

House **Baseball** Guidelines

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MISSION STATEMENT

The Mundelein Baseball and Softball Association (MBSA) is a community based program whose mission is to provide boys and girls, ages 5-17, the opportunity to learn the value of competition, sportsmanship, teamwork and self worth through the playing of baseball or softball.

We believe that it is incumbent that every coach, parent, and family member be an active participant in leading the effort of the double goal concepts, of winning and learning life lessons through the playing of sports.

Run solely by volunteers, we have a common interest in providing our children the opportunity to enrich themselves by learning to:

Perform at their individual best

Lean on their coaches

Attitude is everything

Yearn to learn

Believe in themselves

Accept defeat with class

Lessons to be learned in every play

Love the game and have fun

HOUSE BASEBALL AGE GROUPS

- T5 - Pre-K (5 years old)
- T6 - Kindergarten (6 years old)
- A - 1st grade (7 years old)
- AA - 2nd grade (8 years old)
- Minors - 3rd & 4th grades (9 & 10 years old)
- Majors - 5th & 6th grades (11 & 12 years old)
- Juniors - 7th & 8th grades (13 & 14 years old)

House Softball Age Groups

- AA - 1st & 2nd grades (7 & 8 years old)
- Minors - 3rd & 4th grades (9 & 10 years old)
- Majors - 5th & 6th grades (11 & 12 years old)
- Juniors - 7th thru 11th grades (13-17 years old)

CODE OF CONDUCT

The MBSA Code of Conduct is strict and serious in our sport. All people associated with the game are always expected to act with sportsmanship, dignity and respect for others. This includes coaches, parents, players and umpires.

PLAYERS

Poor sportsmanship includes:

- Arguing with coaches, officials, teammates, opponents or spectators
- Using threatening or Profane language
- Baiting or taunting coaches, officials, teammates, opponents or spectators
- Unsafe play
- Uncontrolled behavior in the bench area

Poor sportsmanship will carry, at a minimum, the following consequences:

- First Offense Verbal warning
- Second Offense Dismissal from game of offense as well as the following game
- Third Offense Dismissal from the team for remainder of season
- Fourth Offense Dismissal from the league

We, parent(s) and player, have discussed the MBSA Code of Conduct and agree to abide by it. We understand that there is no refund or recourse for dismissal from our program as a consequence of breaking this Code of Conduct.

Parents and/or players will attest to their youth athlete having read and understood this code of conduct each year as part of registration. The disciplinary actions above are minimum guidelines and, depending on offense, may be more severe as determined by the MBSA Board of Directors.

COACHES/MANAGERS

As a manager or coach you are a role model to your players. If you want them to display good sportsmanship, attitudes, discipline, healthy competitive spirit, and commitment, then you must demonstrate these traits in all of your actions. With kids more than anyone, actions speak louder than words. In accordance with this theory and its spirit, MBSA asks its managers and coaches to adhere to the following code of conduct:

- I have read, understood and adhered to the MBSA mission statement.
- I understand that sportsmanship and fair play are more important than winning, at all levels.
- I will treat all of my players fairly and with respect. Only positive motivation will be used.
- I will reward effort and team play over results and never single out any individual for criticism in front of the team, or engage in practices such as publishing player statistics.
- I will equalize playing time and positions as much as possible.
- I will not argue with the umpires or opposing coaches or make negative or taunting comments, directed toward the opposing team or the umpires.
- I will control taunting or unsportsmanlike conduct by my team and its fans.
- I will not drink alcohol or smoke at any MBSA house or travel event, including, but not limited to, games, practices, travel tournaments and related events such as MBSA Championship Weekend and/or Fall League.
- I will obey all rules, regulations and directives of MBSA.
I understand that violation of this code may lead to forfeit, ejection from a game, and/or suspension.

MBSA GENERAL RULES

The basic rules for all Baseball Leagues can be found in the IHSA Rules. The MBSA General Rules supersede specific instances of the IHSA rules and should be followed preferentially. Likewise, the MBSA General Baseball Rules should be given preference. Certain rules are also modified for each Baseball League, making the rules of play more age appropriate. Any rules listed for specific Baseball Leagues should be followed in preference to any other rules, with the exception of the general principles of fair play and sportsmanship.

The following rules and regulations apply to all house baseball leagues. Official Baseball rules published by the IHSA will be applicable, except where there is a specific exception listed in these regulations. Subsequent sections will identify additional rules that pertain to baseball only or softball only and then regulations that apply to specific leagues. Any questions regarding baseball rules and regulations and their interpretations should be directed to the Director of Umpires.

