

# MONTCO YOUTH BASEBALL LEAGUES

FOUNDED 1964



## REGULATIONS AND PLAYING RULES

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MONTCO YOUTH BASEBALL LEAGUES

Regulations and Playing Rules

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Montco website: [www.montcobaseball.org](http://www.montcobaseball.org)

**SECTION 1— TEAMS— PLAYERS— ROSTERS—MANAGERS—COACHES—FIELD LOCATIONS**

1.1 Any player that played for a MYBL Organization one year and wants to move to a different MYBL Organization the next year must be granted a Waiver by the MYBL Board of Directors. The Organization that requests the Waiver must do so at a scheduled meeting of the Board of Directors. The organization requesting a waiver should contact the organization where the player played last year, at least fourteen days prior to the board meeting, so that the organization has sufficient time to investigate the request. If inadequate notification is given, a vote on the waiver request will be tabled to the next regular board meeting, unless both organizations waive the notice requirement. The waiver request must be voted on and approved by a two thirds majority of the board of directors present.

1.2 Complete player rosters for all teams entered and playing in the MYBL will be prepared in triplicate. These rosters must include the players name, address, birth date, telephone number, and name of school attending. Players out of a teams home territory must be indicated as such on the roster. One copy of the roster is submitted to the Montco President, the second copy to the Baseball Commissioner or league scheduling committee chairman, and a third copy is kept in the team manager’s scorebook and is brought to every game. Rosters should

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be submitted at least one week before the coaches meeting. It should include player uniform numbers, if available. At the very latest, rosters should be submitted at least 24 hours before the first league game. Teams failing to do so will forfeit all games until the roster is submitted. Players may not be added to a team’s roster past the date set by the Baseball Commissioner or the midpoint of the team’s original schedule if the Commissioner fails to set a date.

1.3 Managers and Coaches, NAMES, ADDRESSES, TELEPHONE NUMBERS, and HOME FIELD LOCATIONS AND AVAILABILITY, must be submitted to the Baseball Commissioner at the board of directors meeting the month preceding the coaches meeting for that league. This will usually be the March meeting for the Peanut, Rookie, Bantam, and Midget Leagues, and the April meeting for the Junior and Senior Leagues. The baseball commissioner should also be notified at this time of any field or schedule limitations. The league schedules cannot be completed until this information is received.

**1.4 League and Age Limit Classifications**

Senior League.....	Cannot be 17 before May 1st
Junior League.....	Cannot be 15 before May 1st
Midget League.....	Cannot be 13 before May 1st
Bantam League.....	Cannot be 12 before May 1st
Rookie League.....	Cannot be 11 before May 1st
Peanut League.....	Cannot be 10 before May 1st

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Above dates refer to the current year. Birth certificates are required for all players participating in the MYBL.

Any player who will reach an age above the maximum indicated above is not eligible to play in that particular league, without Board approval. There is no minimum age in any league. However the majority of the rostered players on a team submitted into a league must be age appropriate, or have approval by the Board. A player can only be rostered to play for one organization, on one team, and in one league. *Exception:* a player may participate in more than one Montco league if a team in a higher age classification is in need of a ninth and/or tenth player for that particular game. All such players must be identified to the opposing team's head coach, at the ground rules meeting, prior to the start of the game where they will otherwise be treated as illegal players. No player brought up from a younger Montco team may start ahead of a player on the team's regular roster. A player may also be moved up on a permanent basis providing this is done prior to the midway point of the league's schedule, and is approved by the baseball commissioner. Once moved up on a permanent basis, a player cannot return to the lower classification for the remainder of that season. If this should be done without the approval of the Baseball Commissioner, it will result in the forfeiture of all games played by the team in violation.

**1.5** At the conclusion of the players regular season no player can play a playoff game on any other Montco baseball team unless qualified to do so under the exception rule of section 1.4

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above, and rule of section \_\_\_\_\_.

**1.6** Each team will be allowed to roster up to eighteen (18) players. A team may not drop a player, once rostered, to open an additional roster spot unless it is done prior to the start of the season.

**1.7** All teams will be fully and similarly uniformed and all games will be professionally umpired. Under special circumstances, when an umpire is not available, the teams may decide, prior to the game, to play with umpires supplied by one or both of the teams. Once the game begins neither team can reverse that decision and the outcome is binding.

**1.8** The playing rules will be the official Major League baseball rules as published by Triumph Books, except as modified by MYBL.

**SECTION 2—PLAYING FIELDS**

**2.1 Senior and Junior Leagues:** The field, and all dimensions will be of regulation size, as specified by the Official Major League Baseball Rules.

**2.2 Midget and Bantam Leagues:** The distance between all bases will be 75 feet and the distance between home plate and the front side of the pitchers plate will be 50 feet. Home plate, bases and the pitchers plate will be the same size with those required by The Official Major League Baseball Rules.

