



Minor League Rules

Introduction

This document contains the rules for Mosinee Youth Baseball (MYB) City League's Minor league. Standard Cal Ripken rules will apply with the following clarifications and exceptions. Any rules/situations not presented in this document or MYB's Code of Conduct are to be reviewed by a MYB Board Member at the fields to determine appropriate action. MYB reserves the right to make changes to this document and rules at any time.

Behavior

1. MYB has a separate Code of Conduct document that each player and parent/guardian must agree to and sign before becoming a part of MYB for the season. The MYB Code of Conduct precedes any behavior rules below and has more details regarding acceptable behavior.
2. **ZERO TOLERANCE POLICY** - No players, coaches, or spectators are to make unsportsmanlike comments or actions toward another team, umpire, or spectator.
3. Malicious contact – any purposeful, malicious contact will result in ejection from the game.
4. Field – Players are not to pick grass, kick dirt, dig holes, or any other action that will cause damage to the field.

Attire & Equipment

1. All players shall wear their MYB provided uniform to match their team.
 2. A baseball cap is recommended be worn when playing defense. The MYB provided hat is preferred so all players match.
 3. A batters' helmet is required when a player is batting or on base. MYB will provide helmets at this league level if a player does not have one of their own.
 4. It is recommended cleated shoes be worn during play. Shoes with metal spikes are not allowed.
 5. No jewelry, except medical, may be worn during games. This included watches, bracelets, necklaces, and earrings. Corrective glasses and sunglasses are allowed.
 6. A protective cup is highly recommended to be worn by the catcher.
- 7. Bats Allowed:**
- a. Bats must be marked USA or USSSA approved. Any drop is allowed.
 - b. Bat barrels may not exceed 2-3/4" in diameter.
 - c. Wood bats are allowed.
 - d. No BBCOR.

Game Rules

1. Game length will be six (6) innings or one (1) hour and (15) minutes, whichever comes first.
 - a. An inning in progress can be finished after the time limit, however, no new inning can be started after the time limit has been reached.
 - b. Official time will be kept by the umpire.



2. Games that are tied upon reaching the inning or time limit will end in a tie.
 - a. **Tournament only:** games will not end in a tie and use the tournament game tie breaker rules.
3. There will be a maximum number of runs scored per inning. No runs are to be scored after the run limit is reached, even if additional runners cross home plate.
 - a. **Regular Season limit:** 5 runs
 - b. **Tournament limit:** 10 runs
4. **A "TIME" rule will be used in this league.** Fielders will call "TIME" to call play dead when they've entered the BASELINE. If the player is not in the baseline, play will continue until they enter the baseline. Upon "TIME" being awarded by the umpire, no more outs can be recorded, and the umpire will check each base runner's position starting with the lead runner:
 - a. If the runner is past the halfway point between the bases, they will advance to the next base.
 - b. If the runner is before the halfway point between the bases, they will return to the previous base.
 - i. There may be instances where a player will be on the base that the runner needs to return to. If this is the case, the other player must also return to the previous base if it is open. If the base is not open and it is first base, then the players must stay at the base they are at or for the player being sent back, advance to the next base instead.
5. The distance between the bases is 60 [ft] (shorter set of base posts).
6. The pitching mound is not used due to the pitching machine but should be at least 46 [ft] from the back point of home plate to the pitcher's plate.
7. Each team must play with at least eight (8) players. Coaches from both teams must agree upon leaving an outfield position open or playing without a catcher.
 - a. During the regular season, if the opposing team has more than ten (10) players, both coaches can agree to allow the team with (8) to borrow up to two (2) players for that game.
 - b. If playing with an open outfield position, typically right field or left field, if the ball is hit to the vacated outfield position, the center fielder or head coach may call time. If this happens, play is stopped, and the batter will advance to second base and any runners advance two (2) bases.
8. Each team must field ten (10) players if able. Any remaining players will sit on the bench for the inning.
 - a. Catcher, pitcher, 1st/2nd/3rd base, short-stop, left/center-left/center-right/right field
9. A player who leaves the game and disrupts the batting order or bench time balance may not return to the game.
 - a. An injured player may return to the game, but an out must be recorded before their next at-bat if they disrupted the batting order. If this is the third out, then they would bat first the next inning. The coach must try to adjust the defensive lineup to correct the bench time balance as best as possible.
 - b. Special circumstances may happen and would require MYB Board member approval to override this rule.
10. A maximum of four (4) adults per team are allowed in the dugout during games.



