



MAYBA

Mankato Area Youth Baseball Association

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Greater Mankato Area
United Way



MAYBA 13 YEAR OLD IN-HOUSE RULES

(REVISED 2010)

TORNADO WARNING SIREN: STOP ALL PLAY – GAMES ARE CANCELLED

1.00 THE LEAGUE

- (a) The league shall be governed by an elected Board of Directors and administered by team managers, coaches, umpires and other volunteers.
- (b) **LEAGUE BOUNDARIES:** The League will have boundaries set by the Board of Directors. The present league boundaries shall be identical to area and boundaries of School District # 77. Players from outside the league's boundaries will be admitted only under the Team Concept, except for a player attending a school within District # 77 boundaries but living outside District #77 boundaries may play.
- (c) The Board of Directors has the authority to withdraw a team from a coach. Umpires have the authority to report alleged misconduct of a coach to the Board. The Board of Directors will conduct a hearing and will accept input from the coach, the umpires, parents, and General Manager.
- (d) The Board of Directors shall have the authority to rule on any situation not covered specifically in the official MAYBA Rules.
- (e) The Official Baseball Rules Book, as published by the National Federation of High Schools (NFHS) is in effect, except where MAYBA approved modifications are stated in the MAYBA rules. NFHS rules can be found online at www.nfhs.org

2.00 INSURANCE

The Mankato Area Youth Baseball Association does NOT carry any medical insurance coverage on program participants. It is the responsibility of the individual players to provide whatever coverage is desired.

3.00 PLAYER ELIGIBILITY

League age is determined as of any birth date prior to May 1st. Any child who will attain the age of 13 before May 1st of the current season and who has not attained the age of 14 years before May 1st is eligible to play in the 13 year old league. However, MAYBA will allow a younger age to play up, if doing so allows that player to play with peers from his own grade level.

4.00 TEAM DEVELOPMENT

- (a) Teams will be developed as evenly as possible. The head coach's child will be set aside for his team. Details will be available at the coaches meeting.
- (b) Any player registering late will be placed on the appropriate team by the Organizational Manager.
- (c) Any use of an illegal player will bring about forfeiture of all games in which that player participated.
- (d) Head coaches are approved by the Board of Directors.

5.00 PLAYOFFS - AND AWARDS

- (a) Based on the regular season's final standings, all teams will compete in an end-of-season tournament conducted on a weekend, see schedule. (Friday night if needed)
All teams will receive three games in the tournament, if at all possible.
- (b) Suspended games – resumes at the exact point of suspension of the original game.
Suspended game definition: any game which does not reach the completion of a full 7 inning game (6 ½ if the home team is ahead)
- (c) Pitching limitations for the playoffs are: 4 consecutive innings per game with no more than 5 innings per day. New innings start on Friday night. ****NOTE - if there is a suspended game the innings pitched are charged per original schedule: ie, if a game is suspended on Saturday and resumes on Sunday, the innings pitched in that game on Sunday are charged to Saturday.**
- (d) Trophies and Awards for In-House Tournaments:
 - For tournaments or divisions with 8 or more teams competing, there will be individual trophies awarded for first, second and third place teams.
 - For tournaments or divisions with less than 8 teams competing, there will be individual trophies awarded for first and second place teams.
- (e) Home Team is determined by high seed for play-off games.
- (f) Regular season time limit is in effect for all play-off games, however tied games must be completed during bracket play. Pool play games may end in a tie.

6.00 TEAM COMPOSITION

- (a) The league shall establish the number of players on each team, but no team may have more than 14 or less than 11 players. Team rosters will be filled in accordance with the Team Development rules (section 4.00) as prescribed by the Board.
- (b) Brothers/Sisters will be placed on the same team if they are the same age. **UNLESS A WRITTEN REQUEST** is received from the parents; then the brother/sister may be placed on different teams.

7.00 PLAYERS

- (a) Head coach's child will automatically be placed on the team of the head coach.

- (b) Players deemed by their coaches as being unable to compete with their peers will petition the General Manager and Board of Directors to transfer that player to another MAYBA program. Movement will only be to an area requiring less skill. This will be done only after consultation with both the players and his/her parent/guardians. Coaches have until the first game of the season to implement this rule.
- (c) RE-ENTRY - Free substitution is allowed in this league.
- (d) ALL PLAYERS MUST PLAY IN EVERY GAME. Only for disciplinary reasons should a player be held out. If a player is held out, the other team must be notified prior to the start of the game. Non-Compliance will result in forfeiture of the game.
- (e) All players must be in full uniform during the game. Full uniform includes the MAYBA issued cap. Shirt tails must be tucked inside of pants.
- (f) All players must play three (3) innings per game and must not sit out two (2) consecutive innings. The minimum playing time rule is waived in the event of a 10 run rule.
- (g) A full roster batting order will be in effect.

8.00 SCHEDULES

- (a) There will be NO make-up or rescheduling of games in event of rainouts.
- (b) All games that are cancelled due to weather will be announced prior to 4:30 pm on www.mayba.com, by email to MAYBA News subscribers, and on all Radio Mankato stations, and Z99. Please do not call the Community Services recreation department office or the MAYBA office. Please do not call the radio stations – they are very cooperative on announcing the cancellations as soon as they are notified. All coaches are instructed to listen to the radio at this time. Please contact your coach or other players if you miss the broadcast.

Radio Stations: KEEZ 99.1; KDOG 96.7; KXLP 94.1; KXAC 100.5; KATO 93.1; KRRW 101.5; KTOE 1420 AM; and The Fan 1230 AM.

- (c) If the early game at any field is cancelled, the second game is also automatically cancelled.

9.00 FIELD DECORUM

- (a) It shall be the coach's responsibility and obligation to keep his players under control at all times. A Good example can teach more than just how to play baseball.
- (b) The actions of players, coaches and league officials MUST be above reproach.
- (c) Uniform players, coaches and bat boys ONLY shall be permitted within the confines of the playing field just prior to and during the game. All players shall be on their benches, in their dugouts or in the bullpen area when the team is at bat, with the exception of the batter, base runners, the player "on deck", and the coaches at first and third base. When the team is on defense, all reserve players must be in the dugout or in the bullpen.
- (d) A coach will NOT be allowed behind the backstop during the ball game.

- (e) Smoking and tobacco products will NOT be allowed by the coaches during the game. One warning will be allowed. The second infraction of this rule will result in ejection from the game.
- (f) There will be no heckling of the opposing team. If the situation occurs, the coaches should speak to the players and/or fans. **THE INTENT IS TO MAINTAIN GOOD SPORTSMANSHIP.**
- (g) There will be no profanity or off-color language used by players or coaches at any time. Penalty is team warning up to ejection.
- (h) NO throwing of equipment, helmets or bats. Penalty is team warning up to ejection.
- (i) All players shall comply with the High School Rules of Conduct.
- (j) If a player or coach who is actively engaged in the game is removed from game by disciplinary action of the umpire, he must leave the field. He may not sit on the bench or in the stands and may not be recalled. The player or coach may be suspended for more games. The decision will be made by a board member and the umpire-in-chief.

10.00 PLAYING EQUIPMENT

- (a) All playing shoes must conform to the NFHS rules (this allows metal spikes to be worn)
- (b) It is mandatory for all batters, bat boys, runners, and the on-deck batter to wear a head protector; it is the responsibility of all players and coaches to notify them. No penalty results.
- (c) It is mandatory for all male catchers to wear a protective cup when catching.
- (d) It is mandatory for all catchers to wear a mask with protective helmet when catching or warming up a pitcher. **PENALTY:** one warning will be given, the second infraction will result in ejection from the game.
- (e) All bats must be approved according to NFHS Bat Rules, Individual League Rules, Specific Tournament Rules or MAYBA Approved Equipment Rules

MAYBA supplies the necessary equipment (bats, balls, helmets, tees, catcher's equipment, etc) to play baseball. If you choose to purchase your own equipment (i.e. bat) below are MAYBA approved requirements on bats.

General specifications applying to all bats:

A bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite-composite with a knob permanently & securely fastened. Bats with a one-piece rubber grip and knob combination shall be considered illegal.

MAYBA In-House specifications on bats

13 Yr Old League:

All bats 2 ¼ inch diameter or less can have an unlimited weight differential.

All bats 2 ¾ inch diameter or less must have a -9 weight differential or less (-8, -7, -6, etc.)

Weight/length differential: The difference between a bat's weight (ounces) and length (inches). For example, a 30 ounce bat that is 33 inches in length would have a differential of -3.

- (f) It is recommended that all male players wear an athletic supporter.

11.00 THE GAME - GENERAL

- (a) The home team, as designated on the schedule, will occupy the first base dugout.
- (b) A fielder may not put on a fake tag. PENALTY: all runners advance one base.
- (c) A runner is out when: (1) he/she does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on him/her. PENALTY: Runner is out, the ball is dead immediately and interference is called. (2) he/she does not legally attempt to avoid a fielder in the immediate act of making a play on him/her. PENALTY: Runner is out; the ball is alive unless interference is called.

NOTE: RUNNERS ARE NOT REQUIRED TO SLIDE, BUT IF A RUNNER ELECTS TO SLIDE THE SLIDE MUST BE LEGAL.

MALICIOUS CONTACT PROHIBITED

Runners should be instructed to slide or attempt to avoid making contact with any defensive player. A player who maliciously runs into another player is automatically ejected, and is declared out, unless he scored prior to committing the infraction. Contact or a collision is considered malicious if (1) the contact is the result of intentional excess force and/or (2) there is intent to injure.

