

# **Monroe County Area Rec Ball (MCARB) Rules**

## **General Rules Pertaining To All Leagues:**

1. All games will start at 6:15 pm. unless prior official notice is given to both teams. Teams will have until 6:30 pm. To field seven (7) players or the game will be ruled a forfeit. In case of a forfeit, players should be divided up and a game played as a scrimmage.
2. The second team listed on the schedule is the home team. The home team will occupy the dugout or bench on the third base line.
3. Players must be in uniform to play in a game. Shirts must be tucked in and hats worn in the appropriate manner. No other headgear shall be worn.
4. For safety reasons, no jewelry may be worn during games or practices.
5. The home team coach will serve as the official score keeper and will have the responsibility of rescheduling any make-up games.
6. If a player arrives after the start of the game, it is up to the coach's discretion when the player enters the game. The player is to be inserted at the bottom of the batting order.
7. Any player or coach who is bleeding or has an open wound shall be prohibited from further participation until appropriate treatment is administered. If medical care and treatment is administered in a reasonable time, the player may stay in the game.
8. The home plate umpire, for throwing a bat will warn a batter and coach once. A second occurrence by the same batter will result in the batter being called out and the play being regarded as a dead ball.
9. All protest concerning rules will be decided on the field with the two coaches, umpire and league representative. The home plate umpire will allow a reasonable amount of time for the discussion on the dispute with a five (5) minute maximum.
10. No coach or player may make remarks directed in a derogatory or unsportsman like manner to a member of the opposing team, its management, or the umpire. There will be no taunting. Only the head coach may confer with the umpire regarding a rule interpretation. Pure judgment calls, or decisions by the umpire are not to be questioned by any player or coach.
11. No batting practice is permitted on the infield prior to the game. This will aid in preserving the lined field for the game.
12. A courtesy runner may only be used in the event of any injury unless otherwise noted.
13. Managers, parents, and at least one (1) Community Administrator can make the decision to cancel a game due to excessive heat. Managers will determine if the game is to be rescheduled or completely canceled. As with the rain out policy, it is the home team coach who has the responsibility to reschedule the game.

14. If intense rain develops after the game has already begun, the home plate umpire will call a time-out for fifteen (15) minutes to see if the rain will subside. All parties are required to stay near the field site until the umpire has made the final decision.
15. If lightning is sighted from the fields, all games will be delayed for a minimum of fifteen (15) minutes from the sighting of every lightning strike.
16. If a tornado watch is in effect at game time, the games will go on as scheduled. If it turns into a tornado warning, or a tornado warning is already in effect at game time the game will be cancelled.
17. The winning team's coach must report the game results to the concession stand at the end of the game, or before the next game. Failure to do so could result in both teams being credited with losses.
18. Games will be declared "official" if the home team is ahead after the visiting team has completed their at bat, or the home team has completed its at bat after the corresponding amount of innings:
  - A 4-inning game after 3 innings
  - A 5-inning game after 3 innings
  - A 6-inning game after 4 innings

### **Game Cancellation:**

1. Cancelled games MAY be rescheduled when possible. Make-up games must be scheduled with the league director.
2. When considering game cancellation, the league will follow MHSAA guidelines for heat and air quality.
3. Notice of game cancellation will occur by 4PM whenever possible.
4. There will not be any make-up games scheduled after the regular season.

### **Player Eligibility:**

1. Every player must be officially registered to play in a league.
2. If a team is short players, the team short may use a registered player from a younger league, not from the same or older league. Borrowed players must not have a game scheduled in their league. All original team players that are present at the start of the game must be used before borrowed players can be used.
3. All-Stars: All players registered with the community league are eligible for the All-Star teams providing they meet the age requirements.

