

## **General Rules**

- 1. Arrangements should be made in advance of all games & practices for emergency medical services.
- 2. No games or practices should be held when weather or field conditions are bad, particularly with lightning, Coaches will be notified as soon as possible concerning weather related delays. Play will pause as soon as lighting is detected, play may resume 30 minutes after the last roar is heard or lightning strike is seen. To resume activities on the field is up to the umpire's discretion.
- 3. At no time should "horse play" be permitted on the playing field.
- 4. Responsibility for keeping bats & loose equipment off the field of play is assigned to a designated player, the team's manager or coach.
- 5. During practice & games, all players should be alert and watch the batter on each pitch.
- 6. A player must play in 1/2 of the regular season games in order to pitch in the end of season tournaments.
- 7. After your final game of the year (after tournament completion) you must turn in all equipment immediately.
- 8. Home team manager shall report the results of each game including pitch count (must have the child's name and uniform number) via GroupMe NO LATER THAN 10pm the night of the game or it will be concerned a forfeit for the reporting team, in effort of keeping the standings updated on MuscatineBaseball.com
- 9. USSSA Rules and Regulations are the enforceable rules, unless specified below.

## Safety & Equipment

- 1. Equipment should be inspected regularly to maintain proper condition and fit.
- 2. Batters must wear approved protective helmets during all practices and games.
  - o Minors: Require a facemask or C-Flap.
  - o Central/Junior: Facemask and C-Flap are optional
- 3. **Catchers** must wear catchers' helmet with a throat guard, chest protector, shin guards, and protective cup always during practices and games. NO EXCEPTIONS: Managers are responsible prior to allowing a child to play in this position!
- 4. Heart Guards are optional for pitchers in Central and Majors and will be provided to coaches by MYB.
- 5. Managers & Coaches are permitted to warm up pitchers before or during a game, this may be done by coaching staff at any time. If it is done by the players, utilizing a protection is a must to help avoid injury.
- 6. Sliding:
  - o Minors/Central: Headfirst sliding is not permitted except when a runner is returning to the base.
  - o **Junior**: Headfirst sliding is permitted.
- 7. Cleats:
  - o Minors/Central: Steel cleats are not permitted, only molded clear.



o Junior: Steel cleats are permitted

- 8. Players who require glasses are encouraged to wear "sport safety glasses"
- 9. Players must not wear watches, rings, pins, etc. during practices or games.
- 10. All injuries, even minor ones must be reported to the Safety Officer as soon as possible. First Aid kit is available in the coded shed. Inform the Safety Officer if items are used in order to replace.
- 11. Once a player leaves a game for an injury or other reason, and their spot on the batting order has been passed over- the player is not permitted to return to the game.
- 12. All bats for any division are recommended to have the USSSA or USA label on them. The use of any bat being used is ultimately up to the home plate ump.

## **Game Rules**

- 1. All players are required to play a minimum of 6 consecutive defensive outs and minimum of 1 at bat per game. First infraction is a warning, second is an automatic one game suspension for the Manager.
- 2. A player arriving after the start of the game will be placed at the end of the batting order and will bat as soon as they come around to their position.
- 3. MYB utilizes a player pool to support teams that may be short players for a game. Player pool rules can be found on the website MuscatineBaseball.com
- 4. Intentional walks can be done without throwing pitches but will still result in 4 pitches for pitch count purposes. Once a pitch is thrown to walk a batter, all pitches must be thrown to complete the intentional walk.
- 5. If a player were to balk, this will be used as a teachable moment for the pitcher. Base runners will NOT advance.
- 6. Pitch-Smart Pitch counts will be used in all games. The Home Team is the official scorekeeper. At the end of the game, pitch counts should be submitted with scores to MYB.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
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+	NZA
17-18	105	1-30	31-45	46-60	61-80	81+	NZA
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- 7. One coach must always remain in the dugout during the game, if one is available.
- 8. All team equipment shall be maintained in the dugout, not within the playing field.
- 9. A base ump is required at every regular season game. The visiting team shall supply the base umpire (cannot be a coach from the team).



10. Minors (Coach Pitch):

- o 10 players may be utilized on the field. The 10<sup>th</sup> player is to play an outfield position and may not play as an extra infielder.
- o The Pitching Coach shall be at least 18 years of age.
- o The Pitching Coach shall not coach while pitching to their team.
- o The ball shall be pitched from the immediate diameter of the pitching mound.
- o The batter shall receive a maximum of 6 pitches or 3 swinging strikes.
- 11. Run Rules

o **Minor/Central**: 15 runs after 3 innings. 8 Runs after 4 innings. For the first four innings a maximum of 5 runs per inning is allowed. After completion of 4 innings, there is no limit on runs.

- o **Junior**: 15 runs after 3 innings. 12 runs after 4 innings, or 8 runs after 5
- 12. On-deck Batters:
  - o **Minor/Central**: should be beyond the dugout door and the end of the dugout.
  - o **Juniors**: are permitted between home plate and the dugout.
- 13. Base Running o On Contact
  - □ **Minor**: Runners can advance until the ball is under control (held by infielder)
  - □ **Central/Junior**: Runners can advance if the ball is in play by the umpire.
  - o Fielding Errors or Pass Ball
    - □ **Minor**: Runners shall not advance on fielding errors or pass ball
    - **Central/Junior**: Runners can advance if the ball is in play by the umpire.
  - o Drop 3<sup>rd</sup> Strike:
    - $\Box$  **Minor**: No drop 3<sup>rd</sup> Strike
    - □ **Central/Junior**: Drop 3<sup>rd</sup> in effect
  - o Leading off and stealing.
    - $\Box$  **Minor**: No leading off or stealing
    - □ **Central**: Runner may lead off and/or steal once the ball is in play at the mound, contact, etc...
    - □ **Junior**: Runner may lead off and/or steal once ball is in play.
- 14. Time Limits: are when a new inning shall not be started. If the home team takes the field prior to the limit, the inning is to be completed.

o Minor: 1 hour 30 minutes. No inning shall start after 1 hour 15 minutes.

o Central: 2 hours. No inning shall start after 1 hour 45 minutes.

o Junior: 2 hours 30 minutes. No inning shall start after 2 hours 15 minutes.

o in the event that time has expired, and the game is at a tie, a tie will be marked down for both teams.

## **Conduct**

 Managers are responsible for the conduct of their players, coaches, and parents which includes physical and/or verbal conduct. Managers should handle the situation. If additional help is needed contact the MYB board, or in the event it continues after the initial event.



- Under no circumstances shall anyone argue with an umpire over judgement calls (Safe/out, fair/foul, etc.). If an umpire has made a mistake on a ruling, the Manager only questions the call when able to show in the rule book where demonstrating the call was incorrect, as soon as issue arises during game.
- 3. In all leagues, any player, Manager, or Coach ejected from a game is also suspended from the following game.
- 4. The actions on or off the field of players, Managers, Coaches, Umpires, and League officials must be above reproach. Anyone involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct at the game site or any other MYB activity may be subject to disciplinary action by the Board of Directors. This shall include online and social media.

Thank you for volunteering your time this fall

Board members: James Dixon Sr. Josh Brockert Bub Erwin Kailyn Beason Ronnie Swailes Justin Murphy Jessica Hall