



**Millard United Sports  
Classic League Baseball  
2026 Rule Book**

**MILLARD UNITED SPORTS  
BASEBALL RULES**

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# Millard United Sports Baseball Official Rules

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## **1 Definition of Terms**

### **1.1 Tryout Team**

- Tryout Team is defined as a select baseball team.

### **1.2 EOYT**

- EOYT shall be defined as End of Year Tournament.

### **1.3 MUS**

- MUS shall be defined as Millard United Sports.

## **2 Rule Hierarchy**

All games, unless otherwise noted within these rules, shall be played under the following order of rules:

- MUS League Rules
- MUS General Rules
- Little League Baseball Rules
- Official MLB Baseball Rules

## **3 Rule Modification**

All rules and guidelines set forth may be changed upon the approval of the MUS Baseball Committee for the benefit of the players involved.

## **4 Classic League Games Outside of League Play**

Games Outside of League Play:

- MUS Classic League teams (9U-14U) are permitted to play in both of the following:
  - West O Classic “A” Tournament
  - Nebraska “A” State Tournament
- Should a team elect to play in one of the aforementioned tournaments:
  - The hierarchy of rules stated previously in this document would not apply and the rules used for the respective tournament should be followed.
  - The entry fee shall be paid by the team and is not included in the player registration fee paid for the MUS Classic League.
  - The team will wear their MUS Classic League uniform unless they team requests and receives permission to wear an alternative uniform. Any alternative uniform approved can only be worn for the applicable tournament and CANNOT be worn in Classic League play.

## **5 Allowed Games for Classic League Teams Outside of League Play**

MUS Classic League teams may only play their regular season schedule and the post-season tournament provided by MUS, the two tournaments previously noted, and any additional events sponsored and/or sanctioned by MUS.

- Rule Violation Penalty: Any team participating in a non-approved event not outlined above is subject to being declared ineligible for the MUS EOYT. Additionally, coaches of the team in violation will be subject to sanctions up to and including, permanent suspension.

## **6 Refund Policy**

Please refer to the Millard United Sports website (under ‘Baseball’ heading in the ‘Parents’ section) or your registration session for the complete refund policy.

## 7 **General Rules**

The following rules are general rules which pertain to all leagues (as noted) and are exceptions and/or clarifications of Little League Baseball Rules and Official MLB Baseball rules.

### 7.1 **Selection of Players**

- 7.1.1 3U-14U Classic League players will be assigned to a team by the MUS Office Staff/Classic League Director.
- 7.1.2 Tryout Teams will be selected based on the results of the team tryouts.

### 7.2 **Player Participation (3U – 14U Classic League)**

- 7.2.1 The general spirit of MUS Classic League participation rules is to ensure that each player has an opportunity to play multiple positions in order to learn to play and enjoy the game – not just the “best” players get to play the “key” positions.
- 7.2.2 Players shall not sit on the bench more than one inning in a row, nor shall a player sit on the bench for a second inning until all other players present have also sat for one inning unless:
  - Player is injured or sick.
  - Player is being disciplined by a MUS representative (league director, field director, or coach).
    - The umpire and opposing coach must be notified prior to the start of the game if any players who are being disciplined for league or team disciplinary rules violation.
    - Any team disciplinary rules that may result in a player’s playing time being reduced or the player being suspended should be communicated to all parents prior to the start of the season.
  - A pitcher that has not already sat one (1) inning is exempt from this rule until said pitcher is removed from the mound.
- 7.2.3 A pitcher who is withdrawn from the mound may stay in the game at another position, but shall not be permitted to return to pitch in the same game.
- 7.2.4 The batting order shall consist of all players on the roster for 3U-14U leagues. No changes may be made to the batting order once the game begins.
  - Any player not appearing in the starting defensive lineup must bat prior to any of the players in the starting defensive lineup. Coaches will have a one time warning within a game situation. The coach should adjust the lineup to immediately bat any players that were not in the starting defensive lineup in order to correct the error. The adjusted lineup will be the lineup for the remainder of the game.
  - Players arriving late shall be listed at the bottom of the lineup.
- 7.2.5 Borrowed players may be used for league games, but must be from other MUS Classic League.
  - Under no circumstances shall a player play down an age group. A player may play up one age group with prior consent of the appropriate Classic League Age Director or the Classic League Director or the MUS Baseball President.
  - Without the prior consent of the MUS Baseball President or Classic League Director or appropriate Classic League Age Director, no player from any Tryout Team, MUS or otherwise, may participate in Classic League games with the exception of fall baseball.
  - Borrowed players are permitted for Classic League EOYT play. See Section 10.1 for more details.
- 7.2.6 During a non-tournament Classic League game, a team may play with eight (8) players. In this instance, the missing positions in the lineup will NOT be considered an out.
- 7.2.7 The method for “borrowing” players will be as follows:
  - Borrowed player(s) shall wear the uniform for their own team.
  - Borrowed player(s) shall play only in the outfield.
  - Borrowed player(s) will bat last in the lineup.
  - Borrowed player(s) must be reported to the umpire and opposing coach prior to the start of the game.
  - Any active team player will not sit on the bench while a borrowed player plays.
  - No more than a maximum of three (3) borrowed players.
  - Borrowed players will be removed from the game as roster players show up.
- 7.2.8 If an opposing coach is unable to field a full team prior to the start of the game with borrowed players or if injury (not ejection) causes the team to go below a full team in the field, the opposition will supply a fielder to play the outfield position starting with the one closest to their bench for each inning needed to complete the game.
  - The player whom will play in the field will be the person who made the last out of the previous inning unless the player is the pitcher or catcher currently in the game or scheduled to play those positions the next inning. In this case, the player who made the out previous to them would replace them in the field.
  - Should the player’s batting position come up in the order the person who made the last out will replace the player currently in the field.
- 7.2.9 The team with less than a full team will bat a continuous batting order as previously stated. The only time a team is given an automatic out is if a player from that team is ejected from the game.
- 7.2.10 If a player must be removed from the lineup due to an injury, the vacated position in the lineup will be skipped without counting as an out. If a player must be removed from the lineup due to ejection, the vacated position in the lineup will be considered an out at each at bat with one exception – the automatic out may not result in the third out of an inning.

