



MID VALLEY YOUTH BASEBALL
2008 Memorial Day Tournament Rules & Regulations
Shetland Division

General Conduct

It is of the utmost importance that the managers not only control their teams and coaches, but also their players' parents, relatives and friends. Misconduct may result in the manager being ejected from the game. If the misconduct continues, the game will be over and will be declared a forfeit by the offending team.

The Playing Field

1. The bases are approximately fifty (50) feet apart
2. A line will be drawn at the end of the infield grass in front of home plate. This line is approximately ten (10) feet from the center of home plate and will be drawn from foul line to foul line. The line will extend past the foul line on the third base line and will be the run/score line. The line at the third base line is approximately thirteen (13) feet from home plate. The runner must still touch home plate for the run to score. A player attempting to score is live until they touch home plate. As such, the runner is at risk of being tagged out until they touch home plate.
3. A line will be drawn two-thirds of the way between first base and second base as well as two-thirds of the way between second base and third base. These lines will determine if the runner(s) must return to the last passed base or be awarded the next base.
4. An infielder may call "time-out" when he/she has control of the ball. The umpire acknowledges the time-out

The Rules of Play

Official Pony League Rules will be in force for all play except for the following:

1. Side change after:
 - A. Three (3) outs, or
 - B. Six (6) runs except in the fifth (5) inning.
2. Fifteen (15) players per team is the maximum and ten (10) players is the minimum. At least 9 players must be present at game time or it is a forfeit.
3. Ten (10) defensive players maximum on the field as follows:
 - A. Six (6) players on the infield including the catcher (5 + catcher).
 - ♦ The catcher must be placed standing toward the rear of the backstop and will be required to wear a batting helmet or catcher's helmet.
 - ♦ If the catcher catches a foul tip, it will be an out
 - B. Four (4) players in the outfield. They must start on the outfield grass until the ball is hit.
 - C. Free substitution; players may enter and leave at any time.
4. When on defense, one (1) coach may be on the infield behind second base and one (1) coach outside each foul line to direct the outfields, and the manager in front of his dugout
5. All players must bat. Late players must be inserted at the end of the batting order. If a team has less than ten (10) players in the batting order, an out will be assessed each time the 10th position comes up. Nine players are required or the game is a forfeit.
6. A Level 5 ball will be used in all games.
7. All players must have their baseball caps on while playing defense.
8. Infield players must be positioned to keep a clear path for the runners and cannot be on the grass portion of the infield or outfield.

The Limits

1. Five (5) innings per game.
2. No new inning will be started after one hour and thirty minutes (1:30). Once an inning is started, it must be completed even if the home team is ahead in the middle of the inning (see pool play tie-breaker rules below).
3. There will be no mercy rule.
4. Maximum number of runs scored per inning is 6, except in the fifth (5) inning. In the fifth inning, the maximum number of runs scored will be 12.

The Limits...continued

5. Pool Play (Sat. and Sun) – games may end in a tie.
Playoffs (Mon) – tie games will continue into extra innings. In all extra innings (innings after the fifth (5) inning), there will be no limit on the number of runs scored, and the game will continue until a winner has been decided.
6. For Pool Play Standings: two points for a win, one point for a tie.
Tie Breaker as follows:
 - A. number of wins
 - B. head to head (when only two teams are tied)
 - C. runs allowed
 - D. run differential (up to 10 per game)
 - E. Coin Flip

Managers, Coaches, and more Rules

1. When on offense coaches are allowed in the following positions:
 - A. One (1) coach outside of the foul lines at first and third bases.
 - B. One (1) pitching coach. This coach must clear the field as soon as possible and not interfere with the play. Also this coach must refrain from verbally coaching the base runners until he has cleared the field.
 - C. One (1) batting coach.
 - D. One (1) manager in front of his dugout against the dugout fence.
 - E. One (1) team parent in the dugout to help keep the dugout organized and the game moving.
2. When on defense, coaches are allowed in the following positions:
 - A. One (1) coach outside of the foul lines on the first and third base sides. They are free to position themselves anywhere from behind the infield dirt to the outfield fence.
 - B. One (1) coach on the infield behind second base.
 - C. One (1) manager in front of his dugout against the dugout fence.
3. The pitching coach must have at least one foot in or on the circle that is drawn around the rubber on the mound when pitching. No exceptions.
4. Managers and/or coaches may NOT touch players while the ball is in play. If a manager or coach touches a runner, that runner will be called out.
5. The managers must have the line-up cards to the opponent's scorekeeper fifteen (15) minutes prior to game time.
6. Notify scorekeeper and opposing manager of any late players. They will be added to the bottom of the line-up.
7. Hustle your players on and off the field. If in the judgment of the umpire a team is deliberately delaying the game, the umpire will add time to the game and warn the manager.
8. Each batter has six chances to hit the ball – Six (6) pitched balls. The Tee will not be used. The following rules will be enforced for all batters:
 - A. If a batter swings and misses or doesn't swing at all, it is a called strike.
 - B. A batted ball that hits the pitching coach is a dead ball and counts as a strike.
 - C. A batted ball that doesn't go past the line in front of home plate (see "the playing field" #3 above) is a strike.
 - D. A batted ball that does pass the line in front of home plate but rolls back to rest inside this line is a live ball.
 - E. If a batter has five (5) strikes, the next batted ball must be fair. If the batted ball is not fair, strike six (6) will be called and the batter is out.
9. There are no walks.
10. There is NO stealing. A base runner must have one foot on the base until the ball is hit. Any runner leaving the base before the ball is hit will be called out, whether the ball is fair or foul.
11. There is NO bunting. A bunted ball will be called a strike. The batter must take a full swing.
12. Sliding into bases – Head first slides are not allowed. Violation is an out:
13. Umpires and coaches on the field are part of the field and any ball hitting one is considered a live ball, except for the pitching coach as noted in section 9.B above.
14. If the base runner is passed by another runner, the lead runner is out.

Managers, Coaches, and more Rules...continued

15. The ball is called dead when:
 - A. A live ball enters either dugout and/or dugout entrance from the playing field.
16. If the ball is overthrown from the playing field and hits the fence in foul territory, it is still a live ball and the runners may advance to any base at their own risk until the ball is called dead.
17. If the ball is intentionally thrown into the dugout or out of the field of play to stop play, the base runners will be awarded at least one extra base. This will be up to the umpire's judgment and the defensive team will not be able to contest this call.

Batters

1. Throwing the bat is an automatic out.
2. A batter will be called out, on appeal, when he fails to bat in his proper turn before the next batter completes an at bat. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out and any strikes shall be counted in the proper batter's at bat.
3. The batter must take a normal stride into hitting the ball. The batter cannot run up and hit the ball.
4. If a batter changes his stance after the umpire has placed the ball in play, a strike will be called.

Players

1. All players must stay in the dugout unless they are on deck, on base or playing defense.
2. Runners, catchers, batters and on deck batters must wear a helmet.
3. Runners may not throw off their helmets while running bases.
4. All players must have a numbered jersey at game time.