

MARION BOYS BASEBALL

2008 MINOR LEAGUE RULES

1. Eligibility -- Applicants must be 11 years old on or before May 1 of current year and no more than 12 years old by the same year. Players may lose their eligibility as a result of false information given on their application form, for repeated offenses of sportsmanship, conduct or attendance, or for any single flagrant violation of sportsmanship, conduct or other rules of the game.

2. Sportsmanship –

- (a) **Zero Tolerance** - Unsportsmanlike conduct or inappropriate behavior by coaches, players or parents will **not** be allowed.
- (b) A game may be called by an umpire, League Director or board member for unsportsmanlike conduct from coaches or parents.
- (c) Coaches displaying unsportsmanlike conduct or using abusive language may receive one warning from the League Director or board member per Zero Tolerance policy. All incidents will be reviewed by the League Board of Directors.
- (d) Members of a coaching staff may not, by their actions, influence, distract or intimidate an opposing player or the umpire.
- (e) Coaches may not go behind the backstop to watch the umpire.
- (f) A coach may not protest a judgment call made by an umpire.
- (g) Players are not allowed to dispute an umpire's decision.
- (h) Players are not allowed to use personal name calling of opposing players or profanity.
- (i) Catcher and infield player distraction of a batter is not allowed.
- (j) Base runner distraction of an opposing pitcher is not allowed.
- (k) A player throwing a bat or helmet may be removed from the game by the umpire.
- (l) All coaches must be approved by the baseball board. **No unapproved persons allowed in the dugout during any game.** Approved coaches will be attired in appropriate team jersey.
- (m) See also Coaches Conduct and Parent Conduct detailed at www.marionbaseball.com.

3. Games -- Are scheduled to start at **6:00pm** sharp. Their team manager will announce starting times for make-up games and practices to all players. Most regular season games will be played Monday – Thursday, and some Saturdays. Forfeit time will be 15 minutes past the scheduled starting time. The team listed first on the schedule will be the “Home” team. Home team will use the third base side dugout and designate the official scorekeeper. A team must have a minimum of seven (7) players to start a game.

Minor league games are scheduled for **six (6)** innings unless otherwise called by the umpire because of conditions in his judgment become unplayable.

The umpire may, at his discretion, consult with both team managers before this decision.

In the event of a tie score after regulation innings, the game will continue as long as conditions remain playable in the umpire's judgment, until a full inning is completed or the home team goes ahead in score. No new inning will start after 8:15pm.

At the top of the 5th inning, the umpire will determine if that is the last inning. If so, he will make that announcement and it will be unlimited runs for both teams.

In the event a game is shortened by the umpire's judgment that conditions are no longer playable it will constitute an official game if two and one-half (2-1/2) innings have been played with the home team ahead in score or after three (3) full innings are complete.

If called with neither team ahead in score --

- (a) and less than the above minimum required innings completed, it is no contest, or
- (b) with more than the above innings minimum required, the umpire will rule a suspended game.

In (a) the game will be completed at a later date, from the point of suspension, treat this the same as a make-up game.

Note: For clarification of the above, if play is stopped in inning after the required minimum:

- (a) the visiting team having gone ahead in score and the home team not having completed their half of inning, or tied the score, or gone ahead in score, or
- (b) with the home team having gone ahead in score, then the
 - (I) play reverts back to the score of the last completed inning, or
 - (II) the score is final and the home team wins the game.

A game that is called due to heat by the League Director will have a final inning in which the unlimited rule applies.

4. Makeup Games -- The two managers get together and set the earliest possible date within two weeks of play then notify the League Director who will arrange for umpires and field. If there is an unreasonable delay or lack of cooperation by a team to schedule, the League Director will find it necessary to forfeit to the opposing team.

5. Line Up Cards -- Must be turned into the umpire before the game starts with the shirt number in the order you want them to bat. Any late comers must go to the bottom of the lineup. **Everyone bats the entire game.** Coach will report all pitching changes to home plate umpire. If a player can no longer bat during the game, the batting order will be adjusted and this will not constitute an automatic out. Once the player has been removed from the batting order he is ineligible for the rest of the game.

6. Gentlemen's Agreement -- Each player that shows good faith in attendance and effort at games and practices **must be given an opportunity** to play in the game.

7. Free Substitution -- Players may enter and leave a game any number of times - between innings or after securing a time out from the umpires when action is stopped.

8. Authorized Persons Only -- Are permitted within the confines of playing area. Coaches, players, umpires, batboys and league officials. Teams should be in the dugout if not in the field.

