

MID-ATLANTIC BASEBALL ASSOCIATION

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1. Introduction

This document describes the policies and procedures that managers must follow to successfully participate in M.A.B.A.. The document is purposely extensive in an attempt to (1) allow managers considering playing in M.A.B.A. to make as informed a decision as possible and (2) allow M.A.B.A. to avoid having to make decisions “on the fly” during the season.

Please note that this document is intended to be used in conjunction with M.A.B.A.’s On-Field Rules document.

1.1 Definitive Versions

It is typical for there to be changes to M.A.B.A.’s policies, procedures, or rules (sometimes several) prior to the beginning of a new season. By definition, the versions of **M.A.B.A.’s Policies and Procedures and M.A.B.A.’s On-Field Rules** posted on M.A.B.A.’s website at any given point in time is considered to be the definitive one, superseding any and all other versions at that point in time. The same is true of other documents posted to M.A.B.A.’s website for managers’ use, such as schedules.

1.2 During-Season Changes

It is rare that M.A.B.A. makes changes to policies or rules once the spring season has officially started. In those rare cases that we do, we attempt to e-mail all managers regarding the change. **However, all managers are deemed by M.A.B.A. to have been notified of the changes once it is posted to the M.A.B.A. website**, whether or not a given manager was personally contacted by e-mail, phone, etc.

1.3 Final Interpretive Authority

M.A.B.A.’s Board of Directors is the final authority as to the interpretation of the letter and intent of M.A.B.A.’s policies and rules. Furthermore, because M.A.B.A. has worked hard to provide information in a variety of places, it is possible that policies, rules, etc. documented in two or more places may not always completely agree. In most instances, the precedent document is identified. In cases where this is not true, M.A.B.A.’s Board of Directors will be the final authority as to the precedent document.

2. M.A.B.A.’s Use of the Internet and E-Mail

The manager of a team, or his designate, must have access to the Internet and electronic mail in order for that manager’s team to participate in M.A.B.A. The administration of M.A.B.A. is facilitated by our manager’s mandatory use of the Internet. All (or virtually all) information regarding M.A.B.A. and information between M.A.B.A. and managers will be communicated via our Internet web site and electronic mail. **As such, any information M.A.B.A. places on our web site, or any information we electronically mail to managers, will be considered to be “officially disseminated.”** Similarly, only information provided by managers via M.A.B.A.’s web site will be considered to have been officially received by M.A.B.A.

3. Eligibility to Play in M.A.B.A.

3.1 Team Eligibility

M.A.B.A. was designed to support teams whose personal team philosophies mirror, or closely mirror, that of M.A.B.A., as defined by our Guiding Principles. Teams that have, in the past, demonstrated a penchant for aggressive recruiting, that have abandoned regular season games to play in other non-league tournaments, and other such tendencies that are not in keeping with M.A.B.A. Guiding Principles, will not be invited to play in M.A.B.A. M.A.B.A. reserves the right to refuse play to any team that the board of M.A.B.A. feels does not match our principles or guidelines. As such, the suitability of a given team to play in M.A.B.A. will be determined on a case-to-case basis.

3.2 Player Eligibility

The cutoff date for determining M.A.B.A. player ages is May 1st of the given season. For example, a player on a full-time, 12-year-old team may not turn 13 prior to May 1st of the season. M.A.B.A. does not grant waivers for players to play on a younger team that is mandated by his date of birth.

4. Age-Group Divisions

4.1 Full-Time Divisions

All M.A.B.A. full-time age divisions will, as possible, be single age divisions – a team may carry no player older than that defined by the age division in which the team plays. For example, no player in the M.A.B.A. 13-Year-Old Division may turn 14 before May 1st of that season. Teams may, however, carry younger players. M.A.B.A. reserves the right to, at any point in time, combine age groups as necessary to ensure an appropriate number of teams in any given age group, particularly for age groups 16 and older.

4.2 Divisionalization of Full-Time Age Groups

Full-time M.A.B.A. age groups will, as the number of teams registered makes possible each year, be divided into divisions, Managers will be able to request which division they want to play in, based on the level of competition they believe is best for their teams, but the coordinator (with input from the coaches) will ultimately be responsible for deciding which division teams will be placed in

Which age groups are divisionalized is a year-to-year decision, depending on the number of teams registered. Usually there must be at least six teams opting for both divisions for M.A.B.A. to divisionalize a given age group.

There are occasions where M.A.B.A. may not ultimately be able to accommodate a team who, during registration, indicated an interest to play in either M.A.B.A.'s Division 1 or Division 2 because there were not enough teams to do so, or because M.A.B.A. believes the team in question should be playing in a different division.

Please note that M.A.B.A. does not offer registration fee refunds to teams who are not ultimately able to play in the division of their choice.

5. Official M.A.B.A. Roster

5.1 Rostering Players

Each team must officially roster each player BEFORE that player can play with that team IN ANY GAME. **Your team is subject to forfeit if a player who you have not first rostered plays in a game by policy with the appropriate age coordinator.** Team rosters will be available on the website so that opposing teams and M.A.B.A. can verify that all of your players were registered before playing.

