



Rules and Regulations

MBI play shall be governed by the current Official Baseball Rules as released through the office of the Commissioner of Major League Baseball except for the variations contained in this document.

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League Age

NOTE: In age divisions 5U through 14U, players may not play up more than two age divisions. Players eligible for the 4U age division may elect to play in the 5U age division.

Team Formation

The following applies to all age levels.

- Each team may consist of a maximum of 13 players.
- Each team will play at the age level of their oldest player.
- MBI does have a player pool for teams in need of players. These players will be assigned on a first come first serve basis. If a pool player leaves the assigned team for any reason, the League Commissioner must be notified immediately. Any Head Coach whose team is found to be utilizing Pool Players for a “tryout pool” will be required to appear before the Executive Board for possible disciplinary actions.
- Players must be listed on your roster to compete in league play.
- Roster Additions and Deletions – The deadline for adding player(s) to or deleting player(s) from a team’s roster are due 1 week (7 Calendar Days) before the start of the season. The start of the season will be posted on our official website. After the 1 week window, the Executive Board will rule on all roster addition and deletion requests.
- Players listed on the official roster of an MBI team will not be permitted to move to the roster of another MBI team after registration is closed. After registration is closed, all rosters will be frozen. The MBI Executive board reserves the right to review each case for the exchange of players and will have the final decision on approving or rejecting the request.
- MBI will have final approval on team names and will deny if inappropriate.

Player Assignment

- The Head Coach is free to fill their roster as they see fit. If a Head Coach accepts a player from the MBI player pool, that player must appear on the team’s final roster.
- If a team loses a player, after the roster is frozen, a replacement player may be assigned ONLY with the approval of the Executive Board. The number of players you lose is the number of players you can add.
- No player may be listed on the roster of more than one MBI team at any time.
- No player may participate in a league game if he/she is wearing a boot or a cast of any kind.

Coaches

- All coaches must submit a background check, volunteer waiver and coaches' code of conduct form to MBI. Each applicant must be 18 years of age or older.
- Any Head Coach who allows a person who has not completed a background check and been approved by the MBI board, or an individual who is not 18 years of age or older to be on the field in a coaching capacity during a game will be immediately suspended for 2 games.
- A team must have at least 1 on-field eligible coach to start and/or finish a game.
- Head Coaches are responsible for the conduct of their Assistant Coaches, players, parents and spectators.
- Executive Board members of MBI will be allowed to Coach in league play.
- It is the responsibility of the Head Coach to know the age level of all players and must be able to provide proof of all players ages with a valid birth certificate or legal document.
- Only Coaches on the roster are allowed on the field of play during a game.

The Playing Field

The dugout is considered part of the playing field.

Age Level	Base Path Distance	Pitching Distance
4u, 5u, & 6u	55 Feet	35 Feet
7u & 8u	60 Feet	38 Feet
9u & 10u	65 Feet	46 Feet
11u & 12u	70 Feet	50.5 Feet
13u & 14u	80 Feet	54 Feet
15u thru 18u	90 Feet	60.5 Feet

Team Responsibilities

- If dugouts are not marked, home team will occupy the third base dugout.
- Both teams will need a scorekeeper for the game.
- Teams are responsible for cleaning the dugouts after the game.
- The Home team is team is responsible for picking up the bases at the end of the game.
- Lineup cards must list players by jersey number plus first initial and last name. This must match the online roster.
- While at bat, each team is allowed one coach at first and third base. A coach or coaches cannot switch coaching boxes during an inning.
- Each team may have no more than two (2) buckets on the field during play and must be always occupied.
- All Coaches must have their MBI issued coaches badge on them when on the field/dugout and must present it when requested.
- Only 4 Coaches (One Head Coach and 3 Assistant Coaches) are allowed on the field/dugout during the game. This applies for all age divisions.