1. Both teams are responsible for keeping scoring records (except for those leagues where scores are not kept) throughout the season.
2. For a particular game, the home team scorebook is official.
3. The winning manager must email the score of the game to the appropriate League Director **within 24 hours of the completion of the game; failure to do so may result in forfeiture of the game in question (League Director and VP Baseball Discretion).**
4. All scheduling of makeup games is handled by MBSA Board Members. Please refer to instructions made available at each league's preseason manager's meeting. Priority in scheduling makeup games will be given to those games necessary to determine league or division precedence.
In all leagues where the "no new inning is to start after" rule applies, in the event of a tie, the game will be recorded as a tie game for both teams.
5. NO HEAD FIRST SLIDES - A runner is out when the runner slides head first while moving forward. This does not apply to when a runner dives back into a previously occupied base.
6. A pitcher who is removed from the pitching position may not return to that position in the same game.
7. All managers and coaches, aside from the 1st and 3rd base coaches and the A-Baseball outfield coaches, must remain behind the fences during the game. Anybody under the age of 18 coaching 1st or 3rd base must wear a batting helmet. Note: there are no outfield coaches allowed in the AA-Baseball level.
8. The strike zone shall be armpits to knees in all.

REGISTRATION, FEES, & REFUND POLICY

REGISTRATION

- Early Bird discounted registration is from Oct - Dec. 31st
- Regular fee registration is from Jan - Feb. 28th
- Late fee registration from Mar. 1st until all available teams are set.

FEES

- Deposits are due at the time of registration
- Remaining balances are due by Feb 1st.

REFUND POLICY

- Before Feb. 1st - 100% Refund
- After Feb 1st but before March 1st - 50% Refund
- After March 1st - 0 % Refund

Parents need to understand that to provide a quality experience for our players we are building even teams, ordering jerseys, acquiring managers to keep roster sizes manageable, etc. and late drops can undermine all these efforts for the remainder of the season. As such all sign ups and placements are made in good faith that your player will stay throughout the season.

No refunds are given after dates listed above for House offerings.

UNIFORM, EQUIPMENT, & BAT REQUIREMENTS

UNIFORM

Registration fees include the following:

- 1 Game Jersey
- 1 Pair of Socks
- 1 Hat

Registration fees DO NOT include, but are recommended for play:

- 1 Belt (color will be determined by your coach)
- Baseball pants (color will be determined by your coach)
- Sliding Shorts
- Protective athletic cups are required for AA level (8 years old) and older.
- Baseball cleats (metal cleats are NOT allowed)
- Batting glove(s) (optional)

EQUIPMENT

- Baseball Glove
- Baseball Bat (*see bat requirements below*)
- Batting Helmet
- Bag

BAT REQUIREMENTS

Rules for bats are always changing nationwide due to safety concerns. These restrictions are identical to the rules employed by national organizations, such as Little League. (MBSA does have the right to amend bat rules as standards change)

MBSA has adopted the following rules:

- 8U: All bats with a maximum barrel of 2 3/4" diameter, a maximum length of 33 inches, a maximum differential of -13 and a Stamped BPF of 1.15 will be allowed. USA Baseball and USSSA stamped bats meeting these size and weight standards are allowed.
- 9U through 12U: All bats with a maximum barrel of 2 3/4" diameter, a maximum length of 33 inches, a maximum differential of -12, and a Stamped BPF of 1.15 will be allowed. USA Baseball and USSSA stamped bats meeting these size and weight standards are allowed.
- 13U-14U CSYBL League Bat Rules: Only USA Certified Bats, BBCOR Bats, or Wood Bats are permitted, with barrel size between 2 1/4" and 2 5/8". Bats with a USSSA Stamp 1.15 are NOT PERMITTED. If a player uses an illegal bat and a pitch is thrown, the batter will be called out and all runners will return to the base they were when the pitch was thrown. The defensive team has until the next pitch is thrown to make a claim on an illegal bat. All bat infractions should be reported to the league commissioner.

MBSA Rules: Discovery of an Illegal Bat:

Any batter that enters the batter's box with an illegal bat (i.e. does not comply with the MBSA Bat Rules) shall be called out immediately upon discovery (via appeal or umpire's call). The batter may also be called out after his/her time at bat is complete, so long as the illegal bat is discovered prior to the first pitch of the following batter. In this case the defense has the option of taking the penalty (an out) or the result of the play. If the penalty is taken then all runners shall return to their original bases.

MBSA GAME PROCEDURES

1. The home team will occupy the third base dugout.
2. Team Pregame Warm-up schedule
 - a. Both teams must be in the dugout 5 minutes prior to the scheduled start of the game.
 - b. At no time will live batting practice be allowed on the field. Only wiffle-ball hitting in the outfield in a direction away from the infield is permitted.
3. Managers of both teams will exchange batting orders before the game begins. All teams will bat their entire roster as present in each game.
4. There is unlimited substitution in fielding positions. In some leagues there are limitations specified for players moving to the pitching position, however.
5. No player is allowed to sit out an inning twice before every player has sat at least one time. No player is allowed to sit out an inning for a third time before every player has sat at least two times, and so on.
6. Players who arrive after the start of the game must be inserted at the end of the batting order and may or may not play a minimum number of innings. The manager may count each inning missed as a played inning.
7. Only fully uniformed players will be permitted to participate or coach. The uniform will be properly worn and will include those items issued by MBSA for that team. The uniform may also include personal jackets worn in the field.
8. A pitcher may not wear white or gray sleeves that are visible below his or her uniform sleeves, nor wear a sweatband on either arm, because it makes it harder for the batter to see the ball when it is pitched. The pitcher may not have batting gloves visible outside the pants back pocket.
9. The legal minimum number of players for a game will be eight (8).
Teams are encouraged to use opposing team players for the outfield when playing with all spots being full. No one opposing player can be used twice before another player is used once. Must rotate random players when in this situation.
10. Any player who arrives at a ballpark with, or who during the game incurs an injury that prevents him or her from safely participating, will not be used as a player.
11. An umpire may stop play at any time for an injured player. The umpire determines placement of base runners after stopping play for the injured player.
12. A courtesy runner may be used as a base runner if the original base runner has incurred an injury and is unable to continue. A courtesy runner must be used to replace the next inning's catcher or pitcher as a base runner when there are two outs. The courtesy runner must be the player who made the last batted out.
13. A manager or coach's second trip to visit the same pitcher in the same inning will cause the player's automatic removal from the pitching position for the remainder of the game. An exception to this rule will be allowed in case of injury to the pitcher.

