

MENTOR BASEBALL LEAGUE 2024 RULES OF PLAY – MITEY-MITE 8U

• OVERVIEW

The spirit of the Mentor Baseball League is to help youth play ball safely, while assisting them to learn about the game, team camaraderie, and good sportsmanship. Please encourage cooperation on and around the playing field, because this activity is conducted for the benefit and enjoyment of all participants: the players, managers, coaches, parents and fans.

Any injury during participation, other than a minor scratch or bruise, requires immediate treatment by a trained healthcare professional. Please call 911 if warranted, err on the side of caution. The injuries need to also be reported to the commissioner and league president immediately.

The rules presented herein have been established by the Mentor Baseball League Board of Trustees, based upon recommendations presented by the commissioners and managers from each of the divisions. Revisions to these rules must be presented to the board for consideration, approval and inclusion. Agreements between managers and commissioners do not signify a legal rule change.

With the exceptions listed herein, the official NFHS High School rulebook will be used as the governing instrument for game officiating. Interpretation or clarification of any rule contained herein or in the official High School rulebook shall be made by the Mentor Baseball League Board of Trustees.

B. PERSONNEL

B.1. Players in this league shall be 8 years of age as of May 1 of the current season.

C. CONDUCT

C.1. Players are not allowed to call out to members of the opposing team in an attempt to distract them.

C.2. Managers are responsible for maintaining order, discipline and sportsmanship among the players, coaches, parents, and fans.

C.3. Managers must have a copy of the rules with them during all games.

C.4. Alcohol and/or tobacco are not permitted on the playing field or in the bench area before, during, or after the game.

D. CALL-UPS

D.1. When a manager knows there will be fewer than 10 players at a game the manager may use call-ups to field up to 10 players. The call-ups must be obtained through the Midget 7 commissioner.

D.2. Players may not be requested by name. The Midget 7 commissioner will maintain a list of call-ups (generally the top two draft rounds) and go through the list in order. All players on the list should be used before the first player can be used as a call-up again.

D.3. Call-ups may not play more innings than the minimum number of innings played by any regular team member.

D.4. Call-ups must bat after all regular team members in the batting order and play in the outfield when they are playing on the field.

D.5. If a team has 10 players including a call-up and the opposing team has seven or eight players, the

call-up will play for the team with fewer players so the game can be played.

D.6. Failure to adhere to these rules will result in forfeiture of the game in which the rules were violated.

1. PLAYING FIELD AND EQUIPMENT

1.1. Bases: The bases are set 54 feet apart.

1.2. Pitcher's Mound: The pitching mound shall be in the center of the infield 38 feet from home plate.

1.3. Bat: There is no restriction on bat diameter or length-weight differential.

1.4. Cleats: Metal Cleats are not permitted.

1.5. Uniforms: Jerseys, caps, and baseball pants must be worn during the games. All players on the same team must have the same uniform during regular games. Exception: Call-ups must be in complete uniform, but they may be of a different jersey color.

1.6. Catchers: Any player crouching behind home plate must be wearing the proper protective equipment, including a cup.

1.7. Players: It is recommended all players wear a protective cup regardless of the position played.

2. DEFINITION OF TERMS

None

3. GAME PRELIMINARIES

3.1. A team must have at least eight (8) players present.

3.2. All players present will be in the batting order.

3.2.1. A player arriving after the start of the game will be added to the end of the batting order.

3.2.2. If a player leaves the game for any reason, the vacated spot is simply skipped with no penalty.

3.2.3. If a player must leave the game for any justifiable reason and returns later, the player will resume in the same place in the batting order.

3.3. A maximum of ten (10) players may be placed in the field with four (4) outfielders.

3.4. No player may sit defensively more than 2 innings per game.

3.5. The players must rotate each inning and a rotation of the players between outfield and infield positions is strongly encouraged.

4. STARTING AND ENDING THE GAME – TIME LIMIT

4.1. A regulation game is 6 innings or 2 hours, whichever comes first. A new inning starts when the last out is made or the 4th run scores in any inning before the 6th inning. A new inning cannot begin after the 2 hour time limit has expired.

4.2. A legal game lasts at least 3 full innings.

4.3. Max of four (4) runs scored per inning except the sixth (6th) inning or last inning (based on time) when unlimited runs will be allowed.

4.4. Any protests must be submitted to the commissioner within 24 hours of the end of the game.

4.5. Base Coaches: There may be adult coaches in the first and third base coaching boxes when the team is at bat.

4.6. Defensive coaches are not allowed on the field during play. A coach may call time out to instruct the players by requesting time from the umpire.