Equipment

- Headgear
 - All players must have a baseball hat.
- Catchers
 - Catchers in 4u – 5u must wear protective headgear and a mask. Skullcaps are not permitted.
 - Catchers in 6u modified – 18u must wear shin guards, a chest protector, protective headgear and a mask with an external throat guard. Skullcaps are not permitted.
 - Catchers in all leagues (except age 4U, 5U and 6U) must wear a protective cup or equivalent protective equipment.
- Footwear
 - All leagues must wear rubber or nylon cleats. NO STEEL CLEATS ALLOWED in league play, except in 13U and above (older) Leagues.
- Uniforms
 - Each player's uniform shall have a unique number for identification and must match the uniform number online. Any player who is not wearing their assigned uniform number will be ineligible to participate in the game. Any player who wears a shirt with a number different than is listed for him or her on the online roster is subject to a penalty of up to three games suspension. Team uniforms shall be similar in appearance and shall consist of a jersey (tee shirt), baseball pants, baseball hat, socks and proper footwear (see footwear section above). The team shall have team uniforms by the first game of the regular season.
 - Players' shirts shall be tucked in, and players' hats worn straight and level with the bill facing front.

- All Coaches are required to wear closed-toe shoes. Sandal type and high heel type shoes are prohibited.
- No sleeveless shirts will be allowed on the field of play.
- Any player, coach or umpire with visible bleeding or blood on clothing must leave the game until the bleeding has been stopped and the injury bandaged
- Bats
 - Bats shall be wood, aluminum or composite material and must be designed for “Baseball”
 - Tee-Ball Bats (Bats labeled as tee-ball) may **NOT** be used in 7U ages or higher
 - Coach Pitch Bats (Bats labeled as Coach Pitch) can **ONLY** be used in 6U Modified, 7U & 8U
 - Tee-Ball Bats (Bats labeled as tee-ball) & Coach Pitch Bats (Bats labeled as Coach Pitch) can **ONLY** be used together in 6U Modified.
 - Kid Pitch Bats must use minimal –10. (Drop 10)
 - The bat must have one of these stamps on the barrel, or it will be considered an illegal bat



- If there are any questions about this, please contact your commissioner to have the bat inspected by the MBI board.
- An umpire can check a bat if he suspects the bat to be illegal, does not see the correct stamp, or if requested by the opposing team
- PENALTIES – (First Offense) If the bat has not been used in play, then the bat will be removed from the game and not used and the Head Coach will be issued a warning.
- PENALTIES – (Second Offense) Batter is out and the Head Coach is ejected. (See ejection section for details.)

Game Clock

- The umpire shall be the official timekeeper.
- The official game time will start once the home plate meeting is over.
- If any team cannot field its team within fifteen minutes after scheduled starting time, the umpire will declare forfeiture. If both teams have at least eight players present, the game will be played as scheduled.
- If time has not expired, another inning will be played (exception: no new inning will start if there is 5 minutes or less left in the game).
- After the expiration of time has been confirmed, the game will either be called or continued based on the examples below:
 - If the team batting is behind in the score, the inning continues until completion unless they can't mathematically catch up.
 - If the home team is batting and has the lead, the game is declared over.
 - If the score is tied after time has expired or after the regulation number of innings have been played (whichever occurs first), then the game shall end in a tie.
- During the school year no new inning will start after 9:50p.m. Game considered complete if **4 innings** have been played.

Game Safety

- The first slung bat by a batter constitutes a warning by the umpire. The next slung bat and any other during the game by the same batter constitutes an out. (Rule applies to all ages.)
- Intentional contact by a defensive player with an offensive player will result in the offensive player being called safe. Effect: The runner is safe, the ball is delayed dead, and all other runners will be granted the next base, provided that they are advancing at the time of the contact.
- Intentional contact with a defensive player or any act of an offensive player leaving his/her feet (i.e. leaping, hurdling, or jumping), other than when the offensive player is sliding into a base or when jumping over a batted ball, will result in the offensive player being called out. Effect: The runner is out, the ball is dead, and all other runners must return to the last base touched at the time of the collision.
- Intention contact penalties:
 - If the act is determined to be flagrant by a player that is 7U and above, such as but not limited to hitting, elbowing or striking with the forearm the offender shall be ejected from the game. (see Ejection section for details)
 - If the act is determined to be flagrant by a 4U-6U player, the umpire shall issue a warning. If the same player is involved in a second incident of flagrant contact in the same game, the player will be ejected. (see Ejection section for details)
- The base line belongs to the runner and any defensive player without the ball in his/her possession has no right to block the pathway of the runner attempting to reach the base. The fielder should be there only when he/she is fielding the ball or when he/she already has the ball. Effect: The base runner will be awarded the base.
- Unless a runner is trying to avoid a tag, he/she can create his/her own base path toward the next base. The only exception to this rule is that the runner must remain in the base lane when running from home plate to first base.
- Lightning Delay – If lightning is detected within 10 miles; everyone will be removed from the playing field and dugout. The 1st lightning delay is 15 minutes. If no lightning occurs during that time, the game will resume. If a 2nd lightning delay is detected within those 15 minutes, the game will be called. If a lightning delay forces the cancellation of the first scheduled game, the entire slate of games for that evening will be cancelled.
- If a lightning delay is called after 9:00pm the game will be called. (see Game Play section for details)