### **Player Conduct:**

1. Use of tobacco products by players is strictly prohibited during games and practice.

2. Abusive language, fighting, or abusing equipment or property will not be tolerated. This type of action may result in the player being ejected from the game, or from the league. A player may only be ejected from the league by the action of the board.
3. Any player or coach ejected from a game due to any unsportsman like act will be ineligible for their team's next game.
4. Only players in uniform, coaches, batboys, league representatives, scorekeepers, and umpires are permitted on the playing field or in the dugouts. All players must remain on the bench.

### **Coaches Conduct:**

1. Coaches shall not come to games or practices under the influence of intoxicants.
2. Coaches are strictly prohibited from using any tobacco products during games or practices.
3. Do not practice on a field already lined for the game.
4. Coaches will set the example of good sportsmanship. Any example contradictory to this will not be tolerated.
5. All coaches are responsible for all equipment issued to them and to maintain the safety of that equipment. Broken equipment will be repaired or replaced by the board when confirmed. Coaches are responsible to return all equipment issued to them at the end of the season.
6. Coaches are responsible for leaving the field, dugout, and surrounding area clean. Please fill in the holes in the batters box and pitching mound at the end of the game to preserve the field.

### **Spectator Rules:**

1. If a spectator becomes unruly, displaying unsportsmanlike conduct or becomes abusive to the umpire, the players, or the coaching staff, the play will be stopped, and the spectator will be asked to leave the premises. The league reserves the right to extend actions to the player whose parent(s) is the person being removed from the game. This is the ugliness that tarnishes the enjoyment of athletic competition. The league will not tolerate this conduct.
2. The use of tobacco products is strictly prohibited near the dugouts and around the field of play area.

### **Uniforms:**

1. Players must be in uniform to play in the game. Hats will be optional.
2. Shirts must be tucked in and hats worn in the appropriate manner.
3. Metal cleats will not be permitted.
4. Catchers, batters, and base runners must wear protective headgear.
5. Catchers must wear throat guards during games and warm-ups.

## **Fields:**

1. 12U Baseball will be 60 feet base line and 46 feet pitcher's mound.
2. 12U Softball will be 60 feet base line and 40 feet pitcher's mound.
3. 8U Baseball will be 60 feet base line and 40 feet pitcher's mound.
4. 10U Baseball will be 60 feet base line and 46 feet pitcher's mound.
5. 8U and 10U Softball will be 60 feet base line and 35 feet pitcher's mound.

## **Equipment:**

1. TBall will be played with a flex core ball.
2. Baseball at all levels will use a hard-core ball, no flex core balls will be used.
3. 8U and 10U softball will use a hard core 11-inch ball.
4. 12U softball will use a hard core 12-inch ball.
5. For baseball, all bats must be USABat Standard Bats.
  - a. Bat diameter may not be larger than 2 5/8 inch.

## **T-BALL LEAGUE RULES**

**Game Rules:** Michigan High School Athletics Association rules apply when not Covered by the following.

1. Games will consist of 2 innings in length. No new inning shall be started after 1 ½ of play, a third inning is optional and may be played if both coaches agree and it has not passed the time limit.
2. Field specifications: Bases are 40' apart. Pitcher's rubber is 30' from the point of home plate.
3. The game will be played with a soft-core flex ball.
4. Every player will bat once every inning.
5. All batters must use the "T" stand when batting. The older division (5-6 year old) may start with 3 pitches from a coach. This is encouraged, not required.
6. A batter or runner put out at a base remains out, and is removed from the field of play.
7. When a ball is hit in the infield, all runners can only advance 1 base except for the last batter who hits and runs until the ball is placed on the tee to end the inning.
8. When a ball is hit to the outfielder, when the outfielder's throw breaks the plane of the infield, the runner may complete the base they are running to and stop.
9. All players are on the field defensively during the game.
10. Only one base on any overthrown ball may be taken.
11. Coaches are allowed on the field defensively, but must not hinder the play of the game.
12. Coaches will officiate the game. Umpires will not be used in this league.
13. No score will be kept.
14. Unlimited outs per inning.

