

OFFICIAL MCYBA BASEBALL BY-LAWS & RULES

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MCYBA OFFICIAL BASEBALL BY-LAWS & RULES

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MCYBA OFFICIAL BASEBALL BY-LAWS & RULES

RULE 1.00 – NAME & OBJECTIVE

1.01. This organization shall be known as Mason City Youth Baseball Association.

1.02 The objective of MCYBA Baseball shall be to organize and promote youth baseball for ages 4 to 15 in Mason City and the surrounding communities in North Iowa.

RULE 2.00 – MEMBERSHIP & PARTICIPATION

2.01 Individual Membership – A registration fee shall be paid annually to participate in the MCYBA Baseball program. Scholarships are available for players and families that may not be able to pay registration fees. No child will be turned away from playing baseball.

RULE 3.00 – CODE OF CONDUCT

3.01 No alcohol, tobacco, or abusive language shall be used on the playing fields or on the property of MCYBA.

3.02 Any individual using alcohol, tobacco, or abusive language or causing any other problems will be asked to leave the premises.

3.03 Any abusive language or unacceptable comments directed at the umpires by fans or coaches will not be tolerated.

3.04 Failure to comply with the above rules could result in forfeiture of games. Coaches and spectators code of conduct will be enforced.

RULE 4.00 – INDIVIDUAL PLAYER ELIGIBILITY

4.01 Please see chart below for league eligibility

League	Grades
Lil Sluggers	Going into Preschool/ Kindergarten
Rookie	Going into 1st Grade
Pee Wee	Going into 2nd Grade
A	Going into 3rd and 4th Grade
AA	Going into 5th and 6th Grade
AAA	Going into 7th grade and above

RULE 5.00 – COACHES

- 5.01 All head coaches must be approved by the Board of Directors prior to draft night. Approval will be based on the need of coaches in each league and background checks.
- 5.02 All leagues will be selected via a draft from a list of registered players. No players or picks can be traded at any time. Odd draft rounds will be in ascending order and even draft rounds will be in descending order. For leagues that cover 2 age groups the oldest age group will be drafted 1st. Once, there are not enough players left to complete another round of the draft, the younger age group will be drafted. The draft order will be reversed for the younger age group. Any remaining players left from the older group can be drafted at any time during the younger age group draft. Any player that registers after the draft will be added to teams based on who was next in line of the draft. Each coach's child, grandson, or sibling will be protected up the third round of the draft for each age group. Once a sibling is picked in the draft, the other sibling will be picked with that coach's last round pick in the draft.
- 5.03 All coaches must sign the umpire sheet to verify the game information and scores at the end of each game. Once signed, this is the official game record.

RULE 6.00 – UMPIRES

- 6.01 Umpires will be provided in the Pee Wee (if available), A, AA, and AAA Leagues.
- 6.02 All youth umpires are required to attend the annual training session prior to umpiring games. If the training session is missed, youth umpires must contact the Board of Directors for training.
- 6.03 Umpires will be paid for each game umpire based on the league and umpire level of the umpire. The pay chart will be posted in the umpire room.

RULE 7.00 – RULES OF PLAY

- 7.01 The chart below shows the pitching distance and base paths per league

League	Base Paths	Pitching Distance
Lil Sluggers	50-55'	N/A
Rookie	50-55'	N/A
Pee Wee	55-60'	40'
A	55-60'	40'
AA	65'	46'
AAA	70'	50'
Majors	80'	54'

- 7.02 Big barrel bats can be used at all levels.
- 7.03 Facemasks on helmets are not require but are highly recommended
- 7.04 Game schedules will be distributed to teams at the start of the season. All leagues will play games from May – June. The A, AA, and AAA leagues will have a city tournament during the month of June.

RULE 8.00 – LIL SLUGGERS RULES

- 8.01 Teams will be approximately 6-8 players depending on the number of coaches and players.
- 8.02 A game will be 4 innings or 50 minutes. After 50 minutes the game will stop regardless of the inning of the game.
- 8.03 The coach will pitch 3 pitches per at bat, after the 3rd pitch (regardless of if the 3rd pitch was hit foul) a tee will be used to finish the at bat.
- 8.04 Fielding positions will include: P, 1B, 2B, 3B, SS, LF LCF, RCF, RF. No catchers will be allowed. Players must rotate equally between infield and outfield.
- 8.05 Each team will bat their entire line-up each half inning. The batting order will remain the same each inning. Any player that is out at a base will need to go to the dugout, however, no outs will be recorded.
- 8.06 Only 1 base will be allowed per batted ball. No extra bases will be allowed on an overthrow.
- 8.07 No umpires will be provided
- 8.08 No on deck batters will be allowed.
- 8.09 A soft baseball will be used for all games.

