

Mudville League Rules

60-foot distance between bases. Bases are fixed. Pitching distance is 44 feet.

Games are 7 innings (during coach pitch games) or 2 hours long. Games are 6 innings (during all kid pitch games) or 2 hours long. No new inning begins after 2 hours from the start of the game (new inning begins when last out is made in the previous inning). The home plate umpire will keep official game time. No extra innings will be played regardless of time. If game is tied after the final inning, the game ends in a tie. This extra innings rule does not apply during the playoffs. During the playoffs, if a game is tied when time has expired, then the next inning will be started with runners on first and second base. The runners will be the last two outs in the previous inning. If after two additional innings in this format there is no winner then the game will stop and the game will be decided by a tie breaker of head to head competition during the regular season and then if necessary by run differential during the regular season.

Continuous batting order with no changes allowed during the game.

If a roster player leaves the game early, the player's spot is skipped and no out is recorded. This also applies to call-up players.

Defensive substitutions are allowed at any time. The standard defensive lineup will consist of 10 players with 4 outfielders on the grass portion of the field. However, if only 9 players are available, the team will play with only 9 in the field (three outfielders), without utilizing call-ups from the Sandlot league. Players may not sit out more than 6 defensive outs per game.

Call-ups should be used if fewer than 9 players are going to be available for a game. Call-ups must play the corner outfield positions and bat at the bottom of the order. If an unexpected roster player(s) makes the game, let the call-up player(s) play but follow the batting and defensive requirements. Call-ups are not allowed during playoffs.

If a roster player arrives late to the game, he must enter at the bottom of the order. If the player arrives before his spot in the lineup has come up, he resumes his place in the order. If call-ups are in the batting order, the late arriving player bats after the call-ups if they have already batted. If the call-ups have not yet batted, the late arriving player bats after the last roster player in the batting order if the late arriving player's spot has been passed, followed by the call-ups.

No breaking balls allowed. Coaches must report offenses to the league director.

Mercy rule: A half-inning will end when the offensive team scores 6 runs or the defensive team records 3 outs. This rule does not apply to the final inning of the game. After 4 complete innings, 15-run mercy rule will be in effect. 15-run mercy rule does not apply in championship game.

A runner may not lead off any base until the pitched ball crosses home plate. If the runner leads off before the ball crosses home plate, a warning is issued, no pitch is counted, and the runner returns to first base. After the warning, if the runner leads off before the ball crosses home plate, the ball is dead, no pitch is counted, and the runner is out. Umpires will provide one (1) warning, which applies to both teams before enforcing the rule.

Runners may steal any base once the pitched ball crosses home plate, including a steal of home on a wild pitch / passed ball. Catchers and pitchers may attempt to throw runners out at any base while runners are returning to a base after a pitch. Any overthrows during the pick-off will result in a "live ball" situation and runners may advance at their own risk. No stealing on a throwback from the catcher to the pitcher, commonly known as a delayed steal, will be allowed. However, any return throw to the pitcher which is dropped by the pitcher and is loose on the ground will be considered a live ball situation and runners may advance at their own peril. NO STEALING allowed with a 10-run lead.

No head-first slides allowed at any base. No warnings. Penalty, runner is out. All runners retain base they last occupied. Head-first slides back to a base are allowed.

No intentional walks.

No dropped third strike, no infield fly rule, and no hidden ball tricks.

No bunting is allowed during coach pitch.
Bunting is allowed during kid pitch.

Baserunners must slide or avoid contact. If umpires determine the contact was intentional, the baserunner is out and all other runners return to the base they last occupied. No penalty for incidental contact.

If a player is removed for injury, player may not re-enter the game if doing so puts the player in immediate danger of further injury. The player's coach will make the decision.

Adult coaches will pitch to their own team during the first 4 innings of all games during the first half of the season. Batters will be given 5 pitches to hit a fair ball. Foul balls beginning with the fifth pitch will extend the at-bat. If a player does not put the ball in play after 5 pitches, an out is ruled. No leading, stealing, or walks allowed while a coach is pitching. The defense shall include a fielding pitcher. Mudville players will pitch the final 3 innings of all first half games and each inning of all second half games.