FAIRPLAY GUIDELINES

1. Each league defines the minimum number of innings per game that players must play in the infield and in the outfield.
2. Infield positions are defined as 1B, 2B, SS, 3B, P, and C.
3. Managers are expected to make every effort to follow the spirit of this rule despite variations such as players arriving late, players leaving early and games not being played to completion.
4. Absent special circumstances, there should not be a variance of more than one inning from the league's stated requirements.
5. The fair play guidelines may be amended by each league for playoff games.

REGULATION GAME DEFINITION

1. A regulation game will be declared after the following numbers of innings have been completed:
 - a. In games of 6 or 7 innings, a regulation game will be declared when 4 innings have been completed (or 3-1/2 when the home team is ahead).
 - b. This applies to regular season and playoff games
2. When a time limit is defined, no new inning may start after the time limit has elapsed from when the first pitch was thrown to start the game. An inning is considered to have started immediately following the final out of the previous inning. Any inning that has started will be allowed to finish even if that means going over the time limit. The umpire shall be the sole determiner of when the first pitch was thrown. T-Ball and A level games shall be over when the time limit is reached.
3. If, for any reason other than the time limit being met or exceeded, the game is stopped and the regulation number of innings has not been played, it will be a suspended game. A suspended game shall be continued from the exact point at which it was stopped, on the earliest possible date. Immediately upon game suspension, the managers shall compare scorebooks and agree on the amount of time left until the time limit is reached and the setup of the field when the continuation of the game proceeds. This includes noting all situations in place at time of game suspension (i.e. location of base runners, # of outs, pitch counts, hit batsmen, count on batters at the plate, etc.)
4. During the continuation of a suspended game, the time limit, batting orders, pitching limits, and substitution limits are the same as they were at the time the game was suspended.
5. A player who is not present for the continuation will be removed from the lineup. A player who was not present in the initial innings but is at the continuation will be added to the end of the batting order. A runner who was on base at the time of a suspended game, but is not present at the continuation, will be replaced on base by the player who made the last batted out.
6. No playoff game may end with a tie score.

LEAGUE AGES & RULES

MBSA Baseball League Name	Ages	Innings	Length of Game	Distance Between Bases/ Pitching Distance
T5	5	n/a	1 hour	n/a
T6	6	n/a	1 hour 25 min.	n/a
A	7	6	1 hour 45 min.	60ft. / 42ft.
AA	8	6	1 hour 45 min.	60ft. / 42ft.
MINORS	9-10	6	1 hour 50 min.	60ft. / 46ft.
MAJORS	11-12	7	1 hour 50 min.	70ft. / 48ft.
JUNIORS-FEEDER	13-14	7	2 hours	80ft. / 54ft.

T-BALL, AGE 5

This is a non-competitive league solely for the enjoyment of the players. The purpose is for the player to learn how to play the game.

1. In the T-ball league the length of the game is not to exceed **one hour (1:00)**.
2. **NO score will be kept during T-5 games.**
3. The side will be retired when the team bats through their roster.
 - a. **Rotate the last batter each inning over the course of games as the last batter gets to essentially run all the bases and have a play at the plate with the opposing catcher.**
4. The number of outs will not be counted; even if put out by the defensive team, a base runner will be allowed to stay on base.
5. When using the Tee the batter will get four strikes.
 - a. After three strikes the manager or coach may assist the batter in swinging for his fourth strike.
 - b. The batter is out after the 4th strike.
 - c. There are NO WALKS.
 - d. A called strike occurs when the player swings and misses or fouls the ball from the TEE.
 - e. A batter cannot strike out on a foul ball.
6. Runners may advance one base at a time on a hit ball (i.e., "station-to-station" running will be in force for T-Ball 5). No advancing bases on an overthrow. Only exception to these rules is when the last batter of the inning bats, all runners may continue to advance until they score or are put out.
7. NO INFIELD FLY RULE.
8. NO STEALING ALLOWED.
9. NO BUNTING.
10. There will be four outfielders who must play true positions on the outfield grass. No more than ten defensive players may be positioned in the field at one time.
11. Two defensive coaches may be on the field at a time.
12. Foul Ball - in addition to other rules covering foul balls:
 - a. The ball is foul if it travels less than 5 feet in fair territory from home plate
 - b. The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
13. A batter cannot strike out on a foul ball from either the tee or pitched ball.
14. Play stops when the ball gets back to the pitcher's mound and/or the pitcher or a coach at any position on the field is in control of the ball.
15. In all instructional league levels a permanent rotating batting order is used. For T-Ball 5, because every player bats each inning, the first batter should change each game. For example, if player #1 is the first batter in the first game, player #2 will be the first batter in the second game.
16. A fielding rotation similar to the batting rotation must be used. Players rotate through all defensive positions per a set schedule.
17. ***REMINDER: One assistant coach needs to work on deck circle as new players are swinging bats and learning their surroundings***

