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1.0 Base Rule Sets

The Mid-Atlantic Baseball Association (MABA) will use appropriate base rule sets defined by the age-group. These will define the rules of play, except to the degree that they conflict with policies or rules found in MABA On-Field Rules or Policies and Procedures, which will take precedence.

The base rule sets to be used for each age division are the following:

- All Divisions, 10U and Younger:
 - Official Little League Rules, as reproduced by MABA.
- All Divisions, 11U and Older:
 - Official Major League Baseball (MLB) Rules
 - We will **NOT** follow Federation, but rather American League MLB Rules with some modifications.

Notable differences are as follows:

- No jewelry (earrings, other visible piercings, metal clasp necklaces and bracelets)
 - Medical Alert bracelets are exempt.
 - Cloth braided necklaces with plastic clasps are acceptable.
 - Umpire discretion is used to determine if jewelry is a safety matter. If jewelry is deemed unsafe, player is simply asked to remove item prior to next pitch. Player is NOT ejected and there no automatic outs. Just remove the unsafe condition and return to play.
- Balks and catcher's interference do not constitute a dead ball. Play through; see Official Rules for additional information.
- Trips to the mound are handled differently than Federation rules as we are following American League MLB rules. Second trip in same inning mandates a pitching change.
- Mercy Rule, Courtesy runners, and options on style of batting order used.

2.0 Definitions

2.1 Official Game

A game is considered official when the minimum number of innings has been completed, as listed in MABA'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.) All uncompleted and unofficial games are considered suspended games.

2.2 Postponed Game

In MABA, 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.

2.3 Suspended Game

MABA’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 MABA, a game is considered suspended if:

- The game begins, but play is forced to stop because of weather or lack of daylight before the required number of innings have been played for the game to be considered an “official game.”
- Once one pitch is thrown in an inning that inning must be completed. Under no circumstances will MABA games revert back to a previous inning. An inning that begins must be finished. Managers must emphasize this with umpires in the pre-game conference.
- A game that completes the required number of innings and play cannot continue for reasons beyond the control of managers or umpires, but both teams have the same score. In this situation play continues until one team has more runs than the other. Games **cannot** end in a tie.

In age groups with time limits for single games in a double header, coaches and umpires must agree how games with a tie score after the game is official will be handled when the time limit is reached. Either the time limit must be removed or the game is considered suspended and must be continued at a later date until completion. A game can **NOT** end in a tie.

2.4 Forfeits

In MABA all forfeits must be reported within the timeframes established for reporting any other type of game outcome. **The age group coordinator must approve all forfeits.** However, managers who win by forfeit are free (though not obligated) to replay forfeited games. The following are causes for forfeit:

- A team 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.
- A team is scheduled to host a game (as home team), but for whatever reason cannot.
- Each age-group’s base rule sets, identifies a number of ways in which a team can forfeit.

Whether a manager wishes to or not, all forfeits must be reported according to the MABA policies concerning game results. A manager that is due a forfeit, but fails to report it will ultimately be recorded as the game’s loser by forfeit by MABA rules. So report **all scores**; even forfeits.

For tiebreaking purposes, a manager who wins by forfeit must record the following when reporting the game:

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

Managers may replay forfeited games their own choosing. Details for replaying forfeited games are detailed in the MABA Policies and Procedures.

2.5 Malicious Contact

Malicious contact is when a runner purposely tries to dislodge a ball from a fielder or attempts to run over a fielder to break up a play/out or purposely tries to injure another player. Any runner who, in the umpire's judgment, is involved in contact of a malicious manner is not only out, but is immediately ejected from the game. There is not a required slide rule in MABA, only an NCAA interference rule. Runners are required make an attempt to get to the base or plate and not trying to interfere with the fielder in any way.

3.0 Days of Play

Div/Age	Mon	Tues	Wed	Thurs	Fri	Sat	Sun
8U			Single				Single
9U			Single				Single
10U				Single			Double
11U			Single				Double
12U				Single			Double
13U			Single				Double
14U		Single		Single			Double
16	Single		Single			Double	
18		Single		Single			Double
19U, 22U	Single		Single			Double	

4.0 Game Schedules

MABA Age Group Coordinators create original schedules that are intended to be balanced and fair. Limited field availability and other conflicts frequently work against the goal of balanced schedules. In general, you can expect the following as it relates to game schedules:

- 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.
- 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.
- 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.
- If additional scheduling conflicts arise after schedules are created, both must agree to a change in game time if it violates any the items listed above.
- It is critical to list all field conflicts and indicate teams sharing fields to the Age Group Coordinator prior to the season with a final deadline of February 24th each year.