In the event of increment weather, the MCARB will make the decision to cancel games and will notify the coaches in advance so they can contact their teams.

## Girls 8U Coach/Kid Pitch Softball Rules

**Game Rules:** Michigan High School Athletics Association rules apply when not covered by the following.

1. Each game will have a time limit of 1 hour and 30 min. No inning may start after the time limit.
2. Innings will consist of 3 outs or five runs, whichever comes first. If a team is behind they can tie the score and score an additional 3 runs. The 6<sup>th</sup> inning has no run limit.
3. A continuous batting order shall be used at all times throughout the game.
4. Each team must play with a minimum of 7 players and a maximum of 10 players defensively without forfeiting, (using 4 out fielders).
5. Infielders should not move any closer than 1 foot inside the base path.
6. Outfielders must remain on the outfield grass prior to the ball being hit.
7. Catchers must be directly behind the plate and wearing a catcher's mask. NO EXCEPTIONS.
8. Base runners may not leave the base until the ball is hit.
9. The coach pitching will call the games when their team is batting. There will be no umpires for this league.
- 10. Beginning in the 4<sup>th</sup> week of the season, we will transition from coach pitch to kid pitch. The coach for the hitting team will call balls and strikes.**
11. You may have two coaches on the field when your team is on defense, but they must stay on the outfield grass.
12. If you are not pitching or coaching while your team is on defense, coaches must remain inside the dugout.
13. Both team's head coaches must cover the ground rules for specific fields before each game.
14. A batter cannot reach a base on balls (walk).
15. Throwing the bat will receive one team warning. Any bats thrown after that will be an automatic out. No advancement of base runners.
16. No bunting allowed. Full swings only.
17. The batter gets 8 pitches to put the ball in play.
18. A strikeout consists of three (3) swinging strikes. A strikeout is counted as a defensive (team) out. A batter may not be called out on a foul ball.
19. If the ball is not put in play after 8 pitches the batter is out.
20. A hit batter is considered a ball. The batter does not take first base.
21. Each player must play a mandatory of 2 positions in each game.
22. Each player must play a minimum of 2 innings per game defensively. Coaches should make an effort to ensure that each player plays at least 2 entire games.
23. Any fair fly ball deflected by a player over the fair outfield fence will be ruled a home run.
24. There is no infield fly rule.
25. No base may be taken on an overthrown ball.
26. When the outfielders throw breaks the plane of the infield, the runner may complete the base they are running to and stop.
27. If the batter/base runner fly's out or is thrown/tagged out they leave the bases and return

to the dugout.

28. When sliding the runner is always to slid feet first.
29. Rubber cleats or tennis shoes only, (no other foot ware).
30. All bats must be little league approved bats

