

**Mid-Iowa Baseball League  
Local League Rules & Regulations  
(with addendums to MSBL National Rules)**

**REVISED: March 2025**

Please note that the Mid-Iowa Baseball League will follow MLB Rules & Regulations in all other circumstances.

This league was created to provide for men 18 years old and over, 30 years old and over, 40/48 years old and over an alternative to softball and enable us to play the game we all grew up playing. Adult attitudes must always prevail, no matter how competitive any league is. The responsibility that this ethic sustains will remain at the responsibility of the individual league Commissioner/President and his officers and anyone who abuses the league's code can be suspended or expelled from the league. The following rules were established to serve as additional guidelines to our National Rules & Regulations.

## **INDEX**

- |   |                                  |
|---|----------------------------------|
| 1. Uniforms, Helmets, Baseballs and Other Equipment | 6. Pitchers                      |
| 2. Game Length, Run Rule and Rain-Outs              | 7. Ex-Pro Status and Regulations |
| 3. Teams, Players and Line-Ups                      | 8. General League Rules          |
| 4. Player Behavior and Team Responsibility          | 9. Code of Conduct               |
| 5. Courtesy Runners                                 |                                  |

## **RULES**

### **1. UNIFORMS, HELMETS AND BASEBALLS**

**1.a.2-L** Uniforms are not mandatory until the 3rd scheduled date for 1st year teams and players only.

**1.b-L** All batters must wear helmets with at least one ear flap with the ear flap facing the pitcher. Base coaches are encouraged, but NOT required, to wear protective helmets while on the field of play. Base coaches must be at least 90 feet from home plate (at or behind the base) as a pitch is being delivered. Be aware that the national organization and any regional or national tournaments have a helmet requirement for base coaches.

**1.d-L** All batters in MIBL must conform to the following statute. No metal bats are allowed. Wood bats, composite wood bats, or metal handed/wooden barrel bats are acceptable. Be aware that the national organization and any regional or national tournaments that still allow metal have a minus 3 restriction as well as a 2 5/8 restriction on barrel size.

**1.f-L** Any player found guilty of using illegal equipment or tampering with equipment (including balls, bats, gloves and other equipment) to gain an unfair advantage, will be subject to suspension or expulsion.

### **2. GAME LENGTH, RUN RULE AND RAIN-OUTS**

**2.a-L** Under **ALL** circumstances, a complete game is defined as 5 innings complete (4 ½ innings if the home team is ahead). In regard to darkness, a minimum of 3 innings must be played. Games should not be started if 3 innings cannot be completed. National rules apply otherwise, (i.e. rainouts, injuries, etc.).

In order for a game to be ruled complete (applies to both regular season & tournaments), the following guidelines are in place:

- For a 2-hour time limit game, 1 hour & 15 minutes (1:15) must pass for it to be ruled a complete game.
- For a 2-hour 30-minute time limit game, 1 hour & 30 minutes (1:30) must pass for it to be ruled a complete game.

Anything less than those times will be suspended at the point of stoppage & resumed at a later date, all stats at the time stay. If there are baserunners, they return to the base earned, if there are recorded outs, they also stand at the point of suspension & all runs recorded stand. Lineups should be as close to the original lineup as possible with no penalty if some players are not present for the resumption of play. Preferably, if time allows, the resumption can be combined with another scheduled game (resume prior or after). If the game has more time than could be made up with another game (weeknights), the game shall remain

suspended & must be completed if it affects the outcome of a division title. If the game does not affect a title & the teams want to complete the game, it is optional to play the suspended game. The updated rule applies to any unplanned event such as rain, lightning, lights, sprinkler systems, field issues, major injury, etc.

**2.b-L** If there is a 12-run discrepancy at the end of any inning & the game has elapsed 1 hour & 30 minutes for 30+/40+/48+ & 2 hours for 18+, the game will be ruled final at that point.