Note: Although you must submit a variety of personal information about each player (for potential verification, mailings, etc.), for security purposes, only that player's first name and last name will be available for viewing by other M.A.B.A. managers.

5.2 Roster Grace Period

There is no roster grace period; all rosters must be in by the start of the season but do not have to be finalized until Memorial Day for 13 and under, June 15th for all age groups 14 and up.

5.3 Verifying Other Teams' Official Rosters

All rosters will be available for opposing teams to view on the site.

5.4 Roster Additions

No full-time team 13 and under may add a new player to their Official M.A.B.A. Roster after Memorial Day of a given spring season but may do so prior to that time. No team 14 and up may add a new player after June 15th.

5.5 Full-Time Team Rosters

M.A.B.A. full-time teams must utilize closed rosters. This means that no player on any M.A.B.A. full-time team may play even a single game for any other team of any kind, with the exception of the player's official school team*. **If instead that player subsequently plays a game for another non-school, Rec based, Travel team, or any other organized baseball team, all games that he has played in will forfeited by that team. Note: You cannot roster a player for play on any other organized team, if it is discovered that a player is dually rostered, it will be assumed that they are actively playing on two teams and all games are subject to forfeit.**

5.5.1 *With the knowledge and consent of the specific age coordinator players on teams in the 14U division and up may participate on "show case" teams on an as required basis. The coach of the affected player will make notification to their assigned age coordinator in writing to include the name of the show case and/or the organization sponsoring the show case team (e.g.; Dig In, Elite Baseball etc)

The maximum roster size on any MABA team that is a 16U team AND under is 16 players for a given season. The 19U teams are allowed to carry an expanded roster of 19 players MAXIMUM for their season

5.6 Players May Play for One M.A.B.A. Team per Season

A player listed on an M.A.B.A. team's official roster, if making at least one plate appearance for that team, may not, during the same season, play for another M.A.B.A. team. Please refer to 5.5.1 for an implied exception

EXCEPTION: Players may move UP to an older team as long as the team is in the same organization, the move is considered permanent and the move is made before the Memorial Day deadline.

5.7 Penalties for Roster Infractions

A team found to be playing a game in violation of the rules above will automatically forfeit that given game. To the degree that M.A.B.A. believes the team has committed other roster infractions, that team will be eligible for immediate dismissal from M.A.B.A.. Any team found to have submitted a counterfeit Player I.D. will be immediately dismissed from M.A.B.A..

5.8 Team Cooperation in Determining Roster Infractions

When one team charges that another has played in violation of the above Roster Rules, M.A.B.A. will request that the team charged surrender its scorebooks for M.A.B.A. evaluation. If the team charged refuses or is unable to do so for all games, or does not do so immediately, the charge against them will be deemed to be valid.

6. M.A.B.A. Active Recruiting Policy

M.A.B.A.'s recruiting rules are borne of both philosophical and practical concerns. Philosophically, M.A.B.A. finds it inappropriate and even potentially harmful to treat children like commodities, to be wooed, tantalized, or prospected as if they were pro players.

Second, M.A.B.A. would like to see our managers and their coaches produce quality teams through the *building* of players, not the *recruiting* of them. Recruiting philosophically prioritizes the desire of a team to win over what we see as its responsibility to help a player to improve.

Finally, recruiting can, and has, resulted in the decimation of M.A.B.A. teams, in which five or six players leave one team for another, leaving the first team unable to field a team. This not only leaves M.A.B.A. with fewer teams, but often leaves those children on a team who were “left behind” without a team on which to play.

If the determination is made that a manager, coach or parent has initiated contact with a rostered player or the parents of a rostered player on another M.A.B.A. team in an effort to recruit a player, the violator will be removed from M.A.B.A. Baseball immediately.

6.1 Full-Time Travel

6.1.1 Definitions

- a. **League** refers to any youth baseball program or organization that places a team in M.A.B.A., whether a league with both recreational and travel programs or an independent travel organization.
- b. A team’s **Official Manager** is that person who is registered to the League at any given point in time, as indicated on the M.A.B.A. website.

6.1.2 Fundamental Recruiting Rule

A team may not, in a given spring season, carry more than two players who, during the previous spring season, were at any time officially rostered to another, single M.A.B.A. team. In addition, no team may roster more than (4) players that were officially rostered in all of M.A.B.A.

6.1.3 Exceptions

6.1.3.1 Fall Ball

M.A.B.A.’s recruiting rule is a “spring-to-spring” rule, and therefore does not apply to fall play. M.A.B.A.’s recruiting rules are not intended to be a form of collusion, keeping players from exploring other team options, and the fall is a natural time for players to explore such options. As such, there are no rules, recruiting-wise, regarding player movement from spring to fall season.

