

MVAA Baseball Rules

Approved by Baseball Board: June, 2018

MVAA Baseball Director: Justin Jones

For purposes of this rulebook, the term “MVAA” will refer to the following association:

Mountain View Athletic Association

The Mountain View Athletic Association will play according to modified National Federation of High School (NFHS) rules and regulations. Any rule or action not covered in these league rules will revert to the NFHS rulebook and/or Major League Baseball rulebook. For additional information you are encouraged to go to the National Federation of High School website (<https://www.nfhs.org/activities-sports/baseball/>).

These rules shall govern the interleague play between MVAA, Dacula Athletic Association and Hebron Christian Academy starting with Fall Season 2018.

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1.0 - GENERAL INFORMATION

1.0.1 Managers and umpires are to read and be familiar with all rules from the Dixie Youth Baseball Rule Book for T-Ball through Major and the Dixie Youth Boys-Major Rule Book for Pony and Senior. Any rules that may not be covered in this document will be governed by the official rule books. Any rules written in this document supersede those of the Dixie rule book.

1.0.2 Up until game time, games postponed due to weather shall be at the discretion of Gwinnett County Parks and Recreation or MVAA Baseball Director or his delegate. Upon start of the game, the umpire shall have the discretion to postpone or cancel games due to inclement weather. Games that are postponed in the middle of a game shall be resumed at that point at a later date, unless the games are considered complete per the following:

T-Ball/Pee Wee: 3 innings or 2 ½ innings if home team is ahead

Minor/Major: 4 innings or 3 ½ if home team is ahead.

1.1 League Standings

1.1.1 First place will be determined by overall winning percentage of all teams that participate in the regular season.

1.1.1.1 Scoring shall be as follows:

1.1.1.1.1 Three (3) points for a win, two (2) points for a tie and zero (0) points for a loss.

1.1.2 In the event of a tie, MVAA will revert to:

1. Head to head competition
2. Total runs allowed for the entire season
3. Total runs scored for the entire season
4. Coin flip

The same methodology will be used to determine seeding for postseason play.

1.1.3 All regular season games ending in a tie will play one (1) extra inning IF TIME ALLOWS. If at the end of that inning it is still a tie score, the game will be declared a draw and counted in the standings accordingly. If time does not allow, the game will be declared a draw at the close of the time limit.

1.1.4 The baseball director or scheduling director is responsible for rescheduling games postponed due to weather. All efforts will be made to reschedule games with a week of notice, and within a reasonable time after the delay. In the event of an excessive number of cancelled games toward the end of the regular season, time may not allow for all games to be made up prior to the beginning of postseason play. As first place and tournament seeding is determined by winning percentage, games having a potential impact on division leaders or higher seeds will be given higher priority. Postseason play will not be delayed in order to complete regular season games.

1.2 Coach/Player Information

1.2.1 Because the children's safety is our primary concern, batters are required to wear batting helmets with both a face mask and chin strap except in travel, Pony and Senior. C-Flaps are allowed in minor and above. In travel, Pony and Senior players must wear pressure-type helmets or helmets with chin straps. Helmets must carry the NOCSAE stamp of approval. This rule applies at all times when a player is hitting, on deck or running the bases.

1.2.2 No out will be recorded for removal of an injured or sick player and he/she may reenter the game if his/her turn at bat has not been missed. If an injury occurs during an at-bat, the last batted out shall assume the count, or if there are no outs in the game yet, the last batter in the lineup will assume the count.

1.2.3 All runners must touch the base unassisted. A coach may not assist a runner by touching him/her. (A minor show of congratulations is acceptable, ie. handshake or high-five) Violations will be at the umpires discretion.

1.3 Player Participation

- 1.3.1 Each player will play in his/her designated age group based on Dixie Youth designated dates. Players will be allowed to play at the next level up, based on parental consent and subject to the Baseball Director's approval. Players will not be allowed to play down a level unless a valid medical concern is raised and approved by the Baseball Director. Skill level and lack of experience are NOT valid reasons for players playing down from their age group.

1.4 Player Evaluations

- 1.4.1 League directors for each league will be responsible for running evaluations.
- 1.4.2 Evaluations will be held a minimum of 3 weeks prior to the start of the season with dates and times established by the MVAA Baseball Board.
- 1.4.3 Evaluations will consist of hitting, running, fielding, throwing and pitching. Exception: T-Ball will not have a pitching evaluation.
- 1.4.4 Managers are required to submit player "Freeze Forms" to the league director prior to evaluations.
- 1.4.5 Players will be scored based on a 5 point scale for all skills listed above by each Manager. After evaluations, all player scores will be given to the league director for tally. This scoring will be averaged to determine the players tier level for the draft.
- 1.4.6 If a player does not attend evaluations, he/she will be offered as a "hat pick" (random draw) during the draft.
- 1.4.7 If a "Freeze" player does not attend evaluations, he/she will be rated as a 1st round draft pick, unless a majority of the Managers in the league agree to a different draft round.

