

Murphysboro Baseball, Inc. Governing Game Rules

Separated from By-Laws and Revised June 2007
(Updated June 2008)

Rules Concerning All Teams (Rules follow the priority of MBI By-Laws, Pony League, Major League Baseball)

1. Each player on a team must play a minimum of two innings and bat at least once. If a game is shortened for any reason, this rule does not apply. Each player must play and sit out equally throughout the season. Every player must sit once before another sits a second time. Each player must sit a second time before another player sits a third time and so on...
2. In the event of injury to a player, after all eligible players have entered the game, at the discretion of the Umpire; a player may reenter a game as a replacement for the injured player. This player may not pitch, and must take the position of the injured player in the batting order.
3. In all leagues except Colt, a team may play with eight players if none are available. If a ninth player later becomes available, they will take the ninth position in the batting order (last position in Mustang and Pinto). Coaches should not list players in their lineups until they are present. A batting order that is given to the opposing coach may not be altered later except as in a legal substitution. A team must field a legal team by 15 minutes after the scheduled starting time of the game, or forfeit.
4. Only registered players of the team, the coach and two assistants are allowed in the dugout. No batboys/batgirls will be allowed in the dugouts.
5. No team of M.B.I. may enter a team in a tournament or any other non league games without the permission of the Commissioner.
6. The Coaches of each division shall select the All Star Teams and Head Coach, with guidance from the Commissioner.
7. Coaches of All Star Teams may select their Assistant Coaches. Assistant Coaches will be from the same league as the All Star Team, unless none are available.
8. Traveling ball teams may borrow players from another traveling team for the purpose of filling a roster in out of town games. A Coach may not bench own players in order to play borrowed players. A borrowed player may not pitch in baseball.
9. All Coaches must return all equipment and uniforms at the end of the season. Failure to do so will result in dismissal without right to protest. Coaches, must collect each complete uniform and all equipment usable, or broken, and return it to the appropriate Committee Chairperson.
10. No metal spikes are allowed in any league, except Pony and Colt.
11. The Commissioner may bar any player from participating in M.B.I. Baseball/Softball, if the player is on the roster of any other non academic team.
12. There is a two hour time limit on all games. No inning may start after the two hours or after 10 p.m., 8:15 p.m. on unlighted fields. In case of a second game, (8 p.m. start) the first game may not start an inning after 8 p.m., regardless of the actual starting time of the

first game. (Exception: Tournament or games with out of town teams) regardless of the number of innings played, the two hour time limit constitutes a complete game.

13. Runners will be called out for an intentional collision, if the defensive player has the ball. These calls will be at the discretion of the Umpire.

14. Balls wedged under the fences shall be ruled doubles. If a wedged ball is pulled from under the fence by a player before being viewed by an umpire, the ball is in play and the runners may advance at their own risk. Balls that go under the fence are ground rule doubles.

15. The home team dugout is on the first base line.

16. The home team Coach is responsible for bringing the bases to the storage building after the game.

17. A Coach may coach only one team per season.

RULES CONCERNING M.B.I. TOURNAMENT PLAY

1. Regardless of the starting date of the tournament, a new pitching week as defined in the Pony Rulebook will begin.

2. The team pairings for the playoffs will be determined by the position of finish in league play. The order of priority in determining finish will be: Winning percentage, head-to head competition, total runs scored in head to head competition and flip of a coin.

3. The team with the higher seed shall be the home team throughout the tournament.

4. Tournament format will follow Bluebook guidelines for the relevant numbers of teams entered, and elimination games desired. This will be determined by majority vote of the coaches present at the Tournament Organizational Meeting with the Commissioner. The Commissioner will break a tie vote.

5. All Star Team Tournament Business Managers must turn in all monies to the League Treasurer. The Treasurer will in turn issue the monies back in a manner prescribed by The Board.

6. Business Managers must keep an accounting of all funds spent, and return a journal and receipts to the League Treasurer with any surplus funds.

RULES CONCERNING MUSTANG SOFTBALL AND BASEBALL LEAGUES

1. Runners may steal bases (excluding home), but may not leave a base until the pitched ball has reached or passed home plate. Runners leaving too soon will be called out and any subsequent action during the play is ruled dead. Overthrown balls back to the pitcher, **from the catcher**, are dead unless the ball enters the grass area of the outfield. At that time, the runners may advance with liability to be put out.

2. When the bases are loaded, the batter may not be walked until seven called balls have been delivered to the plate. Once a batter has stepped to the plate under this rule, it shall remain in effect throughout the turn at bat.

