

All rule changes and additions should be noted in red.

Section 1

1. Administrative

1.1. The governing body of the Moore Youth Baseball Association, INC. (MYBA) shall be the Board of Directors. The Board of Directors shall consist of an Executive Board and Board Members.

1.1.1. The Executive Board is the authority having jurisdiction, and responsibility for the enforcement of the rules.

1.1.2. Special permission: The authority having jurisdiction for enforcing these rules may grant exception.

1.1.3. Enforcement: The authority having jurisdiction for enforcement of the rules has the responsibility for making interpretations of the rules, for deciding on the approval and disapproval of certain situations, and for granting special permission contemplated in a number of the rules. By special permission, the authority having jurisdiction may waive specific requirements or permit alternative methods where it is assumed that the equivalent objectives can be achieved by establishing and maintain effective safety, leadership and sportsmanship.

1.2. All age groups will be governed by the local rules set forth by the MYBA, as outlined in this document, followed by OBR (MLB) rules.

1.3. MYBA is offering a league for the spring baseball season.

1.3.1. Unless otherwise noted in this document, any questions or clarification of the rules should be addressed with the appropriate Age Group Coordinator.

1.3.1.1. After consultation with the appropriate Age Group Coordinator, an MYBA Member may address the issue with the Vice President of the affected age group, or submit the issue in writing (email accepted) to the MYBA Secretary for placement on the next regularly scheduled Board of Directors meeting agenda.

1.4. League Fees

1.4.1. League fees for all Players in Spring Season are \$65.00 per child.

1.4.2. For families with multiple children in the MYBA, the first child's (youngest) league fee is the full amount. The league fee will be reduced by \$5.00 per additional child.

1.4.2.1. For Spring, register online at myba-online.com and pay fees.

1.4.2.2. No part of the player fee will be returned or refunded after a player has actively participated in one (1) MYBA league game. League games start with the Pre-season tournament.

1.4.3. Fees for the Fall season will be \$350.00 per team. Players will register online at myba-online.com

1.5. Age Classification

1.5.1. The age group of a player will be determined by the player's age on January 1st. The MYBA season runs from Fall to Spring. The January 1st used to determine age group is between the Fall and Spring seasons.

1.5.1.1. 3 and 4 year old T-ball: A player must be 3 years old by March 1st (Spring Season) or August 1st (Fall Season) to play in the 4U division. All other age groups are subject to January 1st cutoff.

1.5.2. Players have the option of playing up in a higher age group, but only (1) year at the Coach's discretion and with written consent of a Parent or legal guardian. (Play up form)

1.5.3. Players will not be allowed to play down in lower age groups.

1.6. Insurance Coverage

1.6.1. Insurance coverage is provided by the MYBA at a cost of \$70.00 per calendar year per team. Each team will be required to pay this fee at coaches meeting or show proof of insurance for team. A team who pays in the Spring will also be covered in the Fall. For teams who only play Spring or Fall, cost is still \$70.00. The MYBA insurance is secondary to player's own insurance.

1.6.2. If a player is injured in connection with their participation in games or practices, insurance reporting and claim forms can be obtained from the MYBA Secretary.

1.6.3. The MYBA Secretary must be notified within 48 hours of an accident, for the claim to be processed. Any incident must be recorded on an incident form that will be kept on file in the office.

1.7. Uniforms

1.7.1. All uniforms will consist of a jersey, pants, socks, and a cap.

1.7.1.1. Each player's uniform must have a number on the game jersey prior to the first MYBA league game. Each number must be unique for that team. No duplicate numbers are allowed.

1.7.1.2. A jersey or tee shirt must be worn under a sleeveless vest.

1.7.1.3. Cold weather attire can be worn as long as the jersey underneath, with the player's number can be shown for verification.

1.7.2. Visible jewelry of any kind must be removed or tucked in.

1.7.3. No player will be allowed to use a cell phone or any electronic devices during the games.

1.8. Game Schedules

1.8.1. League schedules are considered final once posted.

1.8.2. Each request to re-schedule must be approved by both Managers (Head Coach) of the teams involved. This request must also be approved by the appropriate Age Group Coordinator, and the Vice-President having authority of the particular age group. These approvals must be documented by electronic means, for the requested schedule changes to be made.

1.9. Awards

1.9.1. At the end of Spring and Fall season, overall won-lost-tie records for all league games (does not include exhibition or tournament games) will be determined for each team. Team records within each age group and bracket will be compared against one another to determine the team that has the best

overall record. The team with the best regular season record will be awarded 1st place, 2nd best record will be awarded 2nd place. 3rd place will be awarded with age groups with 7 or more teams (one division).

1.9.1.1. The number of teams in each bracket will be made as even as possible.

1.9.2. In the event of a tie, the following records (in order listed) will be used to determine which team will be declared champion, second place, and third place:

For two team tiebreakers:

- (a) Head to Head
- (b) Fewest runs allowed (in games against tied team)
- (c) Highest run Differential – determined by taking the total runs scored minus total runs allowed. The maximum run differential per game is +8 or -8 (in games against tied teams);
- (d) Fewest Runs Allowed in League games (Like games)
- (e) Coin toss

For three or more team tiebreakers:

- (a) Fewest runs allowed (all league games / Like games)
- (b) Highest Run Differential – determined by taking total runs scored minus total runs allowed. The maximum run differential per game is +8 or -8 (like games). Once we get to two teams left(either after (a) or (b), will revert to two team tiebreaker rules.

1.10. Ejections

1.10.1. Any PERSON ejected from a game, must immediately leave the ballpark. Failure to leave the ballpark will cause their team to forfeit the ball game.

1.10.1.1. Players may stay in dugout if controlled by a certified Coach.

1.10.2. At the completion of the ball game, all ejections from a game will be heard by the Umpire in Charge (UIC), Board Member on duty and all Umpires on the field to decide if the person should attend Parents Alliance for Youth Sports (PAYS) program through the City of Moore, and / or suspension.

