

2013 Local League Rules Approved February 13, 2013

1. Draft

- 1.1. **Draft Order** is determined by the final standings from the previous year in reverse order.
 - 1.1.1. Managers and coach's children will be considered "**protected players**". There will be a maximum of two protected players per team. If a parent becomes a manager or coach after the player is drafted that player will not be considered protected.
 - 1.1.2. A player will be protected his/her first year on a team and the team will lose a draft pick for each manager or coach's child. If returning to a team for a second year the player will not affect the draft but will still be counted as a protected player (If parent is no longer managing or coaching the player will still be counted as protected). If moving to another team due to a change in manager or coaching position the player will again be considered protected and the new team will be charged a draft pick.
 - 1.1.3. **T-Ball, Rookie/Minor League Baseball & 8U, 10U Softball** – A team will lose a 2nd round draft pick for the first protected player and a 3rd round pick for the second protected player. (2 Protected players)
 - 1.1.4. **Major League Baseball, Babe Ruth, Babe Ruth Prep & 12U, 16U Softball** – a team will lose a draft pick where their son/daughter would go in the draft. This will be determined by the League President and MYBI President in advance of the draft. If protected players were all-stars the previous year, then that team will lose a 1st round draft pick for the first all-star protected player and 2nd round pick for the second all-star protected player.
- 1.2. **Siblings (All Leagues)** – if you draft a player with a sibling, the team will take the sibling in the next consecutive round. If you have a brother/sister from the previous year, then you lose an automatic 4th round pick for that player followed by a 5th and so on if need.
- 1.3. **New Players (All Leagues)** into the league after the draft are placed on a team that has lost a player in the order of the draft or to the next team to choose in the draft.
- 1.4. **No shows** at tryouts will be placed in a hat. All-star players go onto the board when they don't show for tryouts. A team can elect to choose from the hat or board during any round of the draft.

2. Minimum Playing Time Rules

- 2.0 **T-Ball** – Every player is in the batting order. Everyone bats 1 time per inning with bases being cleared after 3 outs. After your entire lineup bats- switch with team out in the field.
- 2.1. **Rookie Baseball** – All players will play the entire game (tournament play may vary)
 - 2.1.1. No more than six infielders will be allowed (pitcher, catcher, 4 infielders). All remaining players will be positioned in the outfield.
 - 2.1.2. All players must be in the batting order; players arriving late will be put at the end of the line-up upon arrival
 - **2.1.3 Every player must play at least 1 inning in the infield.
- 2.2. **Minor Baseball** – 10 players will play in the field (tournament play may vary) There will be free substitution.
 - 2.2.1. No more than six infielders will be allowed (pitcher, catcher, 4 infielders). Four remaining players will be positioned in the outfield.
 - 2.2.2. All players must be in the batting order; players arriving late will be put at the end of the line-up upon arrival.
- 2.3. **8U Softball** – All players will play the entire game (tournament play may vary)
 - 2.3.1. No more than six infielders will be allowed (pitcher, catcher, 4 infielders). All remaining players will be positioned in the outfield.
 - 2.3.2. All players must be in the batting order; players arriving late will be put at the end of the line-up upon arrival
 - **2.3.3 Every player must play at least 1 inning in the infield.
- 2.4. **10U & 12U Softball** - Players will not sit on the bench for more than two innings per game (fielding substitutions can be done freely, players may reenter game at any time).
 - 2.4.1. Teams will field ten defensive players. No more than six will be positioned in the infield (pitcher, catcher, 4 infielders).
 - 2.4.2. All players must be in the batting order; players arriving late will be put at the end of the line-up upon arrival.

