

MENTOR BASEBALL LEAGUE
2008 RULES OF PLAY – MITEY-MITE

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 8 years of age as of 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

- D.1.** When a manager knows there will be less 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 in 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.

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 54 feet apart.
- 1.2 Pitcher's Mound: The pitching mound shall be in the center of the infield 32 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 it may be of a different 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 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. A player may play the pitching position for a maximum of two innings per game.
- 3.6. A player may play first base for a maximum of two innings 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 6 innings or 2 hours, whichever comes first. A new inning starts when the last out is made or the 7th run scores in any inning before the 6th inning. A new inning cannot begin after 2 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. Base Coaches: There may be adult coaches in the first and third base coaching boxes when the team is at bat.
- 4.5. Defensive coaches are not allowed in 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 7 runs with the exception of the 6th inning when there is no limit on the runs. It is recommended that any base runners behind the 7th run do not run home.
- 5.2. 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 half way to the next base, the runner will get the next base and if the runner is less than half-way to the next base, they will return to the previous base (umpire's discretion). If this results in two runners occupying

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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.** The batter gets eight(8) pitches to put the ball in play.
- 6.3.** A strikeout consists of three(3) swinging strikes. A strikeout is counted as a defensive (team) out. A batter may not be called out on a foul ball.
- 6.4.** Bunting is not allowed.
- 6.5.** A hit batter is considered a ball. The batter does not take first base.
- 6.6.** 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 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

- 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 umpire is the 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** Scores and standings are not kept for this league.