9. Loose Equipment -- Helmets, bats, gloves, etc., must be kept back or in the dugout for safety.

10. Bat Size / Shoes / Clothing – Bats: 33 inches maximum in length and 2-1/4 inches maximum in barrel diameter. **Shoes:** Baseball shoes with soft treads, imitation cleats or tennis shoes are allowed. **NO steel spikes allowed.** **Clothing:** Shirts should be tucked in and all players must wear a hat except the catcher. Shorts are not allowed. Long pants (below the knee) are allowed. If the pitcher is wearing an undershirt it must match in main color of the team shirt. No wristbands or batting gloves allowed on pitchers. No player is allowed to wear jewelry.

11. Illegal Equipment – Equipment used during a game by a player that has been deemed **illegal** and / or unsafe for this league by the Board of Directors of this league, i.e. steel spiked shoes, over sized bats etc., will result in the player being ejected from the game.

12. Helmets – Must be worn by the batter and all base runners. If a batter steps into the batter's box or substitute runner steps on a base without a helmet on his head he will be called out by the umpire. When play starts base runners will occasionally run out from under their helmets, however, any deliberate removal or tossing aside of a protective helmet by the runner will result in being called out by the umpire.

13. Scoring -- If five (5) runs are scored in any one inning, the play will stop when the 5th run scores and will go to the next ½ inning. There will be no run limits in the 6th or subsequent innings or an inning declared the last inning by the umpire. Play continues until the batting team is retired with three (3) outs. At the end of the 3rd inning if one team has fifteen (15) runs or more, the game will end. At the end of the 5th inning if one team has ten (10) runs or more, the game will end.

14. Pitching – (48 feet). A player is allowed to pitch not more than **three (3) innings**, and may pitch one more if the game goes in to the 7th inning - a total of **six (6) innings** per week. A pitcher does not have to pitch in consecutive innings, but total innings per game cannot exceed the previously stated rule. One pitch thrown, to a batter from the opposing team, will be counted as an inning pitched. Violation of either of the above stated rules may result in forfeiture of the team in violation of the rule.

A pitcher may have seven (7) warm-up pitches at the start of the game and five (5) warm-up pitches for each subsequent inning or for a substitute pitcher. A pitcher, injured during the course of play, may have the appropriate number of practice pitches, umpire's judgment. You can warm up a pitcher thirty (30) feet beyond 1st or 3rd base in foul territory.

An additional charge to your managers with regard to these young boys' future good health - if your pitcher, for whatever reason, is working longer than average innings, please take this into account when judging how much to work them without a reasonable period of rest.

15. Pitching - Hitting Batters -- If a pitcher hits three (3) batters in a game he **must** be replaced and is not allowed to pitch again in the game.

16. Pitching - No balks will be called -- however, if the pitcher tries to deceive a base runner or to delay the game he shall be given one warning. If it continues the umpire will consult with the manager, he may remove the player from pitching position only. Hidden ball or fake tag plays are also not allowed.

17. Ground Rule Double -- Any batted fair ball that rolls through an outfield gate hole in the fence, or under a fence or that goes over the outfield fence after

(a) first striking the ground in fair territory or

(b) first striking the ground in fair territory and then being deflected off a player's glove. The ball is dead and all runners and the batter/runner advance two bases.

18. Out of Play – A ball is considered out of play when it is thrown or deflected out of the playing area or into either dugout or bench area. If a ball is thrown or deflected out of play by a defensive player, the base runners or batter becoming a runner will be awarded two (2) bases from the time of the throw.

19. Infield Fly Rule – This rule **will not** be used during a Minor League game.

20. Base Runners -- Leading off is **not** allowed and the runner shall be called out if the runner leaves the base before the ball crosses home plate. If a pinch runner is needed, he shall be the last person to make an out for the team at bat.

21. Speeding Up The Game – If the catcher, designated for the next inning, is on base with two (2) outs, he **may** be replaced with a pinch runner. The pinch runner shall be the last batter to make an out for the team at bat.

Coaches for each team in a given game are allowed **only** three (3) defensive timeouts per game. On the second trip to the mound in the same inning that pitcher **must** be removed and a new pitcher brought in. If a defensive timeout is called after a team has already used up their three (3) defensive timeouts in a game, then the pitcher **must** be replaced with a new pitcher. An injured defensive player on the field or the substitution of a defensive player by a coach from the dugout area does not count towards a team's number of defensive timeouts in a game.

22. Walking -- Intentional walking of players will **not** be allowed during a Minor League game.

23. Bunting -- Bunting is allowed during a Minor League game.

24. Dropped Third Strike -- Batter may **not** advance to an unoccupied first base.

25. Base Stealing – Is allowed **only** after the ball has crossed home plate. Runner on third base may **not** advance to home plate unless he is walked in, hit in, or there is a play made to another base.

26. Tenth Man -- Tenth man is allowed however he must play his position in the outfield grass. Tenth man cannot field the ball on any part of the infield. If he does field the ball in any part of the infield it will be a dead ball with all runners advancing one base.

**Marion Boys Baseball rules not outlined above will revert to the
National Federation of High School Associations Rules.**

Last revised by: J.N. 04-15-07