T-BALL, AGE 6

This is a non-competitive league solely for the enjoyment of the players. The purpose is for the player to learn how to play the game.

1. During the first two full weeks of the season, all batters will be required to hit from a tee.
Beginning with the 4th game of the season, the batters will have the option of hitting from the tee or attempting to hit a ball pitched by a coach.
 - a. 2.1. With coach pitch, the player will be allowed three (3) strikes after which time the ball will be placed on a tee for the fourth strike.
 - b. 2.2. A player always has the right to ask for a tee at any point or be coach pitched to when there are 3 strikes on the batter.
 - c. 2.3. During coach pitch, each team will provide a parent as the pitcher when the team is on offense. The parent is not considered a player and should at all costs attempt to stay out of the defensive team's play.
2. In the T-ball league, the length of the game is not to exceed **one hour twenty-five minutes (1:25)**.
3. **NO score will be kept during T-6 games.**
4. The side will be retired if three (3) outs occur or when the team bats through their roster.
5. When using the Tee the batter will get four strikes, foul balls will count as a strike.
 - a. After three strikes the manager or coach may assist the batter in swinging for his fourth strike.
 - b. The batter is out after the 4th called strike and returns to his/ her team's bench.
 - c. There are **NO WALKS**.
 - d. A called strike occurs when the player swings and misses or fouls the ball from the TEE.
 - e. A batter cannot strike out on a foul ball.
6. Runners may advance one base on an overthrow. On any attempted play at a base, the runner or runners will be permitted to advance at their own risk but not more than one base. A runner will be awarded one base if the ball goes into a dead ball area. If the defensive team makes a play on a runner who is attempting to advance on an overthrown ball, and the ball is again overthrown, the play is dead and the runners cannot continue to advance. Runners cannot go beyond the one base taken on the original overthrow.
7. NO INFIELD FLY RULE
8. NO STEALING ALLOWED
9. NO BUNTING
10. There will be four outfielders who must play true positions on the outfield grass. No more than ten defensive players may be positioned in the field at one time.
11. Two defensive coaches may be on the field at a time.
12. Foul Ball - in addition to other rules covering foul balls:
 - a. The ball is foul if it travels less than 5 feet in fair territory from home plate.
 - b. The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
 - c. A batter cannot strike out on a foul ball from either the tee or pitched ball.
13. Play stops when the ball gets back to the pitcher's mound and the player playing pitcher is in control of the ball or a coach has possession of the ball. Base runners that have not reached the next base must return to the previous base location, regardless of how close they are to the next base.
14. **In T-6, batters may get doubles, triples, or home runs, if the ball is hit to the outfield and has not been returned to the infield and the pitcher.**
15. In all instructional league levels a permanent rotating batting order is used. The batting order is

set forth for the 1st game of the season and continued throughout all games in the season. For example, if #4 in the order makes the last out of a game, then #5 leads off the next game.

16. A fielding rotation similar to the batting rotation must be used. Players rotate through **ALL** defensive positions per a set schedule. As part of this rotation, each player should play in the infield 2 innings per game, at least 1 during the first 4 innings.

A/AA, AGES 7-8

Note: There are no outfield coaches allowed in the AA-Baseball level.

