

APPENDIX VIII: League Rules

Any and all modifications to rules governing playing of non-tournament regular season games, i.e. local league rules, must be adopted prior to beginning of the current season or voted on by the Board during the season.

General Rules – For All Leagues

1) **Games per Week Restriction and Make-up Game Restrictions**

No Minor or Major league team shall play more than three (3) games in one (1) week. Make-up games will be scheduled on the next available date, provided that the make-up game does not force a team to play more than three (3) games in seven (7) calendar days or one (1) pitching calendar week.

2) **Game Times:** Game One: All leagues will start at 5:30. Game Two: Is dictated by the time limit, run rule, and/or tie scores if applicable.

3) **Tie Ball Games:**(not applicable to TBall & TBall Coach Pitch leagues.)

Tie game rules are designed to prevent a game from continuing on indefinitely thus causing the players to get home late on school nights.

Rookie, Minor, and Major AL Division will have only 1 extra inning.

Major NL Division and Babe Ruth will have 2 extra innings.

We will use International Rules as our starting point for extra-inning games.

- Visiting team will start off the inning with a base runner on 2nd base with 0 outs.
- The base runner shall be the batter in the lineup who preceded the current batter who is up for this inning.

If the game is still tied after the allotted extra inning(s), then the game will be called a tie.

If tie ball games have an impact on the end of season standing, use head-head, runs allowed, runs scored when figuring end of season tournament rankings.

4) **Home/Visitor:** The Home team is the team listed second/on bottom of the game schedule

5) **Home/Visitor Responsibilities:**

Responsibility	Home	Visitor
Equipment	<p><u>Game One:</u> Get out all equipment needed for the league. (tee, pitching machine...)</p> <p><u>Game Two:</u> Put up all the equipment</p>	n/a
Scoreboard (if applicable)	n/a	Set the scoreboard up and designate a parent/adult to run the scoreboard for the game.
Scorebook *Very Important*	<p><u>Game One:</u> Get the scorebook from the concession stand and designate a coach/parent/adult to keep the official scorebook for the game.</p> <p><u>Game Two:</u> Home team make sure the scorebook gets put back in the concession stand.</p>	n/a
Lights	Either team turn on/off the lights when necessary.	
Trash	Each team pick up all the trash in the dugouts after their game. Encourage the parents to do so as well in the stands.	
Press box	n/a	<p><u>Game One:</u> Make sure the press box open</p> <p><u>Game Two:</u> Make sure the press box is locked</p>

6) There will be an end of season tournament to determine league champion in rookie, minor, major, and Babe Ruth.

7) Pitching Limitations:

Minor: Pitchers are allowed to pitch two (2) innings per game. The calendar week is Monday – Sunday. Delivery of a single pitch while time is in play constitutes having pitched an inning. A pitcher, once removed, may not pitch again during that game.

Major: Pitchers are allowed to pitch three (3) innings per game. The calendar week is Monday – Sunday. Delivery of a single pitch while time is in play constitutes having pitched an inning. A pitcher, once removed, may not pitch again during that game

Babe-Ruth: 75 pitches per games or 125 pitches per week. Once the pitcher is pulled he/she cannot re-enter the game as a pitcher

****Each team will track the pitch count and verify the count between innings.****

MINOR LEAGUE RULES

General Rules:

1. **Game Start – Team Composition:** A team must have at least seven (7) players at the start of a game. Less than seven (7) players will constitute a forfeit. A team with less than nine (9) players in the batting order must take outs at the end of the order for every batter short of nine (9). For example, a team playing a game with only seven players will have to take outs in the #8 and #9 batting positions. Likewise, a team with only eight players will have to take an out in the #9 batting position.
2. **Players Playing Time:** All players present for the game (unless sick or injured) will be in the batting order. The batting order will be round-robin style for all league games. See rule #1 above for a situation where a team has less than nine (9) batters. Only 9 players play the field at a time.
3. **Courtesy Runner:** As a speed-up rule, a courtesy runner may be substituted for the catcher if the catcher is on base with two (2) outs. The courtesy runner must be the player that just left the bases by either scoring a run or being put out on the bases.
4. **Runs/Inning:** There will be a five (5)-run maximum per inning.
5. **Run Rule:** A game will be called if any team is ahead of another team by ten (10) runs or more after four (4) complete innings.
6. **Time Limit:** All games are six (6) innings or one hour and thirty minutes – whichever comes first. However, if an inning has not concluded at the end of one hour and thirty minutes, then that inning will be played-out.
7. **Tie Ball Games:** There are no tie ballgames after the 6 innings or time limit. All games will be played-out per the Tie Ball Game Rules) for the league. In the case of rain, the game must be 4 innings or until time runs out, whichever comes first.
8. The bases will be 60 feet and the pitching distance will be 46 feet.
9. All catchers must wear a protective cup and throat protector at all times while catching a pitcher before a game, between innings, or during a game.
10. All other rules of game play and participation will be followed as outlined in the Official Rules of the Mountain Home Youth Baseball League (MHYBL) and the Babe Ruth (Cal Ripken) Baseball Rules and Regulations and Official Playing Rules manual.

Offensive Rules:

1. **Running the Bases:** A runner must step on each base in order as he/she runs around the bases. Umpires are to call runners out for missing bases if the infraction is seen by an umpire. Positions of other runners or runs that have scored may have to be adjusted after the runner has been called out for missing a base. There is no appeal process for runners missing bases.
2. **Stealing:** Runners may leave the base or steal the next base only after the pitch has reached the hitting zone (plate). Any runner leaving too soon will be sent back to the previous base unless he/she is put out if the defense makes a play on him/her. If the defense makes a play on the runner leaving too soon and the runner ends-up being safe, then the offending runner and any other runners that have advanced will be required to go back to the base (bases) they occupied at the time of the pitch.
3. **Fake Bunt/Slash:** Fake bunt and hit (slash) is NOT allowed. Bunting is allowed - If batter fakes a bunt and then takes a full swing, the batter is out, the ball is dead, and no runners may advance
4. There will be two adult base coaches allowed. One at first base and one at third base.

Defensive Rules:

1. **Player Substitution:** There will be free substitution on defense. Free-Substitution means that once a starting player has played 3 consecutive outs, then a substitute player can go in for him/her. The substitute must then also play 3 consecutive outs before he/she can be removed from a defensive position. After that, a coach can substitute as freely as he/she wishes as long as
2. **Player Participation:** Each player on the team plays at least six (6) outs defensively during the entire game, assuming the game goes at least 4 full innings. At least three (3) of the six (6) required outs must be consecutive. Failure to follow the free-substitution rule will result in a forfeit. Coaches must report all defensive changes to the scorekeeper and/or umpire so playing-time for players can be recorded.
3. **Pitching Limits:** Pitchers are allowed to pitch two (2) innings per game . The calendar week is Monday – Sunday. Delivery of a single pitch while time is in play constitutes having pitched an inning. A pitcher, once removed, may not pitch again during that game.
4. **Intentional Walks:** Intentional walks are not allowed!!
5. **Defensive “Time outs / Trips to the Mound:** It is permissible for a coach to call time out to go out to the field and talk to his pitcher and/or defensive players. But in either case, the trip to the field counts as a trip to the mound. Defensive coaches are allowed only one (1) trip to the field per inning without having to remove the pitcher. A second defensive trip to the field in an inning will require the removal of the pitcher for the remainder of the game. This rule does not apply if a defensive coach is checking-up on an injured player (umpire's discretion).
6. At least two, but up to three coaches and all uniformed players are permitted in the dugout during the course of the game.