NOTE: Person ejected must leave the park at the time of ejection. They will be allowed to present their case to the UIC and Board Member on duty.

1.10.2.1. The person ejected is suspended from attending any games at the ballpark until a final decision is reached. All decisions are final.

1.10.2.2. If the UIC, Board Member and all Umpires on the field are unable to meet after the completion of the ball game, every attempt will be made to resolve the ejection within 24 hours of the incident.

1.10.2.3. If it is decided the person ejected must attend the PAYS program, this individual is suspended from any event sponsored by the MYBA at the ballpark until they can produce certification that they have successfully completed the PAYS program.

1.10.3. Any Manager or Coach previously suspended for more than two (2) games must be recertified through the National Youth Sports Coaches Association (NYSCA), before they attend a Board of Directors meeting to be approved for reinstatement.

1.11. Player Participation

1.11.1. Every player must play at least one inning in every league game unless they are not present at the game. An inning consists of being in the lineup for one offensive and one defensive inning. Each manager and Coach should make every effort to see that all players participate in every game.

1.11.1.1. Tournaments sponsored by the MYBA are not considered league games, and are exempted under this rule.

1.11.1.2. Player disciplinary restrictions may reduce the amount of game playing time. Disciplinary restrictions are not related to player performance.

1.11.1.3. Failure to comply can result in the suspension of the Manager or Head Coach.

1.11.2. For teams not using a continuous batting line up (rule 3.4.3), the teams score book will be used to determine compliance with rule 1.11.1.

1.11.3. For teams using a continuous line up (rule 3.4.3), which provides for free defensive substitution, the Manager or Head Coach is required to maintain some form of documentation concerning player participation to be used to determine compliance with rule 1.11.1.

1.12. Field Maintenance

1.12.1. Managers and Coaches are responsible for cleaning their dugout after every game.

1.13. Grievances

1.13.1. A grievance must be in writing and signed by the originator, with a \$100.00 cash or money order (made payable to MYBA, Inc.), grievance fee (Non-refundable). The grievance document and fee must be provided to the appropriate Age Group Coordinator within 48 hours of the infraction.

1.13.2. The Age Group Coordinator will try to resolve the issue first and if un-resolvable, then the baseball director will convene a grievance committee.

1.13.3. The Baseball Director will chair the committee for all grievances.

1.13.3.1. No audio, video, or surveillance tapes will be allowed in any grievance.

1.13.3.2. All parties noted in the grievance are required to be present at the grievance hearing. No exceptions!

1.13.3.3. The person filing the grievance will be given fifteen (15) minutes to present a case. The party being filed upon will be given fifteen (15) minutes rebuttal. A fifteen (15) minute discussion, in executive session by the grievance committee will render a decision based on the facts that have been submitted. Their decision will be final.

1.13.3.3.1. After the executive session, the grievance committee may request additional information, before rendering a final decision.

1.13.4. Probation, or other remedial action that is deemed appropriate by the grievance committee, based on the facts of each individual incident, will be

handed down as punishment for the following infractions, but is not limited to only these infractions;

- (a) Practicing on football or baseball fields without proper authorization
- (b) Failure to comply with one inning playing time per game (sub section 1.11.1)
- (c) Poor Managements skills
- (d) Use of profanity

1.13.5. A one (1) year suspension, or remedial action that is deemed appropriate by the grievance committee, based on the facts of each incident, will be handed down as punishment for the following infractions, but is not limited to only these infractions;

- (a) Two (2) infractions during the same game
- (b) Two (2) unsportsmanlike ejections for same / different games
- (c) Use of alcohol while coaching anytime
- (d) Act of fighting
- (e) Having illegal players on a roster
- (f) Use of tobacco products

Section 2

2. Teams

2.1. Spring and Fall League

2.1.1. Spring and Fall baseball are two separate baseball leagues.

2.2. Tournament Fee

2.2.1. In Spring, each team will pay a \$55.00 Pre-Season tournament fee. All teams must participate in the Pre-Season Tournament. If a team chooses to not play in Pre-Season Tournament, they are still required to pay \$55.00 fee (before 1st league game) and will automatically be put in Gold or "A" side of bracket.

There will be no Post-Season tournament

2.3. Team Rosters

2.3.1. All teams playing Spring/Fall baseball in the MYBA, must provide a one (1) copy of their roster at coaches meeting.

- 2.3.1.1. Once a player is assigned to a team by the age group coordinator then he/she cannot be removed from the roster unless it is by mutual decision by coach and player and has been approved by the age group coordinator.
- 2.3.1.2. Once league games begin any roster changes must be approved by the age group coordinator.
- 2.3.2. No player can be on two baseball league rosters in same age group.
- 2.3.3. A player cannot be added to a roster after May 15th of the Spring season and September 15th of the Fall season unless approved by MYBA Board.
- 2.3.4. Under no circumstance shall any player be allowed to transfer to a team that is ranked higher, at the time of the transfer, once association play begins (unless approved by the age group coordinator). "Association play" begins with the first league game.
- 2.3.5. After the first scheduled Pre-season tournament game, a new resident player will not be eligible to participate in any MYBA league games until the day after the league secretary had been notified that they have signed up and dues have been paid.
 - 2.3.5.1. During this time, the Head Coach must turn in league fee, two (2) copies of the new team roster to the appropriate age group coordinator, or due to their unavailability, directly to the league secretary.
 - 2.3.5.2. Failure to comply with rule 2.5.13.1 will result in forfeiture of any games played in which the player has participated.
- 2.3.6. Players already on a MYBA league team roster that are switching teams (not in violation of rule 2.5.11) must wait 48 hours before playing in the first game with the new team.
 - 2.3.6.1. During these 48 hours, the Head Coach must turn in two (2) copies of the new team roster to the appropriate age group coordinator, or due to their availability, directly to the league secretary.