1.5 Player Drafts

- 1.5.1 Each Manager will be allowed a maximum of four (4) "Freeze" players.
- 1.5.2 Each league will have a draft within 1 week of evaluations.
- 1.5.3 Each draft must have the league director and at least one (1) MVAA Baseball Board member present.
- 1.5.4 Draft order will be determined by pulling numbers from a hat.
- 1.5.5 Draft will be conducted by "snake format."
- 1.5.6 "Freeze" players will be assigned to their round based on the average score he/she received from all Managers.
- 1.5.7 If a manager has 2 "freeze" players in round 1, that Manager will not pick until the 4th round.
- 1.5.8 If a manager has 3 "freeze" players in round 1, that Manager will not pick until the 6th round.
- 1.5.9 If a manager has 4 "freeze" players in round 1, that Manager will not pick until the 8th round.
- 1.5.10 Hat picks will not be chosen until all evaluated players have been chosen.
- 1.5.11 Siblings must be drafted together. If a Manager drafts siblings, each player will be considered that Manager's pick in the round in which the player was evaluated.
 - 1.5.11.1 If one (1) of the siblings is a "freeze" the second sibling will also be considered a "freeze" unless the majority of the managers agree to allow the sibling to be a draft pick outside of a "freeze".

2.0 – GENERAL MVAA RULES

Bucket Rule: Coaches buckets are allowed on the field of play, provided it is within arms reach of the dugout. Buckets must be moved if a play is being made near the bucket. Failure to move the bucket will result in bucket being removed from the field.

Music Rule: 'Walk-up' or 'warm-up' music is prohibited. There will be no music played for hitters walking to the plate, between innings or before/after a game.

2.1 Weather Rules

- 2.1.1 At Mountain View Athletic Association, a lightning detector is utilized. The

detector will be the determining factor as to whether a game or practices at the park are halted due to lightning. Once the detector registers lightning, ALL GAMES AND PRACTICES will be halted. Everyone must clear the fields and dugout. Parents, players or fans may not congregate under the pavilions or concession stand. All game participants and visitors are to proceed to their vehicles until an all clear signal is sounded which will be five (5) short blasts of the air horn.

- 2.1.2 There are no exceptions to this rule. A team will be given one warning and if they do not adhere to the rules, they will forfeit the game.
- 2.1.3 A waiting period of thirty minutes will be allowed to start or resume a game due to field conditions after the Detector sounds the ALL CLEAR. The league director in accordance with the scheduling and umpire coordinator will reschedule games.
- 2.1.4 If at the start of the game or practice the temperature is 40 degrees or below on the park thermometer the game or practice will be rescheduled.
- 2.1.5 In the event there is not an at park thermometer, the posted temperature at <http://www.weather.com> for the park zip code will be used.
- 2.1.6 The ON-DUTY Director will consider the wind chill factor. *This is a Gwinnett County Ordinance and therefore a condition of league use for the park.*

2.2 Mercy Rule

- 2.2.1 A game shall be considered a regulation game when a team is ahead by eleven (11) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the mercy rule provision only if the home team has had an equal number of times at bat.
- 2.2.2 A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times or, in the case of the home team, when it is leading, two times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the 15 run rule provision only if the home team has had an equal number of times at bat.

2.3 Slinging the Bat

- 2.3.1 Each **player** will be given one warning for "slinging the bat".
 - 2.3.1.1 The second occurrence in the same game will result in that player being called out.
 - 2.3.1.2 The umpire must notify the official scorekeeper and manager of each warning.

2.4 Eligible Players

- 2.4.1 All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
- 2.4.2 A team shall be allowed to complete any game with less than the normal nine players under the following conditions:
 - 2.4.2.1 If a team starts play with eight players, an automatic out will be taken for the ninth position in the batting order.
 - 2.4.2.2 No penalty of an out if loss during game due to injury/sickness

- 2.4.2.3 A player removed from the game for sickness or injury loss can return to the game.
- 2.4.2.4 Players arriving after the game has started may be put into the game, as long as the team has not started it's second time through the batting order.
- 2.4.2.5 The late arriving player must bat as the last batter of the starting order.
- 2.4.3 A team failing to field at least eight eligible uniformed players within ten minutes after the scheduled start time shall forfeit the game.
- 2.4.4 If a team is unable to field nine players in a game they may fill up to two positions for a nine- player roster from the lower age groups or within the same league with recreation league players only.
 - 2.4.4.1 You must get permission from the player's coach along with the players parents for playing on another team.
 - 2.4.4.2 They may not pull more than is necessary to fill a nine-player roster.
 - 2.4.4.3 The non-roster players must be used in the outfield and placed at the end of the batting order.
 - 2.4.4.4 The Manager of the opposing team must be notified of the non-roster player prior to the start of the game.
 - 2.4.4.5 Senior may pull from other Senior Teams.

