



Marblehead Youth Baseball

2026 League Rules

Majors, AAA, AA, A

Approved by the MYB BOD 3/18/2026

GENERAL RULES FOR ALL LEVELS

2026 Babe Ruth / Cal Ripken Baseball Rules & Regulations and Official Playing Rules shall apply, except as modified below.

ATTENDANCE POLICY: GAMES AND PRACTICES.

1. Excused Absences:
 - a. Medical or dental
 - b. Education
 - c. Religious
 - d. Extenuating family circumstances
2. Unexcused absences: Anything that is not within the excused absences spectrum. Exception: If a game in another sport, i.e., soccer, lacrosse, ice hockey, etc, is in conflict with a baseball practice, the game in the conflicting sport takes precedence. If a baseball game and a game in another sport conflict, the baseball game always takes precedence.
3. Missing more than 50% of games for any reason will result in being declared ineligible for summer league play.
4. A player having missed more than 50% of games may be dismissed from a team. If a player is to be dismissed from a team, the respective league coordinator and league president must be notified, and this process will include a conference with the player's parents.

SUBSTITUTE PLAYERS

1. All managers, after losing or dismissing a player must be up to the roster level limit, set prior to the draft, within three days. If this is not done, the league president along with the Vice President may suspend the manager for a period of up to three games. If this practice is repeated during the same season, the manager may be subject to dismissal from the league. (This rule does not apply to Rookie and A Levels)
2. If a player is dropped from a league roster for a legitimate reason, or the player quits a league team, the league team must pick up a player from the next level below. Major League must pick up an 11-year-old AAA league player, AAA must pick up a 9-year-old AA player and AA must pick up an 8-year-old A player. The team roster must be reset within 3 days of player dismissal. The appropriate league coordinator and President will identify the player to be called up.
3. In the event a manager knows that he cannot have 10 players for a scheduled game he must call up a player from the lower league. The specific process for finding a call up is described in the "**MYB Player Call Up Process**" document found on the MYB website. If unsure of the process, contact your league coordinator or President. (This rule does not apply to Rookie and A levels).
4. During the season, should a vacancy occur on one or more teams by reason of injury/illness or player absence that continues for at least three consecutive games, such vacancy must be filled for the remainder of the vacancy, unless such vacancy occurs in the final two weeks of the season. In the event there are vacancies on more than one team, teams shall draw lots for order of choice from the

pool of players eligible for call up as described in item 2 above. Such players chosen are not permanent members of such team but are returned to their original team at the close of the vacancy or season, and eligible for the draft in the subsequent year. Selections may not be made at random but will be made at intervals and at such time as determined by the appropriate league coordinator and league president, in order that each team has an equal opportunity to fill its roster. (This rule does not apply to Rookie and A levels).

BENCH/SAFETY

1. The manager or coach shall determine who may sit on the bench during a game with a maximum of 1 manager and 2 coaches at the Majors, AAA and AA levels. No other persons shall be allowed within the fences under any capacity other than coach.... meaning, no statisticians, scorekeepers, batboys/girls or trainers. No exceptions. At the Rookie and A levels, additional coaches are allowed. Rookie and A level coaches are encouraged to be in the field while your team is in the field to allow for more productive teaching of your players.
2. All managers and coaches at all levels must have completed all coaching prerequisites, including, a National Background check within the last 2 years AND have completed Abuse Prevention Training. If a manager or coach is found on the bench without completing a MYB coaching registration, AND Abuse Prevention Training that individual will be asked to leave immediately. It is the responsibility of the team's manager to ensure that all coaches for that team are in compliance. If you are unsure if you or one of your coaches has completed a MYB coaching registration, please contact your league coordinator or league president.

UNIFORMS/EQUIPMENT

1. A player warming up a pitcher on the playing field or in a bullpen or elsewhere must wear a helmet/mask. A manager or coach may warm up a pitcher and does not need a helmet/mask. All players must be in full team uniforms according to league rules in order to play. All shirts will be tucked in and hats worn correctly. Bats and all other equipment must conform to Cal Ripken specifications.

FIELD PREP

1. The manager and/or coaches for both teams must arrive at least 30 minutes before game time to line and rake the field for weekday games.
2. Each team has responsibility for cleaning their bench and the field after the game. Teams from the last game of the day must cover the pitcher's mound and home plate area with tarp and weights.
3. For Saturday games, the manager and/or coaches of both teams scheduled to play the first scheduled game must arrive at least 30 minutes before game time to line and rake the field.
4. Please refer to MYB's website for additional details on field maintenance and water removal.