6.1.3.2 Player Movement Notification

Players wishing to try-out or switch to another MABA team must notify their existing coach. This is not intended to prevent players from looking at other or switching teams, but rather to encourage communication between a player and coach. It will also notify a coach of a player potentially leaving their team and maintain the spirit of the MABA rules about recruiting. A player must inform their coach prior to trying out for another MABA team. This should be done directly in form of communication. To confirm this communication occurs, the player must complete the Player Release/Transfer Notification form and send to the appropriate MABA age group coordinator and president. The completed form will then be forwarded to existing coach to confirm notification.

6.1.3.3 Player Release

A coach that cuts a player from his team once on the MABA roster must complete a player release/transfer notification form. This allows the cut player to join another MABA team’s roster. In this case, the coach needs to complete the player release/transfer notification form and provide it to the player released so they can use for proof in discussion with other teams. That form also needs to be sent to the appropriate MABA age group coordinator and president.

A coach may also be informed of a player's desire to leave a team and grant them a release to play for any other MABA team. In this case, the coach needs to complete the player release/transfer notification form and provide it to the player released. The player keeps that completed form with them when they tryout for other teams or prior to being rostered on another MABA team. That form also needs to be sent to the appropriate MABA age group coordinator and president.

Only the official coach of the record with MABA at the time of the end of season tournament may release of player from their team.

The M.A.B.A. transfer rule of a team taking a maximum of 2 players from a previous team and a maximum of 4 players total from cumulative M.A.B.A. teams still applies even under circumstances where a coach transfers to another organization or registers for a new season as an independent team.

7. Regular-Season Game Scheduling

7.1 Schedule

M.A.B.A. teams of various divisions and age groups will play on the days listed in the “Days Of Play” section of the website in Handouts.

7.2 Permitted Game Times

M.A.B.A. Age-Commissioners must create original schedules that conform to the following guidelines, except when a particular team cannot support these guidelines because of field availability, which they submit to the M.A.B.A. Age Group Coordinator prior to the season:

- a. When field availability allows, MABA weeknight games will start at 5:45 during the month of April. In May, the starting time will be 6:00. Weeknight games may not begin prior to 5:45 p.m. or later than 6:15 p.m.
- b. Saturday games (or the first game of a double-header) may not begin earlier than 10:00 a.m. or later than 4:00 p.m. (unless a mutually agreed upon change is made between the coaches).
- c. Sunday games (or the first game of a double-header) may not begin earlier than 2:00 p.m. or later than 4:00 p.m. (unless a mutually agreed upon change is made between the coaches).

7.3 Start of Season

The official opening day of each season may change from year to year. The official opening day for each M.A.B.A. age division will be set by the division’s Age-Group Commissioner each year, pending approval from M.A.B.A.’s Executive Board.

7.4 Memorial Day and July 4th Weekends

Age-Group Commissioners will not schedule games for the Friday, Saturday, Sunday, or Monday of Memorial Day or July 4th weekends, so that teams wishing to participate in tournaments may do so.

7.5 Schedule Fairness

Each M.A.B.A. Age-Commissioner is expected to have as a goal the creation of a schedule that, to the degree possible, results in (1) each team playing each other team the same number of times, (2) each team playing the same number of home and away games, **in that order of priority.**

Clearly, however, the achievement of the above goals may not be completely possible for every age division, depending on the number of teams in the age division, the number of days to play, field availability of each team, etc. Such variables, which will be different in each age division, will likely result in schedules that, to one degree or another, mean that some team’s schedules may be somewhat “tougher” than others (at least as perceived by a given manager), or result in a given team having fewer home than away games. **In fact, teams with limited home field availability, compared to other teams in its age division, should expect to have fewer home games.**

To the degree that M.A.B.A. or a given Age-Commissioner knows in advance that it will be impossible to create a schedule in which all teams play all other teams the same number of times, they will, to the degree possible, create

“blind” schedules, adding team names via random selection. This may not result in schedules that all managers deem fair, but at least the unfairness will have been arrived at randomly.

All teams are expected to play their entire M.A.B.A. schedule, as written. We will not write schedules around tournaments during the regular season. **M.A.B.A will make every effort to accommodate tournament schedule requests but can NOT guarantee all requests can or will be honored.** Any team that forfeits games due to entering outside tournaments during the regular season runs the risk of removal from the league. It is unfair to the other teams in the division that want to play the scheduled games and who abide by the rules.

8. Pre-Game

8.1 Field Use

- a. The visiting team shall have the right to use the field for pre-game practice beginning one-half hour before each game. The home team will have the use of the field until that time.
- b. To the degree that the total amount of time available for pre-game is less than one hour, the two teams will split the time that is available, with the visiting team having the use of the field last.

8.2 Player ID Cards

- a. **Prior to the pre-game umpire conference upon request from the opposing team the coach must provide proof of age for each roster player present for the game and on the lineup card.**
- b. Any player without a valid ID shall not be allowed to participate in the game.
- c. The ID card must meet the following criteria:
 1. Be government issued (state, U.S. Federal, or military),
 2. Not be expired,
 3. Not be older than 5 years,
 4. Have a photo and name of the player, and
 5. ID must an original (no photocopies).

