

**Today, May 15<sup>th</sup>, the Governor published Guidelines for Re-Opening Baseball. Those Guidelines are attached and must be adhered to during League play. The season will begin May 26<sup>th</sup> and end August 2<sup>nd</sup>.**

### **Revised Changes and Scheduling for 2020 Season:**

- 1.** Time Limit for 2020 is 2 Hours. This will help with both pitch count and field availability issues.
- 2.** **By popular demand, Return to Original # of League Games as Indicated.**
- 3.** League Season is Extended to end on August 2<sup>nd</sup>.
- 4.** End of Season Awards and Dayton Dragons Are Currently Postponed.
- 5.** Midwest Ohio Baseball and 2D Sports Tournaments moved to July 10-12<sup>th</sup>. Games may count as League games if both teams agree.

### **Special Rules Regarding Opening of the Season:**

- 1. Coaches are responsible for their teams' preparation and adherence to all of the Guidelines.**
- 2.** MWOB will adhere to the Guidelines and any future Social/Physical Distancing advisories when we are released to play. We are concerned for the health of pitchers as we get ramped up. Thus, whenever we are released to begin play, these start-up rules will apply:
  - A. May 26<sup>th</sup> is OPENING DAY for 2020 Season. Pitch limit for Games May 26-June 2<sup>nd</sup> is 25 pitches per day with 2 Calendar Days between outings.**
  - B. Pitch Limit for Games June 3-9<sup>th</sup> is 40 pitches per game with a 2 Calendar Days between outings.**
  - C. Full, normal pitch counts will return to games beginning June 10<sup>th</sup> and continue for 2020.**

### **Steps you need to take NOW:**

- 1. Reschedule your games now to begin WHEN YOUR PLAYERS, AND ESPECIALLY, PITCHERS ARE PREPARED. IT IS YOUR RESPONSIBILITY TO TAKE CARE OF YOUR PLAYERS.**
- 2.** If applicable to your team, hold open the MP Wednesday night listed above. IF you know that your team cannot play on that Wednesday, email Gregg Beemer at: [gbeemer50@gmail.com](mailto:gbeemer50@gmail.com) and he will work with you to find an alternative date.
- 3.** Begin Rescheduling your season. Keep in mind the Special Pitch Count Limits for the first two weeks of the season May 26<sup>th</sup>-June 10<sup>th</sup>.
- 4.** Get your revised schedule to your Umpire Scheduler.
- 5. Review the 2D/Midwest Ohio Baseball Tournament Schedule Changes. Moved to July 10-12<sup>th</sup>.**

Age Group/Division (#Teams)		Revised # League Games w/5/26 Start:	Machine Pitch if you want to play MP Call Gregg 937-307-7988 and he will set it up.
8 N (9 Teams)		2x8= 16 Games	
8 S (9 Teams)		2x8= 16 Games	
9D1 (9 Teams)		2x8= 16 Games	
9D3N (8 Teams)		2x7= 14 Games	
9D3S (10 Teams)		2x9= 16 Games	
10D1 (5 Teams)		3x4= 12 Games	
10D2N (7 Teams)		2x6 =12 Games	Crossover games eliminated
10D2S (6 Teams)		2x5 = 10 Games	Crossover games eliminated
10D3N (7 Teams)		2x6= 12 Games	
10D3S (8 Teams)		2x7= 14 Games	
11D1 (5 Teams)		3x4= 12 Games	
11D2 (8 Teams)		2x7= 14 Games	
11D3N (8 Teams)		2x7= 14 Games	
11D3SE (6 Teams)		2x5 + 1 Crossover= 1 ; Games	
11D3SW (5 Teams)		2x4 + 1 Crossover= 1 ; Games	
12D2N (7 Teams)		2x6= 12 Games	
12D2S (8 Teams)		2x7= 14 Games	

12D3N (8 Teams)		2x7= 14 Games	
12D3S (7 Teams)		2x6= 12 Games	
13D1 (6 Teams)		3x5= 15 Games	
13D2N (5 Teams)		3x4= 12 Games	
13D2S (7 Teams)		2x6= 12 Games	
13D3N (7 Teams)		2x6 = 12 Games	Crossover games eliminated
13D3S (7 Teams)		2x6 = 12 Games	Crossover games eliminated
14 D1 (5 Teams)		3x4 = 12 Games	Crossover games eliminated
14D2 (7 Teams)		2x6 = 12 Games	Crossover games eliminated
14D3 (8 Teams)		2x7= 14 Games	

## Machine Pitch (MP) Game Wednesdays Outline

### Goals:

- Provide Game-like opportunities for teams to develop players WHILE SAVING PITCHING IN THIS CONDENSED SITUATION.
- Allow teams to get an extra game in that week without concerns about pitching.
- Provide competitive environment to encourage player development.
- Provide opportunities for players to play different positions competitively and/or get more reps in shorter periods of time.
- Compress the game to maximize action and force players to adjust and adapt (The Talent Code by Daniel Coyle's deep practice).
- Develop Baseball IQ.
- Eliminate "standing around" and compete with sports kids are moving to create an organized opportunity to create fun competition.
- Encourage hitters to be aggressive in the zone. The machines will throw strikes.

### Rules:

- An inning will consist of 3 outs per inning or 6 Runs; bases cleared after 3 outs/6 Runs and new inning begins; play 2 innings at a time on the field to reduce catcher equipment delay. Play 6 innings or 3 switches of the field. Or 1 Hour 15 Minute Time Limit.
- No Stealing. Runner may leave the base for secondary lead after ball leaves machine.
- No bunting. There will be an arc. Balls within this Arc will be foul balls. Any bunt attempt will be an out.
- Balls that hit the L-Screen, the Coach/Pitcher or Umpire, will be a dead ball and all runners advance one base.
- Bases will be set at age level distances. Machine will be at 43 Feet. Pitching Machines will be set at approximately: 9u-41 MPH; 10u-43 MPH; 11u-44 MPH; 12u-46 MPH.
- Each batter gets a maximum of 4 pitches to put the ball in play. Any ball placed in the machine will count as a pitch regardless of where the pitch goes. Batter will be out if they have not put the ball in play after 4 pitches.
- Teams will roster bat.
- Nine players will play the field: Five infielders (Catchers, 1B, 2B, SS, 3B); Four Outfielders playing at normal OF Depth. No Rover position allowed.
- A team may adjust machine between innings and may throw 5 pitches. After that the machine is set for that half inning.
- Time Limit 1 Hour 15 Minutes.
- Teams split cost of one umpire \$60.
- Teams pay \$15 each for field.
- Teams supply baseballs.
- MWOB schedules games and schedule umpires (Teams pay umpires at plate). • All other MWOB Rules apply except as noted here