

2024 MOC Rules

10U “Minor” Boys Division

MOC General Boys League Rules

1. **OHSAA Rules and Regulations** are to be followed. The following rules are supplement to and supersede OSHAA and are designed to assist the players to develop their skills while learning the game. No supplemental rule can be changed without the approval of the MOC Board.
2. Each association will have rules in regarding coaches, player & spectator conduct. Each member team will respect and observe the park rules of each host facility.
3. It is the coaches’ responsibility to control their players, parents and spectators on the sidelines including conduct and comments to the other team’s players and coaches. Any player, coach, parent, spectator, etc. ejected from the game shall be suspended for that and the next scheduled game. The suspended person or persons must leave the game and go to the parking lot. Depending on the severity of the ejection, the MOC Board, in its sole discretion, may assess additional suspensions or actions. The Executive Committee of the MOC must be notified of all suspensions.
4. Unsportsmanlike conduct by players, coaches, parents or fans **WILL NOT BE TOLERATED**. Such behavior may result in forfeiture of the game.
5. Cheers and chants are encouraged. They promote teamwork, motivate players, and add to the player’s overall experience. No chants or cheers that taunt or make fun of the opposing team or individual players will be allowed. No “swing” or “hit” cheers will be allowed.
6. All offensive players on the field must be wearing a helmet. This includes the batter, base runner(s) and on-deck batter.
7. No metal spikes.
8. No player may sit two consecutive defensive innings.
9. The home team is the official scorebook.
10. A team must be fielded 15 minutes after the scheduled start time. A team can play with 8 players, but the 9th batter will be an automatic out. If a team does not have 8 players to start the game, the game will be forfeited. Every attempt should be made to play the game. In the event of a forfeit, coaches and umpires should discuss alternatives to play the game which may include sharing players or playing shorthanded. Teams may finish the game with less than the required number of players they start with. Vacated positions in the batting order will be an automatic out.
11. Game time limit is 1 hour, forty-five minutes (1:45). Umpires should record the official starting time and notify both coaches. Teams cannot start a new inning after 1:45 hours.
12. Games are six (6) innings unless the Mercy Rule comes into effect. The Mercy Rule is 15 runs after 4, 10 runs after 5 innings.
13. Bases are to be 60’ apart.

14. Bats are to be no longer than 33”.
15. Casts of any kind are not allowed.
16. Bases coaches must be adults. A team may have no more than 2 coaches on the playing field.
17. Home Field umpire will supply 2 new baseballs for each game.

Pitching

1. Pitchers will pitch from a distance of 46’ to the back of home plate.
2. Pitchers may pitch no more than (3) innings in any one game. One pitch constitutes one inning and all innings must be consecutive.
3. No balks will be called.
4. Once a pitcher is removed from the pitching position he may not return as a pitcher the remainder of the game.

Batting

1. The batting line-up will include all players who are present.
2. Batters that enter the batter’s box without a helmet will not be called out. They will be sent back to the dugout to get a helmet.
3. A team may score a maximum of five (5) runs per inning, excluding the sixth inning and any required extra innings. Those innings will have no maximum.
4. Dropped third strike, the batter is out. Base runners may advance at their own risk.
5. Intentional walks are verbal.
6. The infield fly rule will NOT be in effect.
7. All bats must be USA approved bats only.
8. No bats can be larger than a 2 5/8” barrel.
9. Coaches should check their team’s bats prior to the game and remove any illegal bats.
10. If a player has an illegal bat and steps into the box, he will be called out and any runners advancing will return to previously occupied base. This will be done prior to the next pitch.

Base Running

1. No stealing home - runners can only steal second and third bases and can only score on a batted ball or bases loaded walk.
2. No leading off. Runners may not lead off or leave the base until the ball passes the plate. If the runner leaves early, the umpire will warn the runner and make him return to the original base. The umpire will then issue a warning to the team. After a team warning is issued, any runner that leaves early from the warned team will be called out. Any time a runner leaves a base early, it is a dead ball, and all play is stopped.
3. Missed bases must be appealed to the umpire as follows:
 - a. The pitcher must step on the pitching rubber and ask the umpire for an appeal.
 - b. The pitcher must then step off the rubber and deliver the ball to the base that the appeal is addressing.
 - c. Runners may not advance during an appeal.

Tournament Rules

1. The tournament format can be a Single Elimination or full double elimination format (including the “if necessary” game) unless an alternative format is approved by the MOC Board.
2. Teams shall be placed in the bracket by “open” draw with no regard for regular season record. Teams from the same “association” shall not be paired against each other in the first round of the tournament.
3. A coin toss before each game will determine the home team regardless of where the game is played. The home team will keep the official score book.
4. Games are six (6) innings unless the mercy rule comes into effect. The Mercy Rule is 15 runs after 4 innings, 10 runs after 5 innings.
6. Time limit for tournament games is 1 hour and forty-five minutes (1:45).
7. Home Field umpire will supply 2 new baseballs for each game.
8. No bats can be larger than a 2 5/8” barrel.
9. Coaches should check their team’s bats prior to the game and remove any illegal bats.
10. If a player has an illegal bat and steps into the box, he will be called out and any runners advancing will return to previously occupied base. This will be done prior to the next pitch.
11. Maximum of 5 runs per inning, excluding the 6th inning and any required extra innings.