During kid pitch, the ball is dead when the pitcher returns the ball to the mound. The pitcher can re-engage the play by stepping off the mound.

There will be a chalk line halfway between 1st and 2nd base and 2nd and 3rd base. If the runner is beyond the respective chalk line when the pitcher returns the ball to the

mound, the runner gets the next base. If not, the runner retreats to the prior base that he came from.

All teams will qualify for league playoffs. The playoff schedule will be determined by each team's regular season won-loss record. Tiebreakers will be decided by head-to-head record or a coin flip (in that order).

Bat Rules:

Any "all aluminum" alloy baseball bats are allowed. Must have BYBA sticker affixed. All wood bats allowed except for bamboo. BYBA sticker not required on wood bats.

Bats with a barrel larger than 2-5/8" and composite bats are not allowed.

The "Official Baseball Rules" will govern all other rules.

Pitching Rules:

The pitcher must be changed on the second visit to the mound by a coach in an inning. An official visit occurs when a coach calls time-out to talk with the pitcher or goes onto the field to talk with the pitcher without calling time-out. A visit can occur even if a coach does not go across the foul line to confer. A visit can be called by an umpire if any defensive coach talks directly to the pitcher or any defensive player who then goes and talks to the pitcher, with or without calling time-out. If the manager calls time-out and meets with any defensive player, it is a charged visit. If the defense meets when the offense calls time-out, it is not a visit if they break up immediately after the offense breaks up.

Pitchers are allowed a maximum of 7 warm-up pitches to start the game and 6 pitches between innings. A maximum of 6 warm-up pitches are allowed for relief pitchers. Once a pitcher has been removed from pitching, they cannot re-enter the game as a pitcher.

Pitching Limits/Rest Periods:

Pitchers are allowed to pitch a maximum of (i) 3 innings or (ii) 75 pitches per game, whichever comes first.

Pitchers are allowed to pitch a maximum of 5 innings per week (subject to rest periods set forth below), with weeks starting on Monday morning and ending on Sunday evening.

The home team shall designate a representative to count each pitcher's number of pitches thrown in a game and both coaches shall confirm the number of pitches after each inning. BYBA umpires will not be responsible for tracking pitches thrown by the pitchers. In the event of a disputed pitch count, the home team's count shall apply.

The minimum amount of rest required before a pitcher may pitch again in another game are as set forth below (subject to the 3-inning maximum):

- 1-20 pitches - no rest required to pitch the next day
- 21-35 pitches, 24 hours (1 day)
- 36-50 pitches, 48 hours (2 days)
- 51-65 pitches, 72 hours (3 days)
- 66-75 pitches, 96 hours (4 days)

75 are the maximum number of pitches allowed per game per pitcher.

If a pitcher reaches a day(s) of rest threshold while facing a batter the pitcher may continue to pitch until one of the following conditions occurs: 1) the batter involved reaches base; 2) the batter is put out; 3) the out is made to end the involved players at bat. If an out is made to end the inning and the batter will return as the first batter for the next inning (e.g., a pickoff out that ends the inning), the pitcher shall not return to face that same batter.

For example, if a pitcher was at 19 pitches at the start of the at-bat, and finished the at-bat with 23 pitches, the pitcher would not be required to observe any days' rest because pitcher only reached the first (1-20 pitch) threshold.

The rest period starts the day after a player pitches his last pitch. For example, if a player pitches 25 pitches in his 9-11am Saturday game, he must rest the entire day on Sunday and is not eligible to pitch again until Monday. It would not matter if the player had a game after 11am on Sunday.

Players are limited to a combined innings of pitching/catching per game as follows:

Pitching	Catching
3	0
2	1
1	2
0	3

Sequence of pitching and catching is irrelevant.