

MYBI 2015 Local League Rules

Minor League

1. Draft

1.1. Draft Order is determined by the final standings from the previous year in reverse order.

1.1.1. Managers' and coaches' 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's 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 the 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).

1.2. 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, you lose an automatic 4th round pick for that player followed by a 5th and so on if need be.

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

2.1. Minor League Baseball: Players will not sit on the bench for more than two innings per game (fielding substitutions can be done freely; players may reenter the game at any time).

2.1.1. Teams will field 10 defensive players. No more than six players will be positioned in the infield (pitcher, catcher, four infielders).

2.1.2. All players must be in the batting order. Players arriving late will be placed at the end of the lineup upon arrival.

2.1.3. Every player must play at least one inning in the infield and one inning in the outfield.

3. Stealing (by the rulebook except as noted by the following):

3.1. Minor League Baseball: No stealing is allowed. Runner may advance one base on a passed ball which gets past the catcher. Not allowed to come home on a passed ball.

4. Infield Fly Rule (by the rulebook except as noted by the following):

- 4.1. T-Ball, Rookie League, Minor League, & Major League Baseball / 8U, 10U, & 12U Softball:
The infield fly rule will not be called.
5. Mandatory No-Contact Rule
 - 5.1. There is no must-slide rule in MYBI. However, the mandatory no-contact rule will be strictly enforced. If any player appears to not have avoided contact with another player on the way to any base (including home) in such a fashion 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.
6. Contact Rule
 - 6.1. If a runner attempting to reach any base intentionally and maliciously runs into the defensive player, he/she will be called out and ejected from the game. It is the runner's responsibility to avoid contact if possible.
7. Pitching: The pitching week runs Monday through Sunday
8. Mandatory No-Contact Rule
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9. Contact Rule
 - 9.1. If a runner attempting to reach any base intentionally and maliciously runs into the defensive player, he/she will be called out and ejected from the game. It is the runner's responsibility to avoid contact if possible.
10. Pitching: The pitching week runs Monday through Sunday.
 - 10.1. ALL LEAGUES USING A PITCHING MACHINE: One coach from the batting team will feed the machine and make adjustments for his/her team. The umpire will stand behind the machine and make strike and base calls but will not feed or adjust the machine. The coach feeding the machine is not allowed to instruct any of his/her players while holding this position.
 - 10.2. Minor League Baseball
 - 10.2.1. Machine speed will be set to 40 mph. Marinette and Menominee will use the wheel machine; Peshtigo will use the spring arm machine.
 - 10.2.2. Pitching machine distance is set at 46 feet.
 - 10.2.3. For teams using live pitch, pitchers are limited to no more than three innings per game with a maximum of six innings pitched per week.
 - 10.2.4. A pitching machine will be used for all games involving a team from Menominee. All other games will be live pitch.
11. Rookie League and Minor League Baseball Game Rules (Play by the book except as previously stated and/or noted by the following):
 - 11.1. When using a pitching machine, one umpire will be used, stationed at the pitching machine.
 - 11.2. Only strikes, not balls, will be called (starting with the first pitch).

- 11.3. 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 any time during a game, they will forfeit the game.
 - 11.4. During any inning, the batting team may score runs to catch and pass the fielding team by five runs. Then the fielding team comes to bat. If already leading, five additional runs may be scored before returning to the field. This does not apply to the sixth or extra innings.
 - 11.5. Games will be called based on the ten run rule (after the fourth inning is complete, 3 ½ if home team).
 - 11.6. 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.
 - 11.7. Minor League: Runners may advance on overthrows.
12. Playing Up a Level
- 12.1. Younger players can be “invited” to play up a level on an “as needed” 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 of the decision to use an invited player before the start of the game. A team cannot use an invited player unless their regular roster is below ten players. A team using an invited player cannot have more than ten players in their lineup for that game. The intent of this rule is to prevent forfeits. Although permission from the invited player’s regular manager(s) is not necessary, an invited player’s parents shall be asked for permission. The invited player’s regular manager(s) should be notified at some point but not necessarily before the game in question.
13. Time Limits
- 13.1. No inning will begin after the time limit is reached, but any inning in progress will be complete. The next inning begins when the third out of an inning occurs for time limit purposes.
 - 13.2. Minor League Baseball: Time limit is 1 hour 15 minutes.
14. Ties
- 14.1. Games will not end in a tie. If a game is called due to weather, light, or other reasons before the end of the fourth inning (3 ½ if the 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.
 - 14.2. A league official will determine the next available time and inform both teams.
 - 14.3. The International Tie-Breaker Rule will be used at all levels for both baseball and softball in the event of extra innings. Under this rule, each team starts the inning with the player who completed the last official at bat as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.
15. Practice
- 15.1. The schedules will be posted at the Cal Ripken Complex. You may sign up for one weekday and one weekend practice during each calendar week.

- 15.2. Put all equipment back where it belongs. Base plugs must go back in the field.
- 15.3. Pitching mound and base areas should be raked after final field use for the day.
- 15.4. If no practice is scheduled after yours, bring all helmets and bats into the equipment shed from the respective dugouts.
- 15.5. There must be two adults at all practices.

16. Paperwork

- 16.1. The managers must complete a media report and submit it to the Eagle Herald.
- 16.2. If no official book is kept, the home team's scorebook is the official book.
- 16.3. The managers will record final scores in the equipment room after each game.
- 16.4. 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.

17. Care of Fields After Games

- 17.1. 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.
- 17.2. Each team should clean the area in and around their dugout after each game.
- 17.3. Pitching mound and base areas should be raked after field use.
- 17.4. Umpires will bring in the pitching machine and cord from their fields.

18. Umpire Calls

- 18.1. 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:
 - 18.1.1. Call a time out.
 - 18.1.2. Calmly discuss with the umpire and the opposing team's manager the rule interpretation in question.
 - 18.1.3. Agree with the umpire's interpretation and proceed with play or, if you are not satisfied with the umpire's decision, inform the head umpire that you are playing under protest. If this option is chosen, the umpire will then continue the game under protest and will file a written report of the situation to the umpire-in-chief within 24 hours.

19. Safety

- 19.1. All batters, base runners, on-deck players, and batboys/batgirls must wear helmets. Softball players aged 7-16 and baseball players aged 8-12 must have face guards.
- 19.2. All male players must wear athletic supporters. Male catchers must wear cup-type supporters.
- 19.3. 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 there is one adult in the dugout. Each team is allowed one manager and two coaches. Three adults maximum are allowed per dugout. The league board of directors will consider exceptions.

20. Discipline

- 20.1. First Offense
 - 20.1.1. 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.

20.2. Second Offense

20.2.1. Players will be suspended for three games. Further offenses will be evaluated by the league board of directors on a case-by-case basis.

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

20.3. Player, 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 are also to assist the umpire in enforcing this rule with their fans.

21. Uniforms & Equipment

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