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**2.3 Peanut and Rookie Leagues:** The distance between bases will be 60 feet and the distance between home plate and the front side of the pitchers plate will be 45 feet.

### **SECTION 3—SCHEDULE**

**3.1** It will be the responsibility of the Baseball Commissioner, or his/her designee, to arrange a game schedule. This can only be accomplished through the cooperation of member teams and organizations.

### **SECTION 4—EQUIPMENT**

**4.1** All regulation baseball equipment and accessories are legal and may be used at the team's discretion unless specifically prohibited in the MYBL rulebook.

**4.2 Metal Spikes** are not permitted in the Peanut, Rookie, Bantam, and Midget Leagues. See section 4.9 regarding bats.

**4.3 HELMETS AND CHIN STRAPS:** The MYBL requires that each team wear and have available a sufficient supply of DOUBLE EARFLAP BATTING HELMETS. BATTERS AND ALL BASERUNNERS must wear these PROTECTIVE HELMETS. Ball boys and all players under 19 are required to wear a protective helmet anytime they are on the field or in the coaches box. Chin straps are REQUIRED for all Peanut and

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Rookie players. Although it is highly recommended for the Bantam and Midget Leagues, it is not required. However, if not used at the Bantam and Midget levels, it is the responsibility of the teams organization and coaches to make sure that helmets fit properly and stay on players heads without them. Proper fit is critical and required at upper level leagues as well. PENALTY: Any offender will be warned of the violation of the above rules and will be ejected if they continue to violate the rule or refuse to comply. HELMETS SHOULD BE CHECKED REGULARLY TO MAKE SURE THEY ARE IN GOOD WORKING ORDER.

**4.4 CATCHERS EQUIPMENT:** CATCHERS ARE REQUIRED TO WEAR A PROTECTIVE HELMET, which may include a hockey style catchers mask. In addition, Catchers must wear a heavy duty protective cup, throat guard, chest protector, and shin guards. CATCHERS EQUIPMENT MUST FIT THE PLAYER PROPERLY TO GIVE THE PLAYER MAXIMUM PROTECTION. A CATCHERS MASK MUST BE WORN BY ANY PLAYER, OR COACH UNDER 19 YEARS OLD, WARMING UP A PITCHER BOTH ON AND OFF THE FIELD. IT IS THE RESPONSIBILITY OF THE COACH TO MAKE SURE THIS IS ENFORCED. PENALTY: Any offender will be warned of the violation of the above rules and will be ejected if they continue to violate the rule or refuse to comply. CATCHERS EQUIPMENT SHOULD BE CHECKED REGULARLY TO MAKE SURE THEY ARE IN GOOD WORKING ORDER.

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**4.5 PROTECTIVE CUP :** It is required that all catchers wear a heavy duty protective cup. It is also highly recommended that all players wear a heavy duty protective cup as well. Coaches should discuss this with players and their parents.

**4.6 BASEBALLS:** It is the responsibility of the home team to supply all baseballs for that game. These baseballs must be in suitable condition as determined by the Umpire-in-Chief, and must include at least two new baseballs. Baseballs must have a leather cover. No synthetic covered baseballs are acceptable as game balls. Typically leather baseballs of Little League quality or better are acceptable.

**4.7 MONTCO LEAGUE PATCHES:** All Montco league players must wear a MYBL patch on his uniform (left sleeve or breast). Replica of patch may also be screen printed on uniform shirt on left sleeve or breast. Teams or players not wearing the patch should be reported to the Baseball Commissioner. If the team or player continues to play without a patch, they may not be allowed to continue to play the balance of their season and risk forfeiting their remaining games. Teams cannot protest a game because the other team or a player is not wearing a patch.

**4.8 JEWELRY AND OTHER POTENTIALLY DANGEROUS EQUIPMENT** Any equipment judged by the Umpire to be potentially dangerous is illegal. Jewelry of any kind, whether it be metal or not is prohibited, with the exception of medical alert tags. Such tags should be taped to the

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body so it is visible. There are no warnings required for enforcement of this rule.

**4.9 FIRST AID** All teams must carry first aid kits and ice packs (if ice is not readily available) to all games and practices.

Coaches should make sure that these kits are replenished as needed throughout the season.

**4.10 BASEBALL BATS** The following rules regarding bats should be followed for the following leagues.

**Peanut, Rookie, Bantam, and Midget Leagues:**

- Current Little League Baseball Rules for bats (see Little League web site for a list of approved bats. Only bats on the approved list may be used.
- Maximum Length: 33”
- Maximum Diameter: 2 1/4”

**Junior League:**

- Current PIAA baseball rules for bats –3 BBCOR .50
- Maximum Length: 36”
- Maximum Diameter: 2 5/8”

**Senior League:**

- One piece wood bat (no composites) can be bamboo
- Maximum Length: 36”
- Maximum Diameter: 2 5/8”

Coaches should inspect the other teams bats prior to the start of the game and report any illegal bats to the other coach and

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umpire. Illegal bats should be put away and not used in the game. Teams that continuously have illegal bats should be reported to the Baseball Commissioner for possible disciplinary action.