5.0 Game Length

Age Group	Full Game Length	Innings Required for Official Game	Game Time Limit
8U – 10U	6-Innings	4-Innings	None
11U and Older	7-innings*	5-Innings	None**

Notes:

*The 11U and 12U divisions will play 7-innings during the week for single games and 6 inning doubleheaders (DH) on Sundays. The 6-inning games will be considered a full game and official after 4-innings when playing DH game. If two teams make-up a DH as separate single games, they shall be 6-inning games per the original schedule and follow the 4-inning official game rule.

**The 13U DOUBLEHEADER games will be (6) Innings, single games will remain as (7). Time limits for all age groups -- Two hour and 15 minute – no new inning. However, it is not a “drop dead”, the bottom half of the current inning (at 2:15) must be completed. No new inning can be started after 2 hour and 15-minute time limit is reached. Coaches must agree how a tie score will be handled prior to game time. Either time limit must be waived or it becomes a suspended game to be finished at a later time.

A batter may not delay the game by failing to take his position promptly in the batter’s box within 20 seconds. The batter must keep at least one foot in the batter’s box throughout the time at bat.

EXCEPTION: A batter may leave the batter’s box when:

1. the batter swings at a pitch,
2. the batter is forced out of the box by the pitch,
3. the batter attempts a “drag bunt,”
4. the pitcher or catcher feints or attempts a play at any base,
5. the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball,
6. a member of either team requests and is granted “Time,”
7. the catcher leaves the catcher’s box to adjust his equipment or give defensive signals, or
8. the catcher does not catch the pitched ball.

PENALTY: For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter’s box, delays the game, and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains live.

If the score is tied at completion of a specified league game (6 or 7 innings determined by age level) the extra inning(s) will begin with a baserunner (designated runner) at second base and zero (0) outs. The designated runner is the batter preceding the first batter of extra inning in the batting order.

6.0 Base Paths and Pitching Distances

Age Group	Base Paths	Pitching Distance
8U	60 feet	40 feet
9U-10U	60 feet	46 feet
11U-12U	70 feet	50 feet *
13U & Older	90 feet	60 feet, 6 inches

MABA recognizes that some teams play for home leagues in which those league's mounds for eleven- and twelve-year-olds are set at 48- rather than 50-feet. As such, in those cases where it is impossible for a home team to set a pitching rubber at 50 feet (because it would be located on the backward slope of an existing 48-foot mound), a pitching distance of 48 feet will be used.

Note: the visiting team's manager must agree that it is indeed impossible to set a pitching rubber at 50 feet. If the visiting manager believes a rubber can be adequately set at 50 feet, then one will be set at 50 feet. If, in such a case, the home team manager nevertheless refuses to set the rubber at 50 feet, his team will forfeit the game.

7.0 Pre-Game/Field Use

The visiting team shall have the right to use the field for pre-game practice beginning 20 minutes before each game. The home team will have the use of the field until that time.

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.

No pitching practice or batting practice shall take place on the game field within an hour of start time. The home team shall designate areas to allow batting practice and pitchers to warm up prior to game time. This is done to prevent field lines from being disturbed or pitching mound to be impacted prior to game time. Pitchers will get their customary warm-up pitches on the field of play prior to the inning.

8.0 Player ID Cards

Opposing coaches and umpires shall line-up each team and verify the age of all players on the team prior to game. Any player without a valid ID shall not be allowed to participate in the game.

The ID card must meet the following criteria:

- Be government issued (state, U.S. Federal, or military),
- Not be expired,
- Not be older than 5 years,
- Have a photo and name of the player, and
- ID must be an original (no photocopies).