8.2 Lineup Exchange

Managers of their designees must provide the opposing team a written lineup prior to the game’s beginning. Team’s batting-9 must also include all potential substitutes. **The lineups exchanged must include both the first and last name of each player.** Teams who refuse to provide both the first and last names of all players in the lineup are subject to forfeit. Teams cannot start a game with 8 players; you can finish a game with 8 but must start with 9. In addition, no noise makers OF ANY KIND will be tolerated; they are dangerous and therefore prohibited. Any player that throws any equipment, of any kind will be immediately ejected. Any player that removes their helmet in an act of frustration before reaching the dugout area will be ejected. MABA will institute the following “Mercy Rule”: 12 runs after 4, 10 runs after 5 complete innings ends the game.

8.3 Providing of Baseballs

The home team will supply two new balls at the beginning of each game; the visiting team one new ball. As additional balls are needed throughout the game, teams will alternate providing them, beginning with the visiting team. These additional balls need not be new but must be of sufficient quality to satisfy the umpire. Upon penalty of forfeit, all balls provided before the game must be new, and all balls provided before or during the game must conform to the standards listed in M.A.B.A.’s On-Field rules.

Payment of Umpires

- a. Home and away teams will split the cost of umpires at all games.
- b. Failure of a team to pay an umpire the amount required prior to the start of a game will result in that team's forfeiture of the game.

9. Game Reporting

The policies below apply to all games, whether ones originally scheduled at the beginning of the season or any type of make-up game.

9.1 Method and Deadlines Reporting Game Outcomes

Managers will report game results via M.A.B.A.'s website, found at www.leaguelineup.com/M.A.B.A.. Only scores reported in this manner will be considered to have been officially reported.

Managers responsible for reporting game outcomes must do so within three days of a given game, or be credited with a forfeit for that game. For example, a manager responsible for reporting on a Monday evening game must report on that game by midnight the following Thursday.

9.2 Types of Outcomes and Reporting Responsibilities

M.A.B.A. requires that all types of game outcomes, as listed in the table below, are reported, including postponed games and games won by forfeit. The responsibility for reporting a game outcome varies depending on the outcome of a game, as detailed in the following table:

Type of Game Outcome	Manager Responsible for Reporting Game Outcome
Completed Game	Winning Manager
Forfeited Game	Winning Manager
Suspended Game	Home Manager
Postponed Game	Home Manager

10. Protests

Managers wishing to protest a game must do so in writing (an email is the preferred method) to their appropriate age coordinator. The cost to a team for review of its protest is \$50, payable by Paypal to mababaseball2017@gmail.com. The fee is refundable if M.A.B.A.'s determination is made in favor of the protesting team. The following also applies to protests:

- a. M.A.B.A. will not provide pre-protest consultation to a team, telling them whether, in M.A.B.A.'s opinion, they will win or lose their protest before they submit it. Only protests officially submitted will be considered and commented upon.
- b. In addition, managers should be sure to follow the rules regarding protests, as outlined in the base rule set by which their age division is playing. For example, most base rule sets require that a protest concerning a given play be lodged prior to the next pitch.
- c. Finally, managers should be aware that protests regarding the judgment call of an umpire will never be won. An umpire's judgment may well be incorrect, even obviously so to everyone, but it is still not protestable. Only an umpire's misinterpretation or misapplication of a rule is protestable, or a team's failure to comply with M.A.B.A. policies or rules.

11. Umpires- Only Approved Umpire groups listed on the website may officiate M.A.B.A. games.

11.1 Trained and Impartial Umpires

All M.A.B.A. games will be umpired by trained and impartial umpires, meaning that they:

- a. Have received formal umpire training;
- b. Are not a coach or a family member of one of the competing teams;
- c. Are not a team's "personal umpire," umpiring all or a predominant number of a given team's home games.
- d. Are not a team's organization umpire. Teams must use an umpire organization that does not fall under the supervision of their league officials for conflict of interest purposes.

11.2 Number of Umpires Required

Home M.A.B.A. teams playing on regulation, 90-foot fields must provide both a home-plate and base umpire. Only one umpire is needed on smaller fields.

11.3 Umpire No-Shows-In all divisions 13 and up.

11.3.1 When One Umpire of Two Doesn't Show

- a. In the event that there is only one umpire for a game that officially requires two umpires, both teams may agree to use just one umpire. **Note that this decision, however, requires the consent of both teams' managers and is final.**
- b. In the event that one or both managers are unwilling to use just one umpire, the game is considered a **postponed game** and must be rescheduled.

11.3.2 When No Umpire(s) Shows

Umpire No Show 1st offense- If a team is scheduled to play at home and they have an umpire not show up for the game, the game will be rescheduled at the visitors field and the team that experienced the no-show will be required to pay the full fee for the umpire at the rescheduled game.

Umpire No Show 2nd offense- Same as above, but a \$100.00 no show bond will be posted to the league. Until the no show bond is paid, all games scheduled will be forfeits.