5. PUTTING THE BALL IN PLAY

5.1. The end of a half inning will occur when one of the following first occurs:

5.1.1. Three (3) defensive outs are made.

5.1.2. The team at bat scores 4 runs with the exception of the 6th or final inning when there is no limit on runs. Note: any base runners behind the 4th run do not count toward the score.

5.2. A time-out may be called only by an infielder in control of the ball and only when on the infield. The umpire must recognize and grant the time out to stop play. If the runner is over halfway to the next base, the runner will get the next base and if the runner is less than halfway to the next base, they will return to the previous base (umpire's discretion). If this results in two runners occupying the same base after time has been called, the lead runner will stay on the base being occupied and the other base runner will return to the previous base.

5.3. The infield fly rule does not apply.

5.4. The hidden ball trick is illegal in all divisions.

6. THE BATTER

- 6.1. A league-approved batting helmet must be worn while hitting.
- 6.2. Only one player is allowed in the on-deck circle. The player must be wearing a league-approved helmet while in the on-deck circle. The remaining offensive players should be on the bench.
- 6.3. Bunting is not allowed.
- 6.4. A hit batter by a youth pitcher is considered a hit by a pitch and the batter is awarded first base.

7. THE RUNNER

- 7.1. If a batted ball hits a runner before passing a fielder other than the pitcher, it is a dead ball, the runner returns to the bench and it is counted as a defensive out. The batter is awarded first base. .
- 7.2. Lead-offs and base stealing are prohibited.
- 7.3. Batting helmets must be worn while running the bases.
- 7.4. Interference will not be called unless it is deliberate and/or willful.
- 7.5. If there is a play on the runner at any base, the runner must slide or avoid contact. A play is when the defensive player is within 5 feet of the base with the ball or in place to receive a thrown ball. If the runner does not slide and there is contact with the defensive player the runner is called out (a defensive out). Deliberate barreling at any base will result in ejection from the game.
- 7.6. A player who has made an out cannot remain on the base and must return to the bench.

8. THE PITCHER/CATCHER

- 8.1. The strike zone will be from the top of the knees to the shoulders, chalk to chalk.
- 8.2. The Pitching Rubber will be at 38 Feet
- 8.3. A pitcher hitting three batters in one game must be removed from the pitching position immediately upon hitting the third batter.
- 8.4. One pitch constitutes one inning pitched.
- 8.5. The balk rule will not be enforced.
- 8.6. The pitcher must deliver the pitch from the rubber. A violation is ruled a no-pitch.
- 8.7. The pitching week is from 00:01 am Monday morning to midnight Sunday night.
- 8.8. Each player is allowed to pitch up to 3 consecutive innings per game (no player may reenter as a pitcher once they play another position or are taken out of the game) and 6 innings per week.
- 8.9. In the event three games must be played in a calendar week, the pitchers on that team will be allowed an additional 3 innings for the week. The game limit remains the same.
- 8.10. In the event games must be played on consecutive days, a pitcher may pitch up to the game limit on both days. The game and week limits remain the same. (See 8.8 and 8.9)
- 8.11. Each pitcher must have a full day of rest after pitching in a game with the exception given in 8.10.
- 8.12. Managers must divulge to the opposing manager, upon request, the pitching eligibility of their players for the game.

9. THE UMPIRE

- 9.1. The umpire is the certified and (or) accredited representative of the Mentor Baseball League.
- 9.2. The umpire will have the authority to rule on any situation not specifically covered in the rules.
- 9.3. The umpire will cover the ground rules and any other rules deemed necessary before each game.
- 9.4. The umpire will halt play if there is visible lightning in the area or other hazardous conditions.
- 9.5. No manager may enter the field of play without asking for and receiving time out from the umpire.
- 9.6. In the case of an injured player, the umpire will immediately call time (dead ball) to allow treatment of the injured player. The umpire will decide where the runner(s) would have been had the ball continued in play and position them accordingly
- 9.7. There are no protests at this level. However, the commissioner should be made aware if any deviations from the rules are occurring so the appropriate action(s) may be taken.

10. THE OFFICIAL SCORER

- 10.1. The home team book is the official scorer. It is the responsibility of the visiting team to confirm the score after each inning. At the end of the game, the results should be sent to the commissioner as well as the names and the number of innings pitched by the players.