

# Montville Baseball Softball Association

## MINORS - BASEBALL RULES

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# MBSA

## ***LET'S KEEP IT FUN FOR THE KIDS!***

### **SPORTSMANLIKE CONDUCT**

Only supportive type noise from team members is permitted. No derogatory remarks or harassment of opposing players, coaches and umpires is permitted. Continued violation of this rule could result in forfeiture. Spectators must also conform to this rule and it is up to the managers, coaches and umpires to ensure compliance.

Any rule disputes must be discussed in a proper fashion by opposing managers and umpires away from fans and players. An umpire should not have to discuss their calls with spectators. Umpires are not to be challenged on any judgment call.

Any use of foul and/or abusive language by anyone on or off the field will result in immediate ejection from the game and playing field. The matter will be reported to the Board of Directors with possible penalty of suspension or expulsion from the League.

***MANAGERS AND COACHES MUST SET PROPER EXAMPLE FOR ALL PLAYERS BY MAINTAINING COMPOSURE AT ALL TIMES REGARDLESS OF THE CIRCUMSTANCES.***

**NOTE: MANAGERS AND COACHES MUST FAMILIARIZE THEMSELVES WITH ALL PLAYING RULES.**

**ALL MANAGERS AND COACHES MUST BE N.Y.S.C.A. CERTIFIED.**

## **DIVISION COORDINATOR'S RESPONSIBILITIES**

1. Secure Managers for the upcoming season.
2. Ensure all Managers/Coaches are certified.
3. Review registration list and communicate any changes regarding placement of players in appropriate division to the Director of Registration.
4. Work with Managers, prior to the draft, to assign a player ranking to each player that will be used to ensure parity during the draft process.
5. Act as primary liaison between the division and the league for all activities (i.e. clean-ups, player draft, travel try-outs).
6. Create a call-up list of players that will be used by the Minors division if they are short players. The call-up list should contain the names of the top 2 players per team, selected by the coach, who are capable of playing at the next level. Players will be contacted by the Minors coordinator if the need arises. *Being placed on the call-up list does not guarantee that the player will be called-up.*
7. Collect, on a weekly basis, the scores and pitching innings from the division coaches. Communicate weekly during the season the standings for the division.
8. Communicate any violations of MBSA rules or code of conduct to the Lower League Coordinator and Director of Baseball.
9. Distribute & monitor all fund raising efforts & assignments for division managers.

## **MANAGERS RESPONSIBILITIES**

1. Responsible for the health, safety and conduct of your team at any scheduled event.
2. Check that the playing field is in good condition before play begins.
  - a. Coaches are responsible for ensuring that fields are raked and lined before the start of play. It is suggested that coaches assign parents to help in getting fields prepped before games. Please contact your league coordinator or the Director of Baseball regarding any questions about field prep.
3. Ensure that the scoreboard controller is properly secured inside the dugout in the scoreboard box before leaving the dugout. Controller and all cords should be put away.
4. Make sure that each team member leaves field properly escorted.
5. Ensure that all dugout trash is placed in trash cans or removed from the field. Dugouts must be left clean after games.
6. Act as an interface between your team and their parents to the rest of the league. Managers should have a team meeting with all parents before the start of the season to ensure they understand the code of conduct.
7. To provide leadership, training, and game control for members of your team.
  - (a) To make sure that pre-season practices are held.
  - (b) To follow the in-season schedule.
  - (c) To schedule practices during the season (pending field availability)
8. Obtain, disperse & collect team playing equipment and uniforms. Turn in any broken equipment for replacement.
9. Expected to participate and help get team parents involved in an occasional special situation as league needs arrive. (Pre-season Field Clean-up and 4<sup>th</sup> of July Parking)
10. All managers and coaches must have an understanding of all league rules and regulations.
11. Report any injury to the Director of Baseball immediately and file accident report.
12. Convey to your team members an attitude of good sportsmanship.

