

## **RULES GOVERNING COED TEE-BALL (4 YEAR OLDS ONLY)**

1. All players shall bat once per inning from a tee. The inning is over after every player has batted.
2. Regulation games will consist of three complete innings. No score will be kept.
3. Batters may not bunt or swing easily. (intentionally)
4. Batter may not throw the bat in any direction. The first instance will result in a warning; subsequent instances in the same game will result in an automatic out.
5. The ball is considered dead and runners may not advance if: After the ball has left the infield area, the ball is returned to the infield area and controlled by any player and no further play on a runner is being made. Runners will advance or retreat to the closest base upon player control in the infield.
6. No lead offs or steals; Penalty for leading off or stealing is an automatic out for player committing the action. Discretion should be used if the child is doing so intentionally or simply needs to be “coached” to stay in contact with the base.
7. No infield fly rule.
8. Coaches will handle all catching and umpire duties.
9. Fair play and education with a focus on keeping it light and fun are paramount.

## **RULES GOVERNING COED 6U BASEBALL**

1. Every effort made to keep team rosters to 12 or less players.
2. All players shall bat once per inning. The inning is over after every player has batted.
3. Regulation games will consist of three complete innings. No score shall be kept.
4. Batters may not bunt or swing easily. (intentionally)
5. Batter may not throw the bat in any direction. The first instance will result in a warning; subsequent instances in the same game will result in an automatic out.
6. The ball is considered dead and runners may not advance if: After the ball has left the infield area, the ball is returned to the infield area and controlled by any player and no further play on a runner is being made. Runners will advance or retreat to the closest base upon player control in the infield.
7. No lead offs or steals; Penalty for leading off or stealing is an automatic out for player committing this action. Discretion should be used if the child is doing so intentionally or simply needs to be “coached” to stay in contact with the base.
8. No infield fly rule.
9. Coaches shall handle all catching and umpire duties.
10. Fair play and education of basic baseball/softball rules and techniques with a focus on fun are paramount.
11. Pitching shall be coach pitch only. The same, standard size baseballs shall be used for all play.
12. Each player is allowed six pitches to put the ball in play. If this not achieved the coach shall place the ball on a tee. The player is then allowed three attempts to put the ball in play. The player shall be declared out if the ball is not put into play after three attempts from the tee.
14. Base running shall consist of “one base on an overthrow.” When a player attempts to make a play on the runner the runner shall be either out or allowed to advance a single base. Examples include:
  - a. If the batter is running to first and the base is overthrown the player may advance to second base. The fielding team may attempt a play on the runner at second. If the fielding team overthrows the runner must stay on second.
  - b. If the runner is on first or second, and the ball is put in play, fielders may attempt an out at any base. However, all runners may only advance a single base on an overthrow. A runner leaving first may advance to third on an overthrow and no further. A runner leaving second may advance home on an overthrow.
15. Players should be placed in standard positions on the infield and all remaining players distributed evenly about the outfield.

## **MBI LEAGUE RULES GOVERNING ALL LEVELS OF BASEBALL & SOFTBALL 8U & UP**

1. Every effort shall be made to keep team rosters to 12 or less players.
2. Each player on a team must play a minimum of two innings and bat at least once per game. If the game is shortened after the start of play this rule may not apply.
3. Every player must sit an inning before ANY player may sit a second time. Coaches should use the provided rotation sheet to ensure no player sits a second time until every player has sat. The rotation sheet should be retained for subsequent games to ensure that every player sits at the beginning of the next game if they do not sit in the previous game. Rotation and pitch count sheets should be signed off by both teams head coach and documented. (photo sent to League Commissioner phone)
4. Failure to maintain and document rotation sheet and pitch count sheets by any head coach shall result in the following:
  - a. The first instance a written warning will be issued.
  - b. The second instance the coach shall be suspended until a hearing with the MBI board may be convened to discuss disciplinary action.
  - c. The third instance the coach shall be suspended for the remainder of the season and must petition the MBI board for reinstatement before being allowed to coach for any future MBI teams.
5. In all leagues, except 18U, a team may play with eight players if none are available. If a ninth player becomes available they must take the ninth position in the batting order. Any team unable to present the minimum of eight players fifteen minutes after the scheduled start of game shall forfeit.
6. Coaches should not list players in their lineup until they present. A batting order that is given to the opposing coach may not be altered later except by legal substitution.
7. Only registered players of the team, the coach, and two assistants are allowed in the dugout during game play. No batboys or batgirls are allowed in the dugout or on the field.
8. No MBI team may be entered into a tournament or other non-league game with the permission of the commissioner.
9. The coaches of each division shall convene to select the All-Star team and head coach with guidance from the commissioner.
10. All-Star head coaches may select their own assistant coaches.
11. Traveling teams may borrow players from other teams for the purpose of filling a roster at away games only. Coaches may not bench their own players to play a borrowed player. Borrowed players are not allowed to pitch.

12. All coaches must return equipment to an MBI board member at the conclusion of their final game. Failure to do so may result in suspension of coaching duties the following year. Any broken or damaged MBI issued equipment should be reported to the equipment committee chair or commissioner immediately.