Umpire No Show 3rd offense- Same as #2, another \$100.00 bond will be required, the game will be forfeited.

- a. In the event of a complete umpire no-show, both teams may agree to use a coach, parent, or other family member(s) from one or both teams to do the umpiring. Note that this decision, however, requires the consent of both teams' managers and is final. Protests of partiality arising from such games will not be considered by M.A.B.A., although other types of protests will.
- b. In the event of a complete umpire no-show, and to the degree that one or both managers are unwilling to use coaches or parents as umpires, the game is considered a **postponed game** and must be rescheduled.

11.4 Home Team Forfeits Upon Second Umpire No-Show For Particular Game.

When a game is rescheduled because of a previous umpire no-show and, at the rescheduled game: (1) the home team again fails to provide the requisite number of trained and impartial umpire(s) and (2) the home and visiting team are again unable to agree on the use of an umpire(s) that is also a coach or family member of either team, then the home team forfeits the game.

12. Making Up Games

It is important that teams make up games in a timely manner to avoid the difficulty of determining a regular-season champion among teams that may have played differing number of games by season's end or of having to play an inordinate number of make-up games near the end of the season. Beyond that, it is M.A.B.A.'s opinion that teams should want, for the benefit of its players, to play all of their scheduled games, and work together to do so.

The following rules regarding the make-up of games are designed to ensure that games are made up in a timely manner, and in a manner that is at least somewhat flexible to the needs of both teams, but, in most cases, more flexible to the home team than the visiting one, since it is the home team that must find a field and umpires for the make-up game.

12.1 Electronic Offering and Accepting of Make-Up Games

All make-up offers should be done via email and copied to the appropriate age coordinator for recording purposes. This not only offers a means of communication between managers, but provides documented evidence that make-up offers, and acceptances/rejections were made appropriately.

These procedures are mandatory when offering or accepting/rejecting make-up offers. Managers who do not use this method run the risk of forfeit, as, in the case of protest, their make-up offers or acceptances/rejections will not be documented for M.A.B.A. review.

12.2 Definitions

12.2.1 Postponed Game

In M.A.B.A., a postponed game is a game in which not a single pitch was thrown; in other words, the game never started. Games can be postponed for a number of reasons, including inclement weather prohibiting the game from being started, umpire no-show, or agreement between managers to change the date of an officially scheduled game.

Note that, despite a contradiction in semantics, the make-up for a postponed game can actually take place prior to the officially scheduled date of the game, such as when a manager knows ahead of time that his team will not be able to play an officially scheduled game, and agrees with the opposing manager to "make up" the game prior to the date on the official schedule.

12.2.2 Official Game

A game is considered official when the minimum number of innings has been completed, as listed in M.A.B.A.'s On-Field Rules. (Note that if the home team is winning, the required number of innings needed to be completed for the game to be considered official is reduced by ½ innings.)

12.2.3 Suspended Game

M.A.B.A.'s definition of a suspended game differs in part with those definitions provided by the base rule sets used by all of our age groups. Specifically, in M.A.B.A., a game is considered suspended if:

- a. The game begins, but is forced to end because of weather or lack of daylight before enough innings have been played for the game to be considered an "official game."
- b. The game ends in a tie after enough innings have been played for the game to be considered an "official game."

12.2.4 Officially Scheduled Game

An officially scheduled game is:

- a. A game documented in an age-division's original game schedule, published prior to the beginning of season.
- b. A postponed or suspended game for which a make-up or continuation offer has been officially made and accepted, thereby becoming part of an age division's **official schedule**.

12.3 Required Timelines

12.3.1 Institution Of A Set Number Of Days That A Team Has to Play A Make-Up Game Or Conclude A Suspended Game

All make-up and suspended games MUST be completed in 14 days, the only exception being we will allow the resumption of a suspended game at the next officially scheduled meeting of the teams. The home team is given (4) days from the originally scheduled game to secure a field and make a valid offer or the visiting team will be given the following (3) days to make an offer. If, after (7) days, the game has not been scheduled, the coordinator will remove the game from the books.

ALL OFFERS MUST BE MADE VIA EMAIL AND COPIED TO THE AGE COORDINATOR. IF, AT ANY TIME THE COORDINATOR FEELS THAT A GIVEN TEAM IS AVOIDING THE GAME, A FORFEIT WILL BE AWARDED TO THE OPPOSING TEAM.

12.4 Valid Make-Up Offers

12.4.1 Full-Time Teams

The make-up dates offered by home-team managers must be considered valid, which means that home team managers:

- a. May not offer make-up dates on which the visiting team is already scheduled to play **an officially scheduled game**, as defined above, or on which the opposing team has already been offered another make-up game, even if the opposing team has not yet accepted it.

Managers can use various parts of the M.A.B.A. website to determine whether the opposing team is already officially scheduled to play a game on a certain date, or whether the opposing team has already been offered a make-up game on a specific date.

- b. May not offer more than one make-up game per day.