2.3.7. The Board of Directors will establish a deadline for all fees, and official rosters, with appropriate documentation, to be turned in to the appropriate age group coordinator. All required documents are available at the website www.myba-online.com under the “Document” tab. Official team rosters and documentation is:

2.3.7.1. One (1) cash, credit card, debit card, certified check or money order for the total amount of league fees, determined by sub-section 1.4, \$70.00 money order made out to MYBA for league insurance, plus the \$55.00 Pre-season Tournament fee listed in rule 2.4, made payable to MYBA, Inc.

2.3.7.2. One (1) copy of the roster with the players’ names listed in alphabetical order by last name first, first name and middle initial, as it appears on the players birth certificate.

2.3.7.3. Copy of certified birth certificate for each player. (Uploaded to website)

2.3.7.4. Copy of utility bill (preferably water) for each player. (Uploaded to website)

2.3.7.5. If appropriate, signed playing up form.

2.3.7.6. One (1) copy of each Assistant Coach’s, dugout Parent’s, and Head Coach’s National Youth Sports Coaches Association (NYSCA) certification ATTACHED.

2.3.7.7. In a SEPARATE SEALED envelope for EACH Coach (Assistant or Head Coach), and dugout Parent, with the Coach’s or dugout Parent’s name, team name, and age group, written on the outside of the envelope, the following documentation:

2.3.7.7.1. Volunteer application (Background Check)

2.3.7.7.2. Check or money order in the amount of the current fee for background checks, made payable to current background provider. (City of Moore)

2.3.7.7.3. Application can also be submitted online. Link is on myba-online.com.

2.4. Player Sign Up and Team Assignment

2.4.1. The deadline for the Spring and Fall baseball seasons will be determined by the Board of Directors and posted on the website.

2.4.2. All players who sign up will list the Moore Public School they attend, or would attend in the case of T-ball, private school, home school, and players living with a Parent for the summer.

2.4.2.1. All signups will be done through the MYBA league website

2.4.3. Players will be assigned to teams using the following rules:

2.4.3.1. Each player will be assigned a team based on the order in which they are listed on the signup sheet, first to last.

2.4.3.2. By random drawing

Section 3

3. Games

3.1. General Rules

3.1.1. All players in every group must wear batting helmets with ear protectors. Helmets must remain on while the player is on the playing field beginning when the player leaves the dugout and until they reenter the dugout. This rule also applies to any bat girl / boy use by the team.

3.1.2. All catchers must wear chest protectors, leg guards, catcher's mask that covers both ears (Hockey Style), and protective cups (protective cups not mandatory for T-ball)

3.1.2.1. The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps).

- 3.1.3. In T-ball (3, 4, 5, 6) the pitcher is required to wear a batting helmet with a face guard. For 7U / 8U Coach Pitch, the wearing of helmet and / or mask is optional.
- 3.1.4. Steel cleats are allowed in age group Prep only, and are prohibited in all other age groups.
- 3.1.5. Only players participating in the game (any player listed on the team's roster), one bat girl / boy, and four (4) certified Coaches will be permitted in the dugout during the game.
- 3.1.5.1. When a team is on offense (batting) one (1) Coach is allowed in the first base Coaches box, one (1) Coach is allowed in the third base Coaches box, and one (1) may position him / herself in front of the dugout, if so desired. These Coaches must confine themselves to the Coaches' box or immediately in front of the dugout. No seating of any kind allowed outside of the dugout.
- 3.1.5.2. In 3 and 4 year old non-competitive T-ball, Coaches will be allowed on the field when their team is playing defense, but must position themselves in the outfield.
- 3.1.5.3. In 5 year old competitive T-ball, 2 Coaches will be allowed to assist players, when their team is playing defense, but must position themselves outside of the foul lines.
- 3.1.5.4. In 6 year old competitive T-ball up to four (3) Coaches will be allowed to position themselves directly in front of the dugout, while their team is playing defense. These Coaches must confine themselves to the area immediately in front of the dugout.
- 3.1.5.5. In 7 and 8 year old coach pitch, two (2) Coaches will be allowed to position themselves directly in front of the dugout, while their team is playing defense. These Coaches must confine themselves to the area immediately in front of the dugout.
- 3.1.5.6. In 9 through Prep age groups, two (2) Coach can position him / herself directly in front of the dugout, while their team is on defense and must confine themselves in front of the dugout.

- 3.1.5.7. If in the judgement of the home plate Umpire, a coach has violated these rules, the Umpire will warn the Coach on the first offense. If a second offense occurs, the Umpire will direct the offending Coach to the dugout.
- 3.1.5.7.1. If the violation is committed by the first or third base Coach, on the second offense the Coach will be directed to the dugout, and a different certified Coach can assume their position.
- 3.1.6. Players will be automatically ejected from a game if caught throwing equipment or committing flagrant, unsportsmanlike conduct and / or contact. Players may remain in the dugout after and ejection and during suspensions.
- 3.1.6.1. Following ejection from a game for violation of 3.1.6 , the player can be suspended from the next league game.
- 3.1.6.2. Any player suspended twice during a season for violation of rule 3.1.6 can be suspended for the remainder of the season.
- 3.1.6.3. The player must appear before the Board of Directors, with their Parents and Head Coach, before the end of the current season, to determine if the player will be allowed to return the following year.
- 3.1.6.4. A Coach caught playing a suspended player will forfeit any game in which the suspended player participated. Taking the field in any capacity constitutes participation.
- 3.1.6.4.1. The Coach will be suspended until a Board of Directors meeting is held to review the matter.
- 3.1.7. Managers or Head Coaches only will be allowed to discuss decision calls with Umpires; any deviation from this will result in a Coach's Warning.
- 3.1.8. A soft T-ball will be used in 3 and 4 year old T-ball.
- 3.1.9. A 9", 5 ounce, cork or cork/rubber center, and must have a cowhide leather cover, baseball will be used in 5 year old through Prep baseball.

