

Manchester Baseball Association

11/12 Rules for the 2019 Season

Pitching:

- Use of 50 ft pitching rubber and 70 ft bases.
- Pitchers are limited to 70 pitches per outing. If a pitcher reaches 70 pitches during a batter the pitcher may finish pitching to that batter. Warm-up pitches do not count toward the pitch count. Each team is responsible for tracking the pitch count of their pitchers as well as their opponent's pitchers. It is recommended that the scorekeepers verify the pitch counts after every full inning. If there is a discrepancy between the two counts, the home team's book will be the count of record.
- If a pitcher pitches more than 2 innings in a game, the pitcher must have 40 hours rest before pitching again, if a pitcher throws 1 pitch in an inning, it counts as an inning pitched.
- Pitchers are limited to a maximum of 140 pitches during the calendar week of Sunday-Saturday.
- Two balk warning per pitcher per game. Coaches can decide to modify this at the pregame ground rules meeting with the umpire as long as it is mutually agreeable to both coaches.
- Hit Batsmen (HBP)- If a pitcher has 2 Hit Batsmen in an inning or reaches 3 for the game the pitcher must be removed from the game.
- 2 mound visits per pitcher per game, upon the 2nd mound visit, the pitcher must be removed.

Batting:

- All players are included in the batting lineup (running batting order) with unlimited player substitution in the field throughout the game.
- No player is allowed re-entry as a pitcher if they have already pitched an inning previously in the game.
- Pinch run for catcher or pitcher with 2 outs so catcher may get "geared-up", pinch runner must be player who made the last out or a player who is not in the lineup.
- Maximum 6 runs/inning for innings 1-4. Unlimited runs can be scored for innings 5 and 6.
- Mercy rule is 15 runs after 4 innings and 12 after 5 innings
- Single games shall be 6 inning games with no new inning starting after 2 hours and 15 minutes "drop dead" after 2 hour 30 minutes. Doubleheaders shall be 6 inning games with no new inning starting after 1 hours and 30 minutes "drop dead" after 1 hour 45 minutes.
- The umpire fee (\$60.00/game) is paid for by the home team (Weeknight games paid by the host/home team. Doubleheaders, one game is paid by the host/home team and the other game is paid by the visiting team who will be the home team for at least one game).
- Bunting is allowed. 'Fake' bunting (assuming bunt position and pulling back to swing) is NOT allowed. 1st attempt (successful/unsuccessful) will result in a warning issued. 2nd attempt (successful/unsuccessful) will result in player ejection.
- Leading and stealing are allowed.
- Infield fly rule is by the sole discretion of the umpire.
- There is no dropped 3rd strike. 3rd strike called or swinging will end the at bat.
- Maximum 9 players on the field. Player defensive shifts are allowed.

- Teams may start play with 8 players. Any additional player(s) added after the first pitch of the game will be placed at the bottom of the batting order and are not guaranteed any playing time in the field.
- If a player needs to leave a game because of injury, sickness, or school/religious related function...no penalty is assessed to the player's team. The player's spot in the line-up is simply skipped over.
- Required field playing time is ½ of the game, coaches need to be aware of player playing time with regards to games ending due to mercy rule.
- A game is deemed complete after 4 innings of play or 4 innings with visitor at bat complete and home team leading. Each subsequent inning played must be completed with both visitor/home batting. If an inning is not completed the game score will revert back to the last complete inning played.
- The final inning may be an inning prior to the 6th inning if determined by both coaches and the umpire that reaching the "no new inning" time limit is eminent. This must be decided by both coaches and the umpire prior to the start of a new full inning.
- For the regular season if a game is tied at the end of regulation play the game will be recorded as a tie. No extra innings will be played. In the playoffs extra innings will be played until a winner is determined.
- Umpire and opposing coach should be contacted no later than 2 hours prior to game time if game is to be postponed. This is the sole responsibility of the home team.
- Coaches must use a scorebook. Each coach must sign the opposing team scorebook to ensure score and player pitch count.
- Winning coach enters game score on league website and provides player pitch counts for both teams.
- The report of any lightning strike(s) will incur a 20-minute game delay. Game will be resumed with no additional strikes reported within the 20-minute delay period.
- Single elimination playoff at the end of the season with the higher seed in each matchup being the home team.