- 7.2.11 Coaches must notify the umpire and opposing coach of all changes to the batting order due to injury, illness, or unexpected absence prior to the omitted players scheduled at-bat.
- Failure to notify the opposing team of an addition or deletion to the lineup prior to the completion of that player's plate appearance will be considered an out for this (these) player(s) first at bat after the change.
- 7.2.12 All violations of player participation rules will result in no less than a warning to the coach from the Classic League Director for the first offense and could result in suspension of the coach for additional offenses thereafter.
- 7.2.13 No player who is currently playing in another non-MUS league, Tryout Team, or the like shall be permitted to participate in the Classic League without the prior consent of the MUS Baseball President or Classic League Director or appropriate Classic League Age Director with the exception of fall baseball. If it is determined that a player is in violation of this rule, the player can be suspended from the MUS Classic League and the head coach could be subject to disciplinary actions by the league.

### **7.3 Equipment**

- 7.3.1 MUS will furnish each team an equipment bag, which will include the following:
- Catcher's equipment (7U and older) - Including: helmet, mask, chest protector and shin guards
  - Batting helmets with full protective face mask, as needed up to four (4) helmets.
  - Two (2) dozen baseballs (one (1) dozen for fall baseball).
  - One tee (3U-6U teams only).
- 7.3.2 Each player must furnish their own glove, catcher's mitt (if applicable) and bat (if desired).
- 7.3.3 The league will provide uniform shirts and hats. The player, if desired, must provide their own baseball pants, shoes, and socks.
- Players/teams may not utilize uniform shirts/hats outside of what the league provides within Classic League play.
  - The use of an athletic supporter with a protective cup is strongly advised, especially for any player that is playing the position of catcher.
- 7.3.4 In the 11U-14U leagues the use of a catcher's mitt is required. For the younger leagues (10U & below) this rule is recommended, but not required.
- 7.3.5 All players are required to wear batting helmets with protective face guards when batting, on deck, and on the base paths both during games and practices (including in batting cages). For Classic League ages 3U-8U, the protective face guard must be a full protective face mask that covers the face from cheek to cheek. For Classic League ages 9U and above, the protective face guard can be either a full protective face mask or a single cheek protector ("c-flap").
- 7.3.6 Steel cleats are permitted for 13U and older teams only.
- 7.3.7 MUS is NOT responsible for any borrowed, lost, or damaged personal equipment (including vehicles).

### **7.4 Game Results (7U & Up)**

- 7.4.1 Coaches for both teams in a game are responsible for entering the appropriate game information on the website, including the final score and all pitchers with number of pitches thrown by each pitcher.
- 7.4.2 Coaches must enter the game information prior to their next game played unless the game was played in the final week of the season. For games played in the final week of the season, game information must be entered within 24 hours to assure that all information is complete for setting seeds for the EOYT. Failure to enter game information as directed above may result in forfeiture of the ability to dispute game results entered by an opponent.
- 7.4.3 In the 8U leagues and up, failure to identify pitchers and number of pitches thrown may result in all pitchers for a team being declared ineligible until such time as the pitching data is provided.
- 7.4.4 During the fall baseball season, scores and pitching data are not tracked for the league so entry on the website is not required. However, score should be kept in fall baseball games to maintain proper game management and pitch count rules should be followed to properly protect and manage the safety of pitchers.

### **7.5 Game Rules**

- 7.5.1 For 7U and older, the home team is responsible for keeping score although it is strongly advised both teams keep score and compare scores at least once per inning. For 8U and older, both teams should keep pitch counts. Please be sure to verify pitch counts for players every half inning.
- 7.5.2 A player who, in the opinion of the umpire, deliberately runs into a defensive player at any base to avoid an out will be called out and possibly ejected from the game. If ejected, the player will be suspended from league play for the next game which they attend. The coach must report to the umpire and the opposing coach that the player is suspended and the player must attend the game and sit on the bench in order to satisfy the suspension.
- 7.5.3 THERE IS NO MUST SLIDE RULE; however, players MUST avoid contact.
- 7.5.4 Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is foul or fair, whether a pitch is a ball or strike, whether a runner is safe or out, IS FINAL. No player, coach or assistant coach shall object to any such decision.