**2.c-L-1** All rainout and postponed games will be rescheduled by the scheduling director. Postponed games must be rescheduled within two weeks of notification of postponement. Any postponed game (postponed for any reason) will be rescheduled to the very next open date for both teams, granted there is a field and umpires available. If this rescheduled game is within 48 hours of the postponed game, both managers must approve (ability to field team on short notice). An example of this could be a rain event that is guaranteed to wash out a Tuesday game, but the Wednesday/Thursday forecasts look dry, allowing the immediate Thursday to be an option. To reschedule a rainout game, both managers, the scheduling director and the umpire director must take part in the process and/or be notified prior to the game. If an agreement cannot be reached between the two managers, the scheduling director reserves the right to choose a date, time and field.

**2.c-L-2** If a game is tied at the end of the time limit, one extra inning will be played. The MLB Rule of placing a runner on 2nd base with no outs will be in effect for that single extra inning. The runner on 2nd base will be the last batted out of the previous inning. (If the last batter of the previous inning hits into a force out, that batter will be the runner placed at 2nd base. If a batter is stranded at the plate due to a runner being caught stealing/picked off, that runner will be the runner placed at 2nd base.) If the game is still tied, it will go in the records as a tie. In the event of a tie after nine innings and the time limit has not expired, extra innings can be played until the tie is broken or until the time limit expires, whichever comes first.

**2.c-L-3** In the event a game or games need to be rescheduled due to the request of a team or teams (i.e., not weather-related or due to field conflicts), the request must be made according to the following schedule:

- a) Saturday Game(s): Notification must be received by 12 pm on the Thursday immediately prior to the Saturday game(s).
- b) Sunday Game(s): Notification must be received by 12 pm on the Friday immediately prior to the Sunday game(s).
- c) Weekday Game(s): Notification must be received by 12 pm on the day immediately prior to the scheduled game (i.e., 12pm on Monday for a Tuesday evening game).

The requesting manager must contact (in order) the Division President, Opposing Manager and Umpire Director. Each team is allowed ONE date per season to postpone a game. All other requests will be treated as forfeits and may require reimbursement to the league for umpire fees. Any team forfeiting more than two games is subject to expulsion from the league with no refund.

**2.d-L** Each field director should go to their field three hours prior to a scheduled game to ensure the field is in good playing condition including dragged, lined, mowed, etc. In the event of rain, this person at this time will make a decision pertaining to rainouts of one or both games. A prompt decision must be made to keep from having to pay umpires for games not played. If the field is not playable, the field director should call the umpire crew chief immediately or the umpires assigned to the game (if known). Then call your players, then the public relations staff (webmaster) and scheduling director. Umpire fees are budgeted for the exact number of games. If the umpires are not called they will be paid and teams will only be allowed to make up the game(s) if the participating teams pay for the umpires independent of any league fees.

**2.e-L** There will be a 15 minute grace period before a forfeit is enforced due to lack of players. If at the end of the 15 minutes, a team has less than 8 players that team will be the visiting team and bat first. If this team still has less than 8 players at the end of that half inning, the game will be considered a forfeit. This will allow the game to begin while waiting for additional players. There is no penalty for playing with 8 or 9 players, even if the opposing team has 10 or more. In other words, there is no automatic out recorded with the short-handed team. The team with more players has the right to match the team with fewer players in regards to the batting lineup. In the event a team with 8 players has an injured player that cannot continue to play, the game will be ruled a forfeit if the team drops below 8 players. In order to continue play, the opposing manager has the option to "lend" a player to the opponent during such an event. MSBL rule 3.i comes into play for injured players that cannot continue.

**2.e-L-1** To increase participation/play, a team with six, seven or eight players at game time may borrow additional registered players, from any higher age division, without the permission of the opposing manager. Teams are NOT permitted to borrow players from the same, or lower, age divisions without the permission of the opposing manager. There are no restrictions on positions from borrowed players, i.e, they may pitch, catch, bat first, etc. All age restrictions apply for all borrowed players. (Also see 3.e-L)

**2.f-L** All 18+ games will consist of 9 innings and will have a 2 1/2 hour time limit. Games in the Bill Hyland 30+/40+/48+ Leagues will be 9 innings in length, however no inning may start after 2 hours from the start of the game. The time limit begins at the scheduled start time, not when the game actually begins. (For example, a 1:00 game begins at 1:00 and will end at 3:30). The only exception is if a delay occurs because the umpires are late. If the umpires are late, the 2 ½ hour time limit begins when the umpire says “play ball”. No “timers” are to be used. If teams and umpires are ready to go and a game starts two minutes early, the end time remains 2.5 or 2 hours after the “scheduled” start time.