2.5 Base Runners

- 2.5.1 Substitute runners are allowed only if the original player is injured.
- 2.5.2 The player that made the last out shall be used as the substitute runner.
- 2.5.3 Courtesy runners are allowed for catchers in all innings except the last inning to speed up the game.
- 2.5.4 The player who recorded the prior out must run for the catcher.
 - 2.5.4.1 The catcher then must catch the next inning.

2.6 Sliding

- 2.6.1 Sliding is highly suggested and under all conditions permitted, but not required. Any action, which, in the judgment of the umpire, is made to collide with a defensive player will result in the offensive player being called out.
 - 2.6.1.1 Exception:
 - 2.6.1.1.1 A player is returning to a previously occupied base.
- 2.6.2 Any player sliding head first into the plate or bag will be automatically out in all leagues other than Pony & Senior.
- 2.6.3 All runners are required to AVOID contact with a defensive player.
- 2.6.4 It is not mandatory to slide at any base 1st through 3rd. It is strongly suggested that a runner slide at any base except 1st when a play is being made to that base. If the runner chooses not to slide thus causing a collision, he will be called out and face ejection. It is the sole judgment of the umpires and therefore not a protestable call. On all slides it is the responsibility of the runner to attempt to avoid contact. When in doubt slide.
- 2.6.5 Any play going to be made or close to being made at home plate. It is mandatory that the runner slide and attempt to avoid contact. It is the sole judgment of the umpires if he/she feels the play was too close not to slide. If failure to slide

results in a collision, the runner will be ejected. He is already out due to the fact he did not slide. Any play at the plate is defined by any player receiving the ball from any part of the field in an attempt to get a runner out at home. This is not a protestable call. When in doubt slide.

2.7 General Safety Rules

- 2.7.1 Any player warming up a pitcher on the mound, in a bullpen or elsewhere shall wear a catcher's mask with a helmet and throat protector even if the mask has a manufactured extension at the bottom, excluding the hockey-style mask. A batting helmet cannot be used to warm up a pitcher. It is strongly recommended that only players warm up a pitcher at any time. Coaches are permitted to warm up the pitcher without a catchers mask.
- 2.7.2 Catchers wearing hockey style masks shall NOT be required to wear a throat protector.
- 2.7.3 No player will be considered ready to play if he/she is wearing any type of hard surface cast or brace. An ace bandage or similar type of soft support does not constitute a cast for the purpose of this rule.
- 2.7.4 Players on the field or in the dugout area shall not wear jewelry of any kind, for safety reasons. This includes bracelets, necklaces and piercings of any kind.
 - 2.7.4.1 Exception:
 - 2.7.4.1.1 Players may wear breakaway sports necklaces.
 - 2.7.4.1.2 Medical or religious tags or medallions may be worn and secured by tape if deemed necessary by the umpire-in-chief.
 - 2.7.4.1.3 Defensive players may wear sunglasses.
- 2.7.5 Penalty: When a first time occurrence is noted, a warning shall be given to both teams, which applies to all players. Upon the second occurrence, the manager and player(s) will be ejected from the game.

2.8 Coaching Rules

- 2.8.1 No coaches (both Managers or Assistant Coaches) are permitted to partake in alcohol or illegal drugs prior to or during games or practices. If a coach is found to be in violation of this rule (either by an umpire or confirmed by a Baseball Board member on Park Duty) he/she will be suspended. The suspension for the first offense will be for 3 games. A second offense will result in action up to and including banishment from the park.
- 2.8.2 Only the Manager may represent or speak for the team unless otherwise requested by the Manager or duty officer. Managers must request and receive a time out from an umpire to discuss a call or rule. Anyone who charges the umpire or who does not request and receive a time out or who displays, at the discretion of the umpire, un-sportsman like conduct, may be ejected from the game and must leave the immediate playing field and grandstand area within two minutes of ejection. Failure to leave these areas or any further disruptions may result in forfeiture of the game. Anyone ejected from a game is automatically suspended from the next game. Anyone serving a suspension from a game shall not be permitted in the grandstand area or the scorers' booth. If a person is ejected

twice during the season, that person will go before the Baseball Board for further disciplinary review.