RULE 10.00 – ROOKIE

- 10.01 Teams will be limited to 10 Players on a team.
- 10.02 A game will be 4 innings or 50 minutes. After 50 minutes the game will stop regardless of the inning of the game.
- 10.03 The coach will pitch 6 pitches per at bat, after the 6th pitch (regardless if the 6th pitch was hit foul) a tee will be used to finish the at bat.
- 10.04 Fielding positions will include: P, C, 1B, 2B, 3B, SS, LF LCF, RCF, RF. Players must rotate equally between infield and outfield.
- 10.05 An inning will consist of 3 outs or 5 runs. Any batter that is out must return to the bench. The batting order will remain the same for all innings.
- 10.06 Batters and runners will be allowed to advance multiple bases on a batted ball, however, once the ball is back to the infield all runners must stay at their base. If a runner is halfway between bases they can advance to the .next base. No extra bases will be allowed on overthrows.
- 10.07 No umpires will be provided
- 10.08 No on deck batters will be allowed.
- 10.09 A soft baseball will be used for all games.

RULE 11.00 – Pee Wee

- 11.01 Teams will be limited to 10 Players on a team
- 11.02 The first 1 innings will be kids pitch. The count will start at 0-0. A batter hit by the pitch will remain at bat and pitch will be considered a ball. If a batter is walked a coach will come out and finish the at bat. The coach will throw up to 3 pitches to finish the at bat. After the 3rd pitch (unless a foul ball occurs) the batter will be out.
- 11.03 In the last 5 innings, the coach will pitch 6 pitches per at bat, after the 6th pitch (unless the 6th pitch is a foul ball)
- 11.04 A pitcher can only pitch 1 inning a game.
- 11.05 Fielding positions will include: P, C, 1B, 2B, 3B, SS, LF LCF, RCF, RF. Pitcher must start on the pitching rubber. Players must rotate equally between infield and outfield.
- 11.06 Game time will be 1 hour and 15 minutes. No new inning will start with less than 10 minutes left in the game.
- 11.07 Batters and runners will be allowed to advance multiple bases on a batted ball, however, once the ball is back to the infield all runners must stay at their base. If a runner is halfway between bases they can advance to the next base. No extra bases will be allowed on overthrows. No leading off.
- 11.08 An inning will consist of 3 outs or 5 runs. Any batter or runner that is out must return to the bench. The run rule when kids pitch will be 3 runs.
- 11.09 The same batting order will be used for the entire game.
- 11.10 A soft baseball will be used for all games.
- 11.11 One umpire will be provided (if available)
- 11.12 No on-deck batters allowed.

RULE 12.00 – A

- 12.01 Teams will be limited to 11 Players on a team.
- 12.02 The first 4 innings will be kids pitch. The count will start at 0-0. A batter hit by the pitch will take their base. If a batter is walked a coach will come out and finish the at bat. The coach will throw up to 3 pitches to finish the at bat. After the 3rd pitch (unless a foul ball occurs) the batter will be out.
- 12.03 After the first 4 innings the coach will pitch 6 pitches per at bat. After the 6th pitch (unless the 6th pitch is a foul ball) the batter is out.
- 12.04 A pitcher can only pitch 2 innings a game.
- 12.05 Fielding positions will include: P, C, 1B, 2B, 3B, SS, LF LCF, RCF, RF. Pitcher must start on the pitching rubber. Players must rotate equally between infield and outfield. Players are used as catchers.
- 12.06 Game time will be 1 hour and 20 minutes, no new inning can start after 1 hour and 10 minutes. Home team finishes the inning, unless the home team chooses not to.
- 12.07 Batters and runners will be allowed to advance multiple bases on a batted ball, however, once the ball is back to the infield all runners must stay at their base. If a runner is halfway between bases they can advance to the next base. No extra bases will be allowed on overthrows. No leading off.
- 12.08 An inning will consist of 3 outs or 5 runs. Any batter or runner that is out must return to the bench.
- 12.09 The same batting order will be used for the entire game.
- 12.10 A soft baseball will be used for all games.
- 12.11 One umpire will be provided.
- 12.12 No on-deck batters allowed.