9.0 Line-Up Options

Teams cannot start a game with 8 players. Teams may finish a game with 8, but must start with 9 players. All teams in all divisions and age levels have the option to, in any game, bat the lineup, according to the rules below. A team must start with 9 players. If less than 9-players are available at the start of the game the result is a forfeit. A team can finish with 8 players, but no less. All full-time teams have the following line-up options:

- Batting-9
- Batting the Line-up
- Batting-10 with an Extra Hitter (EH)

9.1 Batting-9

Managers may set their batting line-up with the 9-players in the field. Bench players are not permitted to enter the game unless they are announced to the other coach and umpire and the line-up is altered. Any of the starting players may be withdrawn and re-enter once, including a player who was a designated hitter, provided such a player occupies the **same batting position** in the lineup. The integrity of the line-up must be maintained through all changes. Starting pitchers who are withdrawn may be re-entered, but not as a pitcher. A player, who does not start cannot re-enter the game after they are removed.

9.1.1 Designated Hitter (DH)

A hitter may (not mandatory) be designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game. A starting defensive player cannot be listed as the designated hitter in the starting lineup. The following rules apply for a DH:

- A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards. Failure to declare a designated hitter prior to the game precludes a team's use of a designated hitter in that game.
- If a pinch hitter or pinch runner for the designated hitter is used, that player becomes the new designated hitter. The player who was the designated hitter may reenter as the designated hitter per the reentry rule.
- A designated hitter and the player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation.
- At any point during the game the defensive player for whom the designated hitter is batting may bat. At that point designated hitting is terminated and the defensive player both plays the field and bats.

- Likewise at any point during the game, the designated hitter may take the field for the player for whom he was designated hitting. At that point designated hitting is terminated, and the player that was the designated both bats and plays the field.

9.2 Batting the Line-up

Managers may set their batting line-up to be all the players on their roster at the game that day. When batting the lineup, all players on the team must bat, regardless of whether or not they played on defense the inning before, or will in following innings. Teams batting the lineup are permitted free defensive substitution. Any player may substitute defensively for any other player at any time in the game. There may not be changes in the batting order during the game.

Players may, after the game begins, be added to the lineup of a team batting the lineup **only** if the player arrives **before** any of his teammates have received at least one pitch during a second plate appearance. A player arriving late, but who is eligible to join the game, must be placed at the bottom of the batting order.

9.2.1 Removing Players When Batting the Line-up

With two exceptions a player who must leave the game early, for whatever reason, is considered an out during his next one scheduled plate appearance. The 2 exceptions are as follows:

- **Exception 1:** A player may leave the game early if, before the first pitch of the game, the player's manager (or his scorekeeper) informs the opposing manager (or scorekeeper) that the player must leave early, and of the appointed time the player must leave. Upon such notification, and upon penalty of forfeit, the player may not bat or play in the field after his appointed time of leaving. Conversely, should the player be removed from the game prior to his appointed time of leaving, for whatever reason, that player is considered an out during his next one scheduled plate appearance, unless Exception 2, below, applies. (Note: To prevent potential protest situations, MABA strongly suggests teams sign each other's books regarding a player who will be leaving early.)
- **Exception 2:** A player who is injured on the field of play, and who is immediately and permanently removed from the game, will not be considered an out in subsequent scheduled plate appearances if he is unable to complete his next at-bat.

The following is additional clarification as it relates to Exception 2 above:

- Removing a player from the game does not prevent him from being returned to the game prior to his next at-bat, which is perfectly legal when batting the lineup. Exception 2 simply protects the player from becoming an out should his injury permanently prevent him from being able to continue to play during the game.
- A player that is removed from the game because of injury, but then returned to the game prior to his next at bat, is no longer eligible to take advantage of Exception 2. His return to the game signifies, by definition, that he is physically capable of completing his next scheduled at-bat.

- Finally, an injured player that takes advantage of Exception 2 (i.e. he does not hit during his next scheduled at-bat and is not considered an out for doing so) may not, upon penalty of forfeit, be returned to the game in any capacity following the missed at-bat.

9.2.2 Injured Players

Injuries may impact line-ups and how substitutions are handled throughout a game. Therefore, the following are several important definitions related to injured players:

Injury – Occurs to players while on the field of play that physically prevents them from continuing in the game. It does not include players who may become ill or need to be removed from the game for any reason other than injury that occurs on the field of play.

Field of Play – In the context of injured players, the field of play is defined as any defensive position, a batter at-bat, or a runner on-base. In this context it does not apply to players injured while on-deck, on the bench, on the sidelines.

Immediately - In the context of injured players, immediately is defined as an injury and player removed from the game prior to the next pitch.