3. All available players are listed in the batting order and come to bat even if they are not playing in the field at that time.
 4. Teams must field at least eight players. If a team in Mustang or Pinto League plays with only eight players, an out will be recorded in the ninth batting position (empty spot). In the event of the ninth player later becoming available, the player may take this spot in the batting order and no further penalty will be made. Coaches may not list batters in their lineup until they are bodily present and able to play. A batting order that is presented to the opposing coach may not later be altered except as in a legal substitution. This rule supersedes Rule No.3 under "Rules Concerning All Teams", for Mustang and Pinto Leagues.
 5. At the Coaches' discretion, free substitution of players is allowed. Players must play in the field at least every other inning. In Boy's Mustang only: A pitcher cannot return to the mound once he has left that position.
 6. Regulation games shall be six innings in softball and baseball. Three innings using the pitching machine and three innings of regular pitching. In baseball, a pitcher may pitch in two consecutive innings only. No games shall continue for more than eight innings.
 7. A batted ball hitting the pitching machine or the cord is a dead ball. A thrown ball hitting the pitching machine or the cord is a live ball.
 8. No more than six runs per inning will be allowed to score, except in the last inning.
 9. A pitcher who hits three batters in one inning, or four batters during the game, will not be allowed to pitch in the rest of the game.
 10. No infield fly rule.
 11. No dropped third strike.
 12. Ten run rule shall not apply in league games.
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RULES CONCERNING SOFTBALL & BASEBALL PINTO LEAGUES

1. Pinto League teams will play pitch ball. The Coach will do the pitching.
2. Players are not to lead off or steal bases. Penalty: Runner is out and play is dead, with all action during play void.
3. No infield fly rule.
4. All players must be listed in the batting order and will bat; even when not playing in the field. No player sits out two innings in a row.
5. Regulation games are six (6) innings in length; four innings (three and one half if the home team is ahead) will be a complete game in case of rain or other obstruction.
6. No game shall continue after eight complete innings.
7. When the sixth run crosses the plate in any inning other than the sixth, seventh or eighth, the side is considered out, and no other runs may score.
8. A team will play with ten players. If ten are not available, it may play with as few as eight. An out will be recorded in the ninth batting position (empty spot). If a ninth player becomes available, they may take this spot in the batting order, with no further penalty.
9. When a team fields ten players, four of these players must be in the outfield and spaced a relatively equal distance apart.
10. Players on the infield shall not over shift.

11. Coaches may call one time out per inning to confer with players in the field. Duration one minute.
 12. Coaches may not touch base runners unless time out is called. Penalty: Runner is out.
 13. The ball is considered dead and runners may not advance if: When the ball leaves the infield area or playing field as ruled by the Umpire, the ball is returned to the infield area and controlled by a player, and no further play is made on any runner, then the runner may go to the base he is advancing to or retreating to, and no further action may take place by the offensive team, until the ball is put back in play.
 14. Batter may not bunt or swing easily at the ball.
 15. Batter may not throw a bat in any direction. Penalty: First time, warning. Second time, batter will be called out.
 16. A line will be drawn from first baseline to third baseline, with a radius of ten feet, from home plate. A batted ball must travel at least ten feet to be a fair ball.
 17. A hash mark shall be drawn between third base and home plate. If a runner crosses this line, he/she must proceed home. Once he/she crosses this line, a force out is in effect at home plate.
 18. Ten pitch limit. Foul balls not included on tenth pitch.
 19. Fair play must rule all games.
 20. Ten run rule shall not apply in league games.
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RULES CONCERNING SHETLAND LEAGUE

1. Shetland League will play regular T-ball. There will not be any coach pitching allowed, all players will hit from the tee.
2. All players shall bat once per inning. The inning is over after each player has batted.
3. Regulation games will consist of three complete innings. While not outlawed, keeping score is discouraged.
4. A team will play all players in the field.
5. Batters may not bunt or swing easily at the ball.
6. Any ball which travels ten feet in a radius from home plate is fair (Ball must be fair in accordance with all other baseball principles). A line will be drawn from first baseline to third baseline with a radius of ten feet from home plate. Line will be considered fair.
7. Batters may not throw a bat in any direction. They should be warned the first time, and called out the second time.
8. The ball is considered dead and runners may not advance if: When the ball leaves the infield area on the playing field, the ball is returned to the infield area and controlled by a player, and no further play is made on any runner, then the runner may go to the base he is advancing to or retreating to, and no further action may take place, until the ball is put back in play.
9. Players may not lead off or steal bases. Penalty: Runner is out and play is dead, with all action during play void.
10. No infield fly rule.
11. Coaches will handle all catching and umpiring duties.
12. Fair play and fun shall rule all games.