- 2.5. **Major Baseball** - Players will not sit on the bench for more than two innings per game (fielding substitutions can be done freely, players may reenter game at any time).
 - 2.5.1. Teams will field ten defensive players. No more than six will be positioned in the infield (pitcher, catcher, 4 infielders).
 - 2.5.2. All players must be in the batting order; players arriving late will be put at the end of the line-up upon arrival.
 - 2.6. **16U Softball** - Players will not sit on the bench for more than two innings per game (fielding substitutions can be done freely, players may reenter game at any time).
 - 2.6.1. Teams will field ten defensive players. No more than six will be positioned in the infield (pitcher, catcher 4 infielders).
 - 2.6.2. All players must be in the batting order; players arriving late will be put at the end of the line-up upon arrival.
 - 2.7. **Babe Ruth Prep & Babe Ruth** - Each eligible player must play a minimum of 9 defensive/9 offensive outs per game. If a game is shortened for any reason thus preventing a player from completing his required innings he shall start the next game and be allowed to complete the minimum requirement (for the game in which he is starting). Innings missed because of a shortened game do not have to be made up. This rule is superseded only if the manager utilizes the "EH" as dictated below.
3. **Stealing** (by the rulebook except as noted by the following)
 - 3.0 **T-Ball** – No stealing, leading off or advancing bases on overthrows and missed cutoffs.
 - 3.1. **Rookie League using a pitching machine – stealing is not allowed.**
 - 3.1.1 **Minor League no stealing is allowed and runner may not advance on a pass ball.**
 - 3.2 **8U Softball** – No Stealing or advancing on passed ball.
 - 3.3 **10U Softball** - No Stealing. Base runner can only advance 1 base on a passed ball. Not allowed to come home on a passed ball.
 - 3.4. **12U Softball** – Allowed stealing of any base. Runner shall not leave their base until the ball has been delivered.
 4. **Bunting** (by the rulebook except as noted by the following)
 - 4.0 **T-Ball** – No Bunting, The batted ball must travel outside the ½ moon or it is called a foul ball. No strikeouts or walks.
 - 4.1. **Leagues utilizing a pitching machine** – bunting is not allowed.
 5. **Infield Fly Rule** (by the rulebook except as noted by the following)
 - 5.1. **T-Ball, Rookie, Minor, Major Baseball & 12U, 10U, 8U Softball** - The infield fly rule will not be called.
 - 5.2. **Babe Ruth & Babe Ruth Prep Baseball & 16U Softball** – The infield fly will be called. It is recommended the umpire indicate to both benches that the rule is in effect before the next pitch is thrown.
 6. **Mandatory No Contact Rule**
 - 6.1. There is no must slide rule in MYBI. However the mandatory no contact rule will be strictly enforced. If any player appears not to have avoided contact with another player on the way to any base (including home) in such a fashion so as to create a potentially dangerous situation the umpire reserves the right to call him/her out. This rule replaces the old must slide rule. It is the runner's responsibility to avoid contact if possible.
 7. **Contact Rule**
 - 7.1. If a runner attempting to reach any base intentionally and maliciously runs into the defensive player, he will be called out and ejected from the game. It is the runner's responsibility to avoid contact if possible.
 8. **Pitching** (The pitching week runs Monday through Sunday)
 - 8.0 **T-Ball** – Batter does not swing until coach sees everyone is ready and says "Batter Up".
 - 8.1. **Rookie Baseball**
 - 8.1.1. Machine speed set at **35 MPH**
 - 8.1.2. Distance is 46ft, this will be the 2nd rubber on some fields

8.3. Minor Baseball

- 8.2.1. Machine speed to be 40 mph. Marinette will use jugs machine while Peshtigo will use spring arm machine.
- 8.2.2 The pitching machine distance is set at 46 feet.

8.3. Major Baseball (by the rulebook except as noted by the following)

- 8.3.1. The mandatory two days rest is waved.

8.4. 8U Softball

- 8.4.1. Arm speed set and agreed upon by coaches before 1st game.
- 8.4.2. Distance is 35 feet. This is the first rubber.