Permanently - In the context of injured players, permanently is defined as a player removed because of injury and following removal from the game does **NOT** play in any defensive or offensive capacity for the remainder of the game.

9.3 Batting-10 with an Extra Hitter (EH)

Managers may set their batting line-up with the 9-players in the field plus an EH. When batting the lineup with an EH, managers are permitted free defensive substitution among the players in the batting order. Any player in the batting order may substitute defensively for any other player in the field at any time in the game. There may not be changes in the batting order during the game.

Any of the starting players may be withdrawn and re-enter once, provided such a player occupies the **same batting position** in the lineup. The integrity of the line-up must be maintained through all changes. Starting pitchers who are withdrawn may be re-entered, but not as a pitcher. A player, who not included in the original batting order cannot re-enter the game after they are removed.

If utilizing an EH you **MAY NOT** use a designated hitter in your line-up. The extra hitter is treated as a 10th player on the field and may be freely entered to a fielding position as such.

10.0 Lineup Exchange

Managers or their designees must provide the opposing team a written lineup prior to the game's beginning. Team's batting-9 or batting-10 with an EH 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.

11.0 Game Balls

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.

12.0 Equipment Rules

Age Group	Bats	Cleats	Balls
8U-10U	2 ¼", 2 ¾", 2 5/8" <u>No Double Wall</u>	Rubber	Any ball stamped "Little League," "Official Pony League," or "Official Babe Ruth League"
11U-12U	2 ¼", 2 ¾", 2 5/8" Barrel * <u>No Double Wall</u>	Rubber	Any ball stamped "Little League," "Official Pony League," or "Official Babe Ruth League"
13U	2 ¼", 2 ¾", 2 5/8" Barrel * <u>No Double Wall</u>	Rubber or Metal	Any ball stamped "NFHS"
14U-18U	2 5/8" barrel, -3 weight restriction BBCOR Certified.	Rubber or Metal	Any ball stamped "NFHS"
19U-22U	Wood Bats Only	Metal	Any ball stamped "NFHS"

12.1 BBCOR Bat Violations (14U and Up).

The appeal **MUST** be initiated by the opposing team; the umpires are not responsible for monitoring the bats. If a player is found to be using a non-compliant BBCOR bat the following procedures will apply.

- If the batter enters the batter's box with a non-BBCOR compliant bat, he is automatically out. (Even if no pitch is thrown).
- If the batter/runner using an illegal bat makes it to a base and the violation is discovered **BEFORE** a pitch is thrown to the following batter, the batter/runner is declared out and all runners return to their previous bases.
- If the batter/runner using an illegal bat makes it to a base and a pitch is thrown to the following batter, the bat is removed and play continues as if no violation has occurred.

12.2 Base Coach's Helmets.

All base coaches are strongly encouraged to wear head protection while near the field of play. Although they are not required, helmets are recommended.

12.3 Safety

It is strongly encouraged the all players and coaches wear proper safety equipment when in and around the baseball field. MABA encourages all players, coaches and fans to aware of their surroundings and wear the proper protective equipment

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 purposely removes their helmet and it dislodges from their body in an act of frustration before reaching the dugout area will be ejected

13.0 Mercy Rules

Games are considered official and concluded when the following run differentials have been reached during the game:

- 12 runs after 4 innings
- 10 runs after 5 innings

The mercy rule may be modified at the plate conference as long as both teams are in agreement. The mercy rule is **NOT** a sudden death situation if the home team is behind in the score. The home team is always allowed its final at bat when trailing in the score and the mercy rule limit has been reached.

14.0 Pitching Rules

MABA does not impose pitching limits on teams. It is the manager's discretion. It is the responsibility of the manager, coaching staff and parents/guardians to monitor the pitch counts and mechanics of players to ensure they are pitching safely. There is a significant number of resources available to all that provide recommendations on pitch limits and rest periods across all age groups. MABA highly recommends all teams and parents review those recommendations and follow them for the safety of all.

Full-Time	Max Innings	Balks	Trips to Mound	Hit Batsmen
8U	Mgr Discretion	No	*	2 inning; 3 in game
9U-10U	Mgr Discretion	Yes, but only if pitcher stops mid-delivery; 1 warning/pitcher	*	2 inning; 3 in game
11U-12U	Mgr Discretion	Yes: 1 warning/pitcher	*	2 inning; 3 in game
13U	Mgr Discretion	Yes: No warnings	*	2 inning; 3 in game
14U & Older	Mgr Discretion	Yes: No warnings	*	N/A

Notes:

* Trips to Mound: Pitcher is removed when manager makes 2nd trip to same pitcher in the same inning.