1. All games last for **six (6) innings** unless the time limit has been exceeded, no new inning is to start **1 hour and 45 minutes** after the beginning of the game.
2. Playing Field:
 - a. The distance between bases shall be **60 feet**.
 - b. The pitching distance shall be **42 feet** (AA only) from the front of the pitching rubber to the point at the back of home plate.
3. The side will be retired if three (3) outs occur, a team bats through its entire order or 5 runs are scored (whichever occurs first).
4. (A level) Coaches will pitch, from one knee, at a distant comfortable enough to make pitches that are hit-able by the batters. Players will get 4 swing and miss strikes before making an out in the inning. It is up to the coach's discretion to allow for additional pitches as long as the opposing coach agrees.
5. Players pitch at the AA level.
6. Coach Pitch Rule (AA level): **Ball four by kid pitcher to any batter will invoke the coach pitch rule.**
 - a. The batter will attempt to hit a ball pitched from a coach from his/her team. If he/she misses or hits it foul, it is considered a strike. Batter will continue to attempt to hit the coach pitched ball until he/she has either successfully hit the ball into play or has struck out.
 - b. The batter is out after the 3rd called strike by a player pitcher...and the 4th called strike by a coach pitcher.
 - c. The batting count is continuous and does not start over when attempting to hit a coach-pitched ball. The 4th strike from the coach pitcher essentially gives the batter 1 free strike to adjust to if entering with 2 strikes.
 - d. Non-swinging strikes will be called by Umpires.
7. Hit Batters: A pitcher shall be removed after 3 hit batters in a game. Batters advance to 1st base after being hit by a player pitcher, not a coach pitcher.
8. There are NO WALKS. A called strike occurs when the player swings and misses or fouls the pitched ball. A batter cannot strike out on a foul ball.
9. The Manager or Coach is allowed two visits to the pitching mound per inning. The pitcher must be removed on the second visit of an inning or the third visit of the game. This does not apply if one of the visits was due to a potential injury.
10. Pitching rules on pitcher availability are as stated in the MBSA HOUSE LEAGUE PITCHING RULES.
 - a. A player may pitch a maximum of six (6) outs in one game. Once a pitcher is removed, they may not return later in the game as a pitcher.
 - b. Breaking ball/curveball pitches are not allowed. Only fastball and change ups are allowed. A pitcher knowingly throwing breaking balls will be disqualified from pitching for the remainder of the game. This rule is in force for protection of the player's arms.
 - c. Pitchers must adhere to the MBSA House League Pitching Rules and rest periods as specified in the MBSA Protection of Pitchers Guidelines.
11. Runners may advance one base on an overthrow. On any attempted play at a base, the runner or runners will be permitted to advance at their own risk but not more than one base. A runner will be awarded one base if the ball goes into a dead ball area.

- a. If the defensive team makes a play on a runner who is attempting to advance on an overthrown ball, and the ball is again overthrown, the play is dead and the runners cannot continue to advance.
 - b. Runners cannot go beyond the one base taken on the original overthrow.
12. NO INFIELD FLY RULE
13. NO STEALING ALLOWED
14. NO BUNTING
15. There will be four outfielders who must play true positions on the outfield grass.
16. Play stops when the ball gets back (at the umpire's decision) to the pitcher's mound and the pitcher is in control of the ball. Base runners that have not reached the next base must return to the previous base location, regardless of how close they are to the next base.
17. In all instructional league levels a permanent rotating batting order is used. The batting order is set forth for the 1st game of the season and continued throughout all games in the season. For example, if #4 in the order makes the last out of a game, then #5 leads off the next game. A copy of the line-up will be submitted to the league director before the season begins.
18. Each player must play a minimum of 4 innings (twelve defensive outs) in the field and must sit one inning on the bench. At least two of those innings must be in the infield and one must be played within the first four innings of the game.

MINORS, AGES 9-10

1. All games last for **six (6) innings** unless the time limit has been exceeded, no new inning is to start **1 hour and 50 minutes** after the beginning of the game.
2. Playing Field:
 - a. The distance between bases shall be **60 feet**.
 - b. The pitching distance shall be **46 feet** from the front of the pitching rubber to the point at the back of home plate.
3. **Slaughter Rule.** Takes effect if the HOME team leads by 10 runs or more after 3 ½ innings or the VISITING team is leading by 10 runs or more after 4 innings. When a game is called under the Slaughter Rule the game is over and NO further play will be allowed.
4. Run Limit Per Inning = 7.
5. Fair Play Guidelines in the General MBSA Rules, Section 1.16. Each manager must exchange line-ups, prior to the start of the game and the line-ups must comply with the Fair Play Guidelines.
Changes to the line-up during the game must be communicated to the opposing manager and must continue to comply with the Fair Play Guidelines.
6. All players must play a minimum of 4 innings (12 defensive outs) and must sit on the bench a minimum of one inning. At least one inning must be in the infield and must be in the first four innings of the game.
7. The legal minimum number of players for a game will be eight (8).
Teams are encouraged to use opposing team players for the outfield when playing with all spots being full. No one opposing player can be used twice before another player is used once. Must rotate random players when in this situation.
8. A permanent rotating batting order is used. The batting order is set forth for the 1st game of the season and continued throughout all games in the season. For example, if #4 in the order makes the last out of a game, then #5 leads off the next game. A copy of the line-up will be submitted to the league director before the season begins.
9. Pitching rules on pitcher availability are as stated in the **MBSA HOUSE LEAGUE PITCHING RULES**.
 - a. Once a pitcher is removed, he may not return later in the game as a pitcher.
 - b. Breaking ball/curveball pitches are not allowed. Only fastball and change ups are allowed. A pitcher knowingly throwing breaking balls will be disqualified from pitching for the remainder of the game. This rule is in force for protection of the player's arms.
 - c. Pitchers must adhere to the House League Pitching Rules and rest periods as specified in the MBSA Protection of Pitchers Guidelines.
10. The dropped third strike rule is not in effect.
11. No balks will be called on the pitchers.
12. **Stealing is allowed only after the ball crosses the front of the plate. NO LEADOFFS!** At the discretion of the umpire if a player is deemed to be leaving the base early he will be called out. In the event of a hit ball by the batter (single, double, triple or home run) the umpire has authority to call the runner who left early out following a tag or appeal by the opposing team (even after a runner has crossed home). That player will be removed from the base and no advancement or run will occur, just an out.
13. **No delayed steals allowed. Initial action of leaving the base needs to occur after the ball crosses the plate and not when the catcher is returning the ball to the pitcher or a few seconds later. Note a player who leaves on time upon ball crossing the plate or as the ball hits the catcher's glove is subject to "live ball" rules and is eligible to advance until**

