

M.T.A.A. Knee-Hi League Baseball Rules

1. Rules - General

- 1.1. If a particular rule is not addressed in these M.T.A.A. Knee-Hi League Baseball rules, The "Official Baseball Rules" will govern play in all cases. A copy of the rule book will be available at the tournament.

2. Eligibility

- 2.1. All Players must:

- 2.1.1. Meet the requirements set forth in the **M.T.A.A. By-Laws Article III-Membership; Section 5.**

- 2.1.2. Turn 8 years of age by May 1 of the current baseball season, but may not turn 11 years of age before May 1 of the current baseball season. M.T.A.A. reserves the right to require a Player to produce a Birth Certificate or legal document signifying date of birth.

- 2.1.3. Play for the team he/she is selected by in the draft.

- 2.1.4. Sign-up for each new season on dates appointed by the Commissioner and approved by the M.T.A.A. Board.

- 2.2. Player's who sign up after the draft has been completed shall be placed on the next team in the draft order. Player's may sign up until two weeks prior to the first game.

3. Teams

- 3.1. All Teams shall be formed through a common draft (See **Section 15**) for all players who meet the requirements specified under **Section 2: Eligibility.**

- 3.2. Minimum number of players on a roster is 12.

- 3.3. M.T.A.A. has the right to disband a team if it forfeits more than three games due to an insufficient amount of players in attendance. All players will be reassigned via lottery to teams in rotation.

4. Equipment

- 4.1. No metal spikes allowed.

- 4.2. Little League approved bats only.

5. Conduct

- 5.1. **Head Coach and Assistant Coaches**

- 5.1.1. A Head Coach and all Assistant Coaches shall meet the requirements and fulfill the duties set forth in the **M.T.A.A. By-Laws Article X –Coaches & Article XI-Assistant Coaches**

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- 5.1.2.** All Coaches must be an M.T.A.A. member with current status
- 5.1.3.** Use of alcohol, profanity or any type of tobacco use shall not be permitted on or around any fields of play at an M.T.A.A. event or practice.
- 5.1.4.** Harassment of Umpires, Coaches, and players by Coaches is strictly prohibited and may result in removal from the game and/or the playing area. If a Coach, is asked to leave the playing area by an Umpire or M.T.A.A. official and refuses the represented team shall forfeit the game.
- 5.1.5.** Head Coaches are responsible for but not limited to:
 - 5.1.5.1.** the conduct of their Assistant Coaches, players, player's parents and spectators.
 - 5.1.5.2.** keeping parents and spectators off the field of play, including dugouts. If necessary, Coaches shall solicit the assistance of the Baseball Commissioner or M.T.A.A. Board Member on Duty.
- 5.1.6.** Only the Head Coach, or acting Head Coach, may ask the Umpire for an appeal of a play prior to the next pitch being thrown. If a Head Coach is ejected from a game, he will lose his field privilege for the following game and be subject to M.T.A.A. Board review to determine if any further disciplinary action is warranted. If an Assistant Coach is ejected, he will lose his field privileges for the next two games and be subject to M.T.A.A. Board review to determine if further disciplinary action is warranted.
- 5.1.7.** Only the Head Coach, or acting Head Coach shall be permitted to protest a game. The protest shall be delivered in writing to the Baseball Commissioner within 48 hours of the game's completion. Upon receipt and review of the protest, the Baseball Commissioner shall decide if the protest should be presented to the M.T.A.A. Executive Board for a decision. A judgment call by an Umpire is not grounds for protest.
- 5.1.8.** Coaches may stand outside the dugout at their own risk. No Coach shall stand further than five feet from the dugout entrance in the direction of home plate.
- 5.1.9.** Coaches may not converse with the opposing team's players, or yell out, in a manner in which may tend to harass, intimidate, confuse, distract or pressure the opposing team's players.
- 5.1.10.** If a Coach deems that a player is continually causing problems or has committed an action that he feels requires disciplinary action, he shall inform the Baseball Commissioner of the situation prior to taking any disciplinary action. The Baseball Commissioner **MUST** approve the disciplinary action.
- 5.1.11.** Coaches shall inform all players of practice, game and play-off schedules or rescheduled games in a timely manner, so that all players have the opportunity of attending. A Coach's Failure to do so will be subject to M.T.A.A. Board review to determine if any further disciplinary action is warranted.
- 5.1.12.** Coaches shall have their players ready to enter the field of play 15 minutes prior to official start time.

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5.1.13. All Head and Assistant Coaches MUST Umpire a minimum of one game in the current baseball season. Your assigned game will be coordinated by the Baseball Commissioner.