INTERACTION WITH UMPIRES

1. There is to be no confrontational arguing on the field during the game. Any discussions require calling a time out with the umpire and maintaining a conversational tone with the umpire and coaching staffs. Escalation of arguments will not be tolerated.

FORFEITS/POSTPONEMENT/PROTEST

1. If a league substitution rule is violated, the violating team shall forfeit the game.
2. Before the scheduled start of a game, the Park and Recreation Department or MYB may postpone the said game, due to rain. The league will notify coaches and players if a game is not playable. If the league does not send a cancellation notification the game will be played as scheduled.
3. All rained-out games will be made up the next day without scheduled games. (Any exceptions to this must be approved by the President and V.P.)
4. If Saturday games are postponed, those games will be played on that Sunday with the same game times as originally scheduled on Saturday. Saturday postponements take precedence over individual games postponed during said week and those previously postponed games will made up at a later date. (Any exception to this must be approved by the President and V.P.)
5. Once a game starts, the decision whether to postpone a game will be made as follows:
 - At the Major League level, the umpire will make the decision whether to call a game due to weather.
 - At all other levels, the coaches of both teams along with the umpire will work together to determine whether to call a game due to weather or darkness. Decisions shall be based on field conditions and safety of the players.
6. If a game is called after it has started:
 - If at least 3 ½ innings have been played and the team losing at the time the game is called has had at least 4 “at bats”, the game is considered an official game.
 - If the game is called before the losing team has had at least 4 “at bats” then the game is considered a postponed game, and the game will be replayed in its entirety (not as a continuation of the game) following the rescheduling rules above.
 - At the AA and A levels, the game will be considered official once it has started. The reasoning for this is that there are no standings or playoffs at these levels and therefore the results do not matter at these levels.
7. Teams must make every effort to have a minimum of 10 players for each game. Teams must finish the game with a minimum for 9 players in the lineup, for the game to count in the standings. If a game is forfeited the game should continue as a scrimmage. We want the players that are in attendance to play baseball. The league coordinator will determine why a team had less than 10 players and, along with the President and Vice-President, will determine the appropriate action to prevent this from happening again.
8. Any protest (AAA & Majors only) made as a result of a rule misinterpretation must:
 - Be announced to the umpire AND the opposing manager before the next pitch of the game.

- Protests must also be reported to the President, or in his absence, the Vice President within 24 hours after the end of the protested game, in writing (email is considered to be in writing).
10. Any protest shall be decided by a majority vote among the President, Vice President, and the Umpire-in-chief. Such decision is final, and managers will accept it with good grace.
 11. A protested game where the protest is upheld will be replayed from the point of the protested action as determined by the Protest Committee, (President, Vice President and Umpire-in-chief).
 12. No protest will be honored on a matter of the umpire's judgment.
 13. **ALL PITCHING RULES WILL STILL APPLY, EVEN IN THE CASE OF POSTPONED OR FORFEITED GAMES.**
If a pitcher pitches two innings in a game that is postponed by rain, that pitcher only has four pitching innings remaining in the week.

GAME TIME AND MERCY RULE

1. For the regular season only, no new inning may be started after 105 minutes of play if there is another game scheduled to start at completion of current game. Majors games on Saturdays or Sundays have a 120 minute new inning limit. Teams must complete the inning and end game. There is no time limit if there is not another game scheduled after the current game. There is no time limit for post-season games, even if another game is scheduled to follow the current game.
2. If a team is ahead by 12 or more runs after losing team bats in 4th inning, game is over. Losing team always gets same number of "at bats" as winning team. For example, visitors go ahead by 12 in top of 5th - home team gets at bat in bottom of 5th. If still losing by 12 after 5, game is over. (This rule does not apply to the Rookie and A levels)

PLAYING TIME

1. If a player cannot take a turn at bat, they may be removed from the line-up and the batting order continues. If the removal was due to illness or injury, they may return to the same spot in the batting order.
2. Pinch runners are allowed, but only in the event of injury to a runner. The pinch runner must be the player who made the most recent out for the team at the time of injury.
3. For situations when a team has a player that will need to leave a game early for any reason, the player that will need to leave early shall occupy a spot anywhere in the batting order. Once the player leaves the game, the spot in the batting order occupied by this player will be skipped in the batting order and the team will not be penalized with an automatic out for the skipped spot in the batting order. It should be communicated to the opposing team that a player will need to leave a game prior to its completion to avoid confusion.
4. If a player arrives after the start of a game, that player should not be included in the batting order shared with the opposing team at the start of the game. The late arriving player should be written into the last spot in the batting order only when the player arrives ready to play. This change in the batting order shall be communicated to the opposing team at the time of the change. If the player is written into the batting order shared with the opposing team at the start of the game and has not arrived at the game when that player's spot in the batting order is due up, then that spot in the batting order shall be considered an automatic out and the spot in the batting order will be skipped. It shall

be an automatic out each time this player's spot in the batting line up is due up and the player has not arrived for the game.