## SECTION I - GENERAL RULES

1. Home team must take dugout/bench along first base line, visiting team along third base side.
2. Only certified coaches and/or uniform players are permitted in dugout/bench area and coaching boxes. Only 3 coaches are permitted in dugout/bench area.
3. Tobacco is not permitted at any field.
4. Steel spikes may not be worn.
5. Swearing by any player, manager or coach shall be reported to the Director of Baseball. Players can not play while under school suspension. Any child ejected must be reported to the Director of Baseball and will be required to sit a game.
6. All umpire decisions are final. Any arguing with an umpire will result in the Manager, Coaches and/or players being asked to leave the game and playing area. This also applies to spectators.
  - a. In the event a manager is expelled, he or she will be assessed an additional one game suspension (no appeal) and his/her conduct will be reviewed by the Board of Directors. A second expulsion will result in a three game suspension (no appeal) and reviewed by the Board with more severe penalties possible.
7. The home team manager is responsible for ensuring the official game score and innings pitched by each player (home and visiting team). Scores should be reported to their respective division coordinator. Division coordinators are responsible for compiling these records and communicating standings to Managers.
8. No convenience schedule changes will be allowed unless authorized by the Board of Directors.
9. Postponed games will be rescheduled as soon as feasible and/or permitting by the league.
10. All players not playing in the game must be seated on the bench and not engaged in foolish play. No food is allowed in the bench area.

11. No Manager or Coach shall go on the playing field during a game without the permission of an Umpire.
12. a) To start a game, a team must have at least eight players. Having less than eight players may result in automatic forfeiture. Note: If a team is playing with eight players and a player from that team is ejected, it will be an automatic forfeiture.  
  
b) In order to start a game, at least eight players must be fielded. If the game starts with eight players on either team, the first late arrival must bat in the 9<sup>th</sup> batting position.  
  
c) A team unable to field 8 players within 15 minutes after the scheduled starting time will forfeit the game.
13. a) All teams are subject to free substitution every game.  
  
b) All players attending a game must be put in a numerical batting order that will be followed throughout the game.  
  
c) All players must play three defensive innings per game unless a player becomes ill or injured.  
  
d) No game penalty shall be assessed as a result of a player not playing three full innings due to an abbreviated game; including the home team not playing the bottom of the 6<sup>th</sup> inning, provided the player has been inserted in time to play three full innings. If a player does not play 3 full innings, they shall start the next game. *(Coaches not adhering to this rule are subject to league suspension)*
14. All game protests will be in writing and forwarded to the Director of Baseball for review. NOTE: There will be no protests on judgment calls.
15. No new inning shall start more than 1:45 after the scheduled start time. The next game will start no later than 15 minutes after the completion of the preceding game. The last game of the day has no time limit but a new inning can not start after 9:45pm.
16. A regulation game shall consist of 6 innings or four innings if the game is called. If the home team has scored more runs in 3 ½ innings than the visiting team has scored the game is official.
17. If a game fails to reach the regulation minimum limit of 3 ½ - 4 innings played, it is not a regulation game and will be restarted where it left off.

18. **Tie game:** In case of a “Tie Game”, the results are entered into league records as a “Tie Game” and are so indicated in league standings. **NOTE:** A Tie Game must reach the regulation limit of 3 ½ - 4 innings. Extra innings are allowed as long as the extra innings are started no later than 1:45 after the scheduled start time. If the last game of the day extra innings can not be started past 9:45pm.
  
19. All Playoff Games must be played 6 full innings. If a Playoff Game is postponed, the game will continue from that point to reach 6 full innings. All pitching records on a continued game will count as the same game.

## SECTION II – PLAYING RULES

1. Play stops when the pitcher is on the pitcher's rubber with the ball. The position of the catcher is unimportant. A base runner must, in the judgment of the umpire, have begun his base advancement prior to the pitcher coming in contact with the pitcher's rubber. Time shall not be granted by an umpire in an attempt to stop play by the defense.
2. Stealing is permitted to 2<sup>nd</sup> and 3<sup>rd</sup> base only. No advance on an overthrow. There will be no stealing of home.
3. a) An inning shall constitute 3 outs or 9 batters whichever comes first. When the 9<sup>th</sup> batter is coming to bat, it must be announced. Play terminates by the following:
  - a. A base on balls note: If bases are loaded (no intentional walks).
  - b. Catcher's interference the run will count.
  - c. On a hit ball, play terminates on a single out regardless of the number of outs when the batter came to bat.
  - d. Does not apply in 6th inning
4. If, in the judgment of the umpire, a batter recklessly throws the bat after hitting the ball, the batter and his/her manager shall be warned on the first offense and shall be called out on the second offense. No runner shall advance if the batter is called out.
5. If, in the judgment of an umpire, a player throws any piece of equipment in a derogatory manner, the player shall be ejected from the game. No warning is necessary.
6. A maximum of two offensive conferences per inning are permitted. (An offensive conference is the meeting with a batter or runner by any of his coaches).
7. No offensive player may interfere, obstruct or confuse a fielder attempting to make a play. Batter or runner is automatically out.
8. An infield fly is a fair ball which, in the judgment of the umpire, can be caught by an infielder with ordinary effort when first and second base are occupied or bases are loaded with less than two outs. Umpire declares batter automatically out and runners advance at their own risk. Umpire must call infield fly for it to occur.