8.5. 10U, 12U & 16U Softball

- 8.5.1. Pitching rules according to Babe Ruth rules will be applied. Pitcher will not be able to take a step back in her motion. If she does it is an illegal pitch.
- 8.5.2 10U & 12U – limited to only 3 innings per game. If they go extra innings “no limit” on number of innings allowed.
- **8.5.3. Pitching limitations – (16U) No more than 4 innings per game. (10U & 12U) No more than 3 innings per game. A single pitch in an inning will be counted as full inning pitched

9. Rookie and Minor Baseball League Game Rules (Play by the book except as previously noted and the following)

9.0 T-Ball –The coach will be the catcher – 5/6 infielders (2 pitchers, 3rd, SS, 2nd, 1st) rest in the outfield. Outfielders must play next inning in the infield (rotate). Games will last until each team get to bat 3 times. We will play with the orange safety base (Fielder on white base, base runner runs to orange base)

- 9.1. **One umpire will be used when using a pitching machine. One at the pitching machine.**
- **9.2. Called strikes, not balls. (Starting with the first pitch)
- 9.3. Teams must have eight players to play a game. Automatic outs will be counted for the ninth batter ONLY if a team is short players. If a team has less than eight players at anytime during a game they will forfeit the game.
- 9.4. During any inning the batting team may score runs to catch and pass the fielding team by 5 runs. Then the fielding team comes to bat. If already leading, 5 additional runs may be scored before returning to the field. This applies for all the innings including the sixth and extra innings. MINOR LEAGUE RULE 9.4 APPLIES UNTIL THE 6TH OR EXTRA INNINGS WHEN THERE WILL BE NO RUN RULE. (Example: bases are loaded and the batter hits the ball over the fence, it is scored as a single and only one run scores for a total of five)
- 9.5. Game will be called based on the **ten** run rule (after the fourth inning is complete 3 ½ if home team).
- 9.6. Any ball off the machine is in play unless it rolls into foul territory between home and the bases. If it hits the machine and goes foul beyond the bases it is a fair ball.
- 9.7. (Rookie) Runners may not advance on overthrows to infielders making a play at a base. This includes runners at all bases. Runners may not advance on overthrows to the pitcher at any time. If an infielder is acting as a cutoff and is overthrown runners may advance. The intent of this rule is to prevent over aggressive base coaching.
- 9.8 (Minor) Runners may advance on overthrows.

10. 8U Softball League Game Rules (Play by the book except as previously noted and the following)

- 10.1. **One umpires will be used. One at the pitching machine.**
- 10.2. Called strikes, not balls
- **10.3. (**NOT 8U**) Teams must have eight players to play a game. Automatic outs will be counted for the ninth batter **ONLY** if a team is short players. (Not the 10th also) If a team has less than eight players at anytime during a game they will forfeit the game.
- 10.4. During any inning the batting team may score runs to catch and pass the fielding team by 5 runs. Then the fielding team comes to bat. If already leading, 5 additional runs may be scored before returning to the field. This applies for all the innings including the sixth and extra innings. (Example: bases are loaded and the batter hits the ball over the fence, it is scored as a single and only one run scores for a total of five)
- **10.5. Game will be called based on the **10** run rule (after the fourth inning is complete 3 ½ if home team).

- 10.6. Any ball off the machine is in play unless it rolls into foul territory between home and the bases. If it hits the machine and goes foul beyond the bases it is a fair ball.
- 10.7. Runners may not advance on overthrows to infielders making a play at a base. This includes runners at all bases. Runners may not advance on overthrows to the pitcher at any time. If an infielder is acting as a cutoff and is overthrown runners may advance. The intent of this rule is to prevent over aggressive base coaching.
- 10.8. An 11-inch dimple ball will be use.