- either a time out is called or the player is returned to the original base. A player who did leave on time and never returned to a base is allowed to advance under "live ball" rules.
14. **Stealing Home currently allowed. Teams are allowed one successful steal at home plate per offensive inning. If this results in too many slaughters we will revisit.**
 15. INFIELD FLY RULE DOES APPLY
 16. BUNTING IS ALLOWED - No slash bunting is allowed. A slash bunt is when a batter fakes a bunt and then takes a full swing. Any slash bunt will be a dead ball returning all runners. The pitch will be an automatic strike and added in the current batting count possibly resulting in an out. If it should happen twice the batter is automatically out.
 17. The Manager or Coach is allowed two visits to the pitching mound per inning. The pitcher must be removed on the second visit of an inning or the third visit of the game. This does not apply if one of the visits was due to a potential injury.
 18. A courtesy runner may replace the next inning's catcher or pitcher on base if there are two (2) outs. The courtesy runner must be the player who made the last batted out.
 19. **Hit Batters: A pitcher shall be removed after 3 hit batters in a game.**
 20. Standings are kept and playoffs will take place.

MAJORS, AGES 11-12

1. All games last for seven (7) innings unless the time limit has been exceeded. No new inning is to start 1 hour and 50 minutes after the beginning of the game.
2. Playing Field:
The distance between bases shall be **70 feet**.
The pitching distance shall be **48 feet** from the front of the pitching rubber to the point at the back of home plate.
3. Slaughter Rule: Takes effect if the HOME team leads by 10 runs or more after 3 1/2 innings or the VISITING team is leading by 10 runs or more after 4 innings. When a game is called under the Slaughter Rule the game is over and NO further play will be allowed.
4. Run Limit Rule: No Limit for Majors.
5. Fair Play Guidelines in the General MBSA Rules. Each manager must exchange line-ups, prior to the start of the game and the line-ups must comply with the Fair Play Guidelines. Changes to the line-up during the game must be communicated to the opposing manager and must continue to comply with the Fair Play Guidelines.
6. Roster batting rules and free substitutions apply
7. All players must play a minimum of 9 (nine) defensive outs and bat at least one (1) time.
8. The legal minimum number of players for a game will be eight (8).
Teams are encouraged to use opposing team players for the outfield when playing with all spots being full. No one opposing player can be used twice before another player is used once. Must rotate random players when in this situation.
9. Pitching rules on pitcher availability are as stated in the **MBSA HOUSE LEAGUE PITCHING RULES**.
 - a. Once a pitcher is removed, they may not return later in the game as a pitcher.
 - b. Breaking ball pitches are not allowed. Only fastball and change-ups are allowed. A pitcher knowingly throwing breaking balls will be disqualified from pitching for the remainder of the game.
 - c. Pitchers must adhere to the House League Pitching Rules and rest periods as specified in the MBSA Protection of Pitchers Guidelines.
10. The dropped third strike rule is in effect
11. Leadoffs and Stealing are allowed
12. RUNNERS CAN STEAL HOME
13. INFIELD FLY RULE DOES APPLY
14. BUNTING IS ALLOWED - No slash bunting is allowed. A slash bunt is when a batter fakes a bunt and then takes a full swing. Any slash bunt will be a dead ball returning all runners. The pitch will be an automatic strike and added in the current batting count possibly resulting in an out. If it should happen twice the batter is automatically out.
15. The Manager or Coach is allowed two visits to the pitching mound per inning. The pitcher must be removed on the second visit of an inning or the third visit of the game. This does not apply if one of the visits was due to a potential injury.
16. Balks will be called on the pitchers - each pitcher will receive one warning before runners advance.
17. Hit Batters: A pitcher shall be removed after 3 hit batters in a game.
18. A courtesy runner must replace the next inning's catcher on base if there are two (2) outs. The courtesy runner must be the player who made the last batted out. Note: This rule differs from all other leagues. Pitchers may be replaced with last batted out after two (2) outs.
19. Standings are kept and playoffs will take place.

