

MENTOR BASEBALL LEAGUE
2007~~5~~ RULES OF PLAY – MIDGET 7

A. 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 refer to the NYSCAA guidelines for the appropriate actions in the case of injuries.

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 Major League Baseball¹ rulebook will be used as the governing instrument for game officiating. Interpretation or clarification of any rule contained herein or in the official major league rulebook shall be made by the Mentor Baseball League Board of Trustees. The section numbers in these rules correspond to those found in the official major league baseball rulebook.

B. PERSONNEL

B.1. Players in this league shall be 7 years of age as of ~~August~~May 1 of the current season.

C. CONDUCT

C.1. Players are not allowed to call 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

There are no call-ups at this age level.

E. PLAY-OFFS

There are no play-offs in this division.

¹ "Official Baseball Rules" published by The Sporting News and endorsed by Major League Baseball

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1. PLAYING FIELD AND EQUIPMENT

- 1.1 Bases: The bases are set 48 feet apart.
- 1.2 Pitcher's Mound: The pitching mound shall be in the center of the infield 31.5 feet from home plate.
- 1.3 Bat: There are no restrictions on bat diameter and 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.
- 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 position played.

2. DEFINITION OF TERMS

- 2.1. Defensive Out: An out made by the defensive team after the ball has been hit or a strike-out.
- 2.2. Personal Out: A ~~strike-out, a~~ thrown bat, or a runner struck by a batted ball
- 2.3. Team Out: Any defensive out
- 2.4. Umpire(s): The team managers or acting managers

3. GAME PRELIMINARIES

- 3.1. A team must have at least seven 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. It is recommended that no player sit more than 1 inning.
- 3.5. A player may play the pitching position for only one inning per game.
- 3.6. A player may play first base for only one inning per game.
- 3.7. 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 5 innings or 1 ½ hours, whichever comes first. A new inning starts when the last out is made, the 4th run scores or the last batter completes their at-bat. A new inning cannot begin after 1 ½ hours.
- 4.2. A legal game lasts at least 3 full innings.
- 4.3. There are no protests at this age level since standings are not kept. However, the Board should be informed if any manager, player or parent exhibits behavior not in the guidelines outlined in the OVERVIEW section.
- 4.4. Coaches: The coaches must be adults
 - 4.4.1 Defensive Coaches: There may be a maximum of one coach in the field between the outfielders and infielders.
 - 4.4.2 Base Coaches: There may be adult coaches in the first and third base coaching boxes when the team is at bat.

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. ~~Two (2) Three (3)~~ defensive outs are made. ~~Personal outs are not counted in this total.~~
 - 5.1.2. The team at bat scores 4 runs. It is recommended that any base runners behind the 4th run do not run home.
 - 5.1.3. Every batter in the line-up has had a plate appearance that half inning. If one team has more players present at the game, both teams will use the higher number.
- 5.2. Runners may not advance on an overthrow to a base.

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- 5.3. A player may not roll the ball underhand to a base. An attempt must be made to throw the ball overhand. If the ball is rolled, a defensive (team) out will not be recorded.
- 5.4. A defensive player may not tag a base outside the normal range for the position they are currently playing. For example, a shortstop may not run to tag first base or an outfielder may not tag a base.
- 5.5. The infield fly rule does not apply.
- 5.6. 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. The batter must stay in the batters box when striking the ball.
- 6.3. The batter gets eight(8) pitches to put the ball in play.
- 6.4. A strikeout consists of five(5) swinging strikes. A strikeout is a ~~personal out, but not a~~ defensive (team) out. A foul on the last pitch allows the batter an additional pitch.
- 6.5. A hit batter is considered a ball. The batter does not take first base.
- 6.6. Bunting is not allowed.
- 6.7. 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.

7. THE RUNNER

- 7.1. If a batted ball hits a runner, the runner returns to the bench, but it is counted as a personal out and NOT as a defensive out.
- 7.2. The runner(s) must stop at the next base when an infielder makes a throw to any base or the moment the ball is thrown by an outfielder toward an infielder.
- 7.3. Advances on overthrows are not allowed.
- 7.4. Lead-offs and base stealing are prohibited.
- 7.5. Batting helmets must be worn while running the bases.
- 7.6. Interference will not be called unless it is deliberate and/or willful.
- 7.7. 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.
- 7.8. A player who has made an out cannot remain on base and must return to the bench.
- 7.9. It is recommended that runners advance one base at a time when ball is put into play.

8. THE PITCHER

- 8.1. The team at bat will provide an adult who will pitch the ball with an overhand delivery.
- 8.2. The player playing the pitcher position must be within 6 feet of the adult pitcher.
- 8.3. The adult coach must make every attempt to avoid interference with a ball in play.

9. THE UMPIRE

- 9.1. The managers or acting managers will function as the umpires with all the duties and responsibilities of controlling unruly players, parents and/or fans.
~~The managers will mutually determine the playability of the fields keeping the safety of the participants foremost in the decision making process.~~

9.3.9.2. At the first sign of lightning or other hazardous condition, the managers will suspend play. If the conditions persist, the game must be cancelled.

9.3. The managers will mutually determine the playability of the fields keeping the safety of the participants foremost in the decision making process.

10. THE OFFICIAL SCORER

- 10.1 Scores and standings are not kept for this league.