12. 8U, 10U & 12U Softball League Game Rules (Play by the book except as previously noted and the following)

- 12.1. During any inning the batting team may score runs to catch and pass the fielding team by 5 runs. Then the fielding team comes to bat. If already leading, 5 additional runs may be scored before returning to the field. This applies for all the innings including the sixth and extra innings. (Example: bases are loaded and the batter hits the ball over the fence, it is scored as a single and only one run scores for a total of five)
- **12.2. Game will be called based on the **10** run rule (after the fourth inning is complete 3 ½ if home team).
- 12.3. (NOT 8U) Teams must have eight players to play a game. An automatic out will be counted for the ninth batter ONLY if a team is short players. If a team has less than eight players at anytime during a game they will forfeit the game.
- 12.4. A 12" ball will be used for 12U Softball. A 11" ball will be used for 10U Softball. A 11" leather softball will be used for 8U.
- **12.5. AFTER 4 BALLS: THE BATTING TEAM'S COACH WILL PITCH TO THE BATTER. (10U & 12U)
 - **12.5.1. After receiving four balls, the ball becomes dead & runners cannot advance, the batter will hit the ball off a pitch from the batting team's coach. (changed 2008)
 - **12.5.2. The batting teams coach will pitch to the batter anywhere inside the circle. This is done to encourage the batter to hit the ball.
 - **12.5.3. If the batter misses the ball completely or takes a strike a strike will be called.
 - **12.5.5. Foul balls will be called strikes. Although a player fouling a pitched third strike will not be called out. Adult pitchers can not field the ball.

13. 16U Softball League Game Rules (Play by the book except as previously noted and the following)

- 13.1. During any inning the batting team may score runs to catch and pass the fielding team by 5 runs. Then the fielding team comes to bat. If already leading, 5 additional runs may be scored before returning to the field. This applies for all the innings including the sixth and extra innings. (Example: bases are loaded and the batter hits the ball over the fence, it is scored as a single and only one run scores for a total of five)
- **13.2. Game will be called based on the **10** run rule (after the fourth inning is complete 3 ½ if home team).
- 13.3. Teams must have eight players to play a game. An automatic out will be counted for the ninth batter ONLY if a team is short players. If a team has less than eight players at anytime during a game they will forfeit the game.
- 13.4. A 12" ball will be used.

14. Major Baseball League Game Rules (Play by the book except as previously noted and the following)

- 14.1. Game will be called based on the **ten** run rule (after the fourth inning is complete 3 ½ if home team).
- 14.2. Teams must have eight players to play a game. An automatic out will be counted for the ninth batter ONLY if a team is short players. If a team has less than eight players at anytime during a game they will forfeit the game.

15. Babe Ruth Prep & Babe Ruth Game Rules (Play by the book except as previously noted and the following)

- 15.1. **Extra Hitter (EH)** - The manager(s) of the respective team(s) may elect to add a tenth hitter to the bating order. The "EH" can bat anywhere in the batting order. This player will be indicated in the lineup as the "EH" and he shall play the entire game as an "offensive" player. He cannot play in the field (unless for injury reasons only a team is forced to play defense with less than 9 players in the field). The "EH" may be removed from the lineup for injury reasons only. If this occurs the "EH" spot in the order will be left open and no penalty will be assessed. The managers must inform each other as well as the umpire before the game starts if they will be using the "EH". Once the game starts, the manager cannot change his mind.
- 15.2. **Minimum player requirements** - Games cannot start with less than 8 players. An automatic out will be registered every time through the batting order for the team who plays with less than 9 players. Teams who cannot field a

team of 8 players at game time must forfeit. 13 year olds can be brought up on an "as required" basis to complete a roster for a particular game. The 13 year old's team cannot be playing on the same day. The 13 year old cannot displace a 14-15 year old. The 13 year old cannot pitch in the 14-15 year old game. The opposing manager must be informed as to the decision to use 13 year olds before the game starts.

15.3. **Prep Field Dimensions** - The distance from the pitchers rubber to home plate in the 13 yr old prep division shall be 55 feet and bases shall be 75 feet apart.