LEVEL SPECIFIC RULES

MAJOR LEAGUE

2026 Babe Ruth / Cal Ripken Baseball Rules & Regulations and Official Playing Rules shall apply, except as modified below.

MINIMUM PLAYING TIME

1. Majors has a consecutive batting order. Every player in attendance at each game is included in the overall batting order. If all 11 or 12 players are in attendance, the order goes 1 – 11 or 12. Players bat, even if not playing in the field.
2. Every player will play a minimum of 4 innings in the field during each 6-inning game.

BASE STEALING / RUNNING

1. Base running rules are per the Cal Ripken Rule Book. Coaches and Managers should be aware of these rules.

Cal Ripken 60 Ft. Baseball Division Special Base Running Rule:

"When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base."

2. No stealing or advancing runners if ahead by 8 or more runs.

SLASH BUNTING

1. Any player who executes a slash bunt (square to bunt, pull bat back, then swing away in attempting to put the ball in play) shall be ruled out, ball is dead, and all base runners return to the last safely occupied base at the time of the pitch.

NO DROPPED THIRD STRIKE RULE

1. If a batter strikes out and the catcher does not catch the third strike, the batter is out and may not advance to first base on the past ball.
2. The runners on base may advance as they do on any passed ball.

MAJOR LEAGUE PITCHING RULES

1. The pitching week runs from Monday through Sunday.
2. One pitch constitutes an inning pitched for purposes of pitching rules set forth below.
3. A player may not pitch more than 6 innings per week.
4. Any pitcher pitching 4 or more innings (3 innings and 1 pitch = 4 innings) in a game must have 3 full calendar days rest before pitching again, regardless of when during the pitching week he pitches. Any

pitcher pitching fewer than 4 innings in a game must have 1 full calendar day of rest before pitching again.

5. In addition to innings limits, a pitcher may not exceed 85 pitches and may not begin an inning with more than 75 pitches thrown. Once a pitcher reaches 85 pitches, the pitcher may finish the current batter and then must be relieved.
6. Any player who has played the position of catcher in four or more innings is not eligible to pitch on that calendar day. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
7. Playoffs are in no way an exception to the pitching rules.
8. If a player is removed from pitching at any time during the game, he may NOT return as a pitcher in the same game.
9. Warm up pitches between innings are limited to 8; warm up pitches for a new pitcher are at the discretion of the umpire.
10. A manager or coach may visit a pitcher on the mound once each inning. A second visit in the same inning results in removal of that player as the pitcher.
11. If a pitcher throws one warmup pitch, he must throw at least one pitch to the first batter in that inning. (In the case of an injury the pitcher will not be required to pitch to that batter; however, he will be charged with pitching one inning.) If for some reason the game ends before that pitcher throws an official pitch, they are not charged with an inning.

AAA Level

2026 Babe Ruth / Cal Ripken Baseball Rules & Regulations and Official Playing Rules shall apply, except as modified below.

GENERAL

1. There is a 5 run rule in effect. Half-innings end after the defensive team records 3 outs or the offensive team scores 5 runs.

PLAYING TIME

1. AAA has a consecutive batting order. Every player in attendance at each game is included in the overall batting order. If all 11,12 or 13 players are in attendance, the order goes 1 – 11,12 or 13. Players bat, even if not playing in the field.
2. Every player will play a minimum of 1 innings in the infield.
3. No player shall sit two innings until every other player participating in the game has sat one inning. Additionally no player shall sit more than 2 innings in a 6 inning game.
4. The same player is not allowed to play catcher more than five innings of a six-inning game.