- c. May not offer a weeknight game time different than that used for other officially scheduled weeknight games.
- d. May not offer Saturday game times earlier than 10:00 a.m. or later than 5:30 p.m.

12.5 Policies and Processes for Scheduling of Make-Up Games

12.5.1 Responsibilities of Home Team

- a. If a double-header was postponed, the home team may offer **separate** make-up dates and times for each game. The two dates offered may not be on the same day.
- b. For the protection of both teams, this offer must be made via e-mail and copied to the appropriate coordinator.
- c. The make-up dates offered by the home team must be **Valid Make-Up Offers**, as detailed above.

12.5.2 Responsibilities of Visiting Team

- a. The visiting team must officially respond to the home-team's make-up offer(s) according to the parameters detailed in the Make-Up Timeframes Table, above.
- b. **If the visiting team fails to respond (copied to the coordinator) to a valid home team offer(s) within appropriate timeframes, the visiting team forfeits the game(s) that were offered for reschedule.**

12.5.3 Exception for Suspended Game

- a. To minimize travel, teams may choose to finish a suspended game prior to the beginning of another officially scheduled game the two teams will play in the future. In such a case, the "Last Make-Up Date Offered" can be beyond the normal timeline requirements.
- b. **All other requirements for offering and accepting make-ups still exist, however.** The home team must offer the date of the two teams' next game as the make-up date, and the visiting team must accept it – all within the offer/acceptance timeframes described above, using M.A.B.A.'s Team Reporting Policies. All penalties for not following these policies also remain.
- c. If the two teams whose game was suspended do not play each other again during the regular season, the "Last Make-Up Date Offered" rule, described above, also applies.

12.5.4 Officially Rescheduled Games Unable to be Played

If an originally scheduled game is, for valid reasons (e.g. subsequent postponements or suspensions) not able to be played prior to two days before the age-division's end-of-season tournament, the two teams will both be credited with a no-game for that game(s), meaning that neither team is credited with either a win or a loss for that game(s) and that their winning percentages neither improve nor worsen.

12.6 Playing Make-Ups in Order of the Original Schedule

- a. By and large, M.A.B.A.'s make-up policies facilitate that make-up games will be played in the general order in which they were originally scheduled. Note, however, that there is not a specific policy requiring teams to make-up games in the order they were originally scheduled. Not having such a policy, we believe, creates some schedule flexibility for our teams.

- b. However, by two days prior to a team's end-of-season tournament, that team must not have chosen to make up later scheduled games at the expense of not making up earlier scheduled ones.
- c. **Any team that, by two days before its age-group's end-of-season tournament, has made up a game(s) that was originally scheduled for after another game(s) that the team did not make up, forfeits the earlier scheduled game(s) it did not make up.**

13. Suspended Games

M.A.B.A.'s definition of a suspended game differs in part with those definitions provided by the base rule sets used by all of our age groups. Specifically, in M.A.B.A., a game is considered suspended if:

- a. The game begins, but is forced to end because of weather or lack of daylight before enough innings have been played for the game to be considered an "official game."
- b. The game ends in a tie after enough innings have been played for the game to be considered an "official game."

13.1 Rules Regarding the Resumptions of Suspended Games

- a. Suspended games are resumed at a later date from the exact point the game was ended.
- b. The resumption of the suspended game is treated as if it is a continuation of the same game on the same day it was originally played, meaning that:
 - i. Managers must use the same bat-9 or bat-lineup batting method they were using before the original game was suspended.
 - ii. Managers are required to use the same batting order they used in the game that was suspended.
 - iii. A player that was not at the suspended game may not participate in the resumption of it.
- c. A player who was at the originally suspended game, but who is not present at the resumption of it, is not counted as an automatic out during his first scheduled plate appearance. **(See M.A.B.A.'s On-Field Rules.)**
- d. If play is suspended during the middle of a player's plate appearance, the player, upon resumption of the game, will begin the game with a count of zero strikes and zero balls.

14. Forfeits

In M.A.B.A., all forfeits must be reported as such, within the timeframes established for reporting any other type of game outcome. However, managers who win by forfeit are free (though not obligated) to replay forfeited games, as described below.

The age group coordinator must approve all forfeits.

14.1 Causes of Forfeit

This document, as well as each age-group's base rule set, identifies a number of ways in which a team can forfeit. In addition to those already listed, or listed later, a team forfeits when:

- a. It is unable, for whatever reason, to field a team for an officially scheduled game that is not canceled because of inclement weather or umpire no-show.
- b. It is scheduled to host a game (as home team), but for whatever reason, cannot.

14.2 Forfeits Must be Reported

Whether a manager wishes to or not, all forfeits must be reported according to the policies concerning game results, above. **A manager that is due a forfeit, but does not report that game result according to M.A.B.A. policies, is eligible to ultimately be determined the game's loser by forfeit, and the originally forfeiting team is the winner.**

14.3 Scoring of Forfeits

For tiebreaking purposes, discussed further below, a manager who wins by forfeit must, when reporting the game, list the game score as follows:

- a. The team that loses by forfeit will be credited with scoring zero (0) runs during the game.
- b. The team that wins by forfeit will be credited with scoring ten (10) runs during the game.