2.8.3 Managers and Assistant Coaches will be subjected to background checks prior to being allowed to coach a team.

2.9 Protests

2.9.1 Protests that involve an umpire's judgment shall not be accepted.

2.9.2 Only the team manager or the acting team manager shall be entitled to file a protest.

2.9.3 The only legal protest shall be one that involves a violation of playing rules, the use of an ineligible player or eligibility of a pitcher

2.9.4 The protesting manager must request time, notify the umpire he is protesting, notify the official scorekeeper to record the point in the game, and continue the game.

2.9.5 The protest shall be considered by the Baseball Director or designee within 48 hours only if it is placed in writing in accordance with the protesting team's association rules.

2.9.6 The award for winning a protest will be that the game will be replayed from the point of the protest at a time and date to be determined by the league.

2.9.7 AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE PARTICIPATION REQUIREMENT OR A PITCHING VIOLATION. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the one-inning participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

3.0 – GENERAL RESPONSIBILITIES AND REQUIREMENTS

3.0.1 All leagues will maintain an official scorebook that shall be retained for the entire season.

3.0.2 All Managers will ensure dugouts and bleachers are clean and orderly after each practice and game.

3.1 Home Team Responsibilities

3.1.1 Field preparation for games, to include lining the playing field and ensuring the field is ready for play. Electronic score brains, official scorebooks, bases, etc. should be brought to and returned from the field by the home team.

3.1.2 Occupy the dugout corresponding with the home side of the scoreboard.

3.1.3 Have 20 minutes of batting cage time 1 hour prior to game time.

3.1.4 Have 5 minutes of field warm up time 5 minutes prior to game time.

3.1.5 Report game scores and pitch counts (if applicable) to Quickscores within 24 hours of game time, and prior to the next game.

3.1.6 Have a responsible person (over 18 years old) to keep the official scorebook (including pitch count when applicable).

3.2 Visiting Team Responsibilities

- 3.2.1 The visiting team should occupy the dugout corresponding with the visitor side of the scoreboard.
- 3.2.2 Have 20 minutes of batting cage time 30 minutes prior to game time.
- 3.2.3 Have 5 minutes of field warm up time 10 minutes prior to game time.
- 3.2.4 Have a responsible person (over 18 years old) to run the scoreboard and keep pitch count (when applicable).

4.0 – League Rules

4.1 Common Rules

- 4.1.1 For the purposes of determining whether another inning can start, the next inning will be considered started when the third out of the previous inning is made. If time and innings remain, based on the game time limits for each age group, then play will be allowed to continue.
- 4.1.2 Free defensive substitutions are permitted provided that minimum play requirements are met. These requirements are at least every other inning. This includes the pitchers position.
- 4.1.3 A team may score a maximum of five (5) runs per inning up to the final inning and a maximum of ten (10) runs in the final inning (or one (1) time through the batting order, whichever comes first).
- 4.1.4 Pitch count totals (when applicable) should be compared and agreed upon between home and visiting team representatives. In the event that the counts do not match, the counts should be added together, divided by 2 and rounded up.
- 4.1.5 A pitcher reaching the maximum limit for the day or week may finish the batter.
- 4.1.6 A calendar week shall begin on Monday at 12:00 am and end on Sunday night at 12:00 midnight.
- 4.1.7 A Manager's failure to comply with the pitch count and rest period rules is subject to discipline in accordance with MVAA Code of Conduct.
- 4.1.8 Pitches thrown in a make-up game count in the week that the game is played, not the week originally scheduled.
- 4.1.9 Pitch counts must be entered into Quickscores and reviewed by both Managers within 24 hours and before each teams next game.
- 4.1.10 All leagues will play by their corresponding Dixie Youth Rule Book, except for rules specifically outlined in that league's section of this document.
- 4.1.11 "Travel" players must play up one (1) Rec League. Example: 7U and 8U travel players must play in Minor League. 9U and 10U travel players must play in Major League, etc. A player is considered a "travel" player if he/she is currently on a travel team roster or was on a travel team roster in the previous twelve (12) months, regardless if that travel team is playing in a league or tournaments during the Rec League season.
 - 4.1.11.1 Exception: This rule may be appealed to the Baseball Director should extenuating circumstances exist.

4.2 T-Ball Rules

- 4.2.1 All players on each team play on defense. The infield may have five (5) or six (6) players. These are circle player, 1st baseman, 2nd baseman, shortstop, 3rd baseman and catcher (optional). The outfield can have as many players as necessary in any configuration.