## **Boys 8U Coach/Kid Pitch Baseball RULES**

**Game Rules:** Michigan High School Athletics Association rules apply when not Covered by the following.

1. Each game will have a time limit of 1 hour and 30 min or 6 innings. No inning may start after the time limit.
2. Innings will consist of 3 outs or five runs, whichever comes first. If a team is behind, they are allowed to tie the score and score 3 additional runs. The 6<sup>th</sup> inning shall not have run limit
3. A continuous batting order shall be used at all times throughout the game.
4. Each team must play with a minimum of 7 players and a maximum of 10 players defensively without forfeiting, (using 4 out fielders).
5. Infielders should not move any closer than 1 foot inside the base path.
6. Outfielders must remain on the outfield grass prior to the ball being hit.
7. Catchers must be directly behind the plate and wearing a catcher's mask. NO EXCEPTIONS.
8. Base runners may not leave the base until the ball is hit.
9. The coach pitching will call the games when their team is batting. There will be no umpires for this league.
- 10. Beginning in the 4<sup>th</sup> week of the season, we will transition from coach pitch to kid pitch. The coach for the hitting team will call balls and strikes.**
11. You may have two coaches on the field when your team is on defense, but they must stay on the outfield grass.
12. If you are not pitching or coaching while your team is on defense, coaches must remain inside the dugout.
13. Both team's head coaches must cover the ground rules for specific fields before each game.
14. A batter cannot reach a base on balls (walk).
15. Throwing the bat will receive one team warning. Any bats thrown after that will be an automatic out. No advancement of base runners.
16. No bunting allowed. Full swings only.
17. The batter gets 8 pitches to put the ball in play.
18. A strikeout consists of three (3) swinging strikes. A strikeout is counted as a defensive (team) out. A batter may not be called out on a foul ball.
19. If the ball is not put in play after 8 pitches the batter is out.
20. A hit batter is considered a ball. The batter does not take first base.
21. Each player must play a mandatory of 2 positions in each game.
22. Each player must play a minimum of 2 innings per game defensively. Coaches should make an effort to ensure that each player plays at least 2 entire games.
23. Any fair fly ball deflected by a player over the fair outfield fence will be ruled a home run.
24. There is no infield fly rule.
25. No base may be taken on an overthrown ball.
26. When the outfielders throw breaks the plane of the infield, the runner may complete the base they are running to and stop.

27. If the batter/base runner fly's out or is thrown/tagged out they leave the bases and return to the dugout.

28. When sliding the runner is always to slid feet first.
29. Rubber cleats or tennis shoes only, (no other foot ware).
30. All bats must be USABat Standard Bats.
31. Bat diameter may not be larger than  $2 \frac{5}{8}$  inch.

## **GIRLS 10U SOFTBALL RULES**

**Game Rules:** Michigan High School Athletics Association rules apply when not Covered by the following.

1. Games will start at 6:15pm.
2. Age of participants: A player may not turn 11 before January 1<sup>st</sup>.
3. Field specifications: Bases are 60' apart. Pitcher's rubber is 35' from home plate.
4. The home plate umpire and the coaches from both teams must cover the ground rules for specific fields before each game.
5. Games will consist of 6 innings in length. No new inning may be started after 7:45pm. Games may end in a tie. If a game has gone through 6 innings and is a tie, the international tie-breaking rule will be used. When your team bats, the person who made the last out of the previous inning will start on 2<sup>nd</sup> base. The game is played until someone wins or the game time expires.
6. Each inning shall consist of 3 outs or 5 runs. If a team is behind, they are allowed to tie the score and score 3 additional runs. The 6<sup>th</sup> inning shall not have a run limit.
7. The mercy rule will be used. 10 runs after 4 inning of play or 3½ if the home team is ahead.
8. Only one umpire is required.
9. Appeal plays will not be used. The umpire will make the decisions on missed bases, leaving the base early, etc.
10. **NO QUESTIONING THE UMPIRE'S CALLS.**
11. An 11-inch ball will be used for this league.
12. Each team must play a minimum of 7 players and a maximum of 10 players defensively using 4 outfielders, or the game will be considered a forfeit.
13. Each player must play a minimum of 2 innings per game defensively. Coaches should make an effort to ensure that each player plays at least 2 entire games.
14. Teams will rotate player's positions during the game.
15. A continuous batting order shall be used at all times throughout the game.
16. Free substitution may be used for defensive positions.
17. While on the field of play, the offensive team must wear a batting helmet at all times.
18. A courtesy runner may be used for the catcher only, at any time after the catcher-batter reaches base safely. A courtesy runner must be used for the catcher if there are 2 outs in the inning. This will allow the catcher time to put on the catching equipment and keep the game moving along. The courtesy runner shall be a player not currently playing in the field. If all players in the lineup are being used in the field, the courtesy runner shall be the player who made the last out in the order.
19. There is no infield fly rule.
20. No intentional walks.
21. Running on a dropped third strike is prohibited.
22. Any fair fly ball deflected by a player over the fair outfield fence will be ruled a home run.
23. Runners may advance at their own risk on an overthrow in the field. If the ball goes out of play, the base runner is awarded one additional base.