- 7.5.5 Ejection from the game is at the discretion of the umpire and/or MUS Official. If ejected, a player will be suspended from Classic League play for the next game which they attend. The coach must report to the umpire and the opposing coach that the player is suspended and the player must attend the game and sit on the bench in order to satisfy the suspension.

## 7.6 Protests

- 7.6.1 Protests may not be made regarding judgment calls made by the umpire. Protests regarding time limits cannot be made unless the dispute is regarding the duration of time originally set on the clock, e.g. clock was originally set at 90 minutes when should have been set at 100 minutes.
- 7.6.2 If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the coach may appeal the decision to the umpire and ask that the correct ruling be made. *The protesting coach must provide written documentation of the rule in question using the MUS League Rule Book, Little League Baseball rules, or MLB rules* (remember the guidelines set forth as to the order in which these rules apply). If a protest results, the objecting coach must, at the time the play occurs and before the next pitch is thrown or runner is retired, notify the opposing coach, a director on duty, and the umpire of the protest.
- 7.6.3 The protesting coach must then submit the protest in writing, indicating the umpire and opposing coach's name, date and time of game, in writing to the appropriate Classic League Age Director and the Classic League Director dated within 48 hours of the completion of the game.
- 7.6.4 All protest decisions will be made in writing by the appropriate Classic League Age Director and/or Classic League Director. Any coach may appeal the Classic League Director's decision to the MUS protest committee. The MUS protest committee shall include the Classic League Director and the MUS Baseball President. Decisions of the protest committee will be announced within 72 hours of the receipt of the appeal and shall be final.

## 7.7 Game Length & Start Time

- 7.7.1 The umpire shall determine the official starting time dependent on pace of play on a given day. Official time limits are listed in the individual age rules detailed later in this document. Immediately after a game the umpire(s) will notify the coaches of the next game of its official starting time. Coaches are responsible for getting the official start time from the umpire to ensure agreement. The official starting time for determining a potential forfeit shall be the scheduled time or ten minutes after the completion of the previous game, whichever comes later. Any coach not able to field a team by the start time shall begin the game using the borrowed player rules.
- 7.7.2 All games are subject to the time limit defined for their league regardless of innings played. No inning shall start after the time limit.
- 7.7.3 No game shall be delayed for reasons other than weather conditions or wet field conditions unless approved by a Classic League director. Infield practice is not permitted prior to the game. If any discrepancy regarding the use of these guidelines should occur, consult the director on duty immediately.
- 7.7.4 Any MUS director or representative, due to darkness or weather conditions, can call any league games. A game so called will be a complete game if three innings have been played (two and one-half if the home team is winning). If a game is called and it is not a complete game, it shall be rescheduled at the sole discretion of Millard United Sports and resumed from the point of curtailment. The director's decision will be final. If no director is present, either coach or umpire may call game. Games will be called by the umpire prior to 11 p.m. (City Parks close at 11 p.m.).
- 7.7.5 In the event that a game ends in a tie after regulation innings, the game shall be recorded as a tie during Classic League regular season play. During the EOYT, a tie-breaker system will be declared prior to the start of the EOYT.
- 7.7.6 Makeup games are rescheduled at the sole discretion of Millard United Sports.
- 7.7.7 The Mercy (Run) Rule for 7U through 12U shall be:
- 15 runs after 3 innings
  - 10 runs after 4 innings
  - No play will continue after time expires if the run limit per inning for that age group prevents a change in the outcome of the game, i.e. if the team who is trailing (home or visitors) cannot win or tie the game in the current inning.
- 7.7.8 The Mercy (Run) Rule for 13/14U shall be:
- 15 runs after 3 innings
  - 12 runs after 4 innings
  - 8 runs after 5 innings
  - No play will continue after time expires if the run rule per inning prevents a change in the outcome of the game.
- 7.7.9 SLOW PLAY HAS BEEN A PROBLEM IN PAST YEARS. THIS CAUSES ALL GAMES TO RUN PAST THE ALLOTTED TIME AND CAN RESULT IN THE POSTPONEMENT OF GAMES. PLEASE MAKE SURE GAMES START ON TIME, PLAYERS HUSTLE ON/OFF THE FIELD BETWEEN INNINGS, LIMITED WARM-UP PITCHES (5 IS GENERALLY SUFFICIENT), AND THAT TIME BETWEEN INNINGS IS KEPT TO A MINIMUM. ALL WILL BENEFIT IF EVERYONE COOPERATES IN THIS EFFORT.
- 7.7.10 7U–14U The catcher must be in gear for the next inning if there are 2 outs, unless that player is either batting or the batter on deck.