A pitcher must be removed when he hits 2nd batter in a single inning, or 3rd batter in game.

15.0 Base Running

Full-Time	Leading Off	Stealing	Stealing Home	Courtesy Running?	Head-First Slide?
8U	No	No	No	*	No
9U-10U	No	As ball crosses plate	Yes	*	No
11U-12U	Yes	Yes	Yes	*	No
13U & Older	Yes	Yes	Yes	*	Yes**

Notes:

* MABA allows a courtesy runner pitcher or catcher at anytime. Not mandatory. The use of a courtesy runner must be declared by one or both teams at the pre-game meeting. Whatever choice is made by each team must be adhered to by that team throughout the entire game. If batting the LINE UP then the last out would be the courtesy runner. If batting 9 or 10 then a player on the bench would be the runner. This allows the opportunity for the bench to be involved in the game (if you have one).

** Head first slides are allowed to any base except home plate. Runner is out on a head first slide into home (for player safety). Returning to base on a pick-off attempt is not considered a head first slide.

16.0 In-Game Rule Details

Full-Time	Bunting*	Infield Fly Rule	Dropped 3rd Strike
8U	No	No	No
9U	Yes*	No	No
10U	Yes*	Yes	No
11U & older	Yes	Yes	Yes

Notes:

* Slash Bunting: For safety concerns in the 9U and 10U age groups there will be no fake bunt, then pull back and swing away.

16.1 NCAA Interference Rule

On any force play, the runner must slide AND slide directly to the base or remove himself from the play in such a manner as to not interfere, intentional or unintentional, with the fielder making a play. In addition, the runner cannot interfere with a fielder's ability to throw the ball in any way.

A runner is out when he does not slide and his not sliding creates illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases. This is true even when the runner did not intend to cause contact. In the case of potential double play, not only is the runner who created the violation is out, but also the other runner trying to be doubled up on the play.

16.2 Special Considerations for 8U Divisions

Live Play Rule- For base running purposes, play does not begin or resume (“live play”) until the batter hits the ball officially in play. Neither a base-on-balls nor being hit by a pitch (walks) constitutes “live play” for these purposes.

Dead Ball Rule- For base running purposes, play ends or ceases (a “dead ball” occurs) when the pitcher has control of the ball within a 10’ radius around the rubber (umpires discretion). At this point in time, the umpire must determine the position of the base runners at the moment of the “dead ball.” Base runners who have reached at least a point midway (30 feed) between the bases may advance to the next base. Base runners who have not yet reached the mid-way point must return to the preceding base.

If the pitcher attempts a continuance of play by attempting to throw-out an advancing runner after the ball has been returned to him (from a fellow player) within the “infield area” the pitcher has forfeited a “dead ball” and has officially resumed the ball in play, allowing players to advance. A “dead ball” will not occur again until the ball returns back to the pitcher in the “infield area”.

Walks of any kind, bases on balls or batters hit by a pitch, are considered “dead ball” activities. Runners do not advance except as typically caused by the walk itself.

16.3 Special Considerations for 9U and 10U Divisions

Live Play Rule- For base running purposes, play does not begin or resume (“live play”) until the pitcher delivers the ball that crosses home plate or the batter hits the ball officially into play.

Dead Ball Rule- For base running purposes, play ends or ceases (a “dead ball” occurs) when the pitcher has control of the ball within a 10’ radius around the rubber (umpires discretion). At this point in time, the umpire must determine the position of the base runners at the moment of the “dead ball.” Base runners who have reached at least a point midway (30 feed) between the bases may advance to the next base. Base runners who have not yet reached the mid-way point must return to the preceding base.

If the pitcher continues a play by attempting to throw-out an advancing runner after the ball has been returned to him (from a fellow player) within the “infield area” the pitcher has forfeited a “dead ball” and has officially resumed the ball in play, allowing players to advance. A “dead ball” will not occur again until the ball returns back to the pitcher in the “infield area”.

