

Manchester Baseball Association

9/10 Rules for the 2024 Season

Manchester baseball will utilize Major League Baseball rules with the following rule modifications.

Game length/Innings/Scoring:

Each team must have at least 8 players to start a game and 8 players to finish a game. If a team does not have 8 players available to start (within 15 minutes of scheduled game time) or 8 players to finish a forfeit will be declared. A team that is short players may use a registered MBA player from a younger age group playing up for its 8th or 9th player to make the game official.

Each game shall consist of 6 innings.

No new inning is to start after two hours of play. (Includes lighting/thunder delays) The last inning will be completed even if it extends beyond two hours. Coaches and Umpires are encouraged to start the games on-time and keep the games moving.

In the case of a tie, extra innings will determine a winner if the extra innings can be played within the two-hour time limit (includes lightning/thunder delays).

A half inning is complete after 3 outs or five runs score - whichever occurs first.

The mercy rule is a 12-run lead after the losing team bats at least 4 times.

For regular season games the 5-run rule applies to all innings. For playoff games only, the last inning will be unlimited and must be declared by the umpire.

No player shall sit out on defense for more than 1 consecutive inning unless injured or sick.

If a game completes 3 ½ innings, it is considered an “official game”. If stopped before a completion of an inning by the umpire, the official score will revert back to the score at the completion of the last full inning.

If a game is partially completed (less than 3 ½ innings) due to weather and is rescheduled to be completed at a later date the game will be resumed at the point at which play was stopped.

The last inning may not always be the 6th inning. The umpire may declare any inning the last inning due to weather, darkness or an approaching time deadline.

Batting:

All batters, on-deck batters, and base runners must wear a batting helmet.

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 1st base and may not advance to second until the next pitch is thrown. The entire roster shall bat throughout the game.

Any batter who intentionally throws a bat or helmet in anger or disgust may be ejected from the game by their coach or umpire and may receive an additional 1 game suspension. If a player is ejected the league president is to be notified by the player's coach before the next game is scheduled to be played to determine an appropriate punishment.

Any batter who accidentally throws a bat may be called out at the umpire's discretion. If the ball is hit and the player throws the bat a dead ball is declared and no runners may advance – this applies only when the umpire is calling the batter out for throwing the bat.

Bats – no restrictions on bat diameter for this age group. USA and USSSA are both allowed.

Wooden bats are permitted provided they meet the above restrictions.

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 the catcher 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 shall issue a team warning. On any subsequent offenses the runner will be called out.

Runners may steal second, third or home. A runner may only attempt to steal a base after the ball crosses home plate and may **NOT** initiate a delayed steal once the pitcher has control of the ball on the mound.

If there is an overthrow on an attempted steal, runner can only move up **ONE** base.

If a runner leaves early on a steal or batted ball and is thrown out, the out will stand. If the runner is safe but in the umpire's judgment would have been out had he not left early the runner will be declared out.

If the runner leaves early on a batted ball and is safe and would have been safe even if he had not left early the umpire will return the runner to the base occupied before the pitch was thrown if that base is unoccupied. If the previous base is occupied the runner will remain where he is.

In all cases of runners leaving early a team warning will be issued on the first offense. Once the team warning is issued any runner leaving early or leading off 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.

On a ball hit to the outfield, the ball must be back to the infield and **IN CONTROL** by an infielder before the play is dead.

- If a baserunner is at least half way to the next base when the play is ruled dead, they can no longer advance beyond that base.

The infield fly rule shall apply.

Pitching:

Pitching rubber will be at 46 feet.

Balks shall not be called.

Intentional walks are not allowed.

Pitching Restrictions:

Pitchers/Managers are required to adhere to the following pitch counts/required rest requirements:

60 pitch limit (or 3 innings) per game. Pitcher is allowed to finish facing the batter if they hit 60 pitches in the middle of an at-bat

Required Rest:

0 days: 1-20 pitches thrown

1 day: 21-35 pitches thrown

2 days: 35-50 pitches thrown

3 days: 51+ pitches thrown

Pitching/Catching Restriction: If a player pitches, they are not able to play more than 4 combined innings at the pitcher and catcher positions in a game.

Defensive conferences are limited to 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 two batters in an inning or 3 batters in a game they must be removed as the pitcher. (No discretion.)

Pitchers may **NOT** wear jewelry or sunglasses while pitching.

Substitutions:

An unlimited substitution rule will apply to all positions except the pitcher. Once a pitcher is taken out of that position, he 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 by the umpire, prior to consultation.

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 individual must be submitted to the coordinator.

Coaches are expected to for 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 a mask and throat protector.

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.

There are no protests. Decisions made on the field by the umpire are final.