14.4 Managers May Replay Forfeited Games

- a. Managers who have won by forfeit (and properly reported it) may then agree to make up the game, after which the status of "forfeit" will be replaced by the outcome of the make-up game.
- b. M.A.B.A. encourages its managers to be willing to make up games they have won by forfeit due to opposing teams having unforeseen conflicts that result in that team not having enough players to play or a field on which to play, or even ones in which make-up offers have not been made or responded to in time. However, because we recognize that there are always some teams who, over the course of a season, gain a reputation for having constant "emergencies" and "unforeseen conflicts," or who are difficult to work with in terms of making up games, M.A.B.A. leaves the decision as to whether or not to make up a forfeited game to the manager whose team would have otherwise won the game due to forfeit.

14.5 Policies and Process for Making Up Forfeits

- a. The manager of a team that has won by forfeit can agree to make up the game and we encourage M.A.B.A. managers to be willing to do so in appropriate circumstances. The original game outcome status of "forfeit" will remain until the game is made up and the new outcome reported.
- b. If a forfeited game is not made up prior to two days before an age-division's end-of-season tournament, then M.A.B.A.'s assumption will be that the manager who originally won by forfeit was not willing to make up the game, no matter how many reschedule choices he was given. The manager who would have won by forfeit has the right to refuse any and all make-up choices that do not suit him, for whatever reason.
- c. A manager who has won a game by forfeit is considered by M.A.B.A. to be officially willing to make up the forfeit by actually playing the make-up game for that forfeit – not by any verbal or even written agreement to do so. Once the first pitch of the make-up game is thrown, the game is considered to be an **officially scheduled game**, and from that point on, treated as such. The outcome of that game will replace the previously recorded "forfeit" outcome for that game.

14.6 Penalties for Multiple Forfeits

A team that forfeits three games because of lack of players or inability to secure a home field is eligible for immediate dismissal from M.A.B.A.. If a team is dismissed, all teams that have previously played that team (regardless of game outcomes) and all teams scheduled to play that team will be credited with a “win” for each of those games.

15. Game Ejections and Suspensions

- a. Any manager, coach, player, parent, or other team supporter who is ejected from a given game is also suspended from attending the team’s next two games. Any individual who is ejected from a game, but nevertheless plays in any of the team’s next two games, will cause her/her team to forfeit that game(s).
- b. Any manager, coach, player, parent or other team supporter who is ejected a second time during the season will be suspended from attending his/her team’s games for the seven days following the second ejection. Again, any game this person attends during the seven-day suspension period will result in the automatic forfeit of his/her team’s game.
- c. If, at any time during the season, a team receives its third ejection – via any combination of manager, coach, player, parent, or other team supporter – that team will no longer be eligible to participate in its age-group’s end-of-season tournament.
- d. If at any time during the season, a team receives its fourth ejection – via any combination of manager, coach, player, parent or other team supporter – that team will be eligible for immediate dismissal from M.A.B.A.. If a team is dismissed, all teams that have previously played that team (regardless of game outcomes) and all teams scheduled to play that team will be credited with a “win” for each of those games.
- e. The above policies notwithstanding, M.A.B.A. has the right to dismiss any manager, coach, parent, player, or team from M.A.B.A. upon even one ejection, if the circumstances of that ejection are determined by M.A.B.A. to be egregious enough to warrant such action.
- f. It is the responsibility of the team manager to inform the appropriate Age-Group Commissioner when an opposing manager, coach, parent, or player is ejected from a game so that M.A.B.A. can be informed of this action.

16. End-of-Season Tournaments

NOTE: In any division where a host to a tournament has not been found by June 1st, no tournament will be offered in that particular division. No refunds will be offered.

16.1 M.A.B.A. will utilize the AABC format for all end-of-season tournaments.

16.2 Team Eligibility

- a. All M.A.B.A. teams are eligible to take part in an Age-Division's end-of-season tournament, unless they have been barred from doing so for disciplinary purposes.
- b. A team choosing not to participate in his age-division's end-of-season tournament is asked to notify the age group coordinator prior to the scheduling of the event. NO team will be permitted to participate in an M.A.B.A. tournament while participating in an outside event during the same dates.

16.3 Player Eligibility

16.3.1 Base Rule

A **full-time team** may not utilize a player during their age-division's end-of-season tournament unless that player has had at least one plate appearance in 5 games.

16.3.2 Injury Exception

A player who plays in one of the first three games of a team's season (meaning any time on defense or a single player appearance) and then becomes injured, missing part of the season, may still play in his team's end-of-season tournament so long as he does not play for any other team during that time period.

16.4 Seeding

MABA will use a blind draw by the age coordinator to seed the end of season tournament.