3.1.10. 5U -12U may use any bat as long as it is stamped in accordance with current USSSA baseball bat rules. Prep must use a -3 and / or -5 bat that are stamped in accordance with current USSSA baseball bat rules.

3.1.10.1. If a player is caught using an illegal bat (either by umpire or opposing coach), the first offense will be the player being called out. The second offense will be the player being called out and the Head Coach being ejected from the game. For the third offense, the player will be called out and the Head Coach will be suspended for the current season. An illegal bat will be recognized as per MYBA rules and the current list on USSSA of illegal bats.

3.1.10.2. Wooden bats are allowed in all age groups.

3.2. Playing Field Regulations

3.2.1. T-ball

3.2.1.1. 5 and 6 year old competitive T-ball will play on diamonds with 50 feet between bases. The front edge of the pitchers plate shall be 35 feet from the back of home plate.

3.2.1.2. There will be an invisible thirty (30) foot safety arc from 1st base line to 3rd base line, designated by hash marks extending from the baseline onto the playing field.

3.2.1.3. 3 and 4 year old non-competitive T-ball will have a foul / fair arc drawn five (5) feet in front of home plate; from the 1st base line to the 3rd base line.

3.2.1.4. 5 and 6 year old competitive T-ball will have a foul / fair arc drawn six (6) feet in front of home plate, from 1st base line to the 3rd base line.

3.2.2. 7 and 8 year old coach pitch

3.2.2.1. Will play on diamonds with sixty (60) feet between bases

3.2.2.2. There will be an invisible thirty (30) foot safety arc from the 1st base line to the 3rd base line, designated by hash marks extending from the base line onto the playing field.

3.2.2.3. There are three pitching plates at 40' from the front edge of home plate. The pitching coach must address the center plate during his delivery. The player playing the pitcher position must start on one of the remaining plates until the ball is hit.

3.2.3. 9 year old through Prep

3.2.3.1. 9 and 10 year olds will play on diamonds with 65 feet between the bases. The front edge of the pitchers' plate shall be 46 feet from the back of home plate.

3.2.3.2. 11/12 year olds will play on a diamond with 70 feet between bases. The front edge of the pitchers' plate 50 feet from the back of home plate.

3.2.3.3. Prep (13 and 14 year old) will play on a diamond with 90 feet between bases. The front edge of the pitchers' plate shall be 60 feet from the back of home plate.

3.3. Game Length, Run Limits, Ending, and Forfeiture Rules

3.3.1. For 3, 4, 5, and 6 year old, the game time will begin immediately after the first hit. For 7U through Prep, the game time will begin immediately after the first pitch of the game.

3.3.1.1. During league play for all ages, a 5 minute buffer will be given for start time. If after the 5 minute buffer, a team or both teams are not ready for play, game will be ruled a forfeit. If both teams not ready, game will be recorded as 0-0 tie. For tournament games, start time is used with no buffer given.

3.3.2. Game lengths

3.3.2.1. Non-competitive T-ball (ages 3 and 4) will have a one (1) hour game time or two (2) complete innings, whichever occurs first.

3.3.2.2. Competitive T-ball (ages 5 and 6) games will be one (1) hour or six innings, whichever occurs first.

3.3.2.3. 7 and 8 year old games will be one (1) hour ten (10) minutes or six (6) innings, whichever occurs first.

3.3.2.4. 9 and 10 year old games will be one (1) hour twenty (20) minutes or six (6) innings, whichever occurs first.

3.3.2.5. 11 and 12 year old games will be one (1) hour thirty (30) minutes or six (6) innings whichever occurs first.

3.3.2.6. Prep (13 and 14 year olds) games will be one (1) hour forty (40) minutes or seven innings (7), whichever occurs first.

3.3.2.7. In the event of a tie the following format will be used to break the tie for 7U through Prep(except for pool play). The last completed batter from the previous inning will be placed on 3rd base with 1 out. Complete innings will be played until a winner has been determined.

League games will only play one extra inning. After that it will be recorded as a tie

3.3.2.8. For 5U and 6U, extra innings will start with 2 outs and no runners on base. Each additional extra inning will follow same rule.

League games will only play one extra inning. After that it will be recorded as a tie

3.3.2.9. For age groups T-ball through 8 year old coach pitch, a game ending by forfeit or run rule, before the inning rule or time limit have been reached, will be continued as a scrimmage from that point on (providing both Coaches agree), until either the inning rule or time limit rule is reached. The Umpires will continue to officiating when a game continued as a scrimmage.

3.3.3. Inning run limits

3.3.3.1. Competitive T-ball (5U) through 12U, each team is limited to scoring seven (7) runs per at bat. Prep will have a ten (10) runs per at bat limit.

3.3.4. Game Ending Run Rules

3.3.4.1. In competitive T-ball through Prep will have a run rule limit of eleven (11) runs after 3 innings or eight (8) runs after 4 innings.

3.3.5. Rain Out Games

3.3.5.1. In competitive T-ball (5U) through 12U baseball, 2 ½ innings will constitute a full game if the home team is ahead. Prep 3 ½ innings will constitute a full game if the home team is ahead.

3.3.5.2. In the event a game is called before the inning rule 3.3.5.1 is reached, the game will be rescheduled for a later date and continue from the same point at which the game was called.

3.3.5.2.1. The home plate Umpire will annotate time remaining in the home team score book and verify statistics are properly annotated.

3.3.6. All MYBA league games will be official and played as long as a team begins with (8) players.

3.3.6.1. Any team starting with eight (8) players will have an automatic out charged in the ninth (9th) position of the official batting order. There are no options or exceptions to this rule. The team that has 8 players must take an automatic out until the 9th player has arrived at the field and has been inserted into the game.