5.2. Players

5.2.1. Players shall show respect for, be considerate of, and display a positive attitude towards teammates, Coaches, Umpires, opposing players and parents. Harassment of teammates, Coaches, Umpires and opposing players is strictly prohibited and may result in disciplinary action.

5.2.2. Players are expected to participate and be on time to every practice and game as to the best of their ability. If a player is unable to attend, he/she shall call their Coach at least two hours prior to the start of a game or practice to inform them.

5.2.3. Players must wear their complete uniform; shirt, pants and hats to all games.

5.2.4. Players must remain in the dugout if not playing defense or batting. All players batting or in the on-deck circle shall wear a protective batting helmet.

5.2.5. Batboys shall wear protective helmets at all times and should wait for a Coach to tell them when they can retrieve the discarded bat.

5.3. Parents

5.3.1. Use of alcohol, profanity or any type of tobacco use shall not be permitted on or around any fields of play at an M.T.A.A. event or practice.

5.3.2. Harassment of Umpires, Coaches, and players by is strictly prohibited and may result in removal from the game and/or the playing area. If a parent is asked to leave the playing area by an Umpire or an M.T.A.A. Board Member on Duty and refuses, the represented team shall forfeit the game.

6. Game Format

6.1. A regulation game shall be considered official upon any of the following scenarios:

6.1.1. 6 complete innings or after 5 ½ innings with the home team winning.

6.1.2. A game needs to be called due to unseen circumstances:

6.1.2.1. and 3 ½ innings are completed with the home team winning or after 4 innings if the visiting team is winning.

6.1.2.2. and is tied after 4 innings; the game shall be resumed from the point of stoppage on the first available open date as designated by the Baseball Commissioner that will allow both Coaches to be able to field a team.

6.1.3. A postponed game shall be played on the first available open date as designated by the Baseball Commissioner that will allow both Coaches to be able to field a team.

6.1.4. A game may be terminated at any point by mutual consent of the Head Coaches, or acting Head Coaches of both teams.

6.1.5. The game is official as per **Section 6.1.2.1** and the score differential is 10 or more runs, the game shall be terminated.

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- 6.1.6.** The run differential, after the losing team has batted in the 3rd inning, is 15 or more runs, the game shall be terminated.
- 6.2.** Should a game need to be called for any reason prior to meeting any of the criteria in **Section 6.1**, the game shall be replayed from the start.
- 6.3.** A team shall forfeit any game in which it fails to appear with a minimum of 9 players in uniform at the official start time.
- 6.4.** A team shall forfeit any game in which the Baseball Commissioner determines that it is in violation of **Section 8: Playing Time** or **Section 10: Pitching**.
- 6.5.** Teams shall be permitted a maximum of two offensive stoppages per inning.
- 6.6.** No new inning may start after 1 hr 30 min. from start of play. The Umpire shall alert both team's Head Coach, or acting Head Coach, as to the official start time at the beginning of the game. The home plate Umpire shall notify the teams when the time limit has been reached, and the final inning is being played.
- 6.7.** Regular season games may end in a tie.
- 6.8.** Games shall be played on 60 ft. base paths with a 46 ft. pitching rubber.

7. Official Scoring

- 7.1.** Home Team will keep the official score book. Home Team will be given the Official Score Sheet to be filled out and signed by the Home Team and Visiting Team Coaches. The Score Sheet shall be handed into the Baseball Commissioner; or acting representative; or Umpire. However, the visiting team is encouraged to keep its own scorebook as well in order to obtain agreement at game's end and to settle in-game disputes. Scorekeeping disputes or protests by the visiting team are invalid if they are not keeping their own scorebook for the game.
- 7.2.** Should any in-game dispute arise (such as batting out of order, number of outs, illegal substitutions, etc.), the opposing Coach should alert the home plate Umpire. If able, the Umpire(s) shall settle the dispute. If resolution cannot be agreed upon, the Baseball Commissioner shall be sought out to provide the resolution.

8. Playing Time

- 8.1.** All Players:
 - 8.1.1.** shall play a minimum of 3 innings by the fifth (5th) inning as a defensive player. An innings is defined as 3 consecutive outs.
 - 8.1.2.** shall be placed in the batting order.
 - 8.1.3.** may be inserted and removed on defense an unlimited number of times.
- 8.2.** A player who is being disciplined as per **Section 5.1.9** shall have his/her parents notified a minimum of one day prior to the disciplinary action and given full explanation as to why their child is being disciplined and what the disciplinary action shall be. A player's disciplinary action may not extend beyond the team giving the disciplinary action.

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8.3. Players **MAY NOT** be a base Coach.