11. A pitching machine will be used and operated by the offensive team. If conditions cause the pitching machine to be unreliable, and both teams agree, coaches may pitch to their own team.
 - a. If coach pitch is needed, pitches must be thrown over-hand and from the edge of the pitcher's circle.

Offense

1. All players will be in the batting order and must be locked at the beginning of the game.
2. An at-bat will be over when any of the following occur:
 - a. The batter hits a fair ball.
 - b. Three (3) swinging strikes.
 - c. Five (5) total pitches (whether swung at or not)
 - d. Exception: a player may not be called out on a foul ball. If a player hits a foul ball on their third strike or fifth or greater (≥ 5) pitch, they are not out and will receive at least one (1) more pitch.
 - e. Exception: if the pitching machine throws an obviously un-hittable ball, and both teams agree, that pitch will not be counted; regardless of the batter swung or not. Coaches must check the machine afterwards and adjust the machine or decide to switch to coach pitch.
3. There are no walks in this league, even if the batter is hit by a pitch. If the batter is injured and cannot continue the at-bat, it will be considered an out and the next batter will be up. If the player returns to the game before their next at-bat, there will be no additional penalty. Follow the above returning player rule if an at-bat was missed and the player returns to the game.
4. If a runner is injured while on base and unable to remain in the game, the player who was last out may be used as a replacement. Follow the above returning player rule if the player decides to return to the game.
5. Players can advance multiple bases on a fair ball.
6. Bunting is not allowed in this league.
7. Leading off the base is not allowed in this league.
8. Base stealing is not allowed in this league.
9. While the ball is live, all runners must leave their helmets on until entering the dugout.
 - a. Failure to do so will result in a team warning and the next offender will be charged with a team out.
10. If a team's catcher is on base with two (2) outs, the player who made the second out should be used as a courtesy runner. This allows the catcher to change into the catcher's gear and reduce the time between innings.
11. Feet first sliding is ok and should be encouraged when being played on.
12. Head first sliding:
 - a. Is NOT allowed when advancing to a base and the runner will be called out.
 - b. IS allowed if a runner is returning to a base after rounding or over-running a base.
13. Touching a base runner is allowed by coaches and teammates if it doesn't help or impede the actual running of the bases.
14. Three (3) offensive coaches are allowed on the field during regular season and tournament play.
 - a. First base, third base coaches and the pitcher to operate the pitching machine or coach pitch.



Defense

1. The defensive team will supply a coach behind the catcher to assist with missed balls. This is only to keep game pace, and the coach must not interfere with a live play.
2. Coach guidance:
 - a. **Regular Season:** Defensive coaches can be on the field during the regular season help assist kids in positions and awareness.
 - b. **Tournament:** Defensive coaches are not allowed onto the field except for the coach behind the catcher.
3. If any coach contacts a batted or thrown ball, the ball will be ruled dead, and all base runners will advance one base.
4. If a batted ball hits the pitching machine prior to being touched by a defensive player, the ball will be ruled dead and will not count as one of the batter's five (5) pitches or three (3) strikes.
5. If a ball in play hits the pitching machine after being thrown or touched by a defensive player, play will continue.
6. Fielders may not interfere with a base runner. Runners must be given their preferred path unless a play is being made on them.
7. The pitcher must start play within the pitcher's circle. Upon the ball passing over home plate or hit by the batter they may then proceed to make a play on the ball.
 - a. If the pitcher starts outside the pitcher's circle and makes a play on the ball they otherwise could not make, the runner will be called safe.
8. A player who has sat out an inning must not sit out another inning unless every other player has sat out an equal number of innings. Bench time must be evenly distributed among all players as best as possible.
 - a. Injuries are an exception to this rule.
 - b. Disciplinary action via the coach or MYB board member is an exception to this rule.

City Tournament

1. Placement tiebreakers are as follows: Head-to-Head, Runs Allowed, Runs Scored, then Coin Toss. IF there are more than two (2) teams in the tiebreaker, and the above sequence narrows it down to two (2) remaining teams, the sequence will repeat, starting with Head-to-Head.
2. Tournament games that are tied after reaching the standard game length will enter this extra inning format:
 - a. Each half-inning will begin with bases loaded and (1) out.
 - b. Bases will be occupied by the (3) players that batted last.
 - i. Last batter starts on 1st base.
 - ii. 2nd to last batter starts on 2nd base.
 - iii. 3rd to last batter starts on 3rd base.
3. The Home team is responsible for supplying one scorekeeper and reporting the score to the MYB board.
4. Tournament only run rule: the game ends if one team is up 15 runs after three (3) innings, ten (10) runs after four (4) innings, and eight (8) runs after 5 innings.