3.3.6.2. Any player on the roster may be inserted at the bottom of the lineup upon arrival.

3.3.6.3. Tournament play: Players are not allowed to be inserted in the lineup after the auto-out is taken.

3.4. Team lineup and Fielders

3.4.1. No age group will be allowed to use designated hitters.

3.4.2. For non-competitive T-ball through 8 year old coach pitch, a continuous lineup of all available players will be used.

3.4.2.1. For non-competitive T-ball through 8 year old coach pitch, players arriving late will be inserted as the last batter in the lineup.

3.4.2.2. For 5 year old competitive T-ball through 8 year old coach pitch, if a team is unable to continue with the batting lineup, for any reason other than an injury or illness during the game, the vacated batting position will be an automatic out for the remainder of the game.

3.4.2.2.1. In 9U through Prep baseball, if a team is using a continuous lineup or does not have any substitute players and a player becomes ill or injured during the game an automatic out will not be recorded.

For all other reasons for a vacated batting position an automatic will be recorded.

3.4.3. For ages 9U through Prep baseball, a team may bat a 9 player lineup, 10 player lineup (extra hitter) or continuous lineup of all available players. The lineup being used must be declared to the home plate Umpire and opposing Head Coach before the game begins.

3.4.3.1. Substitution and re-substitution rules only apply when a team has more players eligible to play in a game than they declare in their lineup.

3.4.3.1.1. Substitution rule: Any player removed from the game by the manager/coach may reenter the game, one time. Upon re-entry, he must return to the same batting position he previously occupied. A player removed from the game for the second time is no longer eligible to re-enter the game.

Example: If a team declares a 10 player lineup, but has 11 or more players eligible to play in the game the substitution and re-substitution rules apply.

3.4.4. 5 year old T-ball through 8 year old coach pitch can use either nine (9) or ten (10) defensive players. One must play in the pitching position, and one player must play the catching position. All four (4) outfielders must stay behind the baseline. The baseline is defined as the dirt area, in an arc from first base to third base.

3.4.5. Both teams will provide line up cards to the home plate Umpire and opposing team's scorekeeper prior to the start of play, to establish a formal team lineup. Lineup must include player's roster name (no nicknames) and number.

3.5. Non-Competitive T-ball Rules of Play (Ages 3 and 4)

3.5.1. When "play ball" is called by the Umpire the Coach shall position him / herself against the backstop out of play. And the batter may swing at the ball.

3.5.2. There will be no strikeouts. Each player will get 4 swings to hit the ball from the Tee. If the player has not hit the ball after the 4th swing they will automatically advance to first base to have an opportunity to run the bases.

- 3.5.2.1. To count as a hit the ball must travel farther than five (5) feet from the Tee.
- 3.5.3. Pitcher must start with one foot in the circle until the ball is hit. If no circle is present, the dirt area designated for the pitcher will be used as a circle. Infielders must stay behind the thirty (30) foot safety arc until the ball is hit.
- 3.5.4. A batted ball thrown to the first or third baseman that rolls into foul territory will stop play. (Must be honest attempt toward first or third)
- 3.5.4.1. Runners may only advance to the next base if they are halfway between the bases.
- 3.5.5. Any Coach helping in the field is considered part of the field. If a live ball should hit a Coach it considered a live ball and play should continue.
- 3.5.6. When an infielder has stopped the lead runner from advancing to the next base, the play is dead. A runner standing off a base that “jukes” or “feints” back and forth, is not attempting to advance to the next base, and time will be called.
- 3.5.7. Once a team has batted through their lineup the teams will exchange offensive and defensive sides. Batting lineups shall alternate from batter 1 – 12 to batter 12 – 1. This allows two different batters to be leadoff batter.
- 3.5.7.1. The last batter of each line up should be allowed to run through the bases until home plate is reached.
- 3.5.8. Players who are thrown out or tagged out will be out but may remain on base if coach chooses.
- 3.5.9. No stealing. A runner must keep one foot on the base until the ball is hit. The player will receive one warning, and then they have to go sit in the dugout.
- 3.5.10. No scorekeepers are allowed to attend 3 / 4 year old T-ball games.

3.6. Competitive T-ball (Ages 5 and 6) Rules of Play

3.6.1. T-ball will have two (2) officials.

3.6.2. The batting team will have a Coach responsible for placing the ball on the tee and removing the tee after the ball is put into play.

3.6.2.1. The tee will be placed on top of home plate.

3.6.2.2. When “play ball” is called by the home plate Umpire, the Coach will position him / herself against the backstop and out of play. After the ball is batted fair the Coach will remove the tee from home plate and position him / herself so that they will not interfere with play.

3.6.2.3. The Umpire will handle interference by the Coach just as they would any other interference call. This is a judgement call by the Umpire.

3.6.3. The batter cannot swing at the ball on the tee until the Umpire calls “play ball”

3.6.3.1. Before the Umpire calls “play ball” the batter may line up with the ball and take practice swings, which may knock the ball off the tee without penalty. After “play ball” is called a practice swing or accidentally hitting the ball will be considered a strike.

3.6.3.2. The batter will have only 4 swings to put the ball in play. If on the third swing, which would be the 3rd strike, the ball is hit into foul territory the batter will have one (1) remaining swing to put the ball in play. If the ball is not put into play the batter will be retired and an out recorded.

3.6.3.3. The batter is not allowed to “bunt” or swing easy at the ball (penalty – strike). This is a judgement call by the Umpire.

3.6.3.4. If the batter hits the ball less than six (6) feet in fair territory, it is considered a strike. If the ball is on the line, it is a live ball.