Base-on-Balls for Batter – A batter turned runner on their ball-4 pitch for a base-on-balls is not allowed to advance beyond first base on a cleanly fielded pitch by the catcher that is returned cleanly to the pitcher. Other runners on base are allowed steal or advance, but in this case the batter turned runner is not allowed to advance beyond first. If the ball-4 pitch gets away from the catcher, or away from the pitcher on the return throw from the catcher, or either the pitcher or catcher attempts a pick-off then the batter turned runner can advance. The intent of this rule is to prevent teams from taking unfair advantage of the inexperience of 10U and under players. This prevents a batter turned runner continuing to run to second after reaching first when another runner is on third.

17.0. Make-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 MABA'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. To further encourage games being played, final standings are determined by total wins, not winning %.

The policies regarding the make-up of games are designed to ensure that games are made up in a timely manner. The goal is to be flexible to the needs of both teams, but in most cases more flexible to the home team since they must find a field and umpire for the make-up game.

- Complete details and procedures for make-up offers are provided in MABA Policies and Procedures.
- 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 MABA review.

18.0 Resumption of Suspended Games

Suspended games are resumed at a later date from the exact point the game was ended. 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 the following:

- Managers must use the same batting lineup batting option they were using before the original game was suspended.
- Managers are required to use the same batting order they used in the game that was suspended.
- A player that was not at the suspended game may not participate in the resumption of it.
- 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.
- 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.

19.0 Umpires

All MABA teams will utilize professionally trained, impartial umpires at all times. Teams must choose an umpire company from the M.A.B.A. approved list in the "Documents" section of the site.

19.1 Number of Umpires Required

Age Group	Number of Umpires Required
8U – 12U	1
13U and older	2

19.2 Umpire No Shows

In the event of a complete umpire no-show for the 12U and younger age groups, 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 MABA, although other types of protests will.

In the event of a complete umpire no-show, and both managers are unwilling to use coaches or parents as umpires, the game is considered a postponed game and must be rescheduled using the following criteria:

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.

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 with this decision, it requires the consent of both teams' managers and is final.

In the event that one or both managers are unwilling to use just one umpire for game requiring two umpires, the game is considered a postponed game and must be rescheduled

20.0 Game Ejections and Suspensions

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 player that is ejected is required to attend the following two games, in complete uniform and sit in the stands with the parents/fans. 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).

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 **five games**

following the second ejection. Again, any game this person attends during the five-game suspension period will result in the automatic forfeit of his/her team's game.

20.1 Cumulative Ejections for Team

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.

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 not be permitted to receive any national tournament berth it may have earned and will be eligible for immediate dismissal from MABA. 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.

The above policies notwithstanding, MABA has the right to dismiss any manager, coach, parent, player, or team from MABA upon even one ejection, if the circumstances of that ejection are determined by MABA to be egregious enough to warrant such action.

20.2 Notification of Ejections

It is the responsibility of the team manager and opposing manager to inform the appropriate Age-Group Coordinator when any manager, coach, parent, or player is ejected from a game so that MABA can be informed of this action.

21.0 Protests

Managers wishing to protest a game must do so in writing (email is acceptable) to their appropriate age coordinator. The cost to a team for review of its protest is \$100, payable by Paypal to mababaseball2017@gmail.com. The fee is refundable if MABA's determination is made in favor of the protesting team.

The following also applies to protests:

- MABA will not provide pre-protest consultation to a team. In other words, MABA will not provide their opinion on how the team's protest will result (win or lose) before they submit it. Only protests officially submitted will be considered and commented upon.
- 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.
- 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 protest-able. Only an umpire's misinterpretation or misapplication of a rule is protest-able, or a team's failure to comply with MABA policies or rules.

22.0 Manager Controlled Rule Modifications

The following list of MABA 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. Both coaches must agree and sign scorebook agreeing to rule modifications. Otherwise, MABA rules apply in all cases.

22.1 Game Day, Time, and Location

MABA game schedules created by Age-Group Coordinator or other MABA Officials must adhere to MABA 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 MABA policies and rules. The manager receiving the request for a change is under no obligation to accept it.

22.2 Runs per Inning

Opposing MABA 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.

22.3 Run Mercy Rules

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

22.4 Maximum Pitchers/Game

Opposing managers of any age group can, either before or during a game, agree to increase 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.

22.5 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.