NOTE: Malicious contact is penalized whether committed by an offensive or defensive player.

- (d) A team must have 8 players to start and/or finish a game. The spot in the batting order where the 9th player would be is NOT an automatic out. 7 innings constitute a game. Games will start as scheduled (no grace period allowed) with a 2 hour 15 minute time limit. No new inning will start after the 2 hour and 15 minute time limit.
- (e) "NO-GAME"; if a game fails to reach the regulation minimum limit of 4 1/2 or 5 innings played (it has not reached a regulation game). According to NFHS rule it is declared a "no-game" by the umpire, no records (pitching or otherwise) are kept and pitching eligibility etc. is intact as if it was prior to the beginning of the "no-game" situation. It is as if no pitch was thrown, no ball hit or caught.
- (f) The 10 run rule is in effect after 5 innings of play (4 1/2 if home team is ahead).
- (g) Both teams will get a chance to hold infield practice prior to each game. The home team will have the field first until 20 minutes prior to game time. The visiting team will start infield 20 minutes prior to game time for a total of 15 minutes. All field practice should stop 5 minutes before game time. There will be no infield for a second game on a field unless time permits.
- (h) Base runners may steal second base, third base or home.
- (i) INTENTIONAL WALKS - automatic (no pitches need to be thrown)
- (j) COURTESY RUNNER: Courtesy runner is allowed for the catcher with two (2) outs, not mandatory. Courtesy runner would be the player would made the last out.

12:00 PROTESTING GAMES

- (a) Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specification must be removed from the game and shall not be basis for protest.

- (b) The HEAD coach of contesting teams ONLY has the right to protest a game.
- (c) Protest shall be made as follows:
 - (1) The protesting coach shall immediately and before any succeeding play begins, notify the umpire that he is playing the game under protest.
 - (2) Following such notice the umpire, if he is convinced that his decision is in conflict with the rules, shall reverse his decision. If however, after consultaion with the rules, he is convinced that his decision is not in conflict with the rules, he shall announce that the game is being played under protest. Failure of the umpire to make such a statement shall not affect the validity of the protest.
 - (3) If it is found that an ineligible player is being used, the player shall be removed from the game, and the game shall be resumed under protest or not as the protesting coach decides.
 - (4) The protesting coach shall within 24 hours submit a formal protest in writing to the General Manager, Umpire in Chief, and League Representative.
- (d) A "protest committee", comprised of the President of the Board of Directors, the umpire-in-chief, and two other board members (including the league representative or alternate if not available), shall resolve any protests. The decision of this committee shall be final. A written protest must be filed with this committee and decision will be made no sooner than 24 hours after all committee members have read the protest.

13:00 DEFENSIVE RULES

- (a) No curve ball is allowed to be thrown by a pitcher in this league. PENALTY: The pitch is an automatic ball. The umpire should inform both the pitcher and his/her coach of the ruling.
- (b) Pitchers may not wear batting gloves or wrist bands while on the mound. Light colored sweat shirts or undershirts may not be worn under the official uniform.
- (c) PITCHING LIMITATIONS: a pitcher may pitch 4 innings per game. If a pitcher delivers 1 pitch in an inning, that pitcher shall be charged with 1 inning. NOTE: innings must be consecutive.
- (d) No player can pitch and catch in the same game for more than 4 innings. A player can catch more than 4 innings provided he does not pitch in that game.
- (e) It shall be mandatory for a coach to remove his pitcher if he goes to the mound 2 times in 1 inning for a conference with that pitcher. The pitcher must be removed for relief on the second trip in an inning and each relief pitcher must pitch to at least 1 batter. Once a pitcher is removed from the mound he may not return to pitch in that game.
- (f) Violation of any of the pitching regulations shall result in forfeiture of the game in which the violation occurs. NOTE: the withdrawal of an ineligible pitcher after he is announced but before he has pitched, shall not constitute violation of the playing rules.
- (g) When warming up a pitcher, including a relief pitcher, the catcher must wear a mask .
PENALTY: ONE WARNING WILL BE GIVEN; THE SECOND INFRACTION WILL RESULT IN EJECTION FROM THE GAME.

(h) When a pitcher takes his position at the beginning of the game, or when he relieves another pitcher, he shall be permitted up to 10 preparatory pitches to his catcher if he so desires. Following this initial warm-up, he shall be permitted 5 pitches between each succeeding inning he pitches. Play is suspended during all preparatory pitches.

(i) A dropped third strike is in play.

14:00 BALK RULE

Balks will be called after one warning by the umpire.

15:00 FIELD DIMENSIONS

(a) The base paths shall be 75 feet.

(b) The pitching distance shall be 52 feet.