3.6.3.4.1. The batter must hit the ball and not the tee for it to be considered a hit ball.

- 3.6.3.5. A play will be considered over and the Umpire shall call time, as soon as all runners are stopped at the base they occupy and the ball is in possession of a defensive player in the infield. A runner standing off a base that “jukes” or “feints” back and forth, is not attempting to advance to the next base, and time will be called.
- 3.6.3.6. If a batter throws their bat and the bat does not hit a player, Coach or Umpire, the Manager will receive a “team” warning from the Umpire.
- 3.6.3.6.1. If the thrown bat hits a player, Coach or Umpire, the batter is automatically called out and the team Manager receives a “team” warning.
- 3.6.3.6.2. All subsequent thrown bats will result in the batter being called out.
- 3.6.4. While the ball is in play, the ball will not be touched by anyone other than the Umpire, the Coach of the batting team, or a player on the field. If anyone other than those listed in the rule touched the ball, play will be called dead.
- 3.6.5. Pitcher must start with one foot in the circle until the ball is hit. If no circle is present, the dirt area designated for the pitcher will be used as a circle.
- 3.6.6. Infielders must stay behind the 30 foot safety arc until the ball is hit.
- 3.6.6.1. First offense will be a warning by the Umpire. Second offense the batter will be awarded first base.
- 3.6.6.2. If the ball is hit, all runners will be safe and the ball declared dead.
- 3.6.7. Players are not allowed to steal or lead off (penalty – called out).
- 3.6.8. Infield fly rules do not apply.
- 3.6.9. Players cannot intentionally roll the baseball when a play is being made; the ball must be thrown to a defensive player.
- 3.6.10 No intentional walks allowed.
- 3.6.11 No courtesy runners allowed.

3.7. 7 / 8 Year old Coach Pitch

- 3.7.1. A regulation team consists of nine players.
- 3.7.2. Teams can use either nine or 10 defensive players. One player must play the pitching position, and one player must play the catching position. For teams using 10 defensive players, four players must play outfield positions.
- 3.7.3. Teams must have a minimum of eight players to start and finish a game. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the board member on duty. Umpires have no authority to forfeit a game.
- 3.7.4. There is a 30-foot safety area from the back tip of home plate and from the first-base line to the third-base line.
- 3.7.5. Fielder must stay beyond the arc until the ball is hit.
- 3.7.6. There is a pitching plate 40 feet from the tip of home plate from which the coach must pitch.
 - 3.7.6.1. Pitching Coach must pitch overhand.
- 3.7.7. There are three pitching plates at 40' from the front edge of home plate. The pitching coach must address the center plate during his delivery. The player playing the pitcher position must start on one of the remaining plates until the ball is hit. If the pitcher leaves the pitching plate early, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or accepting a no-pitch and ruling of the play as over. If this occurs a second time by the same pitcher, that player is removed from the pitching position for the remainder of that inning. If it occurs any time after that by the same player, then he or she is removed from the pitching mound the remainder of the game.
- 3.7.8. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. On dropped 3rd strike, batter is out.
- 3.7.9. There are a maximum of seven runs or three outs per inning.

- 3.7.10. A batted ball hitting a coach pitcher is declared a dead ball. The batter will be awarded first base and all other runners advance one base. If in the umpire's judgement, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance. In addition, any time a player runs into pitching coach while attempting to make play on batted ball, play will be stopped and batter will be awarded first base. All runners on base will be awarded next base.
- 3.7.11. A play will be considered over and the Umpire shall call time, as soon as all runners are stopped at the base they occupy and the ball is in possession of a defensive player in the infield. A runner standing off a base that "jukes" or "feints" back and forth, is not attempting to advance to the next base, and time will be called.
- 3.7.12. All teams must roster bat for all games.
- 3.7.13. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
- 3.7.14. The catcher must be located in the catcher's box, no more than four feet behind home plate.
- 3.7.15. Infield fly rule is in effect for 8U only. 7U will not use infield fly rule.
- 3.7.15.1. An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.
- When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly", if Fair.
- The ball is alive and runners may advance at the risk of ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul

ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

3.7.16. Bunting is allowed once per inning.

3.7.16.1. No fake bunts allowed. If a player “shows” bunt then they are committed to attempt to bunt or take the pitch. The penalty for swinging after “showing” bunt: the batter is declared out and no runners will advance.

3.7.17. Base stealing will be allowed in 8U only. 7U will not have base stealing.

3.7.17.1. The following rules will be in effect in regards to base stealing;

(a) Runner cannot attempt to steal the next base until ball crosses the front edge of home plate,

(b) Runner cannot steal home (a throw to any base makes play live and runners can advance at own risk), and

(c) Runner cannot steal on wild pitch (umpire discretion).

3.7.17.1.1. If in umpire’s discretion, the Pitching Coach intentionally makes a bad pitch, the umpire will warn the Pitching Coach (first time) and ball will be considered wild pitch. For second warning, Pitching Coach will be ejected from game. Runner cannot steal home (the ball entering the field of play, except for a throwback to the pitcher, makes the play live and runners can advance at their own risk).

3.7.18. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out, and the pitch is declared a no pitch.

3.7.19. While a ball is in play, a coach pitcher is prohibited from coaching; either physically or verbally.

3.7.20. Courtesy runners are only allowed for the catcher. The courtesy runner must be last batter not on base.

3.7.21. No intentional walks allowed.

3.7.22. There are no:

- Base on balls
- Base awards for hit by pitcher

3.8. 9 Year old through Prep Baseball

3.8.1. All MYBA league and tournament game pitching rules and limitations will be followed.

3.8.1.1. Limitations of pitching are based upon recorded outs while the pitcher is on the mound.

- a. In 9U/10U age groups that are scheduled for six innings, a pitcher cannot pitch more than 12 outs in any given day and cannot pitch more than 21 outs in three consecutive days, regardless of game guarantee.
- b. In 11U/12U age groups that are scheduled for six innings, a pitcher cannot pitch more than 15 outs in any given day and cannot pitch more than 24 outs in three consecutive days, regardless of game guarantee.
- c. In Prep, scheduled for seven innings, a pitcher cannot pitch more than 18 outs in any given day and cannot pitch more than 27 outs in three consecutive days, regardless of game guarantee.
- d. Any pitcher in the Prep or younger divisions that has pitched three days in a row must rest the 4th day, regardless of outs recorded.
- e. Pitching limitations stop for the day when the park is shut down for the night and the teams leave.
- f. When games are suspended and continued the next day, pitching limitations are split between the two days.