24. When the outfielder's throw breaks the plane of the infield, the runner must complete the base they are running to and stop.
25. Stealing of 1 base at a time is allowed. No advancing on overthrows. A base runner may leave the base at their own risk the moment the pitched ball crosses home plate. The moment shall be at the discretion of the umpire. No advancing home on a stolen base or wild pitch.
26. Base runners must slide or avoid contact with the fielder if a play is being made at that base. If the player does not slide, they will be called out. This is at the umpire's discretion.
27. A pitcher may pitch a total of 9 outs per game. The pitcher can use the windmill or modified version (slingshot) to deliver the ball. Once the pitcher is removed from the position of pitcher, she is ineligible to pitch the remainder of the game. She may play any other position providing the free substitution rules are followed. The exception to this rule is for the player pitching when her team makes the eighteenth out. That player may continue to pitch until the game is completed.
28. Pitchers are limited to a maximum of 7 warm-up pitches at the start of the game, or if they enter the position during an inning. Pitchers are limited to 5 warm-up pitches between innings. Coaches are to warm up the pitcher if the catcher is not ready.
29. If a pitcher hits 3 batters during the game, the pitcher must be replaced but does not have to leave the game.
30. No balks will be called in this league. Coaches are still encouraged to point out the mistake to the pitcher.

## **BOYS 10U BASEBALL RULES**

**Game Rules:** Michigan High School Athletics Association rules apply when not Covered by the following.

1. Games will start at 6:15pm.
2. Age of participants: A player may not turn 11 before May 1<sup>st</sup>.
3. Field specifications: Bases are 60' apart. Pitcher's rubber is 46' from home plate.
4. The home plate umpire and the coaches from both teams must cover the ground rules for specific fields before each game.
5. Games will consist of 6 innings in length. No new inning may be started after 7:45pm. Games may end in a tie. If a game has gone through 6 innings and is a tie, the international tie-breaking rule will be used. When your team bats, the player who made the last out of the previous inning will start on 2<sup>nd</sup> base. The game is played until someone wins or the game time expires.
6. Each inning shall consist of 3 outs, 5 runs, or one time through the lineup. If a team is behind, they are allowed to tie the score and score 3 additional runs. The 6<sup>th</sup> inning shall not have a run limit.
7. The mercy rule will be used. 15 runs after 4 inning of play, 10 runs after 5 innings.
8. All bats must be USABat Standard Bats.
9. Bat diameter may not be larger than 2 5/8 inch.
10. Catchers must wear a protective cup.
11. Steal cleats or spikes are prohibited.
12. Only one umpire is required.
13. Appeal plays will not be used. The umpire will make the decisions on missed bases, leaving the base early, etc.
14. **NO QUESTIONING THE UMPIRE'S CALLS.**
15. Each team must play with a minimum of 7 players and a maximum of 10 players defensively using 4 out-fielders, or the game will be considered a forfeit.
16. Each player must play a minimum of 2 innings per game defensively. Coaches should make an effort to ensure that each player plays at least 2 entire games.
17. A continuous batting order shall be used at all times throughout the game.
18. Free substitution rule as defined by high school rules will be used.
19. While on the field of play, the offensive team must wear a batting helmet at all times.
20. Designated hitter is prohibited.
21. A courtesy runner may be used for the catcher only, at any time after the catcher-batter reaches base safely. The courtesy runner shall be a player not currently playing in the field. If all players in the lineup are being used in the field, the courtesy runner shall be the player who made the last out in the order.
22. There is no infield fly rule.
23. No intentional walks.
24. Any fair fly ball deflected by a player over the fair outfield fence will be ruled a home run.
25. When the outfielder's throw breaks the plane of the infield, and the ball is fielded cleanly, the runner may complete the base they are running to and stop. They may do so at their own risk.