8.4. Knee-Hi Substitutions

8.4.1. A Knee-Hi Coach that has less than 10 Knee-Hi roster players able to appear for a game is permitted to substitute one Coach Pitch player in place of each missing player up to a maximum roster of 10 for the game (i.e. 8 Knee-Hi roster players plus 2 Coach Pitch substitute players = 10 player maximum).

8.4.2. A Coach Pitch substitute player **MAY NOT** play more innings than a Knee-Hi roster player

8.4.3. A Coach Pitch substitute player **MAY NOT** pitch.

9. Base Running

9.1. A courtesy runner may be inserted for the catcher with 2 outs to speed up the game. The substitute runner must be the player who made the last out.

9.2. Runners may leave their occupied base after the ball crosses the front of home plate. Should a runner leave early, one warning per game will be issued to both Head Coaches, or acting Head Coaches, simultaneously. Any runners leaving early after the issued warning and making an attempt to advance will be called out – **NO FURTHER WARNINGS!** If a runner leaves early on a hit, the hit will count and the runner will be called out.

9.3. Head first sliding is an automatic out unless returning from a lead or overrunning the base. **NO WARNINGS!**

9.4. Stealing of all bases, except home, is permitted. A runner stealing third base may not advance home on an errant pick-off throw from the catcher.

9.5. The infield fly rule will be used.

9.6. The base runner must slide or avoid contact if there is a potential play at a base or home plate. If, at the Umpire's discretion, the runner did not attempt to slide or avoid contact, the runner may be called out. Any flagrant contact, at the Umpire's discretion, will result in the ejection of the player from the game. A second violation by the same player in any remaining games will be ejected and subject to further disciplinary action by the Baseball Commissioner.

9.7. Protective helmets must be worn at all times by offensive players outside the dugout. If, at the Umpire's discretion, the runner intentionally discards his/her helmet while running the bases, he/she will be called out.

10. Pitching

10.1. Inning Limitations

10.1.1. Regular Season

10.1.1.1. A Pitcher may pitch a maximum of 3 innings in one game.

10.1.1.2. A Pitcher may pitch a maximum of 6 innings in a 6 day period.

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- 10.1.1.3.** A Pitcher must have 2 complete days of rest, if he/she pitches more than 2 innings in one game before he/she is permitted to pitch again.
- 10.2.** Innings pitched in a game that is stopped prior to being an official game as per **Section 6.1 or Section 6.8.3** shall be applied to the pitcher as per **Section 10.1: Inning Limitations**.
- 10.3.** One thrown pitch in an inning constitutes one full inning pitched.
- 10.4.** No intentional breaking balls or quick pitching will be allowed. The Umpire will issue one warning. Thereafter, all intentional breaking balls will count as a ball in the batter's count unless a batter reaches base for any means (i.e. hit, hit-by-pitch, catcher's interference, base on balls, etc.).
- 10.5.** Change-ups and knuckle balls will be allowed.
- 10.6.** Balks will not be enforced. The Umpire shall call time and the pitcher and Coach are to be instructed against this practice.
- 10.7.** A pitcher must be replaced during the second visit to the mound in an inning. Calling a pitcher to the foul line for any type of instruction or conversation shall constitute a visit.
- 10.8.** Once a pitcher has been removed in a game, he may not re-enter the same game as a pitcher

11. Hitting

- 11.1.** All Players shall be placed in the batting line-up. A copy of the batting line-up, including the player's name and jersey number, shall be exchanged between Head Coaches, or acting Head Coaches, prior to the start of the game. Any player entering the game after it has officially started shall be placed at the end of the batting line-up and take his/her at-bat as the order comes around to their slot.
- 11.2.** Once a batter shows bunt, the batter may not pull back and swing at the pitch or he will be called out – **NO WARNINGS!**
- 11.3.** Throwing of the bat is not permitted. Teams will be warned once, and subsequent violations will result in the player being called out and possibly ejected from the game.
- 11.4.** A team batting out of order shall have an out assessed to them for the missed batter and the active batter shall complete his at-bat. The opposing team must alert the Umpire to the missed batter as soon as it is recognized, but within the same inning in which it occurs. Should the missed batter constitute the third out of the ½ inning, all runs scored after the missed batter shall be removed from the score board. The batter immediately following the missed batter shall begin the at-bats the following inning.

12. Catcher Position

- 12.1.** Protective gear, including an athletic cup, complete catchers Head gear, chest protector and shin guards, must be worn at all times.

