

Marlborough Youth Baseball Association

2026 Playing Rules (APPROVED – March 2026)



Rookie League
www.myba.org

GOVERNING BODY

This guide is provided as a common framework on Marlborough Youth Baseball Association program rules of play. The MYBA Board of Directors retains final decision making authority for all matters pertaining to the program and may rule on issues and provide remedies not described in this document. Decisions by the Board of Directors are final.

PURPOSE OF MYBA

1. Foster the physical, mental, emotional growth of the youth of the community.
2. Develop an understanding and appreciation of sportsmanship and fair play.
3. Encourage citizenship and academic achievement.
4. Teach the fundamentals of baseball through qualified supervisors.
5. Provide worthwhile recreational activities to youths that may otherwise be denied the opportunity to participate in an organized baseball program.
6. Promote a spirit of self-reliance along with the spirit of teamwork.

MANAGING CONFLICT

Common sense and courtesy will prevent most conflicts, but situations that cannot be resolved on site should be referred to the League Director. Code of Conduct document will be provided to all managers and coaches.

Refer to the following principles while resolving conflict:

- Foster the physical, mental, emotional growth of the youth of the community
- Develop an understanding and appreciation of sportsmanship and fair play
- The league is for kids to **PLAY** baseball. MYBA decisions will be resolved in a manner that require player safety and are biased towards player involvement and fun.

AAA LEAGUE PLAYING RULES

1. Beginning a Game: All games should be played regardless of the number of players for each team.
2. 90 Minute Rule: No **new** inning may be started later than 90 minutes after the start time. If 6 innings are completed in less than 90 minutes, it is up to both coaches if they would like to play additional innings, however please be considerate of games scheduled to begin at the completion of your game.
3. Keeping Score: No formal score will be kept for any ROOKIE games. The goal of this level of baseball is to teach the proper fundamentals of the game rather than winning and losing.
4. Pitching: Both coaches will decide at the beginning of the game to either coach pitch live to the batters OR use the pitching machine. It is a team by team choice.
 - i. Machine Pitch: An offensive coach will feed balls into the pitching machine while their team is batting. Coaches should allow players in the field to make all defensive plays.
 - ii. Coach Pitch: An offensive coach will coach pitch live while their team is batting. Coaches can kneel when pitching or using a bucket seat with the goal of the batter having a consistent pitch at their level. If a coach is uncomfortable pitching live, the opposing coach may pitch to both teams. Coaches should allow players in the field to make all defensive plays.
 - iii. If a number of pitches go by (maximum of 10 pitches; use some discretion) and the player is struggling to make contact, the batting tee may be used. The goal is to keep the game moving to keep the players interested and focused on the game.
5. Defensive Coaches: Coaches of the defensive team are allowed on the field during the game. They should be stationed behind the infielders and should give instruction on positioning and what to do with the ball when it is hit. Also, be sure that players are attentive to the game while it is going on. Defensive Coaches should also make safe/out calls during the game. Please use common sense on this and reward good plays both from the offense and the defense.
6. Offensive Coaches: One coach will be operating the pitching machine (Or Pitching), and there should also be two base coaches (one at 1st base and one at 3rd base) to assist the players running the bases.
7. Batting Order: Fixed complete roster batting order. Late arrivals are placed at the bottom of the order. Suggestion would be to bat the players in order of jersey number so that they can begin to understand how the batting lineup works, but that is not mandatory. Please adhere to the batting order that you use to start the game (do not randomly send up kids to hit in a different order throughout the game).

8. Positions: The defensive team should have 1 player positioned to the side of the pitching machine L Screen, 1 player at each infield position (1B, 2B, SS, 3B), and 3-4 outfielders depending on team size. If a player would like to catch, he/she MUST have their own personal catchers' equipment, they MUST have a cup on, and they should be positioned a further distance back than a normal catcher in a game would be positioned. If there is a catcher or not, a coach should be behind the plate to gather balls that are not hit. Please do not have all of your players in the infield as this is the level of baseball where we start to emphasize the correct positions on the field.
9. No Bunting: Players are not allowed to bunt and should be encouraged to hit the ball.
10. Batted Ball off L Screen: A ball that is hit by the batter back off the L Screen shall be a dead ball and not counted as a ball or strike. Any batted ball that does not strike the L Screen is in play and should be played by the defensive team.
11. Thrown Ball off L Screen or Pitching Machine: A ball that is thrown by a fielder and contacts the L Screen or Pitching Machine shall be considered dead at that point and the runners shall remain at the base they are currently occupying OR if they are in the process of advancing shall be awarded the next base. Please use common sense when awarding bases or determining where runners should be placed.
12. No Stealing or Advancing on Passed Balls or Overthrows: A player may only advance on the bases when a ball is hit by the batter.
13. Advancing Bases: If the ball is hit within the infield, the batter and all runners may advance 1 base. If the ball is hit into the outfield, the batter and all runners may advance up to 2 bases.
14. Ending an Inning: The season will be divided into two periods: before Memorial Day and after Memorial Day.
 - i. Before Memorial Day: An inning ends when five runs have scored. Once the offensive team scores the fifth run, the inning is immediately over and the teams switch, no matter how many outs there are.
 - ii. After Memorial Day Weekend: An inning ends when three outs are recorded OR five runs have scored. Once the offensive team scores the fifth run, the inning is immediately over and the teams switch, no matter how many outs there are. Defensive coaches will determine whether an out is recorded.