RULE 13.00 – AA

- 13.01 All games will consist of 6 innings or 1 hour and 40 minutes from the first pitch. No new inning starts after 1 hour and 30 minutes. Home team finishes the inning, unless the home team chooses not to.
- 13.02 If a game is suspended due to weather, the rescheduled game will start from where the previous game was suspended. The batting order will remain the same (if a player is not at the make-up game then that player will be removed from the line-up and all other players will be moved up). Pitching records will remain as the previous game. If a team only has 8 players for the make-up game NO automatic out will be recorded.
- 13.03 Coaches must exchange batting order prior to the game starting.
- 13.04 The umpire will time the game and warn managers of impending end of game.
- 13.05 If a team has less than 7 players at game time, the game shall be considered a forfeit and awarded to the opposing team. Automatic outs will be inserted into the lineup if a team has less than 9 batters. The team with less than 9 batters will select what batting position to use for the automatic out.
- 13.06 Ten players on defense, four must be in the outfield at the same depth
- 13.07 Automatic 5 run rule
- 13.08 OVERTHROW RULE: On any attempted play at a base on a batted ball, the runner or runners will be permitted to advance at their own risk but not more than one base. Award one base if the ball goes into a dead ball area.
- 13.09 The entire roster will be listed in the batting order and will bat in that order for the entire game. Please use last names when keeping scorebook.
- 13.10 PLAYERS SHALL NOT SIT OUT FOR MORE THAN 2 INNINGS A GAME. (UNLESS INJURY OR SICKNESS)
- 13.11 IT IS HIGHLY RECOMMENDED THAT ALL PLAYERS PLAY 1 INNING OF INFIELD PER GAME (UNLESS INJURY OR SICKNESS)
- 13.12 Home Plate will be closed. Leading off is allowed on all bases up to a three step lead, however, stealing will not be allowed. Leads are allowed at the risk of the base runner. Umpire will give the runner a warning first and the second time the runner is out for stealing bases. The base runner must also return to the base on any pick-off attempt by either the pitcher or catcher as well. One base will be allowed on an overthrow on a pick-off attempt on 1st and 2nd. Runner may advance to 2nd and 3rd base on a ball that gets behind the catcher (the ball must cross the plate first).
- 13.13 A runner may only score on a hit ball by the batter or a walk with the bases loaded. (If a runner advances from second base to third and an overthrow occurs at third the runner may not score. If there is a runner on second and the batter hits a pitched ball, the runner on second can advance to third and may go home even if a play is attempted by the defense which results in an overthrow because the play is initiated by a pitch being hit.)
- 13.14 There is no limit to the number of 6th graders who may pitch, but a 5th grader must pitch at least 3 outs in 1 inning. 5 run rule = 3 outs. This rule will be strictly enforced. YOUR 5 Grader MUST BE USED BY THE END OF THE 4TH INNING. Pitchers pitch all 6 innings. Younger pitcher must be used by 4th inning and then again by the 6th inning for one inning each. You may use younger pitcher in consecutive inning. One pitch in an inning counts as that inning (if a coach pulls the pitcher in the 2nd inning with 1 out, the pitcher that comes in the game, can pitch the rest of the second and the 3rd inning).
- 13.15 A player may pitch a maximum of two (2) innings in a single game.
- 13.16 NEW – There will be no walks, if a batter is walked a coach will come out and finish the at bat. The coach will throw up to 3 pitches to finish the at bat. After the 3rd pitch (unless a foul ball occurs) the batter will be out. However, if a batter is hit by a pitch during the at

- bat by the kid pitcher than he will be rewarded 1st Base.
- 13.17 A player may pitch a maximum of six (6) innings in a week. The calendar week is hi Monday through Sunday
- 13.18 Deliver of a single pitch constitutes have pitched one inning.
- 13.19 Once a pitcher has left the game as a pitcher, he/she may not return as a pitcher.
- 13.20 Strike Zone will be armpits to knees with an additional 1/2 baseball width on each side of the plate.
- 13.21 No on Deck Batters will be allowed.
- 13.22 There will be no balks called, all balks will be warnings.
- 13.23 The infield fly rule is in effect.
- 13.24 Batter is out on a dropped third strike.
- 13.25 Bat Throwing: First Infraction: Warning from umpire, Second infraction on same player: Batter is out.
- 13.26 Courtesy runner: A courtesy runner MUST be used for the catcher/runner when there are two outs. The catcher must return immediately to the dugout and dress. Since all players bat, the player used as a courtesy runner must be the last possible player to bat.
- 13.27 ANY RUNNER IS OUT WHEN: That runner does not attempt to slide or attempt to go around a fielder who has the ball and is waiting to make the tag. No head first slide is allowed advancing to any base. A head first slide is allowed going back to any base.
- 13.28 Safety Base Rule: Batter/runner can use the orange part only on their first pass over first base. The fielder uses the white part of the base only. The batter/runner after passing or rounding first base shall return to the white part of the base only. After crossing the orange part of the base the batter/runner must turn to the right. If the batter/runner turns to the left they can be tagged as out.
- 13.29 Two Adult Base coaches will be allowed.
- 13.30 INJURED/ILL BATTER RULE: Since all players bat, a batter that is injured/ill must be replaced by the next batter in the line-up and the new batter will assume the injured/ill batter's count. Injured/ill batter must sit out at least one fielding 1/2 inning and if they cannot bat when their next turn comes in the next inning or if they do not field for two innings in a row, after the illness/injury occurred, they will be out for the game.
- 13.31 IT IS HIGHLY RECOMMEND THAT FACE MASKS BE USED WITH BATTING HELMETS
– BUT WILL NOT BE REQUIRED