Run Rules “Mercy Rule”

The game will be considered completed when a team is leading their opponent by:

4u	No mercy rule for 4u
5u & up	Fifteen (15) runs after three innings, or Ten (10) runs after four innings, or Eight (8) runs after five or more innings.

Sportsmanship

- There is zero tolerance for bad language, abusive behavior and fighting including but not limited to coach, player, parent or spectator.
- Any Individual who are participants in the game may not use tobacco products of any kind during the game – whether on or off the field. Violators shall be ejected from that game without benefit of a “grace warning”.
- Air horns, loud cups, and bullhorns are prohibited from all MBI facilities. Any noise makers that are considered disruptive would be at the discretion of MBI board members.
- Penalty - Removal of the violator(s) from the field/complex. Any repeat violator(s) may be banned from all MBI facilities for the remainder of the season.

- Music is allowed for batter walk up **ONLY**. Music in between games is prohibited. Music must stop before the first pitch. Music must be clean with no profanity or sexual content. Any music that is considered disruptive would be at the discretion of MBI board members.

Protest, Illegal Players, & Ejections

Protests

- There will be a \$100.00 non-refundable cash fee (win or loss) due at the time of the protest. Money will be paid to the home plate umpire. (Exception: there will be no fee for protests due to an illegal player and 4U league games may not be protested.)
- There will be no grounds for official protest after the official scorecard(s) is signed.
- Protest based on a play, which involves an umpire's judgment, is not permitted.
- The MBI Board shall handle all protests on a case-by-case basis.
- If the protest is based on an umpire's interpretation of the rules, **the objecting Head Coach must protest at the time the play occurs and notify each umpire as well as the opposing Head Coach. Both scorekeepers will note in the scorebook the point where the game was protested and note the nature of the protest.** Each umpire should note on his/her scorecard that the game was played under protest and where the game was protested and note the nature of the protest. The protesting Head Coach must protest the game at the time of the incident.
- The Head Coach will have 24 hours to send in the request to their League Commissioner and appropriate VP. Once received it will be reviewed by the Executive Board, and a decision will be made.
- If the MBI Board upholds the protest, the game concerned shall be replayed from the point of protest.

Illegal Players/Ineligible Pitchers

- An illegal player is defined as a player that is not named on the team's roster which has been approved by the league. An illegal player is also a player who the league either discovers or is made aware of the fact that the documentation provided to the league has been altered to make it appear the player is a legal player. The penalties for the use of an illegal player shall be as follows: the games in which the illegal player participated will be forfeited by the team. The Head Coach will be immediately suspended for one year (365 days) from the date the violation was discovered.
- The playing of an ineligible pitcher must be protested at the time of the incident.
 - An ineligible pitcher is one who is on the team's roster but is ineligible to pitch because of a pitching regulation or rule violation. A position player is also ineligible to play in a particular game because he/she has been in the lineup and has been removed from the game or has been declared ineligible for other causes. The penalty for the use of an ineligible position player is identical to the penalty for the use of an ineligible pitcher.
 - For purposes of interpreting this rule, the player shall not be considered in violation of the rules until at least one pitch has been thrown after the violation has occurred.
 - The home team shall be the official scorekeeper. At the end of each inning the Home Plate Umpire shall check each scorekeeper to correct any discrepancies
 - For the purposes of league standings, the official final score of any forfeited game shall be **6-0**, regardless of age division.

