

**Minors (8-10 year olds)**  
**Manchester Baseball Association**  
**In-House Baseball Rule Modifications 2016**

Manchester Baseball Association (MBA) will utilize Major League Baseball, American League rules with the following rule modifications.

**Game length/Innings/Scoring:**

Each game shall consist of six (6) innings. No new inning is to start after two (2) hours of play (includes lighting/thunder delays). The last inning will be completed even if it extends beyond two (2) hours. Coaches and umpires are encouraged to start the games on-time and keep the games moving. The last inning may not always be the 6<sup>th</sup> inning. The umpire may declare any inning the last inning due to weather, darkness or an approaching time deadline.

In the case of a tie, extra innings will determine a winner only if the extra innings can be played within the two (2) hour time limit. The extra innings will be handled as follows. During their respective at bat, each team will place the last out from the previous inning on second base and start the inning in the lineup where they left off the prior inning. This is repeated each inning until a winner is declared or the two (2) hour time limit has been met. If a game ends in a tie and time has expired, the game will be recorded as a tie. If a game is partially completed due to weather or other unforeseen reason and is rescheduled to be completed at a later date, the game will be resumed at the point at which play was stopped.

A half inning is complete after three (3) outs or five runs score – whichever occurs first. The mercy rule is a 15 run lead after the 4<sup>th</sup> inning or a 10 run lead after the 5<sup>th</sup> inning. If the home team is leading by the mercy rule, after the visiting team bats in the 4<sup>th</sup> or 5<sup>th</sup> inning the game is over.

No player shall sit out on defense for more than 1 consecutive inning unless injured, sick or disciplinary issue (at the coach's discretion).

Each team must have at least eight (8) players to start a game and eight (8) players to finish a game. If a team does not have eight (8) players available to start (within 15 minutes of scheduled game time) or eight (8) players to finish, a forfeit will be declared. Any team that is short players will use players from the opposing team for defensive purposes only. The team that is short players will start the game with player(s) from the opposing team. After the first inning of play the last batted out will be the defensive player for the team that is short players, until then it is your last batter in your lineup to start off playing defense for the opposing team. The players that are being used for the team that is short will NOT bat in the lineup for the opposing team. When the fielder is in the hole to bat, the coach will replace that player with another player from his/her team who has already batted that inning in the field. At the top of the 2<sup>nd</sup>inning, Team B will again only use batters that are on their team (not the borrowed players). The borrowed players can play the field again for their own team. In the bottom of the 2<sup>nd</sup> inning, the last one (1) or two (2) batters to bat at the bottom of the 1<sup>st</sup> inning for Team A will be the fielding players for Team B.

## **Batting:**

All batters, on-deck batters, and base runners must wear a batting helmet. **The helmet must be NOCSAE approved.**

Bunting is allowed.

Teams will bat all players. If a player in the line-up is unable to bat because of illness, injury or any other reason the player will be skipped and no out will be recorded. Players arriving after the game has started will be added to the bottom of the line up (even if the line-up has batted through) and will bat in that position for the duration of the game.

A batter that is walked advances to 1<sup>st</sup> base and may not advance to 2<sup>nd</sup> base until the next pitch is thrown.

If the last batter is walked and runners are on base, the runners must advance prior to stopping play.

Any batter who intentionally throws a bat or helmet in anger or disgust will receive a warning by the umpire on the first offense. If a second offense occurs during the game, the player will be called out and will be ejected and may receive additional disciplinary action. If a player is ejected, the league president is to be notified by the player's coach immediately following the game that the player was ejected to determine if additional disciplinary action is necessary.

Any batter who accidentally throws a bat play will continue to be live. If this results in a warning, the umpire will issue such warning at the end of the play. If this results in the batter being out, the umpire will issue such ruling at the end of the play. It is not a dead ball scenario.

**Bat barrel diameter cannot exceed 2 1/4 inches.** Wooden bats are permitted provided they meet the above restrictions.

Offensive conferences are limited to 2 per inning.

## **Base Running:**

Base paths will be at 60 feet.

No head first sliding is allowed unless the runner is returning to the base. Penalty – the runner is out.

If the catcher is on base at any time he/she may be replaced with the player making the last out. This rule is in place to help speed up the game.

Runners cannot lead off. If a runner leads off prior to the pitch the umpire will immediately call a dead ball and issue a team warning. All players return to the position prior to the pitch. On any subsequent offense the runner will be called out.

A runner may only attempt to steal a base after the ball crosses home plate. Players will be able to steal any base (including home). If a player steals prior to the pitch the umpire will immediately call a dead ball and issue a team warning. All players return to the position prior to the pitch. On any subsequent offense the runner will be called out.