- 4.2.2 Field dimensions are 50' baselines and 40' from the back point of home plate to the front edge of the pitching rubber. Lines should be drawn at the half-way point between 1st base and 2nd base, 2nd base and 3rd base as well as between 3rd base and home plate.
- 4.2.3 Games are 5 innings or a time limit of 1 hour and 15 minutes. A new inning will not start after 1 hour and 10 minutes of play.
- 4.2.4 Games played on school nights (Monday through Thursday nights) will have 'hard stops' after 90 minutes of play. 6pm start time games will stop at 7:30 and 7:30pm start time games will stop at 9pm. This is regardless of score or inning. This rule is only in effect for the regular season, in the playoffs, games will play as in Rule 4.2.3.
- 4.2.5 A semicircle will be drawn in front of home plate. It will be measured ten (10) feet from the back corner of the home plate. A batted ball must either stop on this line, or go beyond this line to be a fair ball. If it doesn't it will be declared a foul ball, and will count as 1 swing or pitch.
- 4.2.6 A ten-foot diameter circle will be drawn around the pitcher's mound when adults are pitching; the player designated as the defensive pitcher must have at least one foot on or inside the circle and must stand on or behind a line drawn from first base to third base.
- 4.2.7 Adult pitchers must ensure they do not interfere with the pitcher in any way or block the pitcher's vision to the plate. This could result in an out if the umpire judges the adult is purposely doing this.
- 4.2.8 The coach pitcher must pitch the ball over handed to all batters in a normal pitching motion and from a standing position. Pitches must be delivered with at least one (1) foot on a line drawn from first base to third base.
- 4.2.9 If the optional player catcher is not used, any coach catcher who squats behind the plate to receive a pitch must wear facial protection.
- 4.2.10 Once the ball is put into play, time will be called by the Umpire, when the player has full control of the ball and steps inside the circle with their hands raised above their head in an effort to stop play. Timeout will also be granted by the Umpire if a player has control of the ball and is in front of the lead base runner. Any base runner behind the lead runner that has the opportunity to advance to the next base may do so at his or her own risk. However, if timeout is granted before the base runner reaches the chalk line drawn halfway between the bases in which the player is running the player will be sent back to the base from which he was running. Conversely, if the base runner has passed the chalk line halfway between the bases, the player will be granted the base towards which he was running. If a player is attempting to make a play and runs through the circle, this will not be considered as making the play dead and play will continue. If the pitcher catches a fly ball while inside the circle time is granted once their hands are raised above their head in an effort to stop play. If the pitcher attempts to make a play on a runner attempting to advance, he will be allowed to do so.
- 4.2.11 If the batted ball contacts the coach pitcher, the play is dead and the batter will be awarded first base. If, in the judgment of the umpire, the coach pitcher

- intentionally contacts the ball, the ball will be declared dead. Runners will return to the base they just left and the batter will return to the plate.
- 4.2.12 Two (2) defensive coaches will be allowed in the outfield. They must stay in the outfield and coach only the outfielders unless time has been called.
- 4.2.13 Throwing the ball in a bowling type motion or intentionally grounding the ball so that it rolls is not allowed. If a ball is intentionally rolled the runner is automatically safe.
- 4.2.14 There will be no intentional walks allowed.
- 4.2.15 There will be no bunting allowed.
- 4.2.16 The pitching coach is not permitted to coach or talk to the batter or any base runners while in the circle. The pitching coach can tell either base coach what the batter should do at the plate and the base coach can relay that direction to the batter. Once the ball is put into play, the pitching coach must exit the field immediately without interfering or obstructing a player in any way. Failure to abide by either or both of these rules is a warning the first time and second time the pitching coach is removed from pitching duties for the remainder of the game.
- 4.2.17 The catching coach may not coach once the ball is put on the tee or put into play.
- 4.2.18 The tee must be placed so that the ball is above any portion of the plate.
- 4.2.19 If the ball is hit to the infield, the fielder may not carry the ball across a line drawn from home through second base beyond 3 feet in an attempt to run down a base runner, the ball is to be thrown to the base to record an out on the runner. The penalty for this will be to allow the runner the base he is running toward. If the Pitcher/Circle Player fields the ball inside the circle, or has at least one foot inside the circle, then the Pitcher/Circle Player must throw the ball to the base where they are trying to record an out. If the Pitcher/Circle Player fields the ball outside the circle, they have the option to either throw or run with the ball to a base where they are trying to record an out.
- 4.2.19.1 Exception: The Pitcher/Circle may run a fielded ball inside the circle to make a play at home plate.
- 4.2.19.2 Exception: The first baseman can establish himself as a catcher and be allowed to tag a runner back fully to third base.
- 4.2.20 For safety reasons, the 1st and 3rd baseman may not be closer to home plate than the circle player.
- 4.2.21 The outfield player must throw all balls hit to the outfield back into the infield in an attempt to stop the advancement of runners. No outfielder is allowed to field the ball in the outfield grass and run into the infield to get a force out or tag a runner trying to advance to another base. If this happens, the base runner is not out and will be allowed to stay at the base to which he was running.
- 4.2.22 Overthrow Rule – only applies when a ball hit into play is fielded and thrown to 1st base. If the first baseman doesn't catch the ball, the runner can advance to 2nd base and only 2nd base (this is not a dead ball; the runner advances to 2nd at his own risk). This rule only applies to the batter and not any other base runners. At the same point where the League Director designates the number of