Examples:

- 2-hour game starts at 7:28pm. Game ends at 9:30pm.
- 2-hour game starts at 7:33pm due to team delay. Game ends at 9:30pm.
- 2-hour game starts at 7:33pm due to umpire delay. Game ends at 9:33pm.
- Same logic applies for 2.5 hour weekend games.

Double headers will typically be scheduled for two teams to play each other, not for a team to play two different teams in one day, during the regular season. Certain circumstances may arise where a team may play two different teams in one day. This will only be allowed given that all parties are in agreement. There will be a minimum of 15 minutes between double header games between the same teams with the umpires setting the scheduled start time of the second game at completion of the first game.

**2.f-L-1** Heat Index Rule. Due to safety concerns, the umpires will have the discretion of shortening Saturday or Sunday games to a 2- hour time limit. This adjustment will occur when the National Weather Service issues an “Excessive Heat Warning” or the heat index exceeds 105 degrees Fahrenheit. In the event of a shortened game due to umpire decision, umpires will be paid at the MIBL two-hour rate.

**2.g-L** Teams listed first on the schedule will be visitors and second will be home. In case of a double header, the home team would become the visiting team and vice versa for the second game. Players should be at the ballpark one hour prior to game time. Managers should inspect the field at this time and make necessary changes or improvements. The visiting team will take infield and outfield from 30 to 20 minutes before scheduled start time. The home team 20-10 minutes before start time. 10 minutes before game time, managers will exchange lineups and meet with umpires to discuss ground rules and any other items. 5 minutes before game, home team takes the field.

**2.h-L** After a game, each team’s manager will submit the final score and their team’s box score (at a minimum, their lineups) and statistics on the league website. Final score should be agreed upon at the conclusion of the game. If there is a discrepancy, both managers should work together to determine the correct final score to be recorded for historical and potential tie-breaker purposes. If submitting the score on the website is not possible for any reason, the manager must call or e-mail the designated public relations person (currently the webmaster) with the score. If the score is not reported within seven days after the game, the game will be recorded as a double forfeit. Scores and lineups are required for All-Star Game and Postseason Tournament consideration.

**2.i-L** In regards to the final regular season standings for any division as well as seeding of any year-end tournament, order of finish and tournament seeding will be determined based upon Total Points Achieved (2 points for each win, 1 point for each tie). If Total Points are equal between two or more teams, then the following tiebreakers are implemented in this order: 1) Descending order of winning percentage (regular-season ties are worth a half point in calculating winning percentage), 2) Head-to-Head record between teams, 3) Runs Allowed Head-to-Head, 4) Runs Allowed Overall, 5) Runs Scored Overall, 6) Coin Flip. Any forfeits are always recorded as a 9-0 score.

The updated tiebreakers are in place to incentivize teams to complete all games on their schedule. In the event teams are tied in the standings, especially for the top spot (League Champion determination) and those teams have not completed their full schedule, the League will step in and enforce Rule 2.c-L. Teams involved in any tie that have completed their full schedule could be given the benefit by the Board in this situation and be declared League Champion. Teams should reschedule makeup games immediately to avoid having them added to the end of the season.

<b>Example 1</b>	<b>W</b>	<b>L</b>	<b>T</b>	<b>Pct</b>	<b>Pts</b>
Team A	12	2	1	.833	25
Team B	12	3	1	.781	25
Team C	12	4	0	.750	24

Unless Team A has already swept Team B or has locked up all subsequent tiebreakers with Team B, Team A will be expected to play their 16th game in order to be declared division champion.

<b>Example 2</b>	<b>W</b>	<b>L</b>	<b>T</b>	<b>Pct</b>	<b>Pts</b>	<b>RS</b>	<b>RA</b>
Team A	12	4	0	.750	24	128	74
Team B	12	4	0	.750	24	120	72
Team C	12	4	0	.750	24	115	72

A held a 2-0 record against B; A held a 2-0 record against C

B and C split 1-1; B won 10-2, C won 1-0

A is the champion based on Head-to-Head matchups

B is the 2-seed based on Head-to-Head runs allowed with C

### **3. TEAMS, PLAYERS AND LINE-UPS**

**3.a-L** For our local 18+ Division, players must be 18 before they are eligible to play. 30+/40+/48+ leagues - a player becomes eligible if they turn 30/40/48 during the calendar year. For the 30+, 40+ & 48+ divisions, no exemptions are allowed without express written consent of the Board of Directors. These individuals CANNOT pitch.

