

MYBA 2025 Minor Rules



1. General Rules:

- 1.1. NFHS (National Federation of State High School Associations) rules and any state adaptations by the WIAA will be followed unless identified otherwise below by MYBA. www.nfhs.org
- 1.2. To be eligible to play in the MINORS BASEBALL League, players must be in 3rd or 4th grade as of May 1 of the current year. Players in 2nd grade are allowed to move up from Rookies into Minors with commissioner approval on a case-by-case basis.
- 1.3. Eight-player rule: 8 players are needed to start a game or a forfeit is called. A scrimmage game may then be played with less than 8.
 - 1.3.1. No team shall borrow players from another team or move up players from a lower league to fill a roster for a game. If a team has fewer than 8 players at the start of the game that team shall forfeit the game. The commissioner has the ability to intervene if a team has a permanent issue fielding enough players to play.
- 1.4. Ten players may take the field on defense. 4 outfielders.
 - 1.4.1. Outfielders must remain on outfield grass or a minimum of 30 feet beyond the base path (on field with deep infields) until after the ball is hit.
- 1.5. When batting all players must remain on their bench with the exception of the on-deck batters.
- 1.6. Every player at the game is required to play a minimum of two innings. If a player comes to a game late, they must be put into the game at the bottom of the batting order, with an effort to play two innings, but the two innings are not required. Coaches are highly encouraged to rotate players at different positions during the season.
- 1.7. Bases are set at 60 feet
- 1.8. Home will occupy the first base dugout and be responsible to work the scoreboard. Both teams are responsible to clean up dugouts and put equipment away if it is the last game of the night.
- 1.9. There are no appeals. After the ball is dead, the umpire will make any calls that need to be made. Example: if a runner misses a base, the umpire calls the runner "out" after the ball is dead.
- 1.10. The infield fly rule is NOT in effect.
- 1.11. Length of Play:
 - 1.11.1. No new innings will begin after 1 hour 30 minutes from game start. If the 1 hour 30 minute mark is hit during an inning, the inning will be finished. Games will not be called in the middle of an inning due to time.
 - 1.11.2. A complete game will be defined by 6 complete innings, the 1 hour 30 minute time limit, run rule or in the event of a weather shortened game, 4 innings (3-1/2 with home team ahead) will be considered a complete game
 - 1.11.3. Umpires are to notify both head coaches of the official start time.
 - 1.11.4. Rain out games in league play, if not completed through 4 innings (3-1/2 with home team ahead), will be cancelled and not included in league standings. Rain outs will not be rescheduled.

1.11.5. A 5-run limit will be in effect for all innings except any innings starting after 1 hour 15 minutes, when there will be no run limit. Unlimited innings will require 3 outs to be made by the team in the field. Page 1 Sportsmanship must be observed by all!

1.11.6. New inning starts when the 6th out of the previous inning is made.

1.11.7. Regular season games that are tied at the 1 hour 30-minute time limit will end as ties.

1.11.8. Run rule – A game will be considered complete and no new inning will happen if either of the below applies: o The home team is leading by 15 or more runs after 3-1/2 innings (Middle of the 4th inning) or visiting team is leading by 15 or more after the 4th Inning o The home team is leading by 10 or more runs after 4-1/2 innings (Middle of the 5th inning) (or any later 1/2 inning) or visiting team is leading by 10 or more after the 5th or more complete innings

1.11.9. Tournament championship game shall be played to 6 innings unless NFHS run rule limits are in effect

1.11.10. Tournament games that are tied at the end of the 1 hour 30-minute time limit will use the international tie rule for extra innings.

1.11.10.1. The last player to make an out in the previous inning starts at 2nd base.

1.11.10.2. Each ½ inning will be required to be played until 3 outs have been made.

1.11.10.3. Tournament games will be played until a team has a higher score at the bottom of an inning.

1.12. When an umpire observes anyone required to wear a batting helmet deliberately remove their batting helmet while in the field of play, the umpire shall issue a warning to the coach of the involved player's team. All subsequent violations of the rule shall result in player being restricted to the bench for the remainder of the game.

