

MAGNOLIA BASEBALL ASSOCIATION LEAGUE RULES



Bringing Out the Best in Each Other!

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Conduct

MBA players, coaches, parents, and fans are ALWAYS expected to act in a courteous and sportsmanlike manner both on and off the field. We will not tolerate unsportsmanlike conduct of any kind. Our coaches and parents are expected to teach our players by example. Please remember our MBA players are always in attendance at practice and games. All MBA players will be legally and properly equipped for each of the games; which includes players must wear their MBA designated uniform; otherwise, the player will not be able to play in that game. Managers will be held to holding three events per week with the start of the week being on Monday.

MBA holds our managers solely responsible for maintaining control over their coaches, players, parents, and fans (NO EXCEPTIONS). If managers do not maintain control over their dugout or fan base, then they can be ejected from the game. All games will be conducted with honesty and a high degree of integrity. The games will be played with the utmost respect for the game and for competition.

The MBA umpires have the authority to take whatever measure they feel is necessary to maintain control over our games. This includes dismissing or ejecting any player, coach, or spectator for unsportsmanlike behavior. Ejections from a game can include being asked to leave the county park.

MBA Board members will NOT intervene during the course of a game UNLESS asked to do so by the UIC of that particular game.

MBA will not permit foul or abusive language by anyone under any circumstances.

MBA will in no way tolerate any behavior considered detrimental to the league, its players, coaches, parents, fans or members.

Behavioral infractions will be reviewed on a per case basis and disciplinary actions will range from a written warning to a complete barring of an offender as determined by the MBA Executive board.

Individual Player & Team Eligibility

The season runs from August 1st – July 31st. The player’s age on April 30th determines the player’s eligible age division for the current season that includes April 30th.

Players can play up an age division but cannot play down (unless the player is eligible for a grade-based exception). Players whose birthdate is Between September 1st – April 30th AND who are on the grade level of respective divisions could be eligible for a grade-based exemption.

Age-Based with Grade Exceptions:

Division	Grade Exception
4U Division	Players who turn 5 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten-4. Also, any player turning 6 prior to September 1 will not be eligible. Players who are 4U are eligible for this division regardless of their grade.
5U Division	Players who turn 6 prior to May 1 of the current season are not eligible unless they are in Pre-Kindergarten. Also, any player turning 7 prior to September 1 will not be eligible. Players who are 5u are eligible for this division regardless of their grade.
6U Division	Players who turn 7 prior to May 1 of the current season are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to September 1 will not be eligible. Players who are 6u are eligible for this division regardless of their grade.
7U Division	Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to September 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.
8U Division	Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to September 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.
9U Division	Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to September 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.
10U Division	Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to September 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.
11U Division	Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to September 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.
12U Division	Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to September 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.
13U Division	Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to September 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.
14U Division	Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to September 1 will not be eligible. Players who are 14u eligible are eligible for this division regardless of grade.
15U Division	Players who turn 16 prior to May 1 of the current season are not eligible unless they are a freshman in High School. Also, any player turning 17 prior to September 1 will not be eligible. Players who are 15u are eligible for this division regardless of their grade.

**All grade-based players must be able to provide a copy of their birth certificate, current report card, or official school ID with grade, or any official government document stating the grade upon request.*

**Maximum of TWO school grade exemption players per team.*

Field Decorum

All managers/coaches will remain in the dugout while on defense (except Tee Ball & Coach Pitch). The ONLY exception to this will be ONE coach giving signs to the catcher and said coach must be within arm's reach of the dugout entrance. The MBA umpires reserve the right to place the coaches and managers where they see fit.

No seating outside the dugout (i.e. buckets, chairs, helmets, etc.). If you want to sit on a bucket, please be inside the dugout.

All coaches must be dressed appropriately. Coaches may not wear sleeveless or tank top style shirts.

Coaches may not wear sandals, flip flops, or croc style shoes during games. Have respect for the game; try to look like a coach.




Cell phone use is prohibited on the field. You may use your phone to keep time during the game. If a call must be made or answered, then please ask another coach to take over and step outside the playing field.

All players must be properly dressed in a full team uniform.

Equipment

Bat Restrictions

Each division has specific bat restriction rules. See the table below for more information.