**3.c-L** Team rosters may be changed/updated at any time during the season. Final, complete team rosters must have no less than 13 players. Rosters are limited to a maximum of 25 players. There are no longer protected rosters or players. Players removed from the roster are no longer eligible for that team and are considered free agents. They must be re-added to the roster before being allowed to play.

**3.c-L-1** Playoff/Tournament eligibility: Players, regardless of division, must appear in at least 25% of their team's regular season games to be eligible for the playoffs/tournaments (round down to the nearest whole number). (i.e., 16-19 game schedule = 4 games, 12-15 game schedule = 3 games, 8-11 game schedule = 2 games, 1-7 game schedule = 1 game). Managers must enter statistics to our league website within seven days of each game being completed. Failure to record statistics will result in the team being ineligible for All-Star Games and/or Tournament Games.

**3.d-L** Any player that is not on a team roster and has not signed all waivers is ineligible to play. Paper waivers no longer exist. Any team playing with such players will forfeit all games played and the team and all its players will be subject to penalty up to and including being expelled from the league with absolutely no refund of money paid or re-admittance into the league in the future. If a player needs to be added at the last minute (game time) due to a hardship, the respective league President must be notified via phone call and an online registration/waiver must be completed.

All registrations/waivers must be completed online with the submission form being found on our league website. Any league fees must be paid along with this submission for the registration to be valid and for the player to be eligible. A fully completed registration requires Full Name, Address, City, State, Zip Code, valid Phone Number, Date of Birth, valid Email Address and Primary Team. Any player or team found in violation will result in a forfeit of previous games played, prohibition of players without registration/waiver and/or suspensions of managers and/or teams.

A player must be financially whole (paid-in-full) with the Mid-Iowa Baseball League as well as their team/manager prior to taking the field. If the team/manager allows a grace period for payment that extends into or beyond the current season, that player is eligible to play until any newly established deadline has passed. If the agreed-upon deadline passes, the player is ineligible to continue play in the Mid-Iowa Baseball League (MIBL) until the outstanding fee is paid-in-full. This includes any portion of a current season, past season or future season. That player cannot join another team in the MIBL until all previous league & team fees are paid-in-full.

Additionally: Any player or manager looking to recoup past dues from players where there was an agreement in place, verbal or written, the offending player may be suspended from league play until the issue is resolved between the parties. If the issue is unable to be resolved, the case may be presented to the MIBL Board of Directors. This motion will help resolve past & present issues. For example, if someone owes "Manager ABC" money from a past season and expects to play on a different team this season, that player cannot do so until he makes whole with Manager ABC. This applies for any similar

situations if they exist.

**3.e-L** 8 players are allowed to play in MIBL to constitute a legal game. (See 2.e-L)

**3.i-L** No player may be traded or switch teams after the player's original team has completed their 3rd game of the current season. If a player wishes to switch teams and the current manager refuses to release the player, the player may petition the Board for an exemption.

**3.m-L** If players wish to enter the league as a team, they must obtain the league Commissioner's approval by February 1st prior to the season they wish to begin play. If they do not have a complete roster, the balance of the team must be filled from available free agents, league tryouts and draft. If a team wishes to form mid-season, the balance of the team will be filled from a waiting list of free agents if one exists. The players on the free agent waiting list will be given opportunity in the order in which they have applied. If the free agent turns down the offer, they will be moved to the end of the waiting list or removed from the free agent waiting list if they no longer wish to be considered.

**3.o-L** The entire team roster, including jersey numbers, last names and first names (or first initial of first name at a minimum), not just the starting lineup, must be presented to the opposing manager before each game.

**3.p-L** While there is no written rule stating that a player must play in a game, it should be a gentlemen's agreement that all players dressed in uniform at a game, should be allowed to play. Any manager not allowing a player who wants to play, the opportunity to play, will be subject to suspension.