1.13. One new and one "good" used ball will be used at each game.

1.14. Catchers should keep their equipment on when not at bat.

1.15. Each sighting of lightning will result in a 30-minute delay.

1.16. Coaches can't be on the field while their team is on defense and must stay in their dugout.

2. Pitching

2.1. A pitcher may pitch up to two innings in a regulation game

2.1.1. An inning will be defined as the delivery of 1 legal pitch.

2.2. Pitching mound will be 43 feet from back of home plate.

2.3. No balks will be called.

2.4. Walks will be called at this level

2.5 Pitchers will have 5 warm up pitches between innings. Pitcher will get 1 warm up pitch with catcher if catcher arrives to home plate after warm-up pitches have been completed.

2.6. A pitcher must be replaced if a coach enters the field of play to talk with the pitcher **twice** in the same inning.

2.7. A player must be removed from the pitching position for the remainder of the game after 3 HBP in a single inning.

2.8. Pitchers may NOT reenter as a pitcher after being removed from the pitcher position

2.9. The pitcher does not need to pitch intentional walks

2.10. On a dropped 3rd strike the batter is out. The batter may not attempt to go to first base.

3. Hitting

- 3.1. Every player at the game must be put into the batting order.
- 3.2. If a player comes late, they will be entered into the game at the end of the batting order.
- 3.3. Teams not batting a player in the 9th position shall take an out at that spot in the lineup. This includes situations due to player injury or illness.
- 3.4. A team will receive one warning by the umpire if a player throws the bat. Any future player on the team that was warned will be out.
- 3.5. Bats shall be maximum 2 ¾" diameter and 33" in length
- 3.6. Player Injury Rules
 - 3.6.1. If the umpires and coaches agree that a player cannot continue in the game due to injury or illness, that player may be removed from the line-up without penalty, unless rule 3.3 applies. Make sure you check with the umpires and the opposing coach before removing anyone from your line-up.
 - 3.6.2. If a player is injured on the base path, the player who recorded the previous out will take their place. There will be no pinch runners for players with preexisting injuries.
 - 3.6.3. If a player is injured in the middle of his at bat, the next batter in the lineup will start with a 0-0 count and no out recorded. The player can bat again during his next at bat if the player is no longer injured.
 - 3.6.4. Any player who misses an at bat due to injury or illness will not be allowed to continue in the game.
 - 3.6.5. Any player who is removed twice in one game due to injury or illness will not be allowed to continue in the game.
 - 3.6.6. Any player who leaves a tournament game other than for injury or illness will be recorded as an out in the lineup.

4. Base running

- 4.1. Runners may lead off or steal once the pitched ball has crossed the front of home base.
 - 4.1.1 If the runner leaves early a dead ball is called/no pitch.
 - 4.1.2 For the first offense of leaving early a warning will be given.
 - 4.1.3 A second offense for the team will result in the runner being called out.
 - 4.1.4 The runner may be put out on a throw from the catcher after leading off.
- 4.2. A base runner at 3rd base can NOT advance to home plate on a dropped or passed ball on a pitching attempt. A base runner at 3rd base may advance to home plate on a fielding error or overthrow after the ball is in the field of play.
- 4.3. Runners may only steal ONE base. Catchers are encouraged to practice throw out attempts as the runners may NOT advance any more bases on an overthrow in the Minor League.
- 4.4. Courtesy runners are encouraged for catchers on base with 2 outs in the inning. The intent of the courtesy runner rule is to speed up the game and avoid unnecessary delays. If the player being substituted out is not in the catcher position when his team takes the field during the next half inning, his team shall forfeit any runs from the previous half inning when his team batted.
- 4.5. The courtesy runner must be the player that made the second out of the inning.

4.6. No metal cleats

4.7. Double "Safety" base will be used for first base for all youth league games.

5. Conduct

5.1. Profanity will not be tolerated toward any individual or group by anyone involved with the League. Excited utterance will be looked at on an individual basis.

5.2. No Smoking by coaches, players or umpires in the immediate area of the playing field while they are involved in the game at hand. Sportsmanship must be observed by all! Page 3

5.3. Drugs or alcohol will not be consumed prior to or during a game or practice that you are involved in as a coach, umpire or spectator.

5.4. No jewelry may be worn during game play. No sunglasses for pitchers. No items on the pitching arms.

5.5. If a coach is ejected, he/she must also take a one-game suspension.

5.6. A player is not allowed to change or switch teams, unless the MYBA Commissioner, based upon his/her investigation of the situation, deems a change is necessary.

5.7. If a player quits the team, the league supervisor must be notified in writing by the coach as to the reason the player quit.

5.8. All concerns and complaints will be turned over to the League Commissioner. Any questions please email Nick Place at nplace30@yahoo.com.