

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.

1.2. 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. Age Classification

1.3.1. 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.

1.3.1.1. 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.

1.3.2. 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)

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

1.4. Insurance Coverage

1.4.1. Insurance coverage is provided by the MYBA and the cost is included in the tournament entry fee.

1.5. Uniforms

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

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

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

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

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

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

1.6. **Standings**

1.6.1. In the event of a tie following pool play the following will be used to determine seeding

- (a) Head to Head – (if teams played)
- (b) Fewest runs allowed
- (c) Runs Scored
- (d) Run Differential
- (e) Coin toss

1.7. **Ejections**

1.7.1. 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.

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

1.7.2. At the completion of the ball game, the ejected party may return to the field to gather belongings and meet with the Board Member on duty and the UIC to discuss the incident. At this time a decision will be made concerning repercussions for the ejection. All decisions are final.

1.8. **Field Maintenance**

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

Section 2

2. Teams Rosters

- 2.1.** All teams are required to upload/update their roster through Tourney Machine. Rosters will be locked at 5pm on Friday before a tournament begins any changes that need to be made before your first game need to be sent to the tournament director

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.** A soft T-ball will be used in 3 and 4 year old T-ball.
- 3.1.4.** 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.
- 3.1.5.** 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.
- 3.1.6.** Steel cleats are allowed in age group Prep only, and are prohibited in all other age groups.

- 3.1.7.** 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.
- 3.1.8.** 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 an ejection and during suspensions.
- 3.1.8.1. Following ejection from a game for violation of 3.1.6 , the player can be suspended from the next game.
- 3.1.8.2. Any player suspended twice during a tournament for violation of rule 3.1.6 can be suspended for the remainder of the tournament.
- 3.1.8.3. 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.
- 3.1.9.** 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.
- 3.1.10.** 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 is 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 payer will be called out and the Head Coach will be suspended for the tournament. 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 were 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 are 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. 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 or six (6) innings, whichever occurs first.

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

3.3.2.5. 11 and 12 year old games will be one (1) hour twenty (20) minutes or six (6) innings whichever occurs first.

3.3.2.6. Prep (13 and 14 year olds) games will be one (1) hour thirty (30) minutes or seven innings (7), whichever occurs first.

3.3.2.7. Times may be adjusted depending on circumstances such as weather.

3.3.2.8. Tie breaker rules will not apply for pool play games.

3.3.2.9. 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.

3.3.2.10. 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

3.3.3. 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 games will be official and played as long as each 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. Players are not allowed to be inserted in the lineup after the auto-out is taken.

3.3.6.3. At any time if a team falls below 8 players the game will be declared a forfeit.

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 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.

3.4.2.1.1. 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. 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.

3.5.2. 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.

3.5.3. 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.

3.5.3.1. To count as a hit the ball must travel farther than five (5) feet from the Tee.

3.5.4. 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.

3.5.5. 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)

3.5.5.1. Runners may only advance to the next base if they are halfway between the bases.

3.5.6. 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.

3.5.7. 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.

3.5.8. 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.

3.5.8.1. The last batter of each line up should be allowed to run through the bases until home plate is reached.

3.5.9. Players who are thrown out or tagged out will be out but may remain on base if coach chooses.

3.5.10. 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.

3.5.11. 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. 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.

3.6.2. 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.

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

3.6.4. 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.

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

- 3.6.4.2. 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.
- 3.6.4.3. The Umpire will handle interference by the Coach just as they would any other interference call. This is a judgement call by the Umpire.
- 3.6.5.** The batter cannot swing at the ball on the tee until the Umpire calls “play ball”
- 3.6.5.1. 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.
- 3.6.5.2. 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.
- 3.6.5.3. The batter is not allowed to “bunt” or swing easy at the ball (penalty – strike). This is a judgement call by the Umpire.
- 3.6.5.4. 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.
- 3.6.5.4.1. The batter must hit the ball and not the tee for it to be considered a hit ball.
- 3.6.5.5. 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 “juke” or “feints” back and forth, is not attempting to advance to the next base, and time will be called.
- 3.6.5.6. 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.

3.6.5.6.1. If the thrown bat hits a player, Coach or Umpire, the batter is automatically called out and the team Manager receives a “team” warning.

3.6.5.6.2. All subsequent thrown bats will result in the batter being called out.

3.6.6. 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.

3.6.7. 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.

3.6.8. Infielders must stay behind the 30 foot safety arc until the ball is hit.

3.6.8.1. First offense will be a warning by the Umpire. Second offense the batter will be awarded first base.

3.6.8.2. If the ball is hit, all runners will be safe and the ball declared dead.

3.6.9. Players are not allowed to steal or lead off (penalty – called out).

3.6.10. Infield fly rules do not apply.

3.6.11. 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. In 7 and 8 year old coach pitch, two (2) Coaches will be allowed to position themselves directly in front of the dugout, while there team is playing defense. These Coaches must confine themselves to the area immediately in front of the dugout.

- 3.7.2.** A regulation team consists of nine players.
- 3.7.3.** 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.
- 3.7.4.** 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.
- 3.7.5.** 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.
- 3.7.6.** Fielder must stay beyond the arc until the ball is hit.
- 3.7.7.** There is a pitching plate 40 feet from the tip of home plate from which the coach must pitch.
- 3.7.7.1. Pitching Coach must pitch overhand.
- 3.7.8.** 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.
- 3.7.9.** 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.
- 3.7.10.** There are a maximum of seven runs or three outs per inning.

- 3.7.11.** 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.
- 3.7.12.** 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.
- 3.7.13.** All teams must roster bat for all games.
- 3.7.14.** Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
- 3.7.15.** The catcher must be located in the catcher's box, no more than four feet behind home plate.
- 3.7.16.** Infield fly rule is in effect for 8U only. 7U will not use infield fly rule.
- 3.7.16.1. 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.

3.7.17. Bunting is allowed once per inning.

3.7.17.1. 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.

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

3.7.18.1. 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).

3.7.18.1.1. 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).

3.7.19. 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.

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

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

3.7.22. No intentional walks allowed.

3.7.23. There are no:

- Base on balls
- Base awards for hit by pitcher

3.8. 9 Year old through Prep Baseball

3.8.1. 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.

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

3.8.2.1. 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.

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

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

3.8.3. 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 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.

3.8.6.2. 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 manager 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

4.1. Managers and Coaches

4.1.1. 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.

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

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

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

4.1.4.1. MYBA Tournament Rules, and all MLB Rules.

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

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

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

4.2. Parents or Spectators

4.2.1. 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.

4.2.2. 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.

4.2.2.1. 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. The use of tobacco and e-cigarette products by any person is prohibited anywhere in the ballpark.

4.2.4. 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.

4.3.2. 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.