**SECTION 5—GAMES**

**5.1 Length of Game:**

- Peanut and Rookie Leagues—6 innings
- Bantam, Midget, Junior and Senior Leagues—7 innings

**5.2 Tie Games:** In case of a tie, extra innings will be played, provided that at the time natural conditions permit continuation. It is a regulation game, if game is called by the umpire in chief because of darkness, rain, or other causes provided four or more equal innings have been played (3 1/2 innings, if the home team has scored more runs at the end of its third inning than the visiting team has scored at the end of their fourth inning at-bat). All games that are not regulation (official) will be suspended, to be resumed from the point of suspension at a later date. All previous records and situations are kept intact just as if the game were being concluded on the original date. Any abnormal roster situations caused by the continuation should be brought to the attention of the baseball commissioner for resolution prior to the date game is to be resumed.

**5.3 Tie Games (standings):** If a regulation game end in a tie for any reason, it will be counted as a half win and half loss for each team in determining league standings. A tie called for any

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reason in a playoff game will be considered a suspended game and be resumed as directed by the Baseball Commissioner.

**5.4 Time Limits:** There are normally no time limits for Bantam, Midget, Junior, and Senior League games. Games for these leagues will not be scheduled on a field less than two hours apart. Two and one-half hours or three hours is preferable. The home team coach should address any time limits on a field prior to the game, at the ground rule meeting, with the visiting team coach and umpires. If there is a time limit, no new inning will begin 15 minutes prior to that expiration time. Should the time limit expire and the inning is not complete, the score will revert back to the last full inning. The umpire may count the inning as being completed if in their judgment either team purposely delayed the inning from being completed. If there is no mention of a time limit it should be assumed that the game will be played to the completion. Games may be shortened as provided in paragraphs 5.2, 5.6, and 5.8.

**5.5 Lineup Cards** - Lineup cards must be exchanged by the teams prior to the start of the game. In the roster section of the lineup cards the last names of all players eligible for the game along with their player number should be entered. In the event coaches have their rosters preprinted at the bottom of the card, they need to add any additional eligible players not listed. In the lineup section at the top of the card coaches should indicate the starting lineup, and beginning positions. All potential substitute players should be listed in the roster section below. It is recommended that the roster section at the bottom of card list every

eligible player on the team whether or not they are

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attending that game or not. Eligible players brought up from younger Montco teams, under the section 1.4 exception, need to be listed as well, with an indication as to which Montco league they are rostered on following their last name. Any time a player is entered or re-entered into the game that team must give those changes to the opposing coach or their scorekeeper. Scorekeepers must record all player changes in their official books. This does not include position changes.

**5.6 Mercy Rule** - Peanut, Rookie, Bantam, or Midget games will end in the fifth inning (or later) when a team is 15 (or more) runs behind and batted at least as many times as the team that is ahead. If the home team is leading by 15 or more runs in the bottom of the fifth inning or later, they will not take their at bat and the game will be over. The same rules apply to the Junior and Senior Leagues except that instead of 15 runs it is 10 runs. These rules also apply to all PLAYOFF games.

**5.7 Game Results** - The winning teams manager or coach shall email the final score of the game along with the game number, to the Baseball Commissioner or their designee, within 48 hours after each game. In the case of a tie game, the home team shall report the score. If a team continually fails to report scores on a timely basis disciplinary action can be taken by the Commissioner, which may include forfeiture of games.

**5.8 Lightning** - Umpire in Charge will stop a game at the first sign of lightning and the game will NOT be continued that day. The game will be suspended and finished another day if the game is not official at that point.

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**5.9 Game Times** - Game times will be as follows:

—Week Nights: 6:00pm (regular season games)

—Saturday: based on team availability (regular Season & playoffs)

—Sundays and Holidays: Although we attempt to teams only have field availability Sunday these Sunday morning games to a playoffs) Any team that has issues with such on their field availability (blackout)

—Playoff Games (week nights) 5:45pm

start these games after 1:00pm, some morning. MYBL will attempt to keep minimum, if possible. (regular season and Sunday morning games should indicate schedule.

**5.10 Rescheduling of Games (within 48 hours of game time):** With the exception of weather related postponements, no regular season game may be rescheduled unless arranged more than 48 hours prior to a game. The Baseball Commissioner, or their designee, must be notified of the request for postponement at least 48 hours prior to the scheduled game. Any team canceling within the 48 hour period will be assessed a forfeit. Teams have the option of playing the game at a later date, but that will not change the result of the forfeit and/or the standings.