## 7.8 Conduct

- 7.8.1 **Coaches are responsible for the conduct of the coaching staff, the players, and the team parents.** The umpire, or MUS Official, may remove individuals from the game and those games are subject to forfeiture under this rule. All ejections must be reported to the appropriate Classic League Director and the MUS Umpire director by the umpire within 24 hours. A coach CAN be ejected for conduct of the coaching staff, the players, and the team parents.
- 7.8.2 Any manager, coach, player, or parent who is ejected from a game, will be subject to a minimum of a one game suspension. Players must serve their suspension at the game, in the dugout area. Suspended managers and/or coaches must report to the umpire at the start of the game and report their suspension from the game. They must then leave the playing field and not participate in any game activities; the umpire will report compliance with the suspensions to the MUS Umpire director.
- 7.8.3 Players, managers, and coaches must remain in the dugouts, on the benches, or in the appropriate team area throughout the game.
- 7.8.4 The use of tobacco in any form by the players or adult leaders in the dugout, on the benches, or on the playing field is STRICTLY prohibited. Umpires are also included in this rule and all infractions should be reported to the director on duty or the MUS Umpire director immediately. Smoking will be limited to designated areas only.
- 7.8.5 ANY PLAYER/COACH/PARENT THROWING ANY PIECE OF EQUIPMENT WILL BE SUBJECT TO POSSIBLE DISCIPLINARY ACTION UP TO AND INCLUDING EJECTION BY THE UMPIRE OR AN MUS OFFICIAL. IF EJECTED, THE PERSON IN VIOLATION WILL, AT A MINIMUM, SIT ONE GAME (Regardless of the inning in which the violation occurs). IF THE PLAYER EJECTION CAUSES THE TEAM TO FALL BELOW 9 PLAYERS, THE VACATED SPOT IN THE LINEUP WILL BE CONSIDERED AN OUT UNLESS IT IS THE THIRD OUT IN WHICH CASE THE NEXT PLAYER IN THE LINEUP WILL BAT. EJECTED COACHES AND PARENTS SEE RULE 7.8.2 ABOVE AND POSSIBLE DISCIPLINARY ACTIONS OF THE MUS BYLAWS.
- 7.8.6 ANY PLAYER/COACH/PARENT DISPLAYING PHYSICAL VIOLENCE AGAINST A TEAMMATE, OPPONENT, COACH, PARENT, OR UMPIRE WILL BE EJECTED AND IMMEDIATELY SUSPENDED UNTIL SUCH TIME AS THE OFFENDER MEETS THE CRITERIA ESTABLISHED BY THE MUS ETHICS COMMITTEE FOR ELIGIBILITY REINSTATEMENT. DEPENDING ON THE CIRCUMSTANCES, SUSPENSION MAY BE FOR THE NEXT GAME, THE REMAINDER OF THE SEASON, OR UP TO AND INCLUDING PERMANENT SUSPENSION FROM ALL FUTURE MUS ACTIVITIES.

## 7.9 Special Rules

- 7.9.1 The visiting team occupies the first base dugout. The home team will occupy the third base dugout.
- 7.9.2 Classic League tournaments will use the MUS Baseball Tournament Rules as written in this document.

## 7.10 General Information

- 7.10.1 It is highly recommended that all coaches carry this rule book as well as other applicable rulebooks with them to all games.
- 7.10.2 All teams are responsible to pick up the trash at their assigned fields - dugouts as well as bleachers. Please help keep the park neat and clean for players, families, and visitors.
- 7.10.3 Coaches and directors are required to make a seat belt available for each child riding in their vehicle.
- 7.10.4 Please let the field director on duty or your Classic League Age Director know of any work/repair needs seen at any MUS facilities. You can also submit a report online under the 'Forms & Policies' section of the MUS website.
- 7.10.5 Individual awards will be given to each league first and second place teams based on regular season records and tiebreaker rules as applicable. Exceptions are 3U-6U leagues.
- 7.10.6 Regular season tiebreakers for all leagues as applicable:
- Highest win/loss percentage
  - Winner of head-to-head competition
  - Runs allowed
  - Individual awards will be given to first and second place teams for the EOYT.
- 7.10.7 MUS has a weather system, which identifies storms as they approach the Millard area. It is up to the discretion of the **DIRECTOR ON DUTY** to decide the status of games in play, as well as those scheduled to be played, based on the warnings of the DTN system.

## 8 *MUS League Rules*

The following rules are MUS league rules, which pertain to specific leagues (as noted) and are exceptions or clarifications to the hierarchy of rules.

### 8.1 *Base Path Distances*

Age League	Base Path
3/4U – 6U	45 feet
7U – 8U	55 feet
9U – 10U	65 feet
11U – 12U	70 feet
13/14U	80 feet

