

# MCAA Baseball Local Rules

## 1 Continuous Batting Order

All players must bat in a continuous round-robin batting order. This ensures that all players have an approximately equal number of batting opportunities regardless of whether or not they are currently playing defensively.

*Intent: To ensure relatively equal batting opportunities for all players*

## 2 Free Substitution

Coach may freely substitute players in the field during the course of a game without regard to the standard Cal Ripken substitution rules.

*Intent: To remove the concept of “starters” and “substitutes” (per Cal Ripken) and to give coaches the leeway necessary to maximize defensive playing time for all players.*

## 3 Minimum Play Rule

No player will sit out more than one consecutive inning. [The effect of this rule is to ensure that over the course of a six inning game, each player will play a minimum of three innings]

Exceptions to this rule include the following:

- If a player is benched for disciplinary reasons, the innings benched shall count as having been played.
- If a player sits out innings due to an injury, those innings shall count as having been played.
- If a player arrives for the game late, missed innings shall count as having been played.

*Intent: To ensure that all players get reasonable defensive playing time.*

## 4 Slash Bunting

NO SLASH BUNTING: A slash bunt is the action of squaring to bunt in order to move the infield and to distract the pitcher, and then swinging away.

**Penalty:** Ejection of both player and coach

**Intent:** To prevent injury of player moving in to make a play on the bunted ball and getting hit with a batted ball or bat.

**Note:** This has not been an issue, but is a rule which should be in place.

## 5 Pitching

### 5.1 Pitch Limits (Majors)

Pitchers may not start an inning with more than 60 pitches already pitched in the game. Otherwise, game and weekly maximums as defined by Cal Ripken Rule will apply.

Pitchers shall not pitch more than 80 pitches per game. Pitcher must be removed at the completion of the at bat during which the 80<sup>th</sup> pitch was thrown.

**Intent:** To prevent overuse of pitchers and prevent injury

### 5.2 Pitch Limits (Minors)

A. Pitchers pitch a MAXIMUM of three (3) innings per game or 80 pitches whichever comes 1st. Weekly maximum as defined by Cal Ripken rule

B. A pitcher shall not hit more than 2 batters in the same inning. If such an event happens the pitcher shall be replaced by a new pitcher. Unless it is acceptable by the opposing to team leave the pitcher in.

**Intent:** A. Prevent over use of pitcher and to prevent injury

B. To control injuries, but with some Understanding of new arms.

### 5.3 Playoffs

Playoffs will be always be played by Tournament Rules (per Cal Ripken rules).

## 6 Stealing

### 6.1 Stealing Home (*Minors only*)

Base Runners can advance home via stealing or on pass ball as defined by Cal Ripken rules.

Unless a team is up by more than 7 runs during any part of the game. At that pt. this team and its 3rd base runner will only be allowed to advance by either batted in or walked in. If the score deficient becomes less than 7 again, the restriction is removed.

*Intent: To allow for development of offense and defense without running up scores.*

## 7 The Game

### 7.1 Two Hour Limit

No new [full] inning will be started once two hours have elapsed since the first pitch.

### 7.2 Called Games

Any *official* game that has been called (because the time limit has been reached, due to bad weather or because of darkness), while an inning is in progress but before it is completed, will have its score revert to the last complete inning, in each of the following situations:

- (1) The visiting team has scored one or more runs to tie the score and the home team has not scored;
- (2) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead.

[Note that this is a modification to Cal Ripken rule 4.11(d) which specifies that games in this situation shall be suspended and continued at a later date]

*Intent: To ensure that both teams have the same number of innings in which to bat, if necessary.*

### **7.3 Mercy Rule**

#### **7.3.1 Minors League**

No team shall score more than seven (7) runs in any single inning, except the 6<sup>th</sup> or last inning. Once the batting team scores the 7<sup>th</sup> run in that inning, the inning is over.

The ten run mercy rule is enforced as per Cal Ripken Rule.

*Intent: To prevent games from getting out of hand.*

#### **7.3.2 Major League**

The ten run mercy rule is enforced as per Cal Ripken Rule.

*Intent: To prevent games from getting out of hand.*

### **7.4 Rain Outs (postponing the game)**

If a game is to be postponed (due to weather) prior to the start of the game, the decision will be made by the league director (or his designated appointee) and communicated to the effected coaches. If coaches have not been contacted prior to two hours before game time, teams should report to the field.

Once the umpire has arrived at the field, the decision rest soley in his or her hands.

### **7.5 Rescheduling Rain Outs**

All rainouts will be rescheduled *by the Field Scheduler* (or his designated appointee) for the soonest available open date. Makeup games will always have precedence over previously scheduled practices

*Intent: To keep the task of rescheduling games in the hands of an independent party (the field scheduler) and out of the hands of the effected coaches. This will eliminate endless "negotiations" between coaches as to acceptable makeup dates.*

## **8 Equipment**

### ***8.1 Helmets***

Protective headgear, with approved face protector, shall be worn by the offensive player when on deck, at bat, or while a base runner during all games and practices.

Any base runner who intentionally removes his or her protective headgear while base running, shall be called out. For scoring purposes, the out shall be ruled as if the runner had been tagged out.

*Intent: Safety*

### ***8.2 Catching Equipment***

Catchers are required to wear, in addition to normal catcher's equipment; an appropriate throat protector and protective cup. The throat protector may be part of the actual catcher's mask, or it may be attached as a separate piece of equipment.

*Intent: Safety*

## **9 Standings & Playoffs**

### ***9.1 League Standings***

League standings shall be determined as follows:

The team with the most points is ranked first.

Each win is two (2) points

Each tie is one (1) point

Each loss is zero points.

### ***9.2 Unplayed Games***

If at the completion of the regular season, not all teams have played the same number of games (due to rainout, etc.), the final league standings will be determined by total winning percentages (total number of wins divided by the total number of games played)

### ***9.3 Tie Breakers***

If two or more teams are tied at the end of the regular season, the following tie breakers will be used (in this order):

- 1) The first tiebreaker is head-to-head competition.
- 2) The second tiebreaker is least runs allowed (average)
- 3) If the teams are still tied, rankings will be determined by coin toss.

### ***9.4 Playoffs (Majors only)***

All playoffs consist of a double elimination format.

Exceptions to this rule may be made by the League Director if time constraints make this format impossible.

All playoff games will be played by Tournament Rules, as defined by Cal Ripken.