BASE STEALING / BASE RUNNING

1. Once the baseball reaches the batter, a runner may leave the base for the purpose of stealing. The runner cannot steal a base on the catcher's throw back to the pitcher. No "delayed steal".
2. There is no stealing of home or advancing on an overthrow to the pitcher or pass ball. A base runner may only advance to home on a ball put into play by the batter and or a walk.
3. No stealing or advancing runners if ahead by 8 or more runs. Stealing and advancing may begin once lead is down to 6 runs
4. A play shall be considered over if the pitcher has the ball and is anywhere on the mound. Runners cannot advance once the play is dead. If the runner is already started advancing towards the next base, he may continue to attempt to advance to the base. Otherwise, the runners must return to the base currently occupied. Similar to base stealing, if the runner has stopped forward progress towards the next base, then he must return to the current base.
5. There will be no taunting on the base paths...meaning base runners are not allowed to purposely try to get the catcher or pitcher to throw the ball to the base covering player.
6. Base advances on steals, wild pitches or passed balls are limited to five (5) advances per half-inning. Both managers are responsible for keeping track of the advances. Any baserunner who advances on a steal, wild pitch or passed ball after four such advances in a half-inning will be returned to the base they were on before the steal, wild pitch or passed ball.

AAA PITCHING RULES

1. The pitching week runs from Monday through Sunday.

2. One pitch constitutes an inning pitched for purposes of pitching rules forth below.
3. Players may not pitch more than 6 innings per week.
4. Any pitcher pitching 4 innings (3 innings and 1 pitch = 4 innings) in a game must have 3 full calendar days rest before pitching again, regardless of when during the pitching week they pitch. Any pitcher pitching fewer than 4 innings in a game must have 1 full calendar day of rest before pitching again.
5. In addition to innings limits, a pitcher may not exceed 75 pitches and may not begin an inning with 60 or more pitches thrown. Once pitcher hits 75 pitches in inning, they may finish the batter and stop pitching. Playoffs are in no way an exception to the pitching rules.
6. Any player who has played the position of catcher in four or more innings is not eligible to pitch on that calendar day. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
7. If a player is removed from pitching at any time during the game, he may NOT return as a pitcher in the same game.
8. Warm up pitches between innings are limited to 8; warm up pitches for a new pitcher are at the discretion of the umpire.
9. A manager or coach may visit a pitcher on the mound once each inning. A second visit in the same inning results in removal of that player as the pitcher.

MISCELLANEOUS

1. There is no infield fly rule.
2. Batters cannot advance to first base on a passed ball third strike, but runners on base may advance, subject to the limits in "Base Running".
3. Bunting is allowed except if there is a base runner on 3rd base.

AA Level

2026 Babe Ruth / Cal Ripken Baseball Rules & Regulations and Official Playing Rules shall apply, except as modified below.

PLAYING TIME

1. AA has a consecutive batting order. Every player in attendance at each game is included in the overall batting order. If all 12 players are in attendance, the order goes 1 – 12. Players bat, even if not playing in the field.
2. Every player will play a minimum of 2 innings in the infield and 1 inning in the outfield.
3. No player shall sit two innings until every other player participating in the game has sat one inning.
4. In AA, each team shall field 4 outfield positions, 4 infield positions, along with a pitcher and catcher. Pitcher and catcher are considered infield positions.

AA LEAGUE PITCHING RULES

1. The pitching week runs from Monday through Sunday.
2. One pitch constitutes an inning pitched for purposes of pitching rules.
3. No pitcher may pitch on consecutive days. No exceptions.
4. A pitcher may not pitch more than 2 innings in any game, (1 pitch in an inning = 1 inning).
5. Players may not pitch more than **6 total innings** per pitching week.
6. Once a pitcher is removed from the game, they may play any other position but cannot pitch again in that game.
7. In addition to innings limits, a pitcher may not exceed 60 pitches and may not begin an inning with 45 or more pitches thrown. Once pitcher hits 60 pitches in inning, they may finish the batter and stop pitching.
8. Warm up pitches between innings are limited to 8; warm up pitches for a new pitcher are at the discretion of the umpire.
9. A manager/coach may visit a pitcher on the mound during play. A visit to the mound, regardless of the reason, constitutes one visit. A second visit in any one inning necessitates the pitcher being removed from the mound on that visit. Four visits for the same pitcher during a game also results in that pitcher's removal the mound.
10. A pitcher who hits two batters in an inning or three batters in a game shall be removed from the pitching position for the rest of the game.