16.5 Tournament Format

By default, all M.A.B.A. end-of-season tournaments will be pool play into single elimination. Age-Division Commissioners who wish to utilize another format must first get permission from M.A.B.A.'s board to do so.

17. Determining Division Leaders-For Season Standing Purposes Only

Number Of Wins Will Be The Determining Factor in The Division Standings (Not Winning Percentage).

The following tiebreakers will apply, listed in decreasing order of priority:

- a. Head-to-head competition among other tied teams;
- b. Average runs allowed per game against other tied teams;
- c. Average runs scored per game against other tied teams;
- d. Average runs allowed per game in all games;
- e. Average runs scored per game in all games.

17.1 Exceptions in Determining Division Leaders

- a. M.A.B.A.'s game make-up rules should typically result in appropriately defining division leaders. In some cases, however, such as constant raining during the last two weeks of the regular season, they may not.
- b. Whenever M.A.B.A.'s Executive Board believes that the above rules will not necessarily result in the appropriate definition of division leaders, it is empowered to take actions necessary to, in their opinion, most fairly define division leaders. M.A.B.A. is not limited in the actions it can take or decisions it can make in performing this function, which could include requiring just specific teams to play make-up games, requiring division leaders to play one another, or simply pronouncing, based on season-long data, which teams are the division leaders. **M.A.B.A.'s predisposition will be to not make use of this power except in cases where it is blatantly clear that it is necessary to do so.**

18. Manager-Consented Policy and Rule Changes

Opposing M.A.B.A. managers may jointly decide, before a particular game, to modify a specific M.A.B.A. policy or rule for that particular game. The specific policies and rules that managers are permitted to jointly agree to modify in this manner are listed and discussed below.

18.1 General Policies Regarding Manager-Consented Changes

The sections immediately following this one list and discuss the specific M.A.B.A. policies and rules that managers may jointly agree to change before or during a game, and the parameters within which those managers may change those policies and rules. This section describes the policies regarding all such manager-consented modifications of M.A.B.A. policies and rules.

- a. The **only** M.A.B.A. policies and rules that managers may agree to modify, before or during a game, are those listed below, immediately following this section.
- b. M.A.B.A. managers are only permitted to consent to modifications to the M.A.B.A. rules and policies listed below **within the parameters specified below**.
- c. Age-Group Commissioners are not permitted to modify M.A.B.A. policies and rules, even those listed below, and even within the parameters listed below, for mandatory use in any or all games in their age divisions.
- d. Manager-consented modifications to the below M.A.B.A. policies and rules are performed strictly game-by-game. A manager's consent to modify one of the below policies or rules during one game in no way requires him to consent to doing so in future games, or in the same manner, nor does disagreeing to modify one of the below policies or rules during one game prohibit the manager from being able to do so in the future.
- e. **In the case of protest, M.A.B.A. will apply the standard policies and rules of the M.A.B.A. Handbook, unless the protesting manager can provide documented evidence that the opposing manager indeed agreed on a particular policy or rule modification. M.A.B.A. strongly encourages M.A.B.A. managers who agree to play by a modified policy or rule change to document this fact in each other's scorebooks, and to sign them.**

18.2 Items Managers May Jointly Modify on the Field

The following list of M.A.B.A. policies and rules are the only ones which opposing managers may jointly agree to modify before or during a game, and doing so must be done within the parameters discussed below.

18.2.1 Game Day, Time, and Location

M.A.B.A. game schedules created by Age-Group Commissioners or other M.A.B.A. Officials **must adhere to M.A.B.A. policies and rules for doing so.** However, once a schedule is created, one manager may request a given opposing manager to play on a different day, at a different time, or at a different location of their joint choosing. The time of day chosen need not conform to M.A.B.A. policies and rules. The manager receiving the request for a change is under no obligation to accept it.

18.2.2 Runs per Inning

Opposing M.A.B.A. managers of any age group may, prior to the beginning of a game, decide to set or change the maximum number of runs each team is permitted to score each inning, and whether that run limit will apply to the last inning, as defined by the umpire.

18.2.3 Slaughter Rules

Opposing M.A.B.A. managers of any age group may set a slaughter rule different than that defined for them in the M.A.B.A. Handbook. There are no constraints as to “number of runs ahead” component of the slaughter rule by which managers must conform. However, no slaughter rule can be enacted before the completion of the fourth inning.

18.2.4 Maximum Pitchers Per Game

Opposing managers of any age group can, either before or during a game, agree to the number of pitchers that both teams can use during the game. There is no limit as to the maximum number of pitchers per game the managers can agree to use, and opposing managers can agree to change the limit multiple, limitless times during the game.

18.2.5 Automatic Outs for Players Leaving the Game (For Teams Batting Lineup)

If the player of one team batting the lineup must be removed from the game, for whatever reason, the opposing manager can choose not to force the other team to take an out during the removed player’s next scheduled plate appearance.

19. Team Dismissal

If a team is dismissed prior to the end of the season, all teams that have previously played that team (regardless of game outcome) and all teams scheduled to play that team, will be credited with a “win” for each of those games.