Ejections

- If any coach, player, or spectator is ejected from the game, he/she will be subject to the following penalties (these penalties apply to same season offenses, issue spanning multiple seasons will be reviewed by the MBI Board):
 - First ejection – removal from the game, plus one more game.
 - Second ejection – removal from the game, plus three more games.
 - Third ejection – indefinite suspension pending review by the Executive Board of Directors

- Any coach, player, or spectator that is ejected from a game must leave the playing facility immediately or be subject to additional penalties.
- All penalties will be served at the team's next game.

Umpires

- All umpires are hired by the MBI Board, and the Board shall be responsible for the oversight of the umpires.
- An umpire may not work a game where they are related to a player or coach.
- An umpire may not work in a division where they are a coach on a team in the same division.

Game Play (All Ages)

Game Times

Age Level	Time	If called due to Inclement Weather
4U	50 minutes	Game considered complete if 25 min have elapsed
5U & 6U	60 minutes	Game considered complete if 30 min have elapsed
7U & 8U	75 minutes	Game considered complete if 4 innings have been played
9U and above	80 minutes	Game considered complete if 4 innings have been played

NOTE: Due to inclement weather, games complete if 3 ½ innings if the Home team is ahead

Length of Games

4u Age Group Only

- Teams must have a minimum of five players present to play a game.
- Games will end once 50 minutes have elapsed.
- Tie games are permitted.
- Teams must place players on the field in the traditional baseball defensive positions when playing defense and have no more than six (6) players in the infield. Teams can place an unlimited number of players in the outfield. Fielding a catcher is optional.
- A half inning will end after three outs, or five (5) runs are scored.
- When playing defense, teams may position up to three coaches in the outfield to assist in positioning of his/her players. These outfield coaches shall always remain behind the outfielders. Defensive teams may also position one coach in foul territory on the 1B side and one coach in foul territory on the 3B side. These coaches are to be positioned no less than 10 feet beyond 1B and 3B, respectively.

Tee ball Age Group (5u)

- Teams must have a minimum of eight players present to play a game.
- Games will consist of 60 minutes.
- The batting tee will be placed on top of home plate, with the ball over the plate, and adjusted by the umpire or coach.
- All outfielders must play behind the grass.
- The pitcher must remain in contact with the pitching rubber until the ball is hit.
- No defensive player can be positioned any closer than 35 feet from home plate until the ball is hit.
- A half inning will end after three outs or Five (5) runs.
- Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all baserunners are, in the umpire's judgment, not attempting to advance.

Strikes

- Half swings are not permitted.
- The batter is allowed five (5) strikes. Hitting the rubber part of the "T" without hitting the ball will be a strike. Measuring up at the "T" with a bat, if the ball is placed on the "T" will be a strike.

- An arc will be drawn twelve feet from the back point of home plate. Any batted ball that does not go beyond this arc will be considered a foul ball.
- The pitcher must make a pitching motion to the batter before the batter can swing. If the batter swings before the pitching motion is made, the batter will be charged with a strike.

Runners

- Base runners will not be allowed to freely advance in the case of an overthrow
 - A batter/runner will be entitled to ONLY first base when the defensive team is attempting to make a play on that batter/runner and the ball is thrown past the first base foul line. Time out will be called immediately once the batter/runner reaches first base or the defensive team puts the batter/runner out. This rule will apply even if the batter/runner reaches first base before the ball passes the first base foul line.
 - An overthrow shall be defined as a ball that passes the first or third base foul line after having been thrown by a fielder who was attempting to make a play on a runner. b. In the event of an overthrow, base runners will be awarded only the base to which they were running at the time that the ball crossed the foul line
 - Exception #1: Runners from 3rd base to home and the defensive team is attempting to make a play on that runner at home plate, the ball will not be considered dead, and time will NOT be called until AFTER that runner has scored.
 - Exception #2: In the event of an overthrow on the 1B side of the field, time will not be called until the batter/runner either reaches 1B safely or is put out trying to do so
- Runners may not steal. Any runner leaving the base before the batter hits the ball into fair territory will be called out. If the ball is not put into play, then the runner returns to the base (Example, foul ball).
- Any runner who, in the judgment of the umpire, misses a base shall be called out, after time has been called. If this constitutes the third out of the inning, all runs that score before the base was missed will count.
- After the batting coach has positioned the batter in the batter's box, he/she will retreat to the backstop fence no closer than 15 feet from the batter or to an area designated by the home plate umpire, and will remain there until the play is called dead by the umpires.