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13. Officials

13.1. The Baseball Commissioner

13.1.1. A Commissioner and all Co-Commissioners shall meet the requirements and fulfill the duties set forth in the **M.T.A.A. By-Laws Article IX –Sport Commissioners.**

13.1.2. The Baseball Commissioner, or Co-Commissioner(s), shall be responsible for but not limited to:

13.1.2.1. determining, after consulting with the Umpire, if a game needs to be stopped in mid-play due to any “act of God”.

13.1.2.2. determining whether or not a game shall be postponed due to any “act of God.”

13.1.3. The Baseball Commissioner shall review these rules in their entirety with all Head Coaches. The Baseball Commissioner shall maintain a list with the signature of all Head Coaches that the rules have been reviewed with them by the Baseball Commissioner and that they have understanding of the rules set forth herein and will review said rules with all their Assistant Coaches.

13.2. Umpires

13.2.1. The Home Plate Umpire is the acting Head Umpire for the game. He shall have the final say, after consulting with the Field Umpire if necessary, in any and all disputes and appeals from a Head Coach.

13.2.2. The Home Plate Umpire shall determine if and when to temporarily suspend or permanently call a game. A game that is suspended for longer than 30 minutes shall be permanently called and continued or rescheduled as per **Section 6.1**

14. 10u Tournament Team

14.1. The 10u Tournament Team Head Coach shall be selected by the Baseball Commissioner, pending M.T.A.A. Board approval. The Head Coach shall be selected based on knowledge, coaching ability, demeanor and commitment.

14.2. The Tournament Team players shall be selected by the Head Coach through evaluations scheduled through him and the Baseball Commissioner. The Head Coach and the Baseball Commissioner shall determine the program for the evaluations.

14.3. All Tournament Entries must be approved through the M.T.A.A. Board. A Head Coach violating this rule will be subject to disciplinary action by the M.T.A.A. Board

14.4. Innings pitched in a tournament shall not count towards the M.T.A.A. Knee-Hi League limitations. However, Coaches should use proper discretion as to not over use a player and cause injury. **SAFETY COMES FIRST, BEFORE WINNING.**

14.5. In the event of a scheduling conflict between a Tournament game and a regularly scheduled M.T.A.A. Knee-Hi League game, the player is required to attend the Knee-Hi League game. Failure to do so will result in disciplinary action for the player. The Baseball Commissioner, if he/she so chooses, may consult both Head Knee-Hi League Coaches that are scheduled to play and if both Coaches are in agreement, the M.T.A.A.

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Knee-Hi League game may be rescheduled by the Baseball Commissioner.

15. M.T.A.A. Knee-Hi League Draft Procedure

- 15.1.** All players are strongly recommended to report for the common draft on a date and location determined by the Baseball Commissioner and approved by the M.T.A.A. Board.
- 15.2.** All players will be assigned a number and provided with identification of the assigned number.
- 15.3.** All players will be evaluated on their ability to throw, catch, field and hit.
- 15.4.** A Head Coach is permitted to pick one Assistant Coach prior to the Start of the evaluations.
- 15.5. Draft Order and Selection (based on 5 team example)**
 - 15.5.1.** Each team may protect two players, whom are not required to participate in the evaluations. The protected player's names shall be made available to the Baseball Commissioner as soon as known, but not later than the start of the evaluation. A Head Coach and Assistant Coach having more than 2 eligible players between the 2 of them, shall forfeit their first draft pick and all continuous rounds until it equals the number of protected players.
 - 15.5.2.** Should a team choose to protect (2) 12 year-old players, their first draft pick must be an 11 year-old player.
 - 15.5.3.** Upon completion of the evaluation, each Coach will draw a number coinciding with the number of teams in the league to determine the order of the draft.
 - 15.5.4.** Team who draws #1 shall pick first
 - 15.5.5.** Followed by 2, 3, 4, & 5 (drafting it's first player)
 - 15.5.6.** Team 5 will immediately draft it's second player
 - 15.5.7.** Followed by 4, 3, 2, 1 (drafting it's second player)
 - 15.5.8.** Team 1 will immediately draft it's third player
 - 15.5.9.** This process will continue until all players are drafted onto a team.
- 15.6.** Siblings and Step-Siblings will be chosen on a common team where their birth dates allow for them to play in the same age bracket (i.e. a 12 year-old is chosen in the second round, his/her 11 year-old sibling will automatically be the same team's third round pick.)
- 15.7.** Players returning as per **Section 2.1.2; Exception 1**, will not be available until an unknown time after the draft evaluation. All returning players will be entered into a blind draft. The team next in order to pick when the common draft was completed shall draw the first returning player and the format set forth in **Section 15.4 Draft Order and Selection** will be continued.