AA-SPECIFIC GAME RULES

2. All games are 5 innings long.

3. Score will be kept for regular season games and the AA season will include playoffs; however, regular season standings will have not impact on playoff seeding / positioning to ensure the developmental focus of AA is maintained.
4. There is a 5 run rule in effect. Half-innings end after the defensive team records 3 outs or the offensive team scores 5 runs.
5. A player can only walk once per game. In the event that the pitcher in subsequent at bats throws 4 balls, the batter's coach will come in and pitch until that player is either out or safe. The number of strikes on the batter at the time the coach comes in to complete the pitching for the at bat shall stand for the remainder of the at bat. As an example, if the batter has 2 strikes at the time the fourth "ball" is thrown, that batter will have two strikes against him when the coach pitches. If the coach throws one strike (swinging or called by umpire) than the batter is considered out on strikes.
6. When the bases are loaded a run cannot be walked in even if that batter has not yet walked in the game. In this instance, the batter's coach will come in and pitch until that player is either out or safe. In event of a hit batter, the batter is awarded 1st. base and the runner scores.
5. When a ball is put into play that play shall continue until the **second error** is made. At the point of the second error the play stops. Any runner in between bases at the point of the release of the ball before the error will advance to the next base only. If a player has continued to advance after the second error is made, then that player shall go back to the base they would have been at had they stopped at time of second error. This rule shall be strictly enforced.
6. Hill past first base is in play. Garden is out of play... overthrow allows runners to advance one base.
7. Past third base fence is out of play... runners advance one base only.

BASE STEALING / BASE RUNNING

1. Once the baseball reaches the batter, a runner may leave the base for the purpose of stealing. The runner cannot steal a base on the catcher's throw back to the pitcher. No "delayed steal".
2. There is no stealing of home or advancing on an overthrow to the pitcher or pass ball. A base runner may only advance to home on a ball put into play by the batter and or a walk.
3. No stealing or advancing runners if ahead by 8 or more runs. Stealing and advancing may begin once lead is down to 6 runs
4. A play shall be considered over if the pitcher has the ball and is anywhere on the mound. Runners cannot advance once the play is dead. If the runner is already started advancing towards the next base, he may continue to attempt to advance to the base. Otherwise, the runners must return to the base currently occupied. Similar to base stealing, if the runner has stopped forward progress towards the next base, then he must return to the current base.
5. There will be no taunting on the base paths...meaning base runners are not allowed to purposely try to get the catcher or pitcher to throw the ball to the base covering player.
6. Base advances on steals, wild pitches or passed balls are limited to five (3) advances per half-inning. Both managers are responsible for keeping track of the advances. Any baserunner who advances on a steal, wild pitch or passed ball after four such advances in a half-inning will be returned to the base they were on before the steal, wild pitch or passed ball.

Rookie and A Levels

PLAYING TIME

1. Weeknight games are preceded with a 30-minute practice. Games are 1 hour in length. Weekends games are 1 hour and 30-minutes with no practice preceding the games.
2. Single A has a consecutive batting order. Every player in attendance at each game is included in the overall batting order.
3. An inning will end when the defensive team records 3 outs or the offensive team scores 5 runs.
4. All players shall play the field every inning: Typical infield plus one player on second base. Everyone else will be spread out in the outfield, the out fielders should be back sufficiently, so they don't create scrums.
5. Every player must play a minimum of 2 innings in the infield and 2 innings in the outfield during a 5-inning game.
6. No player shall be allowed to play the same position more than 2 innings in one game all players must be rotated to a different position every inning. All players should have a chance to play all infield and outfield positions. The exception to this is at first base where a player could get hurt. The spirit of this rule is to allow players to experience as many positions as possible without causing undue harm to that player.
7. Every team must supply a catcher when it is in the field. This rule does not apply to Rookie level.

BASE STEALING/BASE RUNNING

1. There is no stealing of bases in A baseball.
2. No leaving the base unless ball is hit.
3. There is no advancement by the runners on overthrows.
4. There is no infield fly rule.

A LEAGUE PITCHING RULES

1. Coaches must pitch from one knee throwing overhand.
2. The coach who is pitching is the umpire; they make all the calls.
3. Any interference between a batted ball and the pitching machine or ball bucket is an automatic base hit and all runners advance one base.

A LEAGUE BATTING RULES

1. There are no "official" strike outs at the A level. Players should be given a sufficient number of balls to attempt to put a ball in play. In the spirit of keeping the game moving, a coach move closer to the

batter and try “soft toss”, if necessary, a second coach should help the batter hit the ball to put the ball in play. The goal is to encourage the kids and show them they can hit the ball, even with help and let them get on base.

2. On any ball hit into the outfield grass, the batter can attempt to go to second base for a double, but it is not an automatic double. The defending team can try to make a play at second base and must tag the runner, as there is no force. Other base runners can also try to move up two bases, but the defense can also try to make a play on these runners by tagging them out.
3. Any batted ball hit over the fence of the Triple A field at Gatchell Park will be ruled a home run.
4. There is no bunting in single A.