13. No metal spikes except in 16U and 18U play.

14. A strict two hour time limit shall be enforced on all games. No inning may start after the two hours or after 10:00pm on lighted fields (8:15pm on unlit fields). In the case of a second game, 8:00pm start, the first game may not start an inning after 8:00pm, regardless of the actual start time for the preceding game.

15. Runners will be called out for intentional collisions. This call shall be made at the discretion of the umpire.

16. Balls wedged under fences shall be ruled doubles. If a player pulls a wedged ball out of the fence prior to viewing by the umpire the ball shall be considered live and runners may advance at their own risk.

17. Balls going under or bouncing over the fence shall be ground rule doubles.

18. The home team dugout shall always be the first base dugout.

19. The home team coach is responsible for pulling the bases and placing them in the first base dugout at the conclusion of game if there are no other games following theirs.

20. A person may only head coach one team per season.

## **RULES GOVERNING 8U BASEBALL**

1. Players are not allowed to lead off or steal bases. Those players doing so shall be ruled out.
2. No infield fly rule.
3. All players must be listed in the batting order and will bat, even when not playing in the field prior to being "up" in the batting order.
4. Regulation games are six (6) innings in length; four innings (three and one half if the home team is ahead) will be considered a complete game in event of rain or other obstruction.
5. No game shall consist of more than eight complete innings. In the event a game is tied after eight innings the game shall be scored as a tie. All extra innings, those being beyond the sixth, shall be coach pitch only.
6. No more than six runs shall be allowed to score in an inning except the final inning. Once the sixth run crosses the plate no other active runners shall be scored.
7. A team will play with ten players in the field. If ten are not available a team may play with as few as eight. If only eight are present 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, without penalty.
8. When a team fields ten players, four players must be placed in the outfield and spaced evenly.
9. Players on the infield may not over shift.
10. Coaches may call one time out per inning to confer with players on the field. The duration of the time out shall be no more than sixty seconds.
11. Coaches may not touch base runners unless time out is called. Doing so will result in the runner being ruled out at the time of contact.
12. Batters not bunt or intentionally swing lightly at the ball.
13. Batters may not throw the bat in any direction. The first time a player does so they will receive a verbal warning. Each subsequent time in that game will result in the batter being ruled out.
14. A hash mark shall be drawn between 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and home base. When the ball is controlled by any infield player and no further play is being made on base runners, the runners shall advance or retreat to the closest, unoccupied base.
15. If a fielder attempts to make a play on any base runner all the runners shall be allowed one base on an overthrow. For instance if a runner is advancing to second base and a fielder attempts to throw them out at second the base runner may advance to third on an overthrow of the second baseman. On plays when the runner is at third base they may advance to home on an overthrow.

16. Fair play must rule all games.

17. Ten run rule shall apply in all games.

18. Kid pitch shall be used in the final two innings only. A player shall pitch until the batter:

A. strikes out

B. has three pitches without contact (pitches do not have to be consecutive)

No walks allowed. If a pitcher throws three non-contact pitches, or seven total pitches, the batting teams coach shall come in to pitch any remaining pitches (up to four), with foul balls not included on the final pitch.

19. No child shall pitch more than one inning in any given game.

20. Umpires, whether an actual official or a coach designated by the commissioner, shall have final say on all on field calls.

21. During kid pitch innings each pitchers shall be allowed ten warmup pitches prior to the start of their turn at the mound.

## **RULES GOVERNING 10U BASEBALL**

1. Runners may lead off at their own risk. Runners may steal bases, **Excluding Home**, upon the ball being pitched. Overthrown balls from the catcher back to the pitcher are dead unless the ball enters the grass area of the outfield. At that time, the runner may attempt to advance.
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 present and 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. A team may play with eight players if none are available. If a ninth player becomes available they must take the ninth position in the batting order. Any team unable to present the minimum of eight players fifteen minutes after the schedule start of game shall forfeit.
5. A team will play with nine players in the field. If nine are not available a team may play with as few as eight. If only eight are present 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, without penalty.
6. At the Coaches' discretion, free substitution of players is allowed. Players must play in the field at least every other inning.
7. A pitcher cannot return to the mound once he has left the position.
8. Regulation games are six (6) innings in length; four innings (three and one half if the home team is ahead) will be considered a complete game in event of rain or other obstruction.
9. No game shall consist of more than eight complete innings. In the event a game is tied after eight innings the game shall be scored as a tie.
10. No more than six runs shall be allowed to score in an inning except the final inning. Once the sixth run crosses the plate no other active runners shall be scored.
11. A pitcher hitting three batters in a single inning, or four batters total in a game, shall be removed from play for the remainder of the game.
12. No infield fly rule.
13. Ten run rule shall apply in all games.
14. Pitch count rules will be enforced as per PONY specifications. (See below) All coaches must maintain the provided pitch count sheets and both teams' coaches must confer and sign each other's at the conclusion of the game. Pitch count sheets should be submitted to the league commissioner (via text photo to the commissioner phone) at the conclusion of the game.

## 2020 Pony Pitch Count Rules

LEAGUE AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

E. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.

F. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.

G. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begin at that point.

H. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.

I. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

J. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm up pitches.

K. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 18- Penalties.

L. The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

15. Fair play must rule all games.

## RULES GOVERNING 12U BASEBALL AND BEYOND

1. All MBI league rules apply.
2. Standard, major league baseball rules apply.
2. Pitch count rules will be enforced as per PONY specifications. (See below) All coaches must maintain the provided pitch count sheets and both teams' coaches must confer and sign each other's at the conclusion of the game. Pitch count sheets should be submitted to the league commissioner (via text photo to the commissioner phone) at the conclusion of the game.

### 2020 Pony Pitch Count Rules

LEAGUE AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- E. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
- F. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.
- G. Once the umpire-in-chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begin at that point.
- H. A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.
- I. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
- J. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm up pitches.
- K. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 18- Penalties.
- L. The pitcher named in the batting order turned in prior to the start of the game or any substitute pitcher, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching

## **RULES GOVERNING 8U SOFTBALL**

1. Players are not allowed to lead off or steal bases. Those players doing so shall be ruled out.
2. No infield fly rule.
3. All players must be listed in the batting order and will bat, even when not playing in the field prior to being "up" in the batting order.
4. Regulation games are six (6) innings in length; four innings (three and one half if the home team is ahead) will be considered a complete game in event of rain or other obstruction.
5. No game shall consist of more than eight complete innings. In the event a game is tied after eight innings the game shall be scored as a tie. All extra innings, those being beyond the sixth, shall be coach pitch only.
6. No more than six runs shall be allowed to score in an inning except the final inning. Once the sixth run crosses the plate no other active runners shall be scored.
7. A team will play with ten players in the field. If ten are not available a team may play with as few as eight. If only eight are present 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, without penalty.
8. When a team fields ten players, four players must be placed in the outfield and spaced evenly.
9. Players on the infield may not over shift.
10. Coaches may call one time out per inning to confer with players on the field. The duration of the time out shall be no more than sixty seconds.
11. Coaches may not touch base runners unless time out is called. Doing so will result in the runner being ruled out at the time of contact.
12. Batters not bunt or intentionally swing lightly at the ball.
13. Batters may not throw the bat in any direction. The first time a player does so they will receive a verbal warning. Each subsequent time in that game will result in the batter being ruled out.
14. A hash mark shall be drawn between 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and home base. When the ball is controlled by any infield player and no further play is being made on base runners, the runners shall advance or retreat to the closest, unoccupied base.
15. If a fielder attempts to make a play on any base runner all the runners shall be allowed one base on an overthrow. For instance if a runner is advancing to second base and a fielder attempts to throw them out at second the base runner may advance to third on an overthrow of the second baseman. On plays when the runner is at third base they may advance to home on an overthrow.

16. Fair play must rule all games.

17. Ten run rule shall apply in all games.

18. Seven pitch limit, foul balls not included on the seventh pitch.

19. Kid pitch will be to the first three batters of the first three innings. If, after the first three batters, three outs have not been achieved the coach shall pitch the remainder of the inning. Coach pitch shall be done in all subsequent innings after the first three. If live pitch cannot be achieved, coach will pitch all innings; however, no more than two consecutive games can be coach pitch only. Any player pitching must remain in that position until the inning has ended, except in the event of injuries or other similar circumstances.

20. At the start of the inning, each pitcher will be allowed 10 practice pitches before game play begins.

21. No player shall pitch more than one complete inning.

## **RULES GOVERNING 10U SOFTBALL**

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 game 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 runner may attempt to advance.
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 present and 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. A team may play with eight players if none are available. If a ninth player becomes available they must take the ninth position in the batting order. Any team unable to present the minimum of eight players fifteen minutes after the schedule start of game shall forfeit.
5. A team will play with nine players in the field. If nine are not available a team may play with as few as eight. If only eight are present 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, without penalty.
6. At the Coaches' discretion, free substitution of players is allowed. Players must play in the field at least every other inning.
7. A pitcher cannot return to the mound once she has left the position.
8. Regulation games are six (6) innings in length; four innings (three and one half if the home team is ahead) will be considered a complete game in event of rain or other obstruction.
9. No game shall consist of more than eight complete innings. In the event a game is tied after eight innings the game shall be scored as a tie.
10. No more than six runs shall be allowed to score in an inning except the final inning. Once the sixth run crosses the plate no other active runners shall be scored.
11. A pitcher hitting three batters in a single inning, or four batters total in a game, shall be removed from play for the remainder of the game.
12. No infield fly rule.
13. Ten run rule shall apply in all games.
14. All games will consist of live pitch.

15. At the start of the first inning, each starting pitcher will be allowed 10 practice pitches, then play shall begin. All pitchers will be allowed five practice pitches at the beginning of all innings thereafter. If a new pitcher is brought into the game at any time, he/she will be allowed 10 practice pitches and shall abide by the five practice pitch rule thereafter.

16. Fair play must rule all games.

## **RULES GOVERNING 12U SOFTBALL AND BEYOND**

1. All MBI league rules apply.
2. Standard NFHS rules for game play apply.