**3.q-L** Any player over the age of 60 may choose to enter & leave the hitting lineup without penalty. The manager should inform the umpire & opposing manager by declaring the 'senior hitter (SH)'. Once inserted into the batting order, they remain in the same spot. This rule is in effect for all Divisions, with the exception of the 48+ division where the rule does NOT apply. A designated senior hitter (SH) must have a plate appearance (PA) within the first two PA. If they elect to hit in their first PA, they can elect to skip the next PA. Examples:

--If they skip their first PA, they **MUST** hit the next PA.

--If they have two consecutive PAs, they can elect to skip two PAs. (Think of this as a 50/50 rule).

--If they are pinch hit for, they are out of the offense at that time as long as they fulfilled their 50/50 obligation.

The spirit of the rule is to allow participation for SHs playing in younger divisions, rather than a strategy tool to flip the lineup.

#### **4. PLAYER BEHAVIOR AND TEAM RESPONSIBILITY**

**4.d-L** Any players, managers, coaches or spectators that make a threat to do physical harm in any way to players, managers, coaches, umpires or spectators and then carries out that threat will be expelled for the remainder of that season. Players, managers, coaches or spectators guilty of such conduct shall be subject to expulsion from the league for life.

**4.h-L** Any players, managers, coaches or spectators that inflict damage to the fields and property surrounding the fields on which we play on will be subject to penalty up to and including fine, suspension or expulsion. This is further defined by any player throwing equipment while on the field of play. Any player throwing their equipment MAY be ejected immediately from the game.

#### **5. COURTESY RUNNERS**

**5.a-L** There are no "automatic" courtesy runners for the pitcher and catcher. Each league has the right to use 2 courtesy runners (40+/48+ division has the right to use 3). All leagues will be allowed the use of a courtesy runner for the catcher with two recorded outs in any inning. This option can be used at any time during an at-bat that has two outs. The courtesy runner is the last available player in the batting lineup. This is a change from the "last batted out".

For example, if the player in batting position five has a courtesy runner and the person in batting position four hit a home run, the person in batting position four is the "last available player". Simply move back up the batting order to find the last available player. Another example: position nine in the batting order has a courtesy runner & reaches base safely with two outs. Position eight is the catcher. Move to position seven. If position seven is on base, move to position six. It does not matter the result of the courtesy runner's previous at-bat.

In the event a player becomes injured while reaching base safely and cannot continue, a one-time additional courtesy runner can be used, but the injured player must immediately come out of the game and will not be allowed to return offensively or defensively.

**Adoption of MLB Rule "Dirt Good/Grass Bad".** Runner heading from home to first must run in the dirt path to first base. If ever in the grass/turf on the inside or outside of baseline, will be considered out of baseline.

## **6. PITCHERS**

**6.a-L** No player while pitching may wear white or gray sleeves. If the uniform top is white or gray, any undershirt sleeve should match the secondary color of the uniform.

**6.c-L** Pitchers are removed from the mound after hitting four batters in a game. The player may remain in the game as a fielder, batter or both, however they are not allowed to pitch to any more batters in that game.

**6.d-L** Pitchers may return to the mound if they have been relieved in a game, however they may not return in the same inning that they were removed. This is only allowed 1 time per game irrespective of the number of pitchers.

**6.e-L** The Mid-Iowa Baseball League will follow the Major League Baseball rule in regards to the "fake-to-third, throw-to-first" pick-off move. Please refer to section 6.02(a)(2) of the MLB rules. This action will result in a balk being called, & all runners will be allowed to advance at least one base. This additionally is ruled a delayed dead ball and runners may advance past one base at their own risk. Please refer to section 8.05 "approved ruling" of the Major League Baseball rules for further clarification.

**Adoption of MLB Rule:** A pitcher must face a minimum of three hitters or finish an inning.

**Adoption of MLB Rule:** A pitcher can disengage from the pitching rubber twice during each at-bat, either by stepping off the rubber or throwing to a base. The two disengagement limit is reset if a runner advances. On a third disengagement, the pitcher must pick off the runner or a balk will be charged.