15.4. **Other rules that may require clarification.**

15.4.1. Dropped third strikes are live balls and the batter can advance to first providing: 1) 1st base is unoccupied or 2) 1st base may be occupied but there must be 2 outs.

15.4.2. Re-entry rule - any of the 9 starters if withdrawn may re-enter once provided he occupies the same position in the batting order. A substitute may not re-enter.

15.4.3. A pitcher, once removed, may re-enter as a pitcher provided that he has remained in the game at another position. (He has not gone to the bench). If the player removed as a pitcher goes to the bench he can re-enter but must do so at another position.

15.4.4. If a pitcher pitches in more than three innings in any particular game he cannot pitch again that week until 2 full days have passed. (Example- If he pitches more than 3 innings on Monday he cannot pitch again until Thursday). A pitcher is limited to 7 innings per week. The penalty for using a pitcher in excess of 7 innings is forfeit. If a makeup game is scheduled for Saturday and a pitcher pitches more than 3 innings he is still required to rest for two full days.

16. Playing Up A Level

16.1. Younger players can be "invited" to play up a level on an "as required" basis to complete a roster for a particular game. The "invited player's" team cannot be playing at the same time. The "invited player" cannot displace a rostered player that is present. The "invited player" cannot pitch for the inviting team. The opposing manager must be informed as to the decision to use an "invited player" before the game starts. A team cannot use an invited player unless their regular roster is below ten. A team using an "invited player" cannot have more than ten players in their line up for that game. The intent of this rule is to prevent forfeits. Although permission from the "invited players" regular managers is not necessary, an "invited players" parents shall be asked for their permission. The "invited players" regular manager should be notified at some time but not necessarily before the game in question.

16.2. At the Babe Ruth level if the "invited player" is the tenth player he can only be used as an extra hitter.

17. Time Limits

17.0 T-Ball – Games will last until each team get 3 at bats or 1 Hour.

17.1. No inning will begin after the time limit is reached but any inning in progress will be complete. Next inning begins when the 3rd out of an inning occurs for time limit purposes.

17.2. **Rookie/Baseball, 12U, 10U, 8U Softball** – Time limit is 1 hour 30 minutes. MINOR BASEBALL 1 HOUR AND 15 MINUTE TIME LIMIT.

17.25 MAJOR BASEBALL – TIME LIMIT OF 1 HOUR 40 MINUTES.

17.3. **16U Softball** – Time limit is 1 hour 50 minutes. Game times of 5:15 and 7:00.

17.4. **Babe Ruth Prep & Babe Ruth** - If your game is part of a double-header "no new inning will start after 1 hour and 50 minutes" If your game is the only one scheduled for a particular day the time limit is 2 hours. This is regardless of the number of innings played.

18. Ties

18.1. Games will not end tied. If a game is called due to weather, light, or other reasons before the end of the fourth inning (or 3 ½ if home team is leading) or with the score tied play will be continued on the first available makeup date. A makeup date signup sheet will be posted in the league equipment room.

18.2. A league official will determine the next available time and inform both teams.

18.3. **Babe Ruth Prep & Babe Ruth Rain outs** - When a game is rained out the teams will automatically be scheduled for the next available makeup day. If the 1st available makeup day slot is filled the teams will play on the 1st Saturday following the "filled in" makeup day. The umpires scheduled for the rain out will cover the rescheduled

game unless they notify the umpire in chief. 4-1/2 innings must be completed for a shortened for a game to considered a complete game.

19. Practice

- 19.1. The schedules will be posted at the Cal Ripken complex. You may signup for one weekday and one weekend practice during each calendar week.
- 19.2. Put equipment back where it belongs. Base plugs must go back in the field.
- 19.3. Pitching mound and base areas should be raked after field use.
- 19.4. If no practice is scheduled after yours bring in all helmets and bats from the respective dugouts.
- 19.5 2 adults at all practices.