Comments: Outs recorded count for the day that are recorded. When the game resumes from suspension, all outs recorded count for the current day.

- g. In the case of a double or triple play, there is no penalty for exceeding outs recorded at the time of the play.

- h. It is the duty of each team's Manager to protest pitching violations by halting play during game and contacting the UIC prior to the end of the game.
- i. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.

3.8.1.2. It is the responsibility of each team's Manager to challenge pitching violations by notifying the UIC or Board Member on Duty, as appropriate.

3.8.1.3. Any violation of pitching limitations shall result in the immediate forfeiture of the game.

3.8.2. Balks - 9 and 10 League Play Only: When a balk occurs, a warning will be given then balks will be enforced.

3.8.2.1. 9U-each pitcher per game is given a warning before enforcing balks.

3.8.2.2. 10U-each team per game is given a warning before enforcing balks.

3.8.2.3. Tournament play: Balks shall be strictly enforced without warning.

3.8.3. In age groups 11U through Prep, balks shall be strictly enforced without warning.

3.8.4. If a pitcher balks with no runners on it shall be recorded as a "ball" and no longer considered a "no pitch"

3.8.5. When a balk is called it will be considered an immediate deal ball.

3.8.6. When a team is charged with its second ~~trip to the mound~~visit, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game (unless rule 3.8.6.2. applies). The pitcher may be moved to another defensive position.

3.8.6.1. A visit is recorded when a coach calls time, enters the playing field and address the team.

~~3.8.6.1~~3.8.6.2. When a starting pitcher is pulled from a game he is allowed to re-enter as a pitcher once in the same game but not in the same inning in which he was pulled.

3.8.7. Once a player has “addressed” the mound, i.e. a player standing on any part of the dirt mound who picks up the baseball, “and” throws one (1) warm up pitch to the catcher, must throw at least one (1) pitch to the batter, before being removed from the position.

3.8.8. Slap bunts are only allowed in Prep Division.

3.8.9. If eligible, a courtesy runner can be used any time for the pitcher and / or catcher of record only. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the last batter not on base. The courtesy runner does not have to be a legal substitute, but must be on the roster and should be listed on the lineup card. The courtesy runner can only run for one player per inning. If batting 9 or 10, a pinch runner is defined as a LEGAL substitution for any runner other than the pitcher or catcher of record. If roster batting, pinch running is not legal as there are no legal substitutes and all players are in the active lineup.

3.8.10. In all live pitch divisions, an intentional walk is granted upon request. No pitches will need to be thrown.

3.9. Protests

3.9.1. A manger or Head Coach contemplating a protest due to a violation of playing rules, must immediately notify the home plate Umpire of their intention to file a protest before the next pitch is thrown.

3.9.1.1. The home plate Umpire will announce that the game is being protested and ensure the official score book (home team) is annotated with the inning, outs, strike / balls, batter at plate, and the base runner locations, when the protest occurred. Game time will be stopped and annotated.

3.9.2. A protest will be announced by the Manager or Head Coach. The protest and a \$100.00 (Cash only) protest fee will be submitted to Board Member on Duty at time of protest. Both head coaches along with Umpire in Charge, Umpire from game, and Board Member on Duty will go to Umpire Shack or office to discuss protest. This will form the Grievance Committee.

3.9.3. Decisions by the Board's Grievance Committee shall be final on any protest. If protest is upheld the protest fee will be returned to the protesting Manager.

Section 4

4. MANAGERS and COACHES, PARENTS or SPECTATORS, SCORE KEEPERS and UMPIRES

4.1. Managers and Coaches

4.1.1. All Managers (Head Coaches), Assistant Coaches, and / or dugout Parents are required to be certified by the National Youth Sports Coaches Association (NYSCA).

4.1.1.1. All interested Parents may attend any session, or take the certification course online at www.nays.org.

4.1.1.2. Managers and Coaches previously coaching in the MYBA will be automatically approved upon certification.

4.1.2. All Managers, Head Coaches, Assistant Coaches, and / or dugout Coach are required to pay for yearly security background checks through the City of Moore (written out to City of Moore) or online.

4.1.3. The use of tobacco and e-cigarette products by Managers and Coaches is prohibited anywhere in the ballpark.

4.1.3.1. A warning will be given on the first instance; further failure to comply with this rule will cause the Manager's or Coach's team to forfeit the game being played.

4.1.4. The use of profanity, alcoholic beverages, non-prescription drugs, or illegal substances (i.e. marijuana, cocaine, etc.), is not allowed.

4.1.4.1. Any Manager or Coach under the influence of non-prescription drugs, or illegal substances, will be suspended from the MYBA activities for LIFE.

4.1.5. All Managers and Coached are expected to fair play and good sportsmanship to their players through their example and conduct while on the practice field and during games.

4.1.5.1. A Manager or Head Coach will automatically be suspended for actions committed that would be damaging for their team or the MYBA in general.

4.1.6. Managers and Coaches are responsible for complying with the following rules:

4.1.6.1. All MYBA Official League rules, MYBA Tournament Rules, and all MLB Rules.

4.1.6.2. To conduct themselves in a sportsmanlike manner in dealing with Umpires, opposing Coaches, players, Parents and spectators.