**5.11 Rescheduling of Games (More than 48 hours before game time):** Postponed games MUST BE RESCHEDULED

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BY THE TEAMS WITHIN TWO DAYS OF THE POSTPONED GAME. Both coaches will arrive at a mutually agreeable date and then contact the Baseball Commissioner, or their designee, for approval. If the two teams cannot agree on a new date then the Baseball Commissioner will independently reschedule the game at a date and time of their choosing and both teams must play on that date. Penalty for failure to comply will be a forfeit. If both teams refuse to play they will each forfeit and receive a loss. No games will be rescheduled during the last week of the season without prior approval by the Baseball Commissioner.

**5.12 Procedure to cancel games due to weather:** Prior to game time it is responsibility of the home team manager or coach to determine whether or not the field is safely playable. At game time that determination is turned over to the umpire in chief. Umpires must be canceled at least two (2) hours before game time or they are entitled to a one-half fee. Once the game begins umpires are entitled to the full fee. If a game needs to be cancelled due to weather and/or unsafe field, the home team manager should do the following in this order.

- CALL the umpire assignor and inform him of the cancellation. DO NOT JUST EMAIL the day of the game. CALL at least two hours before game time, if possible, to save the cancellation fee. If there is no answer LEAVE A MESSAGE and include day and time.

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- CALL the manager of the other team and inform them that game has been cancelled. Reschedule the game immediately,

- if possible. If there is no answer LEAVE A MESSAGE and include day and time.
- EMAIL the Baseball Commissioner, and copy the Umpire assignor, and the visiting team manager stating the game is cancelled due to weather or unsafe/unplayable field.
  - Contact the visiting team manager within 48 hours of game time and reschedule the game, if not rescheduled already.
  - Contact the Baseball Commissioner for approval of the makeup date, include the game number of the postponed game.

**5.13 Completion of Regular Season Game Schedule:** All regular season games must be played or a team will receive a forfeit for each game not played. The Baseball Commissioner will determine if there are any exceptional circumstances to overrule this requirement.

## SECTION 6 - PLAYERS/MANAGER/COACHES

**6.1 SUBSTITUTIONS** If a team started with nine or ten starting players in their lineup, any of those players may be withdrawn from the game and re-enter once, provided such player occupies the same batting order position in the lineup and is otherwise eligible to play. A substitute player, once withdrawn, may not re-enter the game except under rule 6.2.

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**6.2 ABNORMAL SUBSTITUTIONS:** If a player(s) becomes sick and/or injured so that he cannot continue, or is ejected and no legal substitute remains to replace him, an abnormal substitution may be made as follows: the opposing team's manager shall choose a substitute, (non starter) not otherwise eligible because of having been removed from the game, to replace the injured/sick player. If no such substitute is available, any starting player who is not in the current line-up may be chosen by the opposing team manager. Such abnormal substitute must be otherwise eligible to play and may not have been previously ejected from the game by an umpire. An injured player replaced under these circumstances may not return to the game.

**6.3 COURTESY RUNNERS:** The offensive manager, at his discretion, may use a courtesy runner (any eligible player not in the current lineup) for the pitcher and/or the catcher to speed up the game. The number of outs is not material. The same runner may run for the pitcher and catcher in the same inning provided they are not on the bases at the same time. Teams batting all players, under rule 6.6 may only use the player that made the last BATTED out. This may require looking back into the preceding inning. Pitcher and catcher for this purpose is defined as players in those positions the last time the team was in the field, unless this is the first inning then use lineup.

**6.4 BATTING AND FIELDING OPTIONS FOR BANTAM, MIDGET, JUNIOR AND SENIOR LEAGUES:** Besides being able to bat the customary nine batters in a game,

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a Coach has two other options prior to the start of the game. He/she may invoke the "Extra Player Rule" or the "Bat and Field All Players Rule". Such rules are explained in sections 6.5 and 6.6 that follows. If these options are not elected prior to the start of the game and not disclosed at the ground rule meeting and indicated on their lineup card, they are not available to that Coach for that game. Both teams in a game do not need to elect the same option. (See Section 7 for Peanut and Rookie League batting rules).

**6.5 EXTRA PLAYER RULE:** The extra player must be declared by the manager at the ground rule meeting before the game and reflected on their lineup card. The extra player can bat anywhere in the ten (10) batter lineup. The nine (9) fielders, for any given inning, may be made up of any of the ten (10) players in the lineup at that time, and can change every inning. An injured, ill, or ejected player with no eligible substitute (including "abnormal" substitutes), in the extra player lineup, results in an out at the missing spot in the batting order. If a team only has ten (10) players at a game they should consider using the "Bat and Field All Players Rule" instead due to more relaxed rules for injured or missing players.

