CONCEPT OBJECTIVE

To Provide and environment where players learn and understand the basic concepts of baseball in a safe and enjoyable manner.

RULES

Official Baseball Rules" as modified by "Babe Ruth League, Inc. Baseball Rules and Regulations" and further modified by these "Playing Rules" will be in effect.

BASES

Bases will be 60 feet apart.

BATS

There will be no limit on bat length and size.

GRACE PERIOD

There will be a 10 minute grace period for the start of each game. If both teams do not have at least **seven (7)** players the will be recorded as a 0-0 tie in standings.

INFIELD PRACTICE

There shall be NO infield practice by either team before any game.

SCOREKEEPING

The home team will be responsible for keeping the official book and the scoreboard.

BATTING LINE-UPS

All players on the roster will be in the batting line-up the entire game. Games may begin and continue with seven (7) players. The eighth and only the eighth offensive batting spot is an automatic out when that spot comes up. If both teams do not have the required minimum number of players the game score will be recorded as a 0-0 tie. Head coaches will deliver one copy of their line-up to the opposing coach and official scorekeeper prior to the start of the game. If a player arrives after the start of the game the player must be inserted at the bottom of the batting order.

LENGTH OF GAMES

Games will be 6 innings or 1 hour 30 minutes in length, whichever comes first. No new inning may start after this time limit. Any inning started prior to 1 hour and 20 minutes, shall be completed unless the home team is ahead. Tie games will not be extended past the above time and innings limits.

RUN RULE

Any team leading by 6 or more runs at any time after the completion of 5 innings (4 ½ if the home team is ahead) shall be declared the winner.

RUNS PER INNING

Teams will be limited to **five (5)** runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.

DEFENSIVE LINE-UP

10 defensive players will play the field. Teams may freely insert defensive players into their line-up. If a team has 11 players, players must play defensively at least every other inning. If a team has 12 players available, players must play at least 2 defensive innings

PITCHERS
Players may pitch **ONLY** two (2) innings per game. One (1) pitch thrown equals one (1) inning pitched. Coaches and umpires will monitor innings pitched on the field. The innings can be nonconsecutive.

ADVANCING
The batter becomes a runner when the 3rd strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with 2 outs. Runners MAY NOT advance past first base on a walk. Runners must remain in contact with the base until the pitch has crossed home plate; then may advance at the risk of being thrown out. During stoppage of play, a player may ask for "time" if runners are stopped and under control by the defense.

FAKE BUNT – SLASH BUNT
A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, no runners may advance.

TIME-OUT AND CONFERENCES
Only 1 conference will be allowed with each batter during that batters' time at bat. Coaches may not call time out to confer with base runners.

SLINGING A BAT
If a batter slings his bat, a warning will be given the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is not an appeal play.

PLAYERS ATTIRE
All players shall be properly uniformed including cap, glove, and shoes. All batters and runners must wear helmets.

WITH HOLD OF PLAYER
Coaches may withhold a player for missing practices, injury, sickness, etc. The opposing coach should be notified prior to the start of the game. The commissioner should be notified prior to the withholding of a player.

PLAYER QUITTING
In the event that a player quits a team, the head coach will notify the commissioner immediately so that the roster may be properly amended. Such players may return to their teams during the current year only with the permission of the head coach and the commissioner.

CONDUCT
Players, coaches, sponsors, parents, and spectators shall conduct themselves according to the MYSA Code of Ethics and Conduct. Head coaches shall be held accountable for the conduct of their team's players, assistant coaches and fans. Any unbecoming behavior shall at once disqualify the offender from any participation whatsoever until reinstated by the Board of Directors of the MYSA.

EJECTIONS

Any coach or spectator ejected shall leave the ball park for the remainder of that game and shall have a minimum one game suspension imposed and will not be allowed to attend the team's next game. Failure to leave in a timely manner will result in a forfeit.
Any player that is ejected from a game will be disqualified for the remainder of that game and must sit on the bench in uniform the next game that his team plays. Failure to comply with the one game suspension will disqualify the player for the remainder of the season or until the penalty is satisfied.

OFFENSIVE CONTACT RULE

If a runner attempting to reach any base intentionally and maliciously runs into a defensive player in the area of the base, he will be called out on the play and can be ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach the base. The umpire will be the sole judge of whether the player should be ejected. This is not an appeal play.

TOBACCO USE

There will be no tobacco use inside the fenced-in area of the playing field.

NOTE:

ANY MYSA BOARD MEMBER HAS THE AUTHORITY TO EJECT A COACH, PLAYER OR FAN FOR ANY UN-SPORTSMANLIKE ACTIONS THAT ARE DEEMED TO BE OF A FLAGRANT NATURE AND ARE DETRIMENTAL TO THE MARION YOUTH SPORTS ASSOCIATION'S YOUTH PROGRAMS.