4.1.6.3. To control the conduct of their players, Parents and spectators.

4.1.6.4. To comply with the MYBA player participation rule.

4.1.6.5. To be knowledgeable of baseball rules and Coaching methods.

4.1.6.6. To sign and uphold the Coaches Code of Ethics.

4.1.6.7. To wear a minimum of a team hat and appropriate attire (no tank tops, flip-flops, or clothing that advertises tobacco or alcohol products of any kind).

4.1.6.8. Violations concerning any of the rules could results in suspension of the Coach, and forfeiture of any games played, depending on the particular violation.

4.2. Parents or Spectators

4.2.1. All Parents, having guardianship of a child playing in the MYBA league, must sign and abide by the Parents Code and Parents and Coaches Behavior Policy provided by the City of Moore. Not signing the Parents Code of Ethics does not exclude Parents or guardians from abiding by its policy.

- 4.2.2. Every individual, whether a non-guardian relative, family friend, etc. (spectators) attending an event at the Buck Thomas Memorial Park will abide by the Parents Code of Ethics and Parents and Coaches Behavior Policy.
- 4.2.3. Parents and spectators will not interfere with the opposing teams players by shouting comments like, he can't hit, don't worry he can't run, or countermanding a Coaches instruction. *Example:* a Coach yells for a player to throw the ball to second, and opposing team's spectators yell throw to third.
- 4.2.3.1. If a team believes this has occurred, the Manager or Head Coach will notify the Home Plate Umpire. The Home Plate Umpire will attempt to monitor these outbursts.
- 4.2.3.2. A second violation will result in a team warning to the offending team's Manager or Head Coach.
- 4.2.3.3. A third violation will result in forfeiture of the ball game by the offending team.
- 4.2.3.4. Any Parent or spectator caught violating this rule be ejected from the ballpark and will be required to follow the rules listed under sub section 1.10.
- 4.2.4. The use of tobacco and e-cigarette products by any person is prohibited anywhere in the ballpark.
- 4.2.5. Music will be allowed at ballpark provided following conditions are meet:
1. Music must be kid friendly and contain no vulgarity or disparaging remarks.
 2. Volume must be at a respectable level as to not disrupt other team or other fields.
 3. Music cannot be played during live ball action. May be played as walk up music as long as music is turned off prior to at bat starting.

Umpires on field and Board Members have the authority to ask a team to turn music down or off. First offense will be a warning; Second offense will be termination of music rights for that game; third offense will be termination of music and ejection of Head Coach.

4.3. Scorekeepers

4.3.1. All Scorekeepers are expected to be knowledgeable of the score keeping procedures.

4.3.1.1. When players are substituted, the inning must be annotated by the player's name, since the score book will be used in reference to the one inning per game rule (Rule 1.10.1).

4.3.2. All substitutions, excluding free defensive substitutions under Rule 3.4.3.1.1, must be reported to the home plate Umpire and the opposing team's Scorekeeper prior to the player entering the game.

4.3.2.1. Failure to comply will result in an automatic out.

4.3.3. The home team score book is the official record of the game.

4.3.4. All Scorekeepers will sit near or behind the home plate Umpire (behind the backstop)

4.4. Umpires

4.4.1. All Umpires will be coordinated by and responsible to the MYBA appointed UIC. The UIC is directly responsible to the Board of Directors.

4.4.2. Umpires shall wear approved attire including gray pants / shorts; collared shirts as instructed by the UIC, and navy blue baseball or umpire cap. For baseball (ages 9 through Prep) all home plate Umpires shall wear facemasks, chest protectors, and shin guards.

4.4.3. Umpires will be expected to have a good working knowledge of baseball rules, MYBA park rule and the mechanics of good umpiring.

4.4.4. Umpires can be expected to receive fair treatment from Managers, Coaches, Players and Spectators. They shall have support from the Board of Directors when enforcing the rules set forth by the MYBA or MLB.

4.4.5. Umpires will have full charge of the game 15 minutes prior to the scheduled starting time. They shall make judgements concerning field of play conditions, equipment and questions regarding play of the game.

- 4.4.5.1. After games have started, the UIC will make all decisions concerning games affected by weather.
- 4.4.6. Umpires are expected to conduct themselves in a sportsmanlike manner that will display their knowledge of baseball rules and fair play.
- 4.4.7. The use of profanity, alcoholic beverages, non-prescription drugs or illegal substances (i.e. marijuana, cocaine, etc), is not allowed.
 - 4.4.7.1. The UIC and / or Board of Directors will automatically suspend any Umpires suspected of being under the influence of alcoholic beverages, pending investigation.
- 4.4.8. The use of cell phones or other electronic device during the game, including inning breaks, will not be permitted.
- 4.4.9. While officiating a game, if an Umpire is involved in a physical altercation with a Manager, Coach, Player, Parent or Spectator, the Umpire will not complete the game, nor will the Umpire be allowed to officiate another game until the UIC, the Executive Board Member, and Board Member on duty have reviewed the altercation.
 - 4.4.9.1. Upon review it will be determined if the Umpire involved will be suspended or allowed to return to their schedule.
- 4.4.10. Umpires shall report any major disturbances, protest by Managers, or questions regarding their duties to the UIC. The UIC shall in turn report to the Executive Board Member and Board Member on duty.
 - 4.4.10.1. All complaints concerning an Umpire's ability to officiate a game must be submitted in writing to the Board of Directors. The UIC and the Board of Directors shall handle any questions regarding the abilities of any Umpire.
- 4.4.11. If a forfeit occurs, the Umpire will only be paid if they are assigned to the field where the forfeit occurred Umpires must stay and officiate scrimmages, if necessary (full game time).

- 4.4.12. If the UIC has been notified in advance that a game(s) has / have been canceled, no Umpire fee(s) will be paid for the game(s).
- 4.4.13. In order for any (on duty only) Umpire to receive their comp meal and / or beverage; they must turn in a complete and legible game card(s) to the UIC on exchange for a food card. The cards are for that night and / or day only and are not to be used at a later date (use it or lose it).