### 8.2 *3/4U and 5U*

- All players shall be used defensively:
  - Extra infielders are to be stationed between first and second base positions and between shortstop and third base.
  - There shall be four or more outfielders stationed not less than fifteen feet behind the baseline when the pitching motion is made.
  - To encourage rotation of players, no player may remain in the same defensive position for consecutive innings.
  - Only one (1) player is recommended to be stationed in the pitching position.
- All coach pitching (5U only) is to be done using an overhand throwing motion.
- The entire roster of players present for each team shall bat in each inning. Coaches are recommended to rotate the batting order each game so the same players are not batting at the bottom of the lineup every game. The last batter clears the bases.
- Batters are not permitted to bunt.
- **Players in the 3/4U age group use a tee at all times.** For the 5U age group, the batter will hit the ball pitched by a coach pitcher. A batter shall hit off the tee after failing to hit a fair ball after a coach pitcher delivers four (4) pitches. In order to maintain a good pace of play, the four (4) pitch limit should NOT be exceeded at any time.
- 5U Coaches shall pitch from a pitching plate 25 feet from home plate. Coaches are encouraged to pitch in a kneeling position (to provide proper pitching plane view for the batters) and to have four balls in their glove at the beginning of each at bat.
- Base runners are not permitted to steal or lead off base and shall remain in contact with the base until the ball is put in play by the batter. Base runners are allowed to remain on base even if the defense gets them out on any play.
- Runners are allowed to advance a minimum and a maximum of one base (single) for any ball hit unless the batter is the last batter of the inning.
- The player fielding the pitcher position shall take a position always to the rear of the pitching plate and on the left or right side of the pitcher/coach.
- Players are not permitted to pitch.
- It is recommended that one of the coaches be positioned behind home plate to help keep the game on schedule.
- The length of games shall be three (3) innings in duration. No new inning shall begin after one (1) hour. Innings that begin before one hour may be permitted to finish.
- Two adult coaches in addition to the coach/pitcher may be stationed on the playing field beyond the baselines to provide verbal instructions to the defensive team.
- Players are not allowed to coach from baseline coaching boxes.

### 8.3 *6U*

6U rules will be the same as above (3/4U & 5U) with the following exceptions:

- If a batter/runner makes an out, they will be pulled off the base as in normal baseball play. The entire roster of players present for each team shall bat in each inning. Coaches are recommended to rotate the batting order each game so the same players are not batting at the bottom of the lineup every game. The last batter clears the bases.
- After four (4) pitches, a tee will be brought in to keep the pace of play moving.
- A player may advance more than one base at their own risk. However, the play is dead and the runner must stop once the ball crosses into the infield, i.e. once the ball is inside the basepath, the runner may continue to the base they were advancing, but must stop at that point. They may not advance any further.

### 8.4 *7U*

- There shall be four outfielders stationed not less than 15 feet behind the baseline until a ball is batted into play.
- Adult coaches (up to 2) may be stationed on the playing field beyond the baseline to provide verbal instructions to the defensive team.
- The length of the games shall be six (6) innings in duration. No new inning shall begin after 1 hour and 15 minutes. Innings that begin before the time limit expires will be permitted to complete.

- Runners may advance more than one base at their own risk. However, the play is dead and the runner must stop once the ball crosses into the infield, i.e. once the ball is inside the basepaths. The runner may continue to the base they were advancing to, but must stop at that point. They may not advance any further and “time” should be called.
- No additional base is awarded on any overthrown ball. This will include any ball that leaves the field of play. Defensive players are encouraged to attempt the appropriate play and not to be penalized for throwing errors.
- An inning shall consist of three (3) outs or five (5) runs, whichever comes first.
- Coaches are highly encouraged to rotate players to a variety of defensive positions during the season. As such, players may not remain in the same defensive position for more than two (2) innings per game.
- The maximum number of pitches thrown to any batter should be limited to six (6) pitches. If a batter swings and misses at three pitches prior to reaching the six pitch limit then the batter shall be called out and the next batter will enter for their at bat, i.e. a batter can strike out after seeing five or fewer pitches. In the event of a foul ball on the sixth pitch, the batter will receive one (1) additional pitch. The batter will continue to receive additional pitches after the sixth pitch if they continue to foul off pitches; however, the batter will be called out after any pitch that is not fouled off or put into play. The purpose of this rule is to keep the pace of play moving and to maximize the number of innings played.
- **Coaches are highly encouraged to pitch from a knee (no buckets should be on the field) to provide their hitters better pitches to hit on the proper plane. The pitch must be thrown using an overhand motion. All coach pitchers must be in contact with pitching rubber.**
- The batter must hit the ball or strike out from the coach/pitcher. Only swinging strikes will be called.
- Players are not permitted to pitch.
- All players on the roster will bat in the lineup.
- An adult is encouraged to stand behind home plate to speed up play.
- NO BUNTING. Any attempted bunt will be considered a foul ball.