**6.f-L** Pitchers have no restrictions for innings pitched in any of the MIBL divisions.

**6.g-L** Pitcher warm-up pitches between innings is limited to eight (8). With any straight pitching change or change due to injury, the number of warm-up pitches becomes the discretion of the umpires. (This is due to the make-up of our league where most pitchers are playing other positions and the fact there may not be bench players available to warm up a pitcher.)

## **7. EX-PRO STATUS AND REGULATIONS**

**7.a-L** There are no restrictions on ex-pros for local league play. Any player not under a professional contract is eligible to play in the local league.

## **8. GENERAL LEAGUE RULES**

**8.g-L** The board may, at its discretion, organize a preseason free agent draft. Any free agent draft will be conducted in the following manner. Teams wishing to participate will do so in the reverse order of the prior year's final regular season standings. Newly formed teams will be treated as if they finished in last place the previous season using a lottery to determine which new team chooses first. The previous year's free agent waiting list players will automatically be included in the draft.

**8.i-L** At the close of each season, each team (by majority vote) will decide whether to retain the present Team Manager and Field Coach or to elect new ones for the upcoming season. These decisions must be presented to the league Commissioner no later than 60 days after the local league Championship game.

**8.j-L** New rules or regulations may not be added to the local rules & regulations after the seasons third game. Rules and regulations can only be added or changed during the season with written petition and presented to the Board of Directors for vote. Each year, there may be a formal review of league rules in the offseason. Input will be solicited from the respective divisional managers, however, any rule change is ultimately voted and applied by the Board of Directors or the League Commissioner.

**8.k-L (Rewritten Rule/Guidance)** The league's Board of Directors will consist of a minimum of 15 board members. The Board should consist of the League Commissioner, League Vice-President, Treasurer, Secretary & a minimum of 11 other directors.

Eight of these other directors should be the President & Vice-President of each age division. All items up for vote must pass by majority rule. The Commissioner does have veto authority, in which a two-thirds (2/3) majority vote would be required to pass any rule or item.

**8.l-L** Items and rules to be voted on must be presented at a board meeting, seconded by a board member and require 50% of the board members be present.

**8.m-L** League Board of Director members and volunteers will be allowed to have expenses reimbursed, at the decision of the league Commissioner and discretion of the Board of Directors.

**8.n-L** The regular season winner of each league (MSBL & MABL) will be recognized as that league's regular season champion. They will be seeded first in the year end tournament and there will be no other playoff games (other than the year end tournament). There will be no overall championship game between leagues (MSBL & MABL).

**8.o-L** At the end of the season there will be a post season, single elimination tournament. Each team in each league will participate with no inter-league play. Traditional bracket formats will be used. The first place team will play the last place team, (unless there is a bye in the sequence and teams may need to "play in" if necessary. Brackets, dates, times and locations for these of games will be determined by the scheduling director. Game lengths and time limits are subject to change from regular season rules. For all divisions, players must play in at least 25% of their MIBL games to qualify for the year-end tournament (round down to the nearest whole number. i.e., 16-19 game schedule = 4 games, 12-15 game schedule = 3 games, 8-11 game schedule = 2 games, 1-7 game schedule = 1 game) to qualify for the year-end tourney. Age Divisions have the right to request a double elimination tourney at the Manager's Meeting with the understanding that it will affect final fees. Poor weather could revert the tourney back to single elimination. At the 2019 Annual Meeting, it was passed that the tourney dates will be set and not slide in order to complete the regular season. This will insure the opportunity for a complete tournament. Seeding will be determined based on the point totals the week of the Tournament.

## **9. CODE OF CONDUCT**

### **Prohibitions**

Managers, coaches, players, officials and spectators shall conduct themselves in a sportsmanlike manner at all times. No managers, coaches, players, officials or spectators shall commit the following: Any conduct which endangers the safety of the players, umpires, officials, spectators, managers or coaches. Managers are ultimately held accountable for their player's actions.

**Additional Addendum:** Threatening actions will not be permitted while participating in the Mid-Iowa Baseball League. This includes verbal and non-verbal actions that include such things as threats, slurs, physical intimidation and/or insults. This includes pre-game, game and post-game activities as well as league message boards and forums. A late game ejection could result in a one game suspension. A post-game ejection will result in a minimum one game suspension.