**6.6 BAT AND FIELD ALL PLAYERS RULE:** This rule must be used for the Peanut and Rookie Leagues and is optional in all other leagues. The Bat and Field All Player Rule, must be declared by the manager at the ground rule meeting before the game and reflected on their lineup card. If a team elects this option, they have free substitution in the field, with

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the exception of the pitcher. Section 6.10 and 6.11 of this rulebook should be followed with regard to pitchers. If a player is unable to bat in his spot in the lineup due to injury, illness, or left due to schedule conflicts, that spot in the order will be skipped with no penalty to the team. Skipping the spot for any other reason will be an automatic out. **It is responsibility of the manager to let the other team know prior to the next player batting of their intention to skip this spot and the reason why it is**

**being skipped. If the manager fails to do so, the batter skipping their spot will be considered an automatic out for that at bat and every subsequent at bat for that player.** Player that is skipped will be removed from the lineup for the rest of the game and may not re-enter in any capacity. Players arriving late will be added to the bottom of the batting order and will bat the next time that spot comes up in the batting order. The manager must inform the opposing teams manager and/or scorekeeper of this addition prior to the player entering the game.

**6.7 BASE RUNNERS:** A runner cannot leap or jump over another player's torso anywhere in the field of play. When a defensive player has the ball and is waiting to tag the runner, the runner must slide or legally avoid the tag. If the runner crashes into the defensive player, he is declared out, whether the ball is held or not. The ball is immediately dead and other runners must return to the last base legally touched at the time of the collision. A player shall not maliciously run into a fielder. Penalty: Offender is ejected from the game (umpire to determine if malicious).

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**6.8 FAKE TAGS:** A fielder may NOT fake a tag without the ball on any runner or he will be charged with obstruction.

**6.9 FAKE BUNT THEN SWING:** Faking a bunt and then swinging at the ball is prohibited in MYBL. Batter is automatically out, regardless if he hits the ball or not. Ball is dead and runner(s) return to their base of origin.

**6.10 MAXIMUM INNINGS FOR PITCHERS:** Restrictions for maximum innings pitched by an individual player per game:

- Peanut and Rookie Leagues: Three innings per game
- Bantam and Midget Leagues: Four innings per game
- Junior and Senior Leagues: No restriction

**IMPORTANT NOTE:** Delivery of a single pitch shall count as one inning pitched. The above restrictions apply to consecutive and non consecutive innings pitched per game. Teams are strongly encouraged to track and limit the number of pitches a pitcher throws, both in a game and per week. Managers should be aware if a pitcher pitches in any other leagues or for school, and take that into consideration.

**6.11 PITCHERS RE-ENTRY** A player can re-enter as a pitcher only once during a game. A pitcher removed as a pitcher by rule (example: a managers or a coaches second visit to the pitcher mound in the same inning) cannot re-enter as a pitcher for the rest of that game.

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**6.12 HIT BATTER RULE** No pitcher may hit three batters in one inning or a total of five batters in a game. If, or when either of these situations occurs, the pitcher must be immediately removed from the pitching position. He may continue to play at another defensive position, but he is not permitted to pitch again during that game.

**6.13 FORCE PLAY SLIDE RULE** Montco Baseball has adopted a force play slide rule. On a force play, if a runner is going to slide he must slide in a direct line between the two bases. It is permissible for the slider's momentum to carry him through the base in the baseline extended. Directly into a base means that the runner's entire body (feet, legs, trunk, and arms) must stay in a straight line between the bases. The runners leg may not be raised higher than the fielders knee when the fielder is in a standing position. A runner may choose not to slide but must run in a direction away from the fielder to avoid making contact or altering the play of the fielder. Contact with the fielder is legal provided the base runner slides in the manner provided above.

**PENALTY:** With less than two outs, the batter-runner, as well as the interfering runner shall both be declared out and no other runner(s) shall advance. With two outs, the interfering runner shall be declared out and no other runner(s) shall advance. If the runner's slide is flagrant the runner may be ejected from the game by the umpire.

**6.14 HEAD FIRST SLIDING:** MYBL strongly discourages head first sliding into any base, and recommends that member organizations adopt an organization policy that discourages

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coaches and players from teaching and using this technique.

**6.15 THROWING THE BAT:** When a bat is thrown by a batter, his team will be given a warning by the umpire. In the event that any player on the offending team throws the bat again, that batter will be declared out and the ball declared dead (all runners return to the base they occupied before the event). If a bat is thrown maliciously in the opinion of the umpire, the batter is declared out and the player is ejected from the game and may be subject to further disciplinary action by the Baseball Commissioner.



## SECTION 7 - SUPPLEMENTAL RULES FOR THE PEANUT AND ROOKIE LEAGUES ONLY

**7.1 NUMBER OF INNINGS:** Six innings per game

**7.2 TIME LIMIT OF GAME:** A new inning cannot start after the game has gone two (2) hours.

**7.3 NUMBER OF INNINGS PITCHED:** Pitchers can pitch a maximum of three (3) innings per game. Even one pitch in an inning is counted as a full inning.