Division	Bat Restrictions
4U-5U Tee Ball	NO big barrel bats (coach pitch bats are no longer legal). The bat MUST say “ Tee Ball ” on it.
6U Coach Pitch through 7U-8U Coach Pitch	Bats marked for T-Ball are not legal for use in any coach pitch game. All bats must have the USSSA BPF 1.15 RATING on it. 
9U Kid Pitch through 11U-12U Kid Pitch Metro	All bats must have the USSSA BPF 1.15 RATING on it. 
13U-15U Metro	Must use a -5oz bat with the USSSA 1.15 stamp. 
16U-17U	Must use a -3oz bat (NO EXCEPTIONS) that is a BBCOR rated bat for all play.

PENALTY FOR VIOLATING BAT RESTRICTION RULES: *The bat will be removed from the playing field by the umpire and the manager of the team will be warned against further use. If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play.*

No run may score on this play. Any “out” that results on the play will stand. On a second offense, the above penalties will apply and the manager of the offending team will be removed from the field and will be prohibited from managing the remainder of the game.

Catcher’s Gear

Each division has specific required catcher’s gear and guidance. See the table below for more information.

Division	Required Gear/Guidance
4U-5U Tee Ball	Not applicable
6U Coach Pitch through 7U-8U Coach Pitch	Use of a catcher’s mitt is <u>not mandatory</u> but is <u>highly recommended</u> . A catcher must be legally and properly equipped to play the catching position. This includes a helmet with full ear and back of head protection, a face mask, chest protector, shin guards and groin protection. It is the manager’s responsibility to ensure that any player in the catching position is legally and properly equipped.
9U Kid Pitch through 16U-17U	The catcher must be located in the catcher’s box, no more than four feet behind home plate. Use of a catcher’s mitt is <u>mandatory</u> . A catcher must be legally and properly equipped to play the catching position. This includes a helmet with full ear and back of head protection, a face mask, chest protector, shin guards and groin protection. It is the manager’s responsibility to ensure that any player in the catching position is legally and properly equipped.

Metal Cleats

Metal cleats are allowed in the 13U-15U and 16U-17U divisions but not mandatory.

Game Rules

Official Scorekeeping

The home team will keep the official scorebook, the visiting team may also keep a scorebook. Both Scorekeepers must meet at the end of the game and sign off on the others' book. If there are any discrepancies in the books and it cannot be resolved, the home scorebook by default will become official. The visiting team must designate someone to operate the scoreboard (If applicable, some of which are not operable).

Managers will provide a copy of their line up to the scorekeeper of the opposing team. The lineup must include the player's number, last name and first initial (Not the other way around). For batting out of order penalties the player's name given on the lineup will be official.

Sportsmanship

ALL players and coaches will show good sportsmanship post-game by shaking hands with the other team.

NOTE: Whoever is in your dugout during said game MUST go out and respect the other team by shaking hands even if they were just some sort of dugout help. They were a part of the game and should have the same opportunity to acknowledge the other team.

Dugout/Field Maintenance

Managers are responsible for any trash left in the dugout or the bleachers after the game(s) as well as practices. If trash is not taken care of, Managers will be subject to disciplinary actions including suspensions. Home Team will strip the fields if needed. Visiting Team will cover fields after the game.

Spectator Cheering

Fans are permitted to cheer for their players; however, they cannot cheer against or taunt the other opposing team or players.

Questioning Umpire Calls

ONLY the acting team's manager has the authority to question or have discussion with the Umpires.

Avoiding Contact

Players must avoid contact: Base runners must slide, go around, go back, or give up to avoid initiating contact. Players determined to have made malicious contact will be ejected.

Jewelry Restrictions

No jewelry permitted on player(s). The rope braided breakaway necklaces and medical alert bracelets are acceptable.

Game Forfeitures/Suspensions

Any team unable to field eight (8) players ten minutes after game time will forfeit, except for 4U/5U Tee Ball and 6U Coach Pitch divisions.

4U/5U Tee Ball and 6U Coach Pitch Games: Will be allowed minimum (7) players, taking the out in the 8th hole in the lineup (updated on 6/24/2022). Teams can start a game with eight players provided they take an out for the ninth player. Teams must have a minimum of eight players to start a game. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the league director. Umpires have no authority to forfeit a game (exception for 4U/5U Tee Ball and 6U Coach Pitch divisions). Teams having eight players to start a game are automatically the visiting team.

Forfeitures will be recorded as 1-0. Double forfeiture will be recorded as 0-0.

If your team forfeits a game and you would still like to play “shorthanded”, you may choose to do so and will be at