## 8.5 8U

- There shall be four outfielders stationed not less than 15 feet behind the baseline when the pitching motion is made.
- Adult coaches (up to 2) may be stationed on the playing field beyond the baseline to provide verbal instructions to the defensive team. One of two coaches may be positioned behind second base to facilitate retrieval of throws back to the pitcher in order to help keep up the pace of play; however, all coaches must be beyond the baseline when the ball is in play.
- The length of the games shall be six (6) innings in duration. No new inning shall begin after 1 hour and 15 minutes. Innings that begin before the time limit expires will be permitted to complete.
- **Runners may advance more than one base per hit until the ball is in possession of a fielder inside the basepaths. If in the umpire's judgment all play on the runners has ceased, the umpire shall call “time.”**
- All runners and batter may advance one base at their own risk on an overthrow, but cannot advance any further than that one base regardless of how the remainder of the live action transpires on that play, i.e. **there can be only one overthrow per ball in play.**
- An inning shall consist of three (3) outs or five (5) runs, whichever comes first.
- There is no dropped third strike rule. If the third strike is dropped, the batter is automatically out.
- After four (4) called balls thrown by the player pitcher, the coach pitcher will pitch the remainder of the strike count for that batter. The batter must hit the ball or strike out.
  - **Coaches are highly encouraged to pitch from a knee (no buckets should be on the field) to provide their hitters better pitches to hit on the proper plane. The pitch must be thrown using an overhand motion. All coach pitchers must be in contact with pitching rubber.**
- If a pitch thrown by a player pitcher hits a player, the coach pitcher will pitch the remainder of the strike count for that batter. The batter must hit the ball or strike out.
- Coaches are highly encouraged to rotate players to a variety of defensive positions during the season. As such, players may not remain in the same defensive position for more than two (2) innings per game.
- All players on the roster will bat in the lineup.
- NO BUNTING. Any attempted bunt will be considered a foul ball.
- Each team is encouraged to have an adult behind home plate to speed up play. **THIS PARENT MAY NOT FUNCTION IN A COACHING CAPACITY OR INTERFERE IN LIVE PLAY.**
- Pitching/catching in the same game:
  - If a player has played the position of catcher for four (4) or more innings in a calendar day then they may not pitch for the remainder of the calendar day.
  - If a player throws 41 pitches in a calendar day then they may not play the catcher position for the remainder of the calendar day.

## 8.6 9U

- The length of the games shall be six (6) innings in duration. No new inning shall begin after 1 hour and 30 minutes. Innings that begin before the time limit expires will be permitted to complete.

- An inning shall consist of three (3) outs or six (6) runs, whichever comes first.
- Runners may **NOT** lead off.
  - Runners may steal second and third base, but shall not leave the base before the pitched ball has been hit or has reached home plate.
  - A runner that leaves early is not automatically called out. When a runner leaves early, the play is allowed to run to completion. Once complete, any runners that were on base and not put out as a result of the play are placed back on base in advance of where the batter finished the play. See Little League Rulebook for detailed description.
- Runners starting at third base must remain in contact with the base until the pitched ball has been hit or has reached home plate.
  - Runners may **ONLY** advance home when: 1) a ball is batted into play or 2) when forced home by a walk or hit by pitch.
- Runners starting at first or second base may advance home only when a ball is batted into play. Should said runner(s) steal third base and the throw to third is an overthrow, the runner may not advance home. Runners may **ONLY** advance home when 1) a ball is batted into play or 2) when forced home by a walk or hit by pitch.
- **Special pitching rule: Standard player pitching (with walks & HBP) is used until the bases are loaded. When the bases are loaded only, after four (4) called balls thrown by the player pitcher or after the player pitcher hits the batter, a coach pitcher will pitch the remainder of the strike count for that batter. The batter must hit the ball or strike out. The coach pitcher must pitch in contact with the pitching rubber using an overhand motion.**
- No balks shall be called.
- Infield fly rule **IS NOT** in effect.
- Dropped third strike rule **IS NOT** in effect.
- All players on the roster shall bat in the lineup.
- Coaches are encouraged to rotate players to a variety of defensive positions during the game.
- Teams may use a courtesy runner for the catcher at any time. It is highly encouraged to use a courtesy runner for the catcher with two (2) outs. The player that was recorded as the last out must be the player used as the courtesy runner. If the team chooses to have the catcher run the bases and the inning ends with the catcher on base, the team must have a coach available to warm up the pitcher while the catcher puts on their gear.
- Pitching/catching in the same game:
  - If a player has played the position of catcher for four (4) or more innings in a calendar day then they may not pitch for the remainder of the calendar day.
  - If a player throws 41 pitches in a calendar day then they may not play the catcher position for the remainder of the calendar day.

## 8.7 10U

- The length of the games shall be six (6) innings in duration. No new inning shall begin after 1 hour and 30 minutes. Innings that begin before the time limit expires will be permitted to complete.
- An inning shall consist of three (3) outs or six (6) runs, whichever comes first.
- Runners may **NOT** lead off.
  - Runners may steal second base, third base or home plate, but shall not leave the base before the pitched ball has been hit or has reached home plate.
  - A runner that leaves early is not automatically called out. When a runner leaves early, the play is allowed to run to completion. Once complete, any runners that were on base and not put out as a result of the play are placed back on base in advance of where the batter finished the play. See Little League Rulebook for detailed description.
- No balks shall be called.
- Infield fly rule **IS NOT** in effect.
- Dropped third strike rule **IS NOT** in effect.
- All players on the roster shall bat in the lineup.
- Coaches are encouraged to rotate players to a variety of defensive positions during the game.
- Teams may use a courtesy runner for the catcher at any time. It is highly encourage to use a courtesy runner for the catcher with two (2) outs. The player that was recorded as the last out must be the player used as the courtesy runner. If the team chooses to have the catcher run the bases and the inning ends with the catcher on base, the team must have a coach available to warm up the pitcher while the catcher puts on their gear.
- Pitching/catching in the same game:
  - If a player has played the position of catcher for four (4) or more innings in a calendar day then they may not pitch for the remainder of the calendar day.
  - If a player throws 41 pitches in a calendar day then they may not play the catcher position for the remainder of the calendar day.