Avoid Contact rule- Runners will avoid contact with fielders making a play on a ball or runner by sliding or evading the fielder. (There is no must slide rule.) If the runner makes contact with a fielder and it is not judged to be incidental contact by the umpire the runner will be called out. If, in the umpire's judgment the contact with the fielder was deliberate the runner will be called out and ejected from the game.

### **Pitching:**

Pitching rubber will be at 46 feet, balks shall not be called and intentional walks are not allowed.

**Pitchers are limited to a 60 pitch count per game and/or a limit of three innings pitched per game. One pitch is considered one (1) inning. Coaches are responsible for keeping track of the pitch count for their team. Coaches may elect to keep the pitch count for the opposing team as well as their own team. If one or both Coaches elect to keep a pitch count on the opposing team, then coaches are to compare pitch counts between innings. Umpires are not to keep pitch counts. Each coach is responsible for their own team's pitch count. If there is a discrepancy in the pitch count the umpire will take the pitching team's pitch count. If a pitcher reaches the 60 pitch count limit during a batters at bat, the pitcher can finish pitching to the current batter and then must be replaced. Pitchers removed before reaching their pitch count or maximum innings cannot be re-entered as a pitcher. In playoff games the 8-10 coordinator is responsible for assigning an independent person to keep the pitch counts for both teams during the game. Warm-up pitches will not count toward pitch count totals.**

**Pitchers cannot pitch on consecutive days.**

Defensive conferences are limited to two (2) per inning (not charged if a pitching change is made). The pitcher must be removed during the second conference if not removed during the first conference.

If a pitcher hits 2 batters in an inning or 3 batters in a game they must be removed as the pitcher (no exceptions).

### **Defensive Lineup:**

You must play a traditional defense. This means 9 players on the field. Outfield has 3 outfielders (left, center, right), Infield has 4 infielders (first base, second base, short stop and third base) 1 pitcher, 1 catcher. No exceptions!

### **Substitutions:**

An unlimited substitution rule will apply to all positions except the pitcher. Once a pitcher is taken out of that position he/she may not return as pitcher.

### **Coaches:**

Base coaches must stay in their coaching box while game is in play. Time must be requested and granted prior to consultation with the umpire.

Coaches are responsible for maintaining a high level of sportsmanship and professionalism within the team and family members of their team. Coaches are to make sure that parents understand that unwanted behavior of any kind will not be tolerated. It is not the responsibility of the umpire to monitor spectator conduct. Coaches are to monitor players and spectators. Should this core value be violated, the coach may face suspension. Examples of unwanted behavior are bad sportsmanship, cursing, fighting, stealing, name calling, or heckling of players, coaches or umpires.

Adults are to be base coaches (no players).

### **Miscellaneous:**

The home team will be responsible for setting up the field and the visiting team will be responsible for raking and cleaning up after the game.

No player is to be dropped off at a field unless prior arrangements have been made with the coach and it has been approved by the coach. Coaches are to ensure that all players have a parent/guardian to take care of them after the game/practice.

All teams must have a team parent and that name is to be submitted to the coordinator.

Coaches are expected to maintain a high level of sportsmanship, fair play and professionalism in dealing with players, parents/guardians, umpires, league officers and league representatives.

If a coach, spectator, or player is ejected from the field the umpire will notify the umpire-in-chief after the game with the details of the ejection. The umpire-in-chief will notify the league president who will determine any additional sanctions that are to be imposed.

Catchers must wear a protective cup, throat protector, protective helmet, shin guards and chest protector. Players warming up a pitcher in a crouch position must wear full catcher's gear.

Bat boys/girls must wear helmets.

No metal cleats are allowed.

No jewelry is allowed. Medical alert and religious bracelets or necklaces are not considered jewelry and if worn they must be taped to the body.

No dropped third strike.

The infield fly rule shall NOT apply.

Lightning/Thunder – all practices and games must be suspended for at least 20 minutes after the last lightning is seen or thunder is heard. All fields are to be cleared (this includes the dugouts). This is the responsibility of all coaches and umpires.

There are no protests. Decisions made on the field by the umpire are final. Umpires will be instructed to enforce these rules and the rules of the game. Modifications of these rules are not permitted even if agreed to by both coaches. Any coach who fails to follow these rules will be relieved of their coaching responsibilities. If a coach violates any of these rules during a game and is advised by the umpire of the rule violation and does not make the necessary adjustment to abide by the rules, the coach will be ejected and the game will continue. If the assistant coach does not want to continue, the game will be ruled a forfeit.