26. Batters may not advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike by the catcher.
27. Base runners may advance at their own risk on an overthrow in the infield. If the ball goes out of play, the base runner is awarded one additional base.
28. Runners on base cannot advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive the pitch. Exception to this rule, Runners may advance on a batted ball hit to the pitcher and time has not been called.
29. Stealing is allowed. A base runner may leave the base once the ball crosses the plate. The moment the ball crosses the plate will be at the discretion of the umpire. There will be 1 warning per team per game. The second occurrence will result in an out for that team. The base runner may steal 1 base at a time. The player is not allowed to steal home.
30. When a runner tries to advance prior to the pitched ball passing home plate, the following will apply:
  - a. If the runner advances safely, the umpire will call 'time' and the runner shall return to the base last legally occupied at the time of the pitch.
  - b. If the runner is called / thrown out, the runner is out.
31. Runners may not advance from 3<sup>rd</sup> base to home unless the runner is batted home or forced by a base on balls, hit batsman, any defensive attempt towards base runner, or award from the umpire. Runners may not advance from 3<sup>rd</sup> base to home on passed balls, wild pitches or dropped / missed 3<sup>rd</sup> strikes by the catcher.
32. A player must slide if a play is being made at that base. If the player does not slide, they will be called out.
33. When sliding into 2<sup>nd</sup>, 3<sup>rd</sup> or home base the runner is always to slide feet first. If a runner slides into a base head first, he will be called out. The only exception is when a runner is going back to the base they started from, they may dive back into that base head first.
34. A pitcher may pitch a total of 9 outs per game. Once the pitcher is removed from the game, he is ineligible to pitch again in the game. He may play any other position providing the free substitution rules are followed. The exception to this rule is for the player pitching when his team makes the fifteenth out. He may continue into extra innings, as long as necessary.
35. Pitchers are limited to a maximum of 7 warm-up pitches at the start of the game, or if they enter the position during an inning. Pitchers are limited to 5 warm-up pitches between innings. Coaches are to warm up the pitcher if the catcher is not ready.
36. If a pitcher hits 3 batters during the game, the pitcher must be replaced but does not have to leave the game.
37. No balks will be called in this league. Coaches are still encouraged to point out the mistake to the pitcher.
38. The pitcher must start his wind-up with a foot against the pitcher's rubber.
39. **Curve balls are illegal.** Knuckle balls are allowed.

## **GIRLS 12U SOFTBALL RULES**

**Game Rules:** Michigan High School Athletics Association rules apply when not Covered by the following.

1. Age of participants: A player may not turn 13 before January 1<sup>st</sup>.
2. Field specifications: Bases are 60' apart. Pitcher's rubber is 40' from home plate.
3. The home plate umpire and the coaches from both teams must cover the ground rules for specific fields before each game.
4. Games begin at 6:15.
5. Games will consist of 6 innings in length. No new inning may be started after 7:45pm. Games may end in a tie. If a game has gone through 6 innings and is a tie, the international tie-breaking rule will be used. When your team bats, the person who made the last out of the previous inning will start on 2<sup>nd</sup> base. The game is played until someone wins or the game time expires.
6. Each inning shall consist of 3 outs or 6 runs. If a team is behind, they are allowed to tie the score and score 3 additional runs. The 6<sup>th</sup> inning shall not have a run limit.
7. The mercy rule will be used. 10 runs after 4 inning of play or 3½ if the home team is ahead.
8. Only one umpire is required.
9. Appeal plays will not be used. The umpire will make the decisions on missed bases, leaving the base early, etc.
10. **NO QUESTIONING THE UMPIRE'S CALLS.**
11. A 12-inch ball will be used for this league.
12. Each team must play a minimum of 7 players and a maximum of 9 players defensively, using 3 outfielders, or the game will be considered a forfeit.
13. Each player must play a minimum of 2 innings per game defensively. Coaches should make an effort to ensure that each player plays at least 2 entire games.
14. Teams will rotate player's positions during the game.
15. A continuous batting order shall be used at all times throughout the game.
16. Free substitution may be used for defensive positions.
17. While on the field of play, the offensive team must wear a batting helmet at all times.
18. A courtesy runner may be used for the catcher only, at any time after the catcher-batter reaches base safely. A courtesy runner must be used for the catcher if there are 2 outs in the inning. This will allow the catcher time to put on the catching equipment and keep the game moving along. The courtesy runner shall be a player not currently playing in the field. If all players in the lineup are being used in the field, the courtesy runner shall be the player who made the last out in the order.
19. Infield fly rule will be in effect. Runners on 1<sup>st</sup> and 2<sup>nd</sup>, or bases loaded with less than 2 outs, and a fly ball that could be caught with ordinary effort by a player who was stationed in the infield at the time of the pitch. The batter is called out and the play is ruled dead.
20. No intentional walks.
21. Bunting is allowed. The batter is out if the ball goes foul after the second strike.