RULE 14.00 – AAA

- 14.01 All games will consist of 6 innings or 1 hour and 40 minutes from the first pitch. No inning will start after 1 hour and 30 minutes. Home team will finish the inning unless the home team opts not to.
- 14.02 If a game is suspended due to weather, the rescheduled game will start from where the previous game was suspended. The batting order will remain the same (if a player is not at the make-up game then that player will be removed from the line-up and all other players will be moved up). Pitching records will remain as the previous game. If a team only has 8 players for the make-up game NO automatic out will be recorded.
- 14.03 Coaches must exchange batting order prior to the game starting.
- 14.04 The umpire will time the game and warn managers of impending end of game
- 14.05 If a team has less than 7 players at game time, the game shall be considered a forfeit and awarded to the opposing team. Automatic outs will be inserted into the lineup if a team has less than 9 batters. The team with less than 9 batters will select what batting position to use for the automatic out.
- 14.06 Nine players on defense, three must be in the outfield at the same depth
- 14.07 Automatic 5 run rule
- 14.08 The entire roster will be listed in the batting order and will bat in that order for the entire game. Please use last names when keeping scorebook.
- 14.09 PLAYERS SHALL NOT SIT OUT FOR MORE THAN 2 INNINGS A GAME. (UNLESS INJURY OR SICKNESS)
- 14.10 IT IS HIGHLY RECOMMENDED THAT ALL PLAYERS PLAY 1 INNING OF INFIELD PER GAME (UNLESS INJURY OR SICKNESS)
- 14.11 Home Plate will be open. Stealing of bases will be allowed once the PITCHED ball is released from the hand of the pitcher. Leading off will be allowed.
- 14.12 A 7th grader must pitch at least 3 outs in 1 inning. 5 run rule = 3 outs. This rule will be strictly enforced. A 7th Grader must be used by the 4th inning and then again by the 6th inning.
- 14.13 A player may pitch a maximum of two (2) innings in a single game.
- 14.14 A player may pitch a maximum of six (6) innings in a week. The calendar week is Monday through Sunday
- 14.15 Deliver of a single pitch constitutes have pitched one inning. (This does not eliminated rule 12)
- 14.16 Once a pitcher has left the game as a pitcher, he/she may not return as a pitcher.
- 14.17 Strike Zone will be armpits to knees with an additional 1/2 baseball width on each side of the plate.
- 14.18 No on Deck Batters will be allowed.
- 14.19 The first 2 Balks that are called will result in a warning issued by an umpire. After the 2nd warning a balk will be issued and all base runners will be allowed one base.
- 14.20 The infield fly rule is in effect
- 14.21 Batter is out on a dropped third strike
- 14.22 Bat Throwing: First Infraction: Warning from umpire, Second infraction on same player: Batter is out.
- 14.23 Courtesy runner: A courtesy runner MUST be used for the catcher/runner when there are two outs. The catcher must return immediately to the dugout and dress. Since all players bat, the player used as a courtesy runner must be the last possible player to bat.
- 14.24 ANY RUNNER IS OUT WHEN: That runner does not attempt to slide or attempt to go around a fielder who has the ball and is waiting to make the tag. No head first slide is allowed advancing to any base. A head first slide is allowed going back to any base for pick off.
- 14.25 Safety Base Rule: Batter/runner can use the orange part only on their first pass over first base. The fielder uses the white part of the base only. The batter/runner after passing

or rounding first base shall return to the white part of the base only. After crossing the orange part of the base the batter/runner must turn to the right. If the batter/runner turns to the left they can be tagged as out.

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14.26 IT IS HIGHLY RECOMMEND THAT FACE MASKS BE USED WITH BATTING HELMETS
– BUT WILL NOT BE REQUIRED