



**Montebello Baseball Association
Ground Rules
League age is 7 & 8 years old as of May 1st**

Note: Games are subject to Official Rules of Major League Baseball, unless expressly stated herein.

GENERAL RULES

1. All rosters must be submitted once a month.
2. All players must be in MBA issued regulation uniform at all scheduled games. Uniform consists of a baseball cap, baseball jersey with number, baseball pants. Fitted hats will be allowed as long as it's the same exact design/logo as the rest of the team. Steel cleats are **NOT** allowed.
3. Managers, coaches, and team moms must display their MBA issued credentials at all times. **PENALTY** – Manager is suspended for the game, and the next game. Coaches and team moms will not be permitted to be on the field or in the dugout.
4. Managers, coaches, and team moms must be properly dressed. Steel cleats are **NOT** allowed. Sandals are **NOT** allowed.
5. All players must remain in the dugout and on the player's bench during games with the exception of those on the playing field and the on-deck batter. The umpire shall enforce this rule.
6. Only a manager is allowed to approach the umpire, and only the manager from each team will be allowed on the field during any discussion with the umpire(s).
7. At no time will any person that is not a manager or coach of any team playing be allowed on the playing field during a game.
8. All complaints shall be taken to the Division Director.
9. Starting line up with substitutes must be turned in to the scorekeeper 10 minutes prior to game time. Starting line ups must be confirmed and reviewed at the pregame meeting with the umpire, to ensure changes are provided to the scorekeeper. Line ups are official at the pregame meeting with the umpire.
10. If a manager/coach is ejected from the game, depending on the severity of the ejection, as determined by the board, that manager/coach must sit out the next game or the entire season.
11. At least one (1) adult manager and no more than three (3) adult coaches shall be in the dugout or on the playing fields at any time during the game.

12. Managers and coaches are only allowed in the dugout and designated coaching areas during the games. No coaching of any kind directed to players on the field shall be allowed from any area other than the playing field and/or the dugout.
 - a. Offense: 2 coaches allowed on the field but they must remain in the designated coaching areas. Exceptions will be made for any coach who removes bats or equipment, in between at-bats.
 - b. Defense: All coaches must remain in the dugout during play, except when attending to injured players, making a visit to the pitcher, making a pitching change, assisting a player with equipment, or addressing the umpire.
13. **The home team will be in charge of setting up the field. The away team will be in charge of putting away all equipment.**
 - a. **Any loss of MBA equipment could result in losing your deposit fee.**
14. The home team shall be responsible for supplying the official scorekeeper. Scorekeeper must be an adult 18 yrs of age or older, and must remain out of the dug out.
15. Scorekeepers are prohibited from coaching.
16. Scorekeeper shall notify Division Director, within 24 hours of completion of game, of any protests. If the Division Director is not notified in the allotted tie, the protest is nullified.
17. Use of cell phones and other electronic equipment are prohibited on the field or inside the dugouts.
18. No jewelry of any kind may be worn by a player on the field or in the dugout during practice or games. Medical bracelets are allowed.
19. Each team is responsible for cleaning the dugout, bleacher area, and surrounding field area after each game or practice.

PLAYING RULES

20. Regulation Game shall consist of (5) innings or 1 hr. 30 min with ***No new inning after 1 hr. 20 min.*** If a game ends a tie, no extra innings will be allowed.
21. In case of stoppage due to weather or called by an Umpire, a Game is a Regulation Game after the completion of 2 ½ innings if the home team is ahead in the score, or 3 complete innings, if the visiting team is ahead in the score. If the game is called before becoming a Regulation Game, that game may be replayed at a later date, at the Division Director's discretion.
22. The distance between all bases shall be (60) feet.
23. Infield fly rule is in effect.
24. No sliding into 1st base.
25. **No head first sliding to any base. It will be an automatic out.**
26. Batters are not permitted to bunt or soft swing at the ball. PENALTY-Pitch is a strike and the ball is dead.
27. No lead off is allowed until the ball has left the pitchers hand. A runner on the bases that leads off or leaves early will automatically be called out. There will be no warning for leaving early.
28. The batter is automatically out on a dropped third strike. However, the ball is still live for runners on base.
29. Runners may **NOT** steal home at any time. Runners may score on a batted ball, bases loaded walk, or based loaded hit by pitch. Runners may not score on an overthrow attempting to steal, throws back to the pitcher, or passed ball/wild pitch.