## 8.8 11/12U

- The length of the games shall be six (6) innings in duration. No new inning shall begin after 1 hour and 40 minutes. Innings that begin before the time limit expires will be permitted to complete.
- An inning shall consist of three (3) outs or seven (7) runs, whichever comes first.
- Balks will not be enforced; however, if a pitcher balks and the balk results in a base runner being called out, play will be stopped, the infraction will be explained to the pitcher, and the runner will be allowed to return to previous base..
- Dropped third strike rule **IS** in effect.
- All players on the roster shall bat in the lineup.
- Teams may use a courtesy runner for the catcher at any time. It is highly encourage to use a courtesy runner for the catcher with two (2) outs. The player that was recorded as the last out must be the player used as the courtesy runner. If the team chooses to have the catcher run the bases and the inning ends with the catcher on base, the team must have a coach available to warm up the pitcher while the catcher puts on their gear.
- Pitching/catching in the same game:
  - If a player has played the position of catcher for four (4) or more innings in a calendar day then they may not pitch for the remainder of the calendar day.
  - If a player throws 41 pitches in a calendar day then they may not play the catcher position for the remainder of the calendar day.

## 8.9 13/14U

- The length of the games shall be seven (7) innings in duration. No new inning shall begin after 1 hour and 40 minutes. Innings that begin before the time limit expires will be permitted to complete.
- All players on the roster shall bat in the lineup.
- Teams may use a courtesy runner for the catcher at any time. It is highly encourage to use a courtesy runner for the catcher with two (2) outs. The player that was recorded as the last out must be the player used as the courtesy runner. If the team chooses to have the catcher run the bases and the inning ends with the catcher on base, the team must have a coach available to warm up the pitcher while the catcher puts on their gear.
- An inning shall consist of three (3) outs or 10 runs, whichever comes first.
- Balks will not be enforced; however, if a pitcher balks and the balk results in a base runner being called out, play will be stopped, the infraction will be explained to the pitcher, and the runner will be allowed to return to previous base.
- Pitching/catching in the same game:
  - If a player has played the position of catcher for four (4) or more innings in a calendar day then they may not pitch for the remainder of the calendar day.
  - If a player throws 41 pitches in a calendar day then they may not play the catcher position for the remainder of the calendar day.

## 9 Pitching Rules

### 9.1 3/4U, 5U, 6U, and 7U

1. Players are not allowed to pitch.
2. The player fielding the pitcher's position shall take position always to the rear of the pitching plate and on the left or right side of the coach-pitcher.

### 9.2 8U (40 Feet), 9U (46 Feet) & 10U (46 Feet)

1. Pitch Count Limits / Required Calendar Day(s) of Rest

Pitches	Required Rest
1 to 20	No Required Rest
21 to 35	1 Calendar Day of Rest
36 to 50	2 Calendar Days of Rest
51 to 65	3 Calendar Days of Rest
66 & Over	4 Calendar Days of Rest

2. A pitcher may throw a maximum of 50 pitches (8U) or 75 pitches (9U & 10U) in a calendar day.
3. If a pitcher reaches a calendar day(s) of rest threshold while facing a batter and that pitcher's coach declares prior to the pitch that would exceed the threshold that the current batter will be the last batter the pitcher faces, the pitcher may continue to pitch until any one of the following conditions occur: 1) the batter reaches base; 2) the batter is retired; or 3) the third out is made to complete the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the number of pitches thrown prior to the declaration provided the pitcher is removed or the half inning is completed before delivering a pitch to a new batter. The coach MUST make the declaration to the opposing team prior to exceeding the threshold limit. If the declaration IS NOT made to the opposing team prior to exceeding the threshold limit then the pitcher will be required to observe the number of calendar day(s) of rest appropriate for the actual total number of pitches thrown. If the declaration IS made to the opposing team prior to exceeding the threshold limit and the pitcher then throws a pitch to a batter other than the batter that was at the plate at the time of the declaration then the pitcher will be required to observe the number of calendar day(s) of rest appropriate for the actual total number of pitches thrown. When the pitch count is entered online or submitted to the tournament director after an appropriately executed declaration, it should be reported in the manner that grants the declared calendar day(s) of rest. Ex: A pitcher throws pitch #20 to a batter without retiring the batter. The coach immediately declares this will be the last batter the pitcher will face so the pitcher can finish the batter. The coach will report a pitch count of 20 and the pitcher will not be required to take a calendar day of rest the next day. If the coach does not make the declaration and the pitcher finishes the batter with 21 or more pitches thrown then the actual pitch count (greater than 20) must be reported and the pitcher must observe the appropriate calendar day(s) of rest for the actual total number of pitches thrown.
4. Pitching/catching in the same game:
  - a. If a player has played the position of catcher for four (4) or more innings in a calendar day then they may not pitch for the remainder of the calendar day.
  - b. If a player throws 41 pitches in a calendar day then they may not play the catcher position for the remainder of the calendar day.
5. Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
6. A coach can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the game.
7. Warm up pitches shall not count towards their pitch count limit.