**7.4 DROPPED THIRD STRIKE:** Batters cannot advance to first on a dropped third strike.

**7.5 FIFTEEN RUN RULE:** will occur in the fourth inning or later, when a team is 15 (or more) runs behind and has batted as many times as the team that is ahead.

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**7.6 STEALING BASES AND LEADS:** Runner(s) may not leave the base until the pitch crosses home plate. If the runner(s) leave the base early and the pitch is not hit, they must return to their original base. If the runner(s) leave the base early and the pitch is hit, they can only advance as far as one base beyond the base gained by the batter. If a runner continues to violate this rule the umpire can call him out. Teams that continue to violate this rule should be reported to the Baseball Commissioner for review and possible disciplinary action.

**7.7 ADVANCING FROM THIRD BASE:** A runner on third base, when play begins, may only score when a batted ball is put into play or by a bases loaded walk or hit batter.

**7.8 ADVANCING FROM FIRST OR SECOND BASE:** Runner(s) starting on first or second base may advance as far as they want if the ball is put into play by a batted ball.

**7.9 SCORING FROM FIRST OR SECOND BASE:** Runner(s) on first or second base, when play begins, may only score by batter performance (i.e. hit ball).

**7.10 BATTING AND FIELDING PLAYERS:** In the Peanut and Rookie leagues it is **MANDATORY** that teams bat and field all players. All players present at the start of the game should be listed on the lineup card. Any remaining rostered players not present should be in the roster section or substitute player section of the card. Teams have free substitution in the field, with the exception of the pitcher. Section 6.10 and

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6.11 of this rulebook should be followed with regard to pitchers. If a player is unable to bat in his spot in the lineup due to injury, illness, or left due to schedule conflicts, that spot in the order will be skipped with no penalty to the team. Skipping the spot for any other reason will be an automatic out. It is responsibility of the manager to let the other team know prior to the next player batting of their intention to skip this spot and the reason why it is being skipped. If the manager fails to do so, the batter skipping their spot will be considered an automatic out for that at bat and every subsequent at bat for that player. Player that is skipped will be removed from the lineup for the rest of the game and may not re-enter in any capacity. Players arriving late will be added to the bottom of the batting order and will bat the next time the spot comes up in the batting order. The manager must inform the opposing teams manager and/or scorekeeper of this addition prior to the player entering the game.

## SECTION 8 - FORFEITURE AND PROTEST

**8.1 FIELDING AND BATTING AT LEAST NINE PLAYERS:** A team failing to field at least nine eligible rostered players by fifteen (15) minutes past the scheduled start time will forfeit the game. In addition, a team cannot start the game or play anytime during the game without at least nine eligible players in the field and in their lineup. If at any time they have less than nine players the game will be over and that team will forfeit the game.

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**8.2 PARTICIPATION OF INELIGIBLE PLAYERS:** Playing in-eligible player(s) will result in the forfeiture of all games in which such player(s) participated.

**8.3 FAILURE TO RESCHEDULE POSTPONED OR SUSPENDED GAMES:** Teams that fail to re-schedule postponed or suspended games within the time limits set by the Baseball Commissioner may receive a forfeit for those games.

**8.4 PENALTIES FOR FORFEITS:** If a team in any league forfeits or withdraws a team the following fines will be enforced:

- For withdrawing before the season, but after the schedules are made - \$50.00
- First forfeit - \$20.00 plus umpires fees
- Second forfeit - \$30.00 plus umpires fees
- Third forfeit - \$50.00 plus umpires fees

**8.5 THREE FORFEIT RULE:** A team that forfeits three (3) or more games in a season is removed from their league for the balance of the season. All regular season games scheduled for the forfeiting team become wins for their opponents regardless if the games were played prior to the team being removed from the league. Teams that have been removed from MYBL can only be re-admitted by the approval of the Board of Directors.

**8.6 FORFEITING PLAYOFF GAMES:** Any team that cannot field a team on the date of a scheduled playoff game

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will receive a forfeit and loss for that game.

**8.7 PROCEEDURE FOR PROTESTING A GAME:** A protest that involves an umpire’s judgment of play is not permitted. Only protests that are based upon an interpretation of a rule will be considered. In order to be able to file a protest the following events must occur:

- A) At the time of the play in question, and before the next pitch, the manager must state to the umpire-in-chief and the opposing manager that they are playing the rest of the game under protest. If the event in question occurs at the end of the game the protesting manager must state the protest to the umpire-in-charge and the opposing manager prior to them leaving the field.
- B) Protesting manager and opposing manager will mark in their scorebooks the place in the game where the protest occurred.
- C) Protesting manager will have the umpire-in-chief sign the book at this time.
- D) Protesting manager will notify the Baseball Commissioner the day of the game and will send his written protest to the Commissioner, containing all relevant facts and rules regarding the protest, within 24 hours from the completion of the game, along with a check for \$20.
- E) The Baseball Commissioner will forward the written protest to the Competition Committee for review and ruling. If there is no competition committee, or if the committee does not act in a reasonable time, then the Baseball Commissioner will act on the protest.