6U Modified Coach Pitch (6U)

- Games will consist of 60 minutes. Games can end in a tie, no extra innings
- Each inning will end after 5 runs scored or 3 outs are made, whichever comes first.
- Each batter will get the first 3 pitches from a coach, and then the batter will get 2 swings from a tee. If after those 2 swings from a tee, the ball is not put into play, the batter is out via strikeout.
- Coach must throw from the rubber.
- Coach must exit the playing field if the ball is put into play.
- The adult pitcher must position himself/herself as not to cause obstruction once the ball is hit. The coach must move in the opposite direction of the ball. If the coach causes obstruction, obstruction shall be called. First offense: Warning. Second offense: removal from the game as a pitcher.
- If a batted ball contacts the coach pitching, it will be declared a dead ball. Batter would get back in the box for another pitch.
- When the coach pitcher is in the game, the player pitcher must lineup on either side of the adult pitcher.
- No more than 6 players in the infield at any time, including a catcher, who will be positioned behind home plate when the coach is pitching and stand by the backstop when the player is using a tee. Catcher's must be in full catching gear. No more than 4 outfielders to be used.
- Tight bases. No stealing. No leading off. No intentional walks.
- No dropped third strike advance by the batter. No Infield Fly Rule. No bunting.

- Umpire will call time to stop play when the lead runner stops trying to advance and the ball is in control by an infield player in the infield.
- Runners may advance at risk a maximum of one base on an overthrow to any base. (Example: Batter hits it to third baseman. Third baseman overthrows first base. Runner may only advance to second base)
- The player playing pitcher shall not leave the pitching area/circle until the ball is hit.

Coach Pitch Age Groups (7u & 8u)

- Teams must have a minimum of eight players present to play a game.
 - Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all baserunners are, in the umpire's judgment, not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. COMMENT: When a baserunner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance", and "Time" shall be called.
- A half inning will end after three outs or Five (5) runs.
- Games will consist of 75 minutes.
- The batter is not allowed to bunt or fake bunt in coach pitch. Any batter who, in the sole discretion and opinion of the umpire, puts the ball in play with a bunt or half swing will be called out.
- In any inning, a courtesy runner will be allowed to replace a catcher who is on base. The batter making the last out will be designated as the courtesy runner. This will not constitute a substitution.
- There is no infield fly rule in coach pitch.

Coach Pitch Rules

- Each player is allowed five pitches, fouls included, or three strikes, whichever occurs first. However, an at-bat may not end with a foul ball. If the last pitch is hit foul, the at-bat will continue. (Unless foul ball is caught in the air)
- No intentional walks or free bases are permitted. (Example: getting hit by a pitch).
- The pitcher/coach must be in contact with the rubber while pitching and must pitch overhand. No kneeling or pitching from the knee is permitted.
- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. The coach must move in the opposite direction of the ball.
 - When a batted ball hits the Coach Pitcher, the following rules shall apply:
 - If, in the judgment of the umpire, the coach did NOT make a legitimate attempt to get out of the way of the batted ball, then the batter shall be declared out. No runners shall advance.
 - If, in the judgment of the umpire, the coach DID make a legitimate attempt to get out of the way of the batted ball, then the ball becomes dead and a "no pitch" is declared. No runners shall advance.
- An offensive coach may be placed behind home plate only to retrieve passed balls.
- While on the field of play, the pitcher/coach may not communicate with the batter, runners or coaches in any manner whatsoever. The pitcher/coach, once a ball has been put into play, cannot assume the position of either the first base or third base coach.
- Any runner who, in the judgment of the umpire, misses a base without making an attempt to return to that base shall be called out, after time has been called.
- Runners may not steal. Any runner leaving the base before the batter hits the ball into fair territory will be called out. If the ball is not put into play, then the runner returns to the base.
- The pitcher/player must be parallel to the pitching rubber and no more than 5 feet to the left or right of the pitching rubber until after the ball is thrown.