JUNIORS, AGES 13-14

1. All games last for seven (7) innings unless the time limit has been exceeded. No new inning is to start **2 hours** after the beginning of the game.
2. Playing Field:
 - a. The distance between bases shall be **80 feet**.
 - b. The pitching distance shall be **54 feet** from the front of the pitching rubber to the point at the back of home plate.
3. Slaughter Rule: Takes effect if the HOME team leads by 10 runs or more after 3 1/2 innings or the VISITING team is leading by 10 runs or more after 4 innings. When a game is called under the Slaughter Rule the game is over and NO further play will be allowed.
4. Fair Play Guidelines in the General MBSA Rules. Each manager must exchange line-ups, prior to the start of the game and the line-ups must comply with the Fair Play Guidelines. Changes to the line-up during the game must be communicated to the opposing manager and must continue to comply with the Fair Play Guidelines.
5. Roster batting rules and free substitutions apply
6. All players must play a minimum of 9 (nine) defensive outs and bat at least one (1) time.
7. If there are less than nine (9) players present, the manager can determine which defensive position is left vacant.
8. Pitching rules on pitcher availability are as stated in the **MBSA HOUSE LEAGUE PITCHING RULES**.
 - a. Once a pitcher is removed, he may not return later in the game as a pitcher.
 - b. Pitchers must adhere to the House League Pitching Rules and rest periods as specified in the MBSA Protection of Pitchers Guidelines.
9. The dropped third strike rule is in effect
10. Leadoffs and Stealing are allowed
11. RUNNERS CAN STEAL HOME
12. INFIELD FLY RULE DOES APPLY
13. BUNTING IS ALLOWED - No slash bunting is allowed. A slash bunt is when a batter fakes a bunt and then takes a full swing.
14. The Manager or Coach is allowed: Two visits to the pitcher per inning. The pitcher must be removed on the second visit of an inning or the third visit of the game.
15. Balks will be called on the pitchers - each pitcher will receive one warning before runners advance.
16. A courtesy runner must replace the next inning's catcher on base if there are two (2) outs. The courtesy runner must be the player who made the last batted out.
17. Standings are kept and playoffs will take place.

MBSA PROTECTION OF PITCHERS GUIDELINES

In order to protect the developing arms of young pitchers, coaches shall strive to limit the amount of strain and insure that those arms are properly rested and conditioned. Coaches should make sure that pitchers take appropriate warm-up throws before being placed on the mound. Coaches should also pay attention to the behavior of their pitchers and remove them from the pitching position at the first sign of fatigue or pain even if the pitch limit has not been reached.

These limits are used in concert with the inning-per-game limits specified in individual house league or travel tournament rules. Pitchers are constrained by whichever limit applies first.

During travel tournaments when games are played on two or three consecutive days, a weekend pitch limit can be used. Each pitcher should not exceed the daily limit but may disregard the rest requirement between days. The appropriate rest period for the total number of pitches over the course of the weekend should be applied following the last day of pitching.

The following guidelines define the eligibility of a player to pitch in house league games.

MBSA HOUSE LEAGUE PITCHING RULES

Age	Game Max Outs	Weekly Max Outs	Consecutive Days Max Outs	Min Days Rest
AA	6	15	6	1

HOUSE LEAGUE PITCHING RULES Baseball AAA, MINORS, MAJORS, & JUNIORS

- Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
- A pitcher once removed from the mound cannot return as a pitcher.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age: Maximum Pitches per day

AA (8): 50 pitches per day, and 6 out max, whichever comes first.

Minors (9 & 10): 65 pitches per day

Majors (11&12): 11 Year Old: 75 pitches per day; 12 Year Old 85 pitches per day.

Juniors & Feeder (13 & 14): 85 pitches per day

Exception: If a pitcher reaches the limit imposed in above regulation for his /her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning.

Following Pitches Thrown in a Day

Age	Zero Days Rest	One Day Rest	Two Days Rest	Three Days Rest	Four Days Rest
AA (8)	3 outs	6 outs	NA	NA	NA
Minors (9-10)	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	Not Allowed Pulled at 65
Majors (11-12)	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-85 pitches
Juniors (13-14)	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-85 pitches
Juniors (15)	1-20 pitches	21-45 pitches	46-60 pitches	61-75 pitches	76 or more pitches

*Exception to the league age 14 and under rules listed above when applicable.

Double Header Clarification (if applicable):

AA: Limit 3 Outs per game to maintain max 6 out per day.

MINORS & UP: Total pitches thrown will determine days of rest, not to exceed max pitches for individual league total for the day.

- Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when their pitcher must be removed.
- Violation of any section of this regulation can result in protest of the game in which it occurs.
- A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

NOTES:

1. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
2. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Violation of the Pitching Rules will result in the forfeiture of the game in which the violation

DIAMOND DIMENSIONS

Age	Pitching	Bases	Bats	Innings	Leadoffs/Stealing
7 (A)	38'	50'	2 ¼"	6	NO
8 (AA)	42'	60'	2 ¼"	6	NO
9-10 (Minors)	46'	60'	Up to 2 ¾"	6	After ball crosses plate
11-12 (Majors)	48'	70'	Up to 2 ¾"	7	YES
13-14 (Juniors/ Feeder)	54'	80'	2 ⅝"	7	YES

UMPIRES

Managers and umpires shall meet prior to the start of the game to review the applicable ground rules, lineups, start time, etc.