pitch only batters, the overthrow rule will not be in effect and the batter can advance as many bases as possible at their own risk.

4.2.23 The adult catcher cannot line up or touch a batter at the plate. They may offer direction by drawing a line, making footprints in the dirt or perform the touch my feet process. Failure to abide by this rule is a warning the first time and second time the coach is removed from catching duties for the remainder of the game.

4.2.24 T-Ball Batting Rules

4.2.24.1 The batting tee will be optional for all players for a specified number of games only. Each player must receive a minimum of three pitches from an adult coach. After the third pitch the player may use the remaining two balls to hit from the tee. (I.E.: 3 pitches, 2 swings on tee or 4 pitches, 1 swing on tee or 5 pitches). If the fifth swing is fouled during coach pitch the batter will continue to receive pitches until the batter either strikes out or hits the ball in fair territory. If the fifth swing is fouled from the tee the batter is out. The bat must connect with a portion of the ball to be declared a hit. On a specific date that will be decided by the League Director, half the number of total batters must be designated as coach pitch batters only and will not be allowed to use the tee. When team has an uneven number of batters coach must round up to determine the number of batters to hit off coach pitch (e.g. If a team has 11 batters 6 must hit off coach pitch). The remainder of the team will be allowed to use the tee, if needed. These players must be noted on the lineup before each game. The coach can change these players from game to game but cannot change the players once the lineup has been given to the scorekeeper for that particular game.

4.2.24.1.1 **Spring Season:** In Spring, games 1-6 tee is optional for all players, games 7-12 and playoffs half the total batters are pitch only.

4.2.24.1.2 **Fall Season:** In Fall, games 1-5 the tee is optional for all players, games 6-10 and playoffs half the total batters are pitch only.

4.3 Pee Wee Rules

4.3.1 Offensive lineups will include all players on each team.

4.3.2 There can be up to 10 defensive players at any time. The infield will consist of a catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman and pitcher. The outfield can have no more than 4 players in any configuration.

4.3.3 Field dimensions are 50' baselines and 40' from the back point of home plate to the front edge of the pitching rubber.

4.3.4 Games are 5 innings or a time limit of 1 hour and 20 minutes. A new inning will not start after 1 hour and 15 minutes of play.

4.3.5 Games played on school nights (Monday through Thursday nights) will have 'hard stops' after 90 minutes of play. 6pm start time games will stop at 7:30 and 7:30pm start time games will stop at 9pm. This is regardless of score or inning. This rule is only in effect for the regular season, in the playoffs, games will play as in Rule 4.3.4.

- 4.3.6 A pitcher may throw no more than fifty (50) pitches per day and no more than eighty five (85) pitches per calendar week.
- 4.3.7 The following pitch counts and days' rest will be enforced:
- 4.3.7.1 36-50 pitches - 2 calendar days
 - 4.3.7.2 21-35 pitches - 1 calendar day
 - 4.3.7.3 1-20 pitches - No rest required
 - 4.3.7.4 No player may pitch 3 consecutive days regardless of pitch count.
- 4.3.8 The infield fly rule will not be in effect.
- 4.3.9 No intentional walks will be allowed.
- 4.3.10 Bunting is allowed only during player pitch innings and never during coach pitch innings.
- 4.3.11 A runner may not leave a base until the ball is put into play or a walk forces them to advance.
- 4.3.12 Each team is allowed to have up to four (4) coaches. Three (3) coaches on the field during offense and two (2) coaches on the field during defense. All on field coaches must be in a coach's box or within arm's reach of the dugout. The coaches not on the field are to be in the dugout. During player pitch, only two (2) coaches on the field at any time. On field coaches maintain bat retrieval. A coach maintains order in the dugout and a coach has a catcher ready for quicker inning rotations.
- 4.3.13 In order to speed up the game during kid pitch, walks will not be permitted in pee wee. Once the player pitcher throws the 3rd ball, the coach will enter the game and assume the strike count on the batter. The batter will get up to 3 pitches from the coach. The at bat will end when the player reaches 3 strikes, 3 pitches have been thrown without a ball being put into play (with exception of foul ball on the 3rd pitch; in which the batter will get an additional pitch), or the ball has been placed into fair territory by the batter. 3rd pitch foul balls will result in another pitch. This will continue until the batter allows a pitch to pass without swinging, swings and misses the pitch, or places it into fair territory.
- 4.3.14 During coach pitch, each batter gets a total of five (5) pitches or three (3) swing strikes to the 3rd out of each half inning with a normal foul rule in effect.
- 4.3.15 If on the 5th pitch, the ball is hit foul, the batter will receive pitches until the batter strikes out or hits the ball in fair territory.
- 4.3.16 The coach pitcher must pitch the ball over handed to all batters in a normal pitching motion and pitches must be delivered with at least one (1) foot on the pitching rubber.
- 4.3.17 If the batted ball hits the coach pitching, the play is dead and no pitch will be declared. This does not count against batter's swing count. All base runners return to prior base.
- 4.3.18 The pitching coach must exit the field immediately once the ball is put into play without interfering or obstructing a player in any way. Also, the pitching coach is not permitted to talk to the batter or any base runner while on or exiting the