22. Any fair fly ball deflected by a player over the fair outfield fence will be ruled a home run.
23. The dropped third strike rule is in effect. After a pitched ball is swung at and missed, the batter may advance at their own risk until called out by the umpire.
24. Runners may advance at their own risk on an overthrown ball that stays in the field of play. The play ends and the ball is declared dead when the pitcher has control of the ball in the pitcher's circle. If the ball goes out of play, out of bounds, the base runner(s) are limited to one additional base.
25. Stealing is allowed. A base runner may leave the base the moment the pitched ball leaves the pitcher's hand and can steal any base, including home. The moment shall be at the discretion of the umpire.
26. Base runners must slide or avoid contact with the fielder if a play is being made at that base. If the player does not slide, they will be called out. This is at the umpire's discretion.
27. A walked batter becomes a runner after crossing 1<sup>st</sup> base with the right to attempt to score by advancing to 2<sup>nd</sup>, 3<sup>rd</sup> and home plate at their own risk, only after the umpire calls the fourth ball.
28. A pitcher may pitch a total of 9 outs per game. The pitcher can use the windmill or modified version (slingshot) to deliver the ball. Once the pitcher is removed from the position of pitcher, she is ineligible to pitch the remainder of the game. She may play any other position providing the free substitution rules are followed. The exception to this rule is for the player pitching when her team makes the eighteenth out. That player may continue to pitch until the game is completed.
29. Pitchers are limited to a maximum of 7 warm-up pitches at the start of the game, or if they enter the position during an inning. Pitchers are limited to 5 warm-up pitches between innings. Coaches are to warm up the pitcher if the catcher is not ready.
30. If a pitcher hits 3 batters during the game, the pitcher must be replaced but does not have to leave the game.
31. No balks will be called in this league. Coaches are still encouraged to point out the mistake to the pitcher.