- Teams must always field a catcher

Player Pitch Age Groups (9u thru 18u)

- Teams must have a minimum of eight players present to play a game.
- A half inning will end after three outs or Five (5) runs.
- Games will consist of 80 minutes.
- The game begins when the Home team pitcher throws his first warm up pitch.
- The game clock shall not be stopped when time out is called.
- No coaches are allowed behind the fence behind home plate
- In any inning, a courtesy runner will be allowed to replace a catcher or pitcher who is on base. The batter making the last out will be designated as the courtesy runner. This will not constitute a substitution.
- A batter must keep at least one foot in the batter's box between pitches. If a batter steps out of the batter's box, the team will be charged with their offensive time-out for the inning.
- No slashing
 - A slash bunt is the action of squaring to bunt in order to move the infield and/or distract the pitcher and then swinging away. On the first offense, if a batter squares to bunt then swings away at the pitch, with or without runners on base, the batter shall be declared out. The runners (if any) will return to the base occupied at the time of the pitch, and the third base coach will be given a warning. On the second slashing offense by a team in the same game the above rule shall apply. In addition, the third base coach shall be ejected from the game.

Pitching

- Any team member may pitch subject to the following rules:
 - A pitcher shall not be allowed to pitch in more than six innings in one calendar day.
 - A pitcher shall not be allowed to pitch in more than nine innings in one calendar week.
 - The playing of an ineligible player may be protested at any time within one (1) week of the game in question.
 - See Illegal Players above.
 - A pitcher may not return to the mound after being removed from the mound.
 - A pitcher shall not be allowed to pitch unless he/she has had forty hours rest after pitching four or more innings in the same calendar day. The forty-hour rest rule is computed from the actual starting time of the last game on the date on which the pitcher last pitched four or more innings to the actual time he/she enters the game to pitch.
 - Coaches collectively shall be limited to two (2) mound visits per pitcher per inning. A pitcher must be removed from the mound upon the second visit in any one inning. Entering the field of play to instruct any defensive player shall also constitute a visit to the pitching mound.
 - Coaches shall report all pitching changes to the home plate umpire at the time of the change and verify it with the both scorekeepers.
 - A pitcher is charged with the number of innings pitched in a specified calendar day or week in which they are pitched, regardless of whether they are local league games, the play-off of postponed games or tie games.

Must Play Rule (All Ages)

- A player or players may be substituted or returned during a game anytime that the ball is dead. (There shall be only one defensive time out per half inning). The batting order shall remain the same as presented to the Head Official at the start of the game.
- All teams must bat the entire roster of players who are present.
- All players in uniform must participate in two (2) defensive innings (six outs) per game providing four innings are completed, unless shortened by the time limit.
- Any injured or sick player who has to leave the game is out of that game and will be scratched from the

line-up. This will not constitute an out except for teams that now have fewer than nine (9) players in the line-up

- A player who shows up late will be placed in the last spot in the batting order, regardless of where the team is in its batting order. No late-arriving player will be denied participation in a game. He or she must participate in a minimum of one defensive inning, if there are two defensive innings remaining after the player arrives
- During an at-bat, if a batter is injured, becomes ill, or unable to complete his or her at-bat for any reason, the batter will be declared out. This rule shall apply only to teams who are batting their entire roster of uniformed players present, and do not have substitutes available. When this batter's turn comes up again during the same game, it shall not constitute an automatic out, except in cases where the lineup now consists of fewer than the minimum number of required players.
- Teams may not use the infield or dirt foul area for warm-ups.
 - Teams may not exit the dugout to watch the opposing pitcher warm up on the mound. Only the current batter plus the on-deck batter may be on the field when the opposing pitcher is warming up on the mound.
- Pitcher Warm-up:
 - Starting pitchers and new pitchers shall be allowed no more than eight (8) warm-up pitches from the mound.
 - Pitchers who pitched in the prior inning shall be allowed no more than five (5) warm-up pitches from the mound between innings.

LEAGUE SCHEDULES

- Under no conditions shall league officers require a team to play more than two regular season games in one calendar day.
- All scheduled games that are rained out or postponed will be rescheduled to be played as soon as possible, given field availability.