mound or on the field. Failure to abide by either or both of these rules is a first time warning and second time the pitching coach is removed from pitching duties for the remainder of the game.

- 4.3.19 When the coach is pitching, the defensive pitcher must be within three (3) feet of the mound. The defensive pitcher will be even with or behind the pitching rubber being able to see the batter.
- 4.3.20 A player pitcher will be removed if either walking five (5) batters in one inning or hitting three (3) batters in one game.
- 4.3.21 A defensive player throwing the ball in bowling type motion or intentionally grounding the ball so that it rolls is not allowed. If a ball is rolled, the runner is automatically safe.
- 4.3.22 Any batter, who intentionally exits the batter box during a pitch, unless he is avoiding a wild pitch, will have a called strike as long as the pitch is close to the strike zone.
- 4.3.23 When the ball is hit to the infield, the fielder may not carry the ball across a line drawn from home through second base in an attempt to run down a base runner. The ball is to be thrown to the base to record an out on the runner, unless the base fielder fields the ball. The penalty for this will be to allow the runner the base he is running toward.
 - 4.3.23.1 EXCEPTION: If, in the judgement of the umpire, a 'baseball play' takes place a fielder may cross the line. Example, second base or shortstop may make a play on either side of 2nd base.
- 4.3.24 Once the ball is put into play, an infielder must have full control of the ball, and in front of the lead runner before a PLAYER REQUEST for Time-out can be initiated. Any lagging runners may advance at their own risk until time-out has been granted. It is Umpire judgment when to GRANT time-out and whether the lagging runners must return to a previous base. The lagging runner judgment decision should be based upon the "runner concede" pattern of ruling.
- 4.3.25 Pee Wee Coach/Player Pitch Rules
 - 4.3.25.1 During **Spring Season** game #1 through #6 will have the first two (2) inning of coach pitch and the final three (3) innings of player pitch. Spring season game #7 through #12 (and playoffs) will be all player pitch.
 - 4.3.25.2 During **Fall Season** all games will have the first two (2) innings as coach pitch and the last three (3) innings of player pitch.

4.4 Minor Rules

- 4.4.1 Field dimensions are 60' baselines and 46' from the back point of home plate to the front edge of the pitching rubber.
- 4.4.2 Games are 6 innings or a time limit of 1 hour and 30 minutes. A new inning will not start after 1 hour and 25 minutes of play.
- 4.4.3 A pitcher may throw no more than seventy five (75) pitches per day and no more than one hundred (100) pitches per calendar week.
- 4.4.4 The following pitch counts and days' rest will be enforced:

- 4.4.4.1 66+ pitches - 4 calendar days
- 4.4.4.2 51-65 pitches - 3 calendar days
- 4.4.4.3 36-50 pitches - 2 calendar days
- 4.4.4.4 21-35 pitches - 1 calendar day
- 4.4.4.5 1-20 pitches - No rest required
- 4.4.4.6 No player may pitch 3 consecutive days regardless of pitch count.

4.4.5 No intentional walks will be allowed.

4.4.6 The infield fly rule will be in effect

4.4.7 Stealing home.

- 4.4.7.1 When a pitcher has the ball AT the temporary mound, and a catcher has control of home plate and any runner at third or other bases has stopped their forward momentum "conceded advancement". A PLAYER TIME MAY BE REQUESTED. When an umpire grants time, all runners will return to occupied bases. If the catcher or player has the ball and control of home plate, all runners will return to occupied bases by umpire judgment. The runner conceding and GRANTING PLAYER TIME is a judgment call by the umpire to stop attempts of chicken between players and to speed up the game.