20. Paperwork

- 20.1. The managers must complete a media report and submit it to the Eagle Herald.
- 20.2. If no official book is kept, the home team's scorebook is the official book.
- 20.3. The managers will record final scores in the equipment room after each game.
- 20.4. The managers must fill out an umpire report and place it in the umpire-in-chief's mailbox. The losing manager may also fill out a report.

21. Care of Fields After Games

- **21.1. After the final game of the day BOTH teams should return equipment from their dugout to the equipment shed. BOTH teams must bring in the bases and replace the base plugs.
- 21.2. Each team should clean the area in and around their dugout after each game.
 - 21.3. Pitching mound and base areas should be raked after field use.
 - 21.4. Umpires will bring in the pitching machine/cord from their fields.

22. Umpire Calls

- 22.1. There is no arguing with a judgment call by an umpire. A judgment call involves balls or strikes, fair or foul, safe or out. Only a rule interpretation may be argued. If a manager wishes to question a rule interpretation they must follow these steps in order.
 - 22.1.1. Call time-out.
 - 22.1.2. Discuss with the umpire and the manager from the opposing team in a calm tone the questioned rule interpretation.
 - 22.1.3. If you are not satisfied with the umpires decision inform the head umpire that you are playing under protest, or
 - 22.1.4. Agree with the umpire's interpretation and proceed with play. If option 3 is chosen, the umpire will then continue the game under protest and file a written report of the situation to the Umpire in Chief within 24 hours.

23. Safety

- **23.1. All batters, base runners, and on-deck players, batboys and girls must wear helmets (Ages 7-16 softball and 8 – 12 baseball must have face guards). All male players must wear athletic supporter. Male catchers MUST wear cup-type supporters.
- 23.2. Only players and coaches are allowed in the dugouts. One adult must be in the dugout at all times in all leagues. Two adult base coaches are allowed provided that there is one adult in the dugout. Each team is allowed one manager and two coaches. Three adults maximum per dugout. The league board of directors will consider exceptions.

24. Discipline

24.1. First Offense

- 24.1.1. If a manager, coach, or player is ejected from a game for any reason he or she will receive a one game suspension with a letter of reprimand from the league.

24.2. Second Offense

24.2.1. Players will be suspended for three games. (Further offenses will be evaluated by the League Board of Directors on a case by case basis)

24.2.2. Managers and coaches will be dismissed from their position and receive a lifetime ban from Marinette Youth Baseball.

24.3. **Player or manager (or fan) ejection** - Any player, manager, (or fan) that is ejected from the game must leave the premises. At Hasse Field, this includes the alleyway that borders the fields. Managers are asked to inform their players and fans of this rule and also are to assist the umpire in enforcing this rule with their fans.

25. Uniforms & Equipment

25.1. All uniforms will be returned at the end of the season through the team managers. Manager will fill out a uniform returned inventory and submit it with the returned uniforms. All-stars should return the regular season uniform items not needed for all-star participation with their regular season teams.

OVERVIEW OF T-BALL RULES AND REGULATIONS:

1. **Every player in batting order.**
2. **Everyone bats 1 time per inning. Bases will be cleared after 3 outs.**
3. **Games will last until each team gets 3 at bats.**
4. **After your entire lineup bats – switch with the team out in the field.**
5. **Batter does not swing until the coach sees everyone is ready and say “BATTER UP”.**
6. **No bunting, stealing, leading off or advancing bases on overthrows and missed cutoffs.**
7. **The batted ball must travel outside the ½ moon or call a foul ball. No strikeouts or walks.**
8. **The umpire will be the catcher – 5/6 infielders (2 pitchers, 3rd, SS, 2nd, 1st) with the rest of players in the outfield. Outfielders must play infield next inning.**
9. **We will play with the orange safety base.**
10. **Coaches will be out in the field telling players what to do (defense). Coaches will be in the coaching boxes telling them runners what to do (offense).**

Revision Notes website: mybi.

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