

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 for 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, Prior to memorial day, games are 1 hour and 45 minutes. That means that no new inning can start after 1 hour and 45 minutes. There is no hard stop, so an inning will be completed after the 1 hour and 45 minute mark. After memorial day, game lengths are two hours and no new innings after 2 hours, with no hard stop. So the inning will be completed if needed.
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 1st or 2nd 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. Revised 5/26/20
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

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