4.4.8 Repeated attempts by an offensive coach playing "chicken" or "taunting" between a 3rd base runner and opposing pitcher or catcher will be considered a delay of game tactic. The result will be their team being charged with 1 additional out. The Umpire may use a taunting warning.

4.5 Major Rules

4.5.1 Field dimensions are 70' baselines and 50' from the back point of home plate to the front edge of the pitching rubber.

4.5.2 Games are 6 innings or a time limit of 1 hour and 40 minutes. A new inning will not start after 1 hour and 35 minutes of play.

4.5.3 A pitcher may throw no more than eighty five (85) pitches per day and no more than one hundred ten (110) pitches per calendar week.

4.5.4 The following pitch counts and days' rest will be enforced:

- 4.5.4.1 66+ pitches - 4 calendar days
- 4.5.4.2 51-65 pitches - 3 calendar days
- 4.5.4.3 36-50 pitches - 2 calendar days
- 4.5.4.4 21-35 pitches - 1 calendar day
- 4.5.4.5 1-20 Pitches - No rest required
- 4.5.4.6 No player may pitch 3 consecutive days regardless of pitch count.

4.5.5 The infield fly rule will be in effect.

4.5.6 There will be a limit of one (1) intentional walk allowed per team, per game. The head coach should inform the umpire of his intent to intentional walk the batter. The pitcher will not be required to throw four (4) balls.

4.5.7 Runners will be allowed to lead off.

- 4.5.8 During innings 1-5 there will be a 10 run limit per team. In the 6th inning there is no run limit.
- 4.5.9 The following 'mercy rule' shall be in effect:
- 4.5.9.1 (1) A team ahead by 15 runs after the third inning or 10 runs after four innings.
- 4.5.9.2 (2) Such scores shall cause the umpire-in-chief to end the game as regulation, regardless of the remaining time.

4.6 Bat Requirements by League (TBall – Major)

- 4.6.1 All bats to be used by TBall through Major must be sanctioned for play by displaying the USSSA "THUMBPRINT" and be certified 1.15 BPF, be certified BBCOR .5 BPF or be certified by USABAT to be eligible for use in MVAA league or tournament play.
- 4.6.2 Bats must not be altered in any way from the manufacturing process to change the hitting surface or alter the bat in a manner that it does not conform to the following:
- 4.6.2.1 TBall-Pee Wee**
- 4.6.2.1.1 Players shall have the option to use 2 ¼, 2 5/8, or 2 ¾ inch diameter bats.
- 4.6.2.1.1.1 Note that the ONLY 2 5/8 and 2 ¾ inch diameter bats allowed in Tball-Pee Wee MUST be USABAT certified.**
- 4.6.2.1.1.2 Bats that are 2 ¼ inch diameter may be no more than -14 length to weight ratio.
- 4.6.2.1.1.3 Bats that are 2 5/8 or 2 ¾ inch diameter may be no more than -12 length to weight ratio.
- 4.6.2.2 Minor**
- 4.6.2.2.1 Players shall have the option to use 2 ¼, 2 5/8, or 2 ¾ inch diameter bats.
- 4.6.2.2.1.1 All bats must have no greater than -12 length to weight ratio.
- 4.6.2.3 Major**
- 4.6.2.3.1 Players shall have the option to use 2 ¼, 2 5/8, or 2 ¾ inch diameter bats.
- 4.6.2.3.1.1 All bats must have no greater than -10 length to weight ratio.
- 4.6.3 Any player at any level may use a wood bat manufactured specifically for baseball play which is round and has not been altered from the manufacturers process, however, materials or substances normally used to improve handle grip are allowed. Any bat made from exotic wood materials must be BBCOR certified and stamped .5 BPF.
- 4.6.4 Any bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance which extends past the 18 inch limitation shall cause the bat to be removed from the game.
- 4.6.5 The penalty for using an illegal bat must be enforced during an at bat or after a hit, but before the next pitch is thrown. **The penalty for an illegal bat is an out.**

The umpire shall remove the bat from the game and issue a team warning to the manager. The umpire shall not eject the player, coach or manager for the first offense. A second such offense shall cause ejection of the manager and the player. It is within the umpires discretion to determine whether or not a bat is in an unsafe condition or appears to have been altered. Defects found in a bat that are otherwise legal and appear in good condition (blast cap loosens, barrel cracks, etc) while being used should not be considered an illegal bat and shall only be removed from further use without penalty.