner whether or not to slide. If a runner does not slide at a base and causes a collision with a defensive player, the umpire may call the runner out. A catcher may not block the plate without the ball. This is a judgment call on the part of the umpire and cannot be appealed or used as the basis for a protest.
9. **The Ball is live!!!** For example, with a runner on third and the pitcher throws a wild pitch, the runner on third can advance. Or, with a runner on third and the catcher throws over the pitcher head, the runner can advance.

**Ball is dead only when the pitcher has the ball on the rubber, and all runners must stay on base.**

- a. **Ex. 1 - Runner rounding second, not stopping, and pitcher has not reached rubber yet...runner could advance to third.**
- b. **Ex. 2 - Runner is at second, teasing pitcher, but not advancing.....  
Umpire should put runner back to the base.  
UMPIRES WILL MAKE THE JUDGEMENT CALLS.**

10. **Stealing of bases, including home (on overthrow at any base and/or on a passed ball), is allowed. A clean steal from 3<sup>rd</sup> to home (after the pitch) is allowed.** The runner may not leave the base until after the ball has crossed home plate. If the runner leaves early, the umpire will send the runner back with a warning. On the second violation, during the same inning the runner will be called out. **In both instances, the play will be declared dead and no pitch will be called.**

11. Unlimited bunting is allowed, but slash bunting is not allowed. A warning will be issued to both teams for the first infraction. For any subsequent infractions, the batter will automatically be called out.

**12. The following rules govern pitcher eligibility for U10 and shall be strictly enforced.** Any violation of these rules shall result in forfeiture of the game in which the violation occurred.

- a. Any player on a team roster may (and is encouraged to) pitch.
- b. A player is eligible to pitch **3 innings** max per game. Only 6 innings may be pitched within any consecutive 7 days period; 1 pitch equals 1 inning pitched
- c. A player shall have at least 1 calendar day of rest before pitching again.
- d. Once a pitcher leaves the game as a pitcher he or she may not re-enter the game as pitcher.
- e. If a pitcher hits 2 batters in one inning...3 batters in one game, they must be removed from the game as a pitcher.
- f. Coaches are allowed one visit to the mound per inning. A pitcher must be removed on the second visit.
- g. Innings pitched in games declared "No contest" (rain out, lightning etc.) are charged against the pitchers eligibility for that week
- h. Players may pitch a maximum of 6 innings per calendar week, tracked on a Sunday through Saturday schedule.

**13. The following rules govern pitcher eligibility for U12 and shall be strictly enforced.** Any violation of these rules shall result in forfeiture of the game in which the violation occurred.

- a. Any player on a team roster may (and is encouraged to) pitch.
- b. A player is eligible to pitch **4 innings** max per game. Only 6 innings may be pitched within any consecutive 7 days period; 1 pitch equals 1 inning pitched
- c. A player shall have at least 1 calendar day of rest before pitching again.
- d. Once a pitcher leaves the game as a pitcher he or she may not re-enter the game as pitcher.
- e. If a pitcher hits 2 batters in one inning...3 batters in one game, they must be removed from the game as a pitcher.

- f. Coaches are allowed one visit to the mound per inning. A pitcher must be removed on the second visit.
- g. Innings pitched in games declared “No contest” (rain out, lightning etc.) are charged against the pitchers eligibility for that week
- h. Players may pitch a maximum of 6 innings per calendar week, tracked on a Sunday through Saturday schedule.

- 14. No one is allowed in the on-deck circle at any time while a player is batting.
- 15. Catchers must wear an athletic cup. This includes any player warming up, prior to or in between innings. Any players catching or warming up a pitcher must wear a catcher’s helmet with a mask.
- 16. Coaches are **not** allowed to approach umpires without the opposing coach. There is a **zero tolerance rule** for arguing with umpires.
- 17. All coaches, except base coaches, must remain in the dugout area behind the fence while play is in effect.
- 18. The infield fly rule is NOT in effect.
- 19. Batters cannot advance on a dropped third strike – once “Strike Three” is called, the batter is out, even if the catcher does not maintain possession of the ball.