1. Each umpire will wear the approved MBSA umpire shirt and display proper decorum in the performance of duties.
2. The Umpire-in-Chief will determine the suitability of the field when teams are present and ready for play.
3. The Umpire-in-Chief is responsible for starting a game at the scheduled time. If a team is not ready to play within 15 minutes of the scheduled starting time, the game will be forfeited.
4. Each umpire has the authority to rule on any point not specifically covered in the rules governing play.
5. There shall be no arguments over any umpire decision. Rule interpretation questions may be discussed with the umpire between innings provided both managers agree to talk to the umpire. Regardless of the discussion, the original call shall stand. Under no circumstances shall there be any discussion of a judgment call. The express purpose of this rule is to help educate the managers and umpires as to the Rules and to avoid umpire abuse or harassment. The appropriate league officials may suspend or otherwise discipline any manager, coach, player or spectator who acts in violation of the spirit or text of this rule.

PROTEST

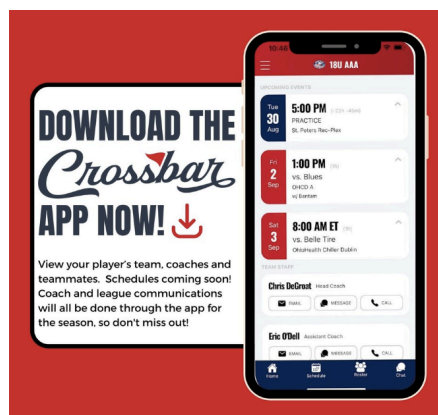
There are no protests allowed for any reason. Any problems should be brought to the attention of the League President, Director of Baseball or Softball, Board Member on Duty, or the Umpire in Chief, as appropriate.

SAFETY PROCEDURES

1. It is the responsibility of the team manager to see that all players remain seated on the bench unless they are playing in the field, batting, on-deck, coaching, or warming up in a playing area well away from the field or spectators. **Players will not be permitted to swing bats except when batting or in the on-deck position.**
2. No equipment will be left lying on or near the playing fields. Bats and balls will be recovered and returned to the dugout before the first pitch is thrown to the following batter.
3. No equipment, clothing, or jewelry will be worn by players, managers, or coaches, which, in the opinion of the Umpire-in-Chief, constitutes a safety hazard - **Note: Medical Alert Bracelets must be worn/allowed at all times and should be taped down if possible to avoid potential injury.**
4. Metal spikes are not permitted, except at the 13U and 14U levels Juniors/Feeder).
5. Approved batting helmets must be worn by all batters, base runners, on-deck batters, and players acting as base coaches. Any base runner that, in the umpire's opinion, intentionally knocks or takes off the helmet while running the bases will be called out.
6. A catcher warming up a pitcher must wear a suitable mask, helmet, and chest protector.
7. All male players are required to wear hard plastic cup and athletic supporters both in practice and in games.
8. If a player accidentally throws a bat, the umpire will warn the player and his or her team. Any subsequent bat throwing incident by the warned player on that team will cause that player to be called out at umpire's discretion. All subsequent action as a result of the hit will be nullified, and the ball will be declared dead.
9. At any base, the runner MUST take necessary action to avoid colliding with the defensive player if the defensive player has the ball ready to make a play or is about to receive the ball. If there is any significant contact, the runner is automatically out, unless the umpire rules the runner made a legal slide. If the defensive player does not have the ball or is not about to receive it, he or she should not block the base or be near enough to impede the base runner. This may be called obstruction on the defensive player, and the umpire may award additional bases, if appropriate.
10. If, in the opinion of the Umpire-in-Chief, a safety hazard exists concerning any of these rules and the offending player and manager or coach have been warned, the player and/or manager or coach may be ejected from the GAME
11. Weather safety (applies to both house league and travel practices and games):
A game in progress will be stopped if, in the opinion of the Umpire-in-Chief or both managers, the weather causes field conditions to constitute a safety hazard. The game will be suspended or terminated as appropriate. In the event of audible thunder, visible lightning, or a lightning prediction system alarm indicating a long blast from its horn, all play must stop and all players and coaches must immediately seek shelter in cars or nearby buildings. This rule also applies if the lightning prediction system alarm is heard from any other field, even before it activates at the field of play. In the event of a lightning prediction system alarm, play may not resume until the alarm condition has passed, as indicated by three short blasts of the horn.
12. No one is permitted on a field for practice or to start a new game if the lightning prediction system has not sounded all clear. All players and coaches must remain sheltered in cars or nearby buildings as long as the alarm condition continues. Play may only begin when the alarm condition has passed, as indicated by three short blasts of the horn. Failure to adhere to these weather safety rules will result in suspension or other league action.
 - If the Wind Chill / "Feels Like" is at or below 40 degrees practices or games cannot begin at scheduled start time. League Directors will make determinations on playability based on weather conditions and team participants.

COMMUNICATION

- Practice and game schedules are available through **Crossbar**.
- Please RSVP to practices & games in **Crossbar**.
- Be sure to check **Crossbar** often for messages, alerts, and schedules.



- Games can be live streamed through **Game Changer**- please download the app if you have not done so already (For Minors and Majors, AA if the coach wants to have it).



- MBSA's Board of Directors are available to help you. Please see their roles and contact information on our website or click [HERE](#).
- Also, there is always a Board Member on Duty while games are being played, during the season. Please visit the concession stand to see who is available that day and they can assist you.