## **BOYS 12U BASEBALL RULES**

**Game Rules:** Michigan High School Athletics Association rules apply when not Covered by the following.

1. Age of participants: A player may not turn 13 before May 1<sup>st</sup>.
2. Field specifications: Bases are 60' apart. Pitcher's rubber is 46' from home plate.
3. The home plate umpire and the coaches from both teams must cover the ground rules for specific fields before each game.
4. Games begin at 6:15.
5. Games will consist of 6 innings in length. No new inning may be started after 7:45pm. Games may end in a tie. If a game has gone through 6 innings and is a tie, the international tie-breaking rule will be used. When your team bats, the person who made the last out of the previous inning will start on 2<sup>nd</sup> base. The game is played until someone wins or the game time expires.
6. Each inning shall consist of 3 outs or 6 runs. If a team is behind, they are allowed to tie the score and score 3 additional runs. The 6<sup>th</sup> inning shall not have a run limit.
7. The mercy rule will be used. 10 runs after 4 inning or 3½ if the home team is ahead.
8. All bats must be USABat Standard Bats or BBCOR bats.
9. Bat diameter may not be larger than 2 5/8 inch.
10. Catchers must wear a protective cup.
11. Steal cleats or spikes are prohibited.
12. Only one umpire is required.
13. Appeal plays will not be used. The umpire will make the decisions on missed bases, leaving the base early, etc.
14. **NO QUESTIONING THE UMPIRE'S CALLS.**
15. Each team must play with a minimum of 7 players. Up to 10 players may be used in the field at one time (fourth out-fielder). This is not a requirement, but we are playing recreation baseball and the attempt should be to get the kids onto the field.
16. Each player must play a minimum of 2 innings per game defensively. Coaches should make an effort to ensure that each player plays at least 2 entire games.
17. A continuous batting order shall be used at all times throughout the game.
18. Free substitution rule as defined by high school rules will be used.
19. While on the field of play, the offensive team must wear a batting helmet at all times.
20. Designated hitter is prohibited.
21. A courtesy runner may be used for the catcher only, at any time after the catcher-batter reaches base safely. The courtesy runner shall be a player not currently playing in the field. If all players in the lineup are being used in the field, the courtesy runner shall be the player who made the last out in the order.
22. Infield fly rule will be in effect. Runners on 1<sup>st</sup> and 2<sup>nd</sup>, or bases loaded with less than 2 outs, and a fly ball that could be caught with ordinary effort by a player who was stationed in the infield at the time of the pitch. The batter is called out and the play is ruled dead.

23. No intentional walks.
24. Bunting is allowed.
25. Any fair fly ball deflected by a player over the fair outfield fence will be ruled a home run.
26. Batters may not advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike by the catcher. Base runners may advance at their own risk.
27. Runners may advance at their own risk on an overthrown ball that stays in the field of play. If the ball goes out of play, the base runner is awarded one additional base.
28. Stealing is allowed. A base runner may leave the base once the ball crosses the plate. The moment the ball crosses the plate will be at the discretion of the umpire. There will be 1 warning per team per game. The second occurrence will result in an out for that team. The base runner may steal home.
29. When a runner tries to advance prior to the pitched ball passing home plate, the following will apply:
  - a. If the runner advances safely, the umpire will call 'time' and the runner shall return to the base last legally occupied at the time of the pitch.
  - b. If the runner is called / thrown out, the runner is out.
30. A player must slide if a play is being made at that base. If the player does not slide, they will be called out.
31. When sliding into 2<sup>nd</sup>, 3<sup>rd</sup> or home base the runner is always to slide feet first. If a runner slides into a base head first, he will be called out. The only exception is when a runner is going back to the base they started from, they may dive back into that base head first.
32. A walked batter becomes a runner after crossing 1<sup>st</sup> base with the right to attempt to score by advancing to 2<sup>nd</sup>, 3<sup>rd</sup> and home plate at their own risk, only after the umpire calls the fourth ball.
33. A pitcher may pitch a total of 9 outs per game. Once the pitcher is removed from the game, he is ineligible to pitch again in the game. He may play any other position providing the free substitution rules are followed. The exception to this rule is for the player pitching when his team makes the fifteenth out. He may continue into extra innings, as long as necessary.
34. Pitchers are limited to a maximum of 7 warm-up pitches at the start of the game, or if they enter the position during an inning. Pitchers are limited to 5 warm-up pitches between innings. Coaches are to warm up the pitcher if the catcher is not ready.
35. If a pitcher hits 3 batters during the game, the pitcher must be replaced but does not have to leave the game.
36. No balks will be called in this league. Coaches are still encouraged to point out the mistake to the pitcher.
37. No breaking pitches, this is referring strictly to curve balls or sinkers in any league. The umpire will call a dead ball and give the pitcher and the coach a warning on the first occurrence. Any occurrence after will result in an illegal pitch. The pitch will be ruled a ball, and the ball will be ruled dead.
38. The pitcher must start his wind-up with a foot against the pitcher's rubber.