### 9.3 11/12U (50 Feet) & 13/14U (54 Feet)

1. Pitch Count Limits / Required Days of Rest

Pitches	Required Rest
1 to 20	No Required Rest
21 to 35	1 Calendar Day of Rest
36 to 50	2 Calendar Days of Rest
51 to 65	3 Calendar Days of Rest
66 & Over	4 Calendar Days of Rest

2. A pitcher may throw a maximum of 85 pitches (11U & 12U) or 95 pitches (13/14U) in a calendar day.

3. If a pitcher reaches a calendar day(s) of rest threshold while facing a batter and that pitcher's coach declares prior to the pitch that would exceed the threshold that the current batter will be the last batter the pitcher faces, the pitcher may continue to pitch until any one of the following conditions occur: 1) the batter reaches base; 2) the batter is retired; or 3) the third out is made to complete the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the number of pitches thrown prior to the declaration provided the pitcher is removed or the half inning is completed before delivering a pitch to a new batter. The coach **MUST** make the declaration to the opposing team prior to exceeding the threshold limit. If the declaration IS NOT made to the opposing team prior to exceeding the threshold limit then the pitcher will be required to observe the number of calendar day(s) of rest appropriate for the actual total number of pitches thrown. If the declaration IS made to the opposing team prior to exceeding the threshold limit and the pitcher then throws a pitch to a batter other than the batter that was at the plate at the time of the declaration then the pitcher will be required to observe the number of calendar day(s) of rest appropriate for the actual total number of pitches thrown. When the pitch count is entered online or submitted to the tournament director after an appropriately executed declaration, it should be reported in the manner that grants the declared calendar day(s) of rest. Ex: A pitcher throws pitch #20 to a batter without retiring the batter. The coach immediately declares this will be the last batter the pitcher will face so the pitcher can finish the batter. The coach will report a pitch count of 20 and the pitcher will not be required to take a calendar day of rest the next day. If the coach does not make the declaration and the pitcher finishes the batter with 21 or more pitches thrown then the actual pitch count (greater than 20) must be reported and the pitcher must observe the appropriate calendar day(s) of rest for the actual total number of pitches thrown.
4. Pitching/catching in the same game:
  - a. If a player has played the position of catcher for four (4) or more innings in a calendar day then they may not pitch for the remainder of the calendar day.
  - b. If a player throws 41 pitches in a calendar day then they may not play the catcher position for the remainder of the calendar day.
5. Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
6. A coach can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the game.
7. Warm up pitches shall not count towards their pitch count limit.

#### 9.4 Classic League Pitching Limits and Required Rest Periods

1. Maximum Pitches per Calendar Day

<b>Age League</b>	<b>Pitches per calendar day</b>
8U	50 pitches per calendar day
9-10U	75 pitches per calendar day
11-12U	85 pitches per calendar day
13-14U	95 pitches per calendar day

**Exception:** If a pitcher reaches the maximum limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) That batter reaches base; 2) That batter is put out; or 3) The third out is made to complete the half-inning.

## **10 MUS Baseball Tournament Rules**

### **10.1 TOURNAMENT GENERAL RULES**

- All Leagues will use their regular season rules except for the following exceptions:
  - Borrowed players are permitted during EOYT play. The following rules **MUST BE FOLLOWED WITH NO EXCEPTIONS**.
    - ❖ Borrowed players may only be used if a team has fewer than nine (9U & up) or ten (7U & 8U) of their originally rostered players in attendance and can only be used to create a roster of nine (9U & up) or ten (7U & 8U) players, i.e. borrowed players **CANNOT** result in a roster greater than the allowed number of players allowed in the field.
    - ❖ If an originally rostered player arrives after the game begins and borrowed players were used to field a full lineup of players, the originally rostered player will immediately replace a borrowed player in the lineup and the borrowed player will exit the game.
    - ❖ The maximum number of borrowed players allowed is two (2).
    - ❖ Borrowed players **MUST** bat last in the lineup and can **ONLY PLAY THE OUTFIELD**.
  - A game can be started with eight (8) players. An automatic out will not be assessed for open spots in the lineup. If there is an injury, a team can continue to play with only seven (7) players without taking an additional out when the injured player's position is due to bat.
  - Borrowed players **MUST** be from an MUS Classic team and they **MUST** wear the jersey from their own MUS Classic team.
- At the conclusion of the regular season games, seeds are determined by the following criteria:
  - Winning percentage
  - Head-to-head competition
- The home team in tournament play will be the better seeded team. Seeds will be determined before the tournament.
- The Tournament Director(s) will have final say on any and all tournament related matters.

#### **IMPORTANT NOTICE:**

**PLEASE CONTACT YOUR CLASSIC LEAGUE DIRECTOR FOR CLARIFICATION OF THE TOURNAMENT RULES**