

**MUSKEGO ATHLETIC ASSOCIATION**  
**Youth Baseball League Rules**

LEAGUE SPECIFIC

***These rules are in addition to the MAA General Rules of Baseball and designed to allow an age/skill appropriate game for the Youth Baseball league.***

**GENERAL:**

1. Base paths will be 60 feet.
2. The pitcher's plate will be set at 43 feet from the back point of home plate.
3. A continuous batting order will be used (all players will bat). A batting order all players on the team will be created for each game. If one team has more players than the other, the team with the fewer players will bat an equal number to the other team. IE: Team 1 has 12 players, Team 2 has 10 – Team 2 will be bat two players a second time in the inning if necessary (first two players to bat in the inning).
4. Bats must be little league approved with a maximum barrel size of 2 1/4 inches.
5. No dropped third strike rule.
6. No designated or extra hitter rule will be used.
7. Managers must provide their line-up including **jersey number and player name** to the opposing manager prior to the beginning of the game.
8. All games will be 7 innings or two hours (1hr 45mins before Memorial Day). If after 7 innings the score is tied, extra innings will played. No inning will begin after two hours.
9. Slaughter rule: 15 run lead after 4 innings. The remainder of the game will be played as a scrimmage with umpires; no additional score will be kept.
10. Only 9 defensive players are allowed on the field.

**PITCHING:**

1. A pitcher may pitch only 3 innings per game. One pitch is considered an inning. **(Penalty: Forfeiture of the game.)** Once a pitcher has been removed as a pitcher, he may not re-enter the game as a pitcher.
2. If a pitcher hits a batter, he may be removed as a pitcher at the discretion of the umpire. If a pitcher hits a second batter in any one inning, he **must** be removed as a pitcher.
3. No intentional walks will be allowed.
4. No balks will be called.

**BASE RUNNING:**

1. Base stealing is allowed after the pitch crosses home plate.
2. **Runners who at the start of play are on 1st base or 2nd base can attempt to advance on passed balls, wild pitches or errant throws by the catcher to the pitcher. Runners who at the start of play are on 3rd base CANNOT. The only way a runner who is on 3rd base at the start of play can attempt to advance is a batted ball in play, a bases-loaded walk, or a bases-loaded hit by pitch. These are the only 3 ways a runner who at the start of play is at 3rd base can attempt to advance.**
3.
  - a. No delayed steals are allowed, for example during the throw back to the pitcher. If the pitcher does not cleanly field the throw the runners on 1<sup>st</sup> or 2<sup>nd</sup> may advance at their own risk.
  - b. First offense: team warning, play is dead and runner(s) returns to original base.
  - c. Second offense: runner(s) called out, play is dead.

4. All base runners must return to their base immediately when the pitcher catches the ball thrown from the catcher. If the pitcher misses a return throw, the ball is live and all runners may advance at their own risk.
5. Any runner leaving early (before the ball crosses home, is batter hits it or in the attempt to steal a base) will be called out and play is dead.
6. If a manager or coach touches a runner with the intent to start or stop him, the runner will be called out.