



Medina Assembly Baseball League Baseball Rules

GAME LENGTH

1. Games are limited to six (6) innings or a time limit of 1 hour and 30 minutes, whichever comes first. If time or weather does not permit a full game, 3 innings (2 $\frac{1}{2}$ innings if the home team is ahead) will constitute an official game.
2. No new inning may start after the time limit has expired. If an inning is in progress, that inning will be played to its conclusion.
3. If a game is tied after 6 innings, and the time limit has not expired, a game will be limited to 9 innings, or until the time limit has expired.
4. A 10-run rule is in effect after 4 innings (3 $\frac{1}{2}$ innings if the home team is ahead) or the completions of any inning thereafter. The winning team will be declared the game winner at that point.

BATTING

1. All team members present and eligible to participate must be listed in the official batting order at the beginning of the game and will bat in that order until the conclusion of the game.
2. A team may start a game with only eight (8) players. A game cannot start if a team has seven (7) or less players.
3. Players not present when the game started will be added as they arrive to the end of the batting order and bat in that order for the remainder of the game.
4. A team's time at bat will consist of three (3) outs or one time through the batting order.
5. A batter is automatically out on a third strike, regardless of whether or not the catcher drops the ball.

BASE RUNNING

1. Stealing is allowed to Second & Third base ONLY. The base runner may NOT steal "home" but may take "home" ONLY AFTER being forced in by a ball that is hit fair. This rule is interpreted as follows:
 - a. Base runners may not lead off any base, and can only steal 2nd and 3rd when the ball has left the pitchers hand. The only way to score from third base is by being forced in by a ball that is hit fair. Also a runner can't advance on a pass ball by the catcher or an overthrow to the pitcher.
 - b. Time out will be called when the ball becomes in possession of a defensive player in the path area ahead of the runner, and no play is being made on another base. This will be a judgment call by umpire.

PITCHING

1. After a pitcher has thrown four (4) balls to a batter, a coach from the batter's team will throw up to three (3) pitches. If the batter does not swing at any of the pitches, he is out; if he misses on the swing, he will get three strikes total; if he hits the ball, he may advance as appropriate; if he foul tips the last pitch he may get another pitch.
2. A player may not pitch more than 3 innings in a game.

PLAYER EQUIPMENT

1. Catchers are required to wear body protector, catcher's helmet, catcher's mask with throat protector, and leg guards.
2. Players must wear batting helmets when at bat and on base.
3. Any player warming up a pitcher must wear a catcher's mask.
4. Players may not remove their helmets while batting or base running except when the ball is declared dead.
5. Metal Cleats are not allowed

FIELD SET UP

1. Bases will be the throw down style.
2. Each team will be given equal amount of practice time on the field before the game starts.
3. Bench area will be cleaned of all trash after each game.
4. Players and fans are not to climb the fences.

5. Coaches should make every attempt to be at the field no less than 15 minutes prior to their scheduled time.
6. Alcoholic beverages are NOT permitted at any Medina Assembly Baseball games or practices.
7. Medina Assembly Baseball League has a "NO SMOKING" policy near players, benches and pavilion areas during practices and games.
8. All games will be immediately suspended at any sight of lightning. Coaches and players must leave the playing field.
9. Each head coach must ensure that all players have been picked up after the end of each game. Parents must always make sure arrangements have been made to have their children picked up.

FIELD DIMENSIONS

1. Base distance is 65 feet
2. Pitching distance is 40 feet

COACHES OBJECTIVES

- a. Medina Assembly Baseball is an instructional league; all coaches have the responsibility to instruct all players about the basic fundamentals of baseball.
- b. Medina Assembly Baseball believes all players should have fun playing the game of baseball and insuring that each player has been given the opportunity to improve their playing abilities.
- c. Each head coach should teach fair sportsmanship through example and discussion with the players.
- d. Each head coach should teach proper fielding, batting, and throwing techniques, as well as proper defensive positioning.
- e. Only the coach who will be pitching will be permitted on the playing field. **(COACHES ARE NOT PERMITTED TO TOUCH THE BALL WHILE THE BALL IS IN PLAY.)**
- f. Players should learn that it is more important to play to the best of their ability during each game, not recording wins or losses.
- g. All coaches should wear the shirts that have been provided by Medina Assembly Baseball League.
- h. We suggest that coaches have a minimum of 1 practice a week before and during the Baseball season.

PLEASE CONTACT MEDINA ASSEMBLY BASEBALL LEAGUE COMMISSIONERS CLYDE OR SHERRY FULTZ AT 330-723-0869 FOR CLARIFICATION OF ANY LEAGUE RULES.