9. Any thrown baseball rolling under a fence between first and home or third and home is considered a two base error. The runners get two bases from the base last possessed.
  
10. Any batter who steps on home plate while hitting the ball or steps completely out of the batter's box with foot on ground is automatically out if contact is made with the ball. If a batter is called out, the ball is dead and runners cannot advance. This applies to a full swing or bunting.
  
11. No run is scored if the third out of an inning is made as a result of a forced out at any base.

## SECTION III – PITCHING

1. Any league player may only pitch 6 innings per calendar week (regardless of age).
2. Monday through Sunday is a calendar week.
3. No players may pitch more than three (3) innings per game.
4. If a pitcher delivers one (1) pitch in an inning, he shall be charged for one (1) inning pitched.
5. A pitcher must have two (2) days rest between all pitching assignments in which the pitcher pitches in more than two (2) innings.

### Examples of Pitching Assignments:

- a. Pitcher pitches three (3) innings on Monday may pitch three (3) innings on Thursday.
  - b. Pitcher pitches two (2) innings on Wednesday may pitch three (3) innings on Thursday (and one (1) inning on Sunday).
6. A pitcher who has been removed from the pitchers position may not reenter as a pitcher in that game.
  7. There shall be no balks, but in the event the pitcher delivers an illegal pitch (Quick Pitch) it shall be called a ball.
  8. The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher. Note: Any defensive conference with any player is considered a trip to the mound.
  9. All pitching infractions must be brought to the attention of the Director of Baseball. A forfeiture of the game will be declared unless extenuating circumstances are cited and approved by the Board of Directors. **Note:** Ignorance of this rule by a manager or coach shall not be considered. Managers or coaches shall confer before all games to determine pitching eligibility and requirements.
  10. While wearing a mask for protection a player may warm up a pitcher before and during the game.

## SECTION IV - BASE RUNNING

1. A Home Run (automatic over fence) is four bases. No appeal for a missed base. This includes any runners on base.
2. Special Base Running Rule and Interpretations:

When a pitcher is in contact with the pitcher's rubber and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter. The violation of one runner shall affect all other runners.

- a) When a base runner leaves the base before the pitched ball reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.
- b) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.
- c) When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and batter reaches first safely, each runner shall advance to the base and beyond the one occupied at the start of the play except the runner who occupied third base, which runner shall be removed from base without a run being scored.

**Note: Exception, if at the conclusion of the play, there is an open base, paragraphs (a) and (b) will apply.**

- d) Listed below are interpretations of the above rule:

(In all of the following examples, it is assumed the batter-runner stays at the base last acquired safely.)

1) Tom, the Runner on **first base**, leaves early and Bill the Batter reaches safely: **Ruling: Tom advances to second base.**

2) Tom, the Runner on **second base**, leaves early and Bill, the Batter reaches **first base** safely: **Ruling: Tom returns to second base.**

3) Tom, the Runner on **third base**, leaves early and Bill, the Batter reaches **first base** safely: **Ruling: Tom returns to third base.**

4) Tom, the Runner on **first base**, leaves early and Bill, the Batter **doubles**: **Ruling: Tom goes to third base.**

5) Tom, the Runner on **second base**, leaves early and Bill, the Batter **doubles**: **Ruling: Tom returns to third base.**

6) Tom, the Runner on **third base**, leaves early and Bill, the Batter **doubles**: **Ruling: Tom returns to third base.**

7) The bases are **loaded** and Bill the Batter **triples**: **Ruling: All runners score even if any or all of the runners left early.**

8) Tom is on **first base** and Bill is on **second base**, either Tom or Bill leaves early and Joe reaches first base safely:

**Ruling: Tom and Bill move to second and third respectively.**

9) Tom is on **first base** and Bill is on **third base**, either Tom or Bill leaves early and Joe hits a double: **Ruling: Tom advances to third and Bill scores.**

10) Tom is on **first base** and Bill is on **third base**, either Tom or Bill leaves early and Joe reaches first base:

**Ruling: Tom advances to second and Bill stays on third base.**

11) Tom is on **first base** and Bill is on **third base**, either Tom or Bill leaves early and Joe doubles:

**Ruling: Tom advances to third and Bill scores.**

12) Tom is on **second base** and Bill is on **third base**, either Tom or Bill leaves early and Joe reaches first base:

**Ruling: Tom and Bill remain at second and third respectively.**

13) Tom is on **second base** and Bill is on **third base**, either Tom or Bill leaves early and Joe doubles: **Ruling: Tom advances to third and Bill scores.**

14) The bases are loaded and Joe, the Batter doubles. Any of the runners leave early: **Ruling: Runner on first base goes to third and the other two runners score.**

15) The bases are **loaded** and Joe, the Batter reaches **first base** on a **bunted ball** or an **infield hit**. Any of the three runners leave early, except the runner on third base, all the other runners advance on base:

**Ruling: The runner advancing from third is removed, no runs score and no out is charged. If on this play an out at any base is made, the runner originally on third base returns to that base.**

16) The bases are **loaded** and Joe, the Batter is **walked** or hit by a pitch. Any of the runners leave too soon:

**Ruling: Each runner advances one base, with the runner on third scoring.**

## **SECTION V - CALLING UP PLAYERS**

1. Only teams with 9 or fewer players may call up additional players from the league directly below their league
2. Division Coordinators will establish and coordinate the use of the players called up from their division. Coaches should not pre-arrange or call call-up players without the approval of the Division coordinator. Coaches not adhering to this rule will be subject to suspension.
3. Each team manager shall submit two players from their team eligible to be called up to the next league to be placed on the Call-Up Roster.
4. Called up players will be used on a rotating basis. No player will play a second call up game until all the players on the Call-Up Roster have been given the opportunity to play up once.
5. Only 11 year old players on Minor League teams can be called-up to the Major's Division.
6. Called up players must bat last in the lineup and only play outfield. They may not pitch or play the infield.
7. Called up players must play three innings in the field but may not play more innings in the field than any regular member of the team.

## **SECTION VI - ALL-STAR & TRAVELING TEAMS**

The following procedures will be for all levels within the MBSA baseball programs. This includes the 8's, 9's, 10's, 11's, 12's, 13's and 14's.

### **A. SELECTING ALL STAR & TRAVELING TEAMS**

1. Tryout dates are established and communicated to all children in the program at those particular levels.
2. Once the tryouts have been completed the committee will then meet. The first eleven players chosen by each representative will receive one full point. The next eleven players chosen will receive a half point. The points will then be totaled. The top eleven players with the highest point total will make up the first traveling team. The next eleven players will make up the second traveling team.
3. No child will be allowed to tryout at a level above the one that they participated in during the regular in-town season. Playing above a child's age group must be determined prior to the start of the regular season by the Director of Baseball and Upper League & Lower League Coordinators.
4. Players can only try-out for one age group.

### **B MANAGER SELECTION – ALL STAR & TRAVELING TEAMS**

1. Managers will then be selected as follows:

Once the All Star & Traveling teams have been selected the selection committee that chose the team will meet. At that time anyone qualified and certified to coach can request to manage the team. If only one individual comes forward to coach the team then he/she will be granted the job to manage the team. If more than one individual wishes to manage the team and no agreement can be worked out amongst the other candidates then:

- a. The coaches and/or selection committee members at that level will meet to vote and select the manager from the list of candidates. The vote selection will be final and determine the manager.
- b. If there is a tie or for whatever reason the manager cannot be determined the decision will then be made with each MBSA Executive Board Member casting the final votes

## **SECTION VII - BATTING CAGE PROCEDURES and SAFETY**

### **PROCEDURES**

1. Batting cages can be used by ALL MBSA divisions.
2. Batting cage priority will be given to the home and away teams that are playing the next game at the Muni-complex. All other players/coaches wanting to use the cages must wait until the teams are finished taking batting-practice.
3. If there are no games at the Muni-complex, priority is given on a "first-come/first-served" basis.
4. NO soft-tossing against any fence.

### **SAFETY**

1. Do not allow children to operate any pitching machines (if available)
2. Batting helmets must be worn at all times.
3. Only allow 1 person + the batter inside the cage when batting practice is in process. Close the batting cage door/gate while batting practice is in process.
4. Spectators should not lean on the fence or netting while batting practice is in process.
5. Clean-up all balls before exiting the batting cage.