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- (F) If the ruling is in favor of the protesting team the \$20 protest fee will be refunded.

NOTE: In order for a protest to be upheld, the event under protest must have had a significant bearing on the outcome of the game.

**SECTION 9 - EJECTIONS**

**9.1 DISCIPLINARY ACTION FOR MANAGER/COACHES OR PLAYERS:** Managers, coaches, or players ejected from a game will face disciplinary action as follows:

- Managers/coaches - Automatic one game suspension for the next game. If deemed necessary, additional disciplinary action will be determined by the Baseball Commissioner.
- Players - Automatic one game suspension for the next game. If deemed necessary, additional disciplinary action will be determined by the Baseball Commissioner.

All suspensions may be adjusted as deemed appropriate by the Baseball Commissioner. Any manager, coach, or player that continues to be a disciplinary problem, may be removed by the Baseball Commissioner for the balance of the season. If removed, only with the approval of the Board of Directors can this person be allowed to come back into the Montco Baseball League.

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**9.2 SELF REPORTING AND ENFORCEMENT OF EJECTIONS:** It is the responsibility of the head coach or manager to report (to the Baseball Commissioner) any ejections in a game. This is to be reported immediately following a game and before any additional games are played. The head coach or manager shall self enforce all ejections for all players and coaches on their team, including themselves as outlined in section 9.1. If the head coach or manager fails to report or enforce all ejections they will be subject to a two game suspension and possible further disciplinary action if deemed appropriate. In addition,

inappropriate behavior off the field by the manager, coaches, or players can lead to suspensions by the Baseball Commissioner.

## SECTION 10 - UMPIRE SERVICE

**10.1 ASSIGNMENT OF UMPIRES:** The Umpire Service and the assignment of the umpires will be the responsibility of the Umpire Coordinator.

**10.2 SIGNING SCOREBOOK:** The Home Team score book must be signed by the umpires. This is the responsibility of the home team manager.

**10.3 CANCELLING UMPIRES:** The umpire assignor must be notified at least TWO HOURS PRIOR TO GAME TIME OF ANY CANCELLATIONS. Please see section 5.12 for cancellation procedure.

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**10.4 NUMBER OF UMPIRES ASSIGNED:** The umpire Service will assign one umpire for each Peanut, Rookie, Bantam, and Midget regular season game. Two umpires will be assigned to each Junior and Senior game. During the playoffs the umpire assignor will try to assign two umpires to each game for all leagues.

**10.5 PLAYING GAME UNDER PROTEST:** Any protest must be made immediately (before the next pitch or play). See section 8.7 for procedure.

**10.6 UMPIRE UNCOOPERATIVE:** If an umpire refuses to sign a score book upon request of the manager, refuses to divulge his name, or in some other manner proves to be uncooperative, that umpire may be banished from MYBL. Such incidents should be reported to the umpire assignor and the baseball commissioner.

**10.7 UMPIRE EJECTIONS:** The umpire will have the authority to eject or banish from the game or the field any player, manager, coach, or spectator for the following reasons and/or violations: UNSPORTSMANLIKE CONDUCT, PROFANITY, FISTICUFFS, and UNNECESSARY ARGUING, BAITING and NEEDLING of the umpire or opposing team members. That person must immediately leave the area and must relocate themselves to an area that is significantly away from the playing field. This is usually the parking lot. Failure to do so in a timely manner will cause the team associated with that member to forfeit the game and could impact the number

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of games they are suspended. Managers or coaches ejected must reframe from coaching for the remainder of the game from wherever they have relocated.

**10.8 GOOD SPORTSMANSHIP:** MYBL expects good sportsmanship from all parties associated with any game. MYBL encourages players, managers, coaches, and spectators to CHEER for their team. MYBL will not tolerate JEERING and any other actions that seems intended to TAUNT any members associated with the other team. Such incidents should be reported to the Baseball Commissioner and can lead to disciplinary action.

**10.9 NO UMPIRE AT GAME TIME:** In the event no umpire(s) appears, the game will be rescheduled unless both managers agree to play with substitute umpire(s). Once that decision is made and the game begins that decision cannot be changed and the outcome of the game will be official. However, if an umpire does show up late for a game that is being played with a substitute umpire(s), the umpire will jump in at the top of the next inning. The umpires compensation will be adjusted appropriately. Missing umpires should be reported to the umpire assignor and the baseball commissioner.

**10.10 UMPIRE ASSOCIATION COOPERATION:** The umpire association will be made aware of MYBL rules and regulations. The MYBL and the Commissioner will expect 100% cooperation from the Umpire Association and all the umpires. If the umpire makes a mistake in applying MYBL

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rules try to courteously show them the rule in the rule book. If they fail to acknowledge the rule or fail to apply the rule properly the manager or coach should reframe from arguing and play the remainder of the game under protest. See section 8.7 for procedure.

**SECTION 11 - LEAGUE STANDING, PLAYOFFS, AND CHAMPIONSHIPS**

**11.1 REGULAR SEASON GAME FORMAT:** As presented by the Baseball Commissioner and adopted by the Board of Directors.

**11.2 PLAYOFF FORMAT:** As presented by the Baseball Commissioner and adopted by the Board of Directors.

**11.3 PLAYER QUALIFICATION FOR PLAYOFFS:** Players who appear on a final team roster with an appropriate birth certificates are eligible for the team's playoffs providing they have played in fifty percent (50%) of more of the teams actual played games during the regular season. Players must be officially entered into the game to count toward participation. This would NOT include courtesy runners for the pitcher and catcher. Players entered into the game must be given to the opposing team's coach or scorekeeper at the time of entry. The Baseball Commissioner will rule on all eligibility questions.

**11.4 PLAYER HURT OR INJURED DURING REGULAR SEASON:** If a player is hurt or injured during the

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regular season and will not be healthy enough to play in fifty percent (50%) or more of the regular season games they can still qualify for the playoffs if they played in at least fifty percent of the games they were healthy or uninjured, and produce a doctor's note stating the period of time they were not able to participate because of illness or injury. The Baseball Commissioner will rule on all eligibility questions.

**11.5 LEAGUE STANDINGS (POINT SYSTEM):** The point system below will be used to determine the league standings during the regular season. Teams will be seeded for the playoffs based on the points accumulated during the regular season. Point awards as follows:

- TWO POINTS (2) for each WIN
- ONE PONT (1) for each TIE
- NO POINTS (0) for each LOSS

EXCEPTION: THE BASEBALL COMMISSIONER MAY ELECT AN ALTERNATE POINT SYSTEM WHEN THE REGULAR SEASON SCHEDULE IS NOT EQUALLY BALANCED. SUCH POINT SYSTEM WILL BE DETAILED ON THE SCHEDULE FOR THAT LEAGUE PRIOR TO THE BEGINNING OF THE REGULAR SEASON.

**11.6 LEAGUE STANDINGS (TIE BREAKERS):** Use below, in order, until tie is broken.

- A. Total points in own division
- B. Winning percentage in division
- C. Winning percentage overall

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D. Season record against team(s) tied. In case of multiple teams tied use aggregate record of all teams tied. When only two teams are tied use head to head.

- E. Use number of wins that opponents of tied teams had.
- F. Coin toss.

NOTE: If the playoff format does not include all teams, no team will be eliminated from the playoffs due to a tie breaker. In that case, a one game play-in would be scheduled. However, the above system will be used to determine:

(A) which team(s) gain BYES in preliminary rounds, (B) the order of finish within divisions and its resultant playoff berth seeding, (C) Home field advantage.

**11.7 SEEDING DURING PLAYOFFS:** There will NOT be any re-seeding in the playoffs with the exception of double elimination tournaments in the Championship Game Round. Team's will retain their regular season seeding during the playoffs, however, in a double elimination tournament, the team coming out of the winner's bracket will have home team advantage regardless of their seeding during the regular season. If the team coming out of the winners bracket loses the first Championship game, their opponent will then gain home team advantage for the second Championship game.

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## **SECTION 12—TERRITORIES AND BOUNDARIES**

**12.1 CLUB TERRITORY BOUNDARIES:** As on November 17, 2008, each organization within Montco Baseball has a defined territory. For the most updated territory list please refer to the Montco Baseball web site located at [www.montcobaseball.org](http://www.montcobaseball.org) and click on the “Organization Territories” tab on the the left hand side of the home page.

**12.2 PHYSICALLY ADJOINING TERRITORY EXCEPTION:** With the exception of those players that played for another Montco team last year, as provided in rule 1.1, no territory exemption is required for up to two (2) players per team if those players are coming from a physically adjoining territory. To add more than two (2) players, or a player from a non-adjoining territory, Board of Directors approval is required. Another exception is those grandfathered under item 12.3 below.

**12.3 PLAYERS GRANDFATHERED BEFORE 6/1/2008:** Players officially rostered on a team’s final 2008 Montco Roster and all players receiving waivers before 6/1/2008 are grandfathered and have permanent territory exemptions on that team’s roster for the balance of their Montco Baseball careers unless they fail to make that teams roster in any future year. If a team has two (2) or more players grandfathered, exempted, or waived that live outside of that teams territory they would require Board approved exemptions to add any new players that reside outside their territory.

**12.4 RETENTION OF EXEMPTION STATUS:** All players given territory exemptions by approval of the Board automatically retain that status on that team from year to year unless they fail to make that teams roster in any future year. These players must be noted as “territory exempt” (TE) on the roster form every year.