30. Batters advancing to first base on ball four must stop at first base. They can proceed to second base by stealing or normal advancement after the next pitch. Advancing to second base on ball four will result in an automatic out.
31. A ten (10) run mercy rule is in effect after four (4) complete innings or 3 ½ innings if the home team is leading.
32. **Five (5) runs max score per inning, including the final inning.**
33. All players must play a minimum of two (2) complete defensive innings. PENALTY – Manager is suspended for the next scheduled game and player must play entire game in the next scheduled game.
34. A continuous batting order will be utilized, meaning all batters must bat in the line up.
35. Home plate is closed. Runner going home *must make attempt to slide* to avoid collision or he/she will be called out. A Runner or Defensive Player may be ejected from the game for making contact on a play at that plate, however, it is in the Umpires discretion. The ejected player must sit out the next game.
36. A player at bat or on the bases must have a helmet on at all times. Removing the helmet while running the bases is an automatic out. A player coming up to bat without a helmet will be sent back for a helmet. If the helmet accidentally falls off, then there is no penalty. A player may remove their helmet if time out has been granted by an Umpire.
37. A grace period of fifteen (15) minutes will be given to start a game, although the game time will begin as scheduled. A team may start and finish with eight (8) players. If eight (8) players are not on the field after the fifteen (15) minute grace period, then the game will be automatically forfeit to the opposing team. The game is also forfeit in the event that a manager or coach is not present to represent the team within the same time limit.
38. If a team begins a game with eight (8) players, the ninth spot in the batting order will be ruled an out every time it comes up until it becomes occupied by another player. Any player arriving after the beginning of the game must be immediately inserted into the ninth spot in the batting order.
39. If a team has nine (9) players and one player is injured or becomes sick and has to leave the game, that team may continue the game with eight (8) players, however his/her batting position will be ruled an out **only** the next time he/she is due up.
40. If a player is ejected during the game his/her batting position will be ruled an out every time he/she is due up.
41. If a team starts with eight (8) players, and one player is ejected from the game, that team must forfeit the game. Further the ejected player must sit out the next game.
42. Base runners must avoid contact with any defensive player who is in possession of or in act of fielding a batted ball, and may not intentionally run into such defensive player in the act of fielding a thrown ball. Players determined by the Umpire to be in intentional and flagrant violation shall be called out and immediately ejected.
43. No gear is allowed outside the dugout during the game, except when being used by a player.
44. The violent throwing of bats, helmets, and/or any other equipment, or any exhibition of unsportsmanlike conduct by managers, coaches, or players shall result in immediate ejection by an umpire. UMPIRES JUDGEMENT

PITCHING RULES:

45. A pitcher is not allowed to pitch in more than 2 innings in one calendar day and 4 innings in 1 week. The week is Monday 12AM through Sunday 11:59 pm.
46. Pitchers shall have 40 hours rest after pitching in 2 innings on the same calendar day.
47. As soon as the pitcher delivers one pitch, the pitcher shall be considered as having pitched one inning.
48. The 40 hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred.
49. The official scorekeeper's record of innings pitched is final.
50. The pitching mound shall be (40) feet from home plate.
51. No intentional walks are allowed.
52. Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
53. The pitcher must be removed if they hit 2 batters in 1inning or 3 batters in one game.

PROTESTS

54. All protest must be recorded immediately following the infraction in question to the umpire and the official scorekeeper. Umpire must inform the opposing manager that the game is under protest.
55. Scorekeeper shall notify Division Director, within 24 hours of completion of game, of any protests. If the Division Director is not notified in the allotted tie, the protest is nullified.
56. A protest based on a play which involves an umpire's judgment shall not be permitted.
57. When protests are based on interpretation of the rules, the objecting manager shall, at that time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the Division Director or any member of the Board or Decisions Committee, within 24 hours of the start of the game in protest.
 - a. When protests based on interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
 - b. Umpires should make a public announcement to the crowd when a game is being played under protest.
58. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

PENALTIES

59. Penalty for use of an illegal player shall be forfeiture of games in which illegal players participated. An illegal player is one who is not on an official roster.
60. Penalty for use of an ineligible player, upon appeal by the opposing manager, the scorekeeper or Division Director, when the official scorebook or league records verify a player to be ineligible, shall be immediate removal from the line up and ejection of the team manager from the game. Both the Manager and shall be suspended from the next scheduled game.

- a. An ineligible player is one who is on a roster, but is ineligible to play or pitch in a particular game due to other limitations set forth in these Rules and Regulations.
- b. A player shall not be considered in violation of the rules until at least 1 pitch has been thrown to the batter.
- c. When a player is determined to be ineligible after completion of a game, the game shall stand as played, but the player and manager will be ineligible for the next scheduled game