

MARSHALL RECREATION DEPARTMENT

JUNIOR BASEBALL RULES

1. MHSAA rules shall govern play except as noted.
2. The VISITING TEAM is listed first and uses the 1ST base bench.
3. Game time listed on the schedule is the time the game will start. Teams should arrive 10 minutes early to practice (*if time permits). The Visiting team uses the field to the right of 2nd base and the home team uses the field to the left of 2nd base. Tennis or whiffle balls must be used for soft toss or batting practice.
4. Five innings will constitute a complete game. Play may continue until time expires. Tied games end as tied games. No new inning can start 15 minutes before the time of the next scheduled game.
5. A team must have 8 rostered players to start/finish a game. With less than 8 players the game is a forfeit, but teams can still play.
6. All players present shall be in the batting line-up and must bat in the same order throughout the game. A player who arrives late must be inserted at the bottom of the line-up. Coaches shall give their line-ups to the umpire prior to the game.
7. If batting out of order is discovered while the incorrect batter is at the plate, the correct batter must be inserted and must assume the count. If batting out of order is discovered after an incorrect batter has completed the turn at bat, but BEFORE a pitch to the subsequent batter, that turn at bat is canceled, the batter is out and all runners return to original bases and the correct batter is now at bat. If discovered AFTER a pitch to the subsequent batter, the play stands.
8. Batters are always out on a dropped third strike.
9. Each batter will be given 5 hittable pitches to put the ball in play. If the batter does not put the ball into play after fifth hittable pitch, he/she is out or after 3rd missed swing. Batter is not out if the fifth hittable pitch is fouled, unless caught in the air. A swing counts as a hittable pitch. Also caught fair/ foul balls are considered an out. (10 pitches max before the batter is out).
10. 10 players - 4 outfielders and 6 infielders, shall play defense. No player may sit out more than 2 defensive innings. No player may play more than 3 innings in the same defensive position. All players should play infield & outfield in a game if possible!
11. Free defensive substitution is encouraged for defensive purposes as long as the batting order remains constant.
12. If 7 runs are scored in one half inning, that half inning is considered complete with the completion of the play that scores the 7th run, regardless of the number of outs. (If you have 6 runs in and hit a grand slam, all runners should round the bases)
13. A **GROUND RULE DOUBLE** shall be awarded for a batted, fair ball that goes out of play.
14. There shall be **NO** infield fly rule.
15. A batted ball that hits an umpire, coach feeding pitches or pitching machine is a dead ball and will be replayed. Also any pop-up that would lead a fielder into machine or designated pitching area will be considered a dead ball and will be replayed (Umpire/Supervisor makes call). Runners shall remain on the base occupied at the time of the pitch.
16. If the umpire sees a runner miss a base that runner will automatically be called out. There is no appeal on this play.
17. The umpire will declare time out when the ball is returned to the infield and controlled. All runners must return to the last base legally occupied – there shall be no “base jockeying.”
18. No walks and No “Hit by pitcher”
19. A courtesy runner may be used for an injured player, or the catcher (with two outs) to help speed up the game.
20. Base runners that must leave the game cannot be replaced.
21. Metal spikes are not permitted.
22. **NOCSAE** approved helmets **MUST** be worn by the batter and all base runners. All players should wear long pants or knickers with socks. Shorts are discouraged.
23. Unsportsmanlike conduct will not be tolerated (abusive language, throwing a bat or helmet, intentional collisions, etc.) A player may be sent to the bench for a MINIMUM of 2 innings and will miss at least 1 turn at bat.
24. If games are to be postponed because of inclement weather, the Recreation Department will make the decision after 4:30 pm. COACHES ONLY may call the office for verification.
25. All jewelry must be removed before being permitted to participate.
26. No use of tobacco products by players or coaches.

THE FOLLOWING RULES MAY BE DIFFERENT DEPENDING ON THE LEAGUE

Rookie Coach Pitch & Minor Machine Pitch

27. One of the coaches of the team up to bat feeds the balls into pitching machine, or pitches to, his/her own team.
28. No bunting, leading off, stealing. Runners may not advance on an overthrow (encourages fielders to throw the ball).

Major Machine Pitch

29. Coaches should remain in the bench area during play, unless acting as first or third base coach or feeding balls into pitching machine.
30. Two (2) bases are awarded on overthrows that go out of play from where runners are, at the time of the throw. If the ball does not go out of play in major machine pitch players may advance at their own risk.
31. Players may bunt, No lead off, and steal.
32. Runners: A) may steal a base as soon as the pitch releases from machine; B) May only steal one base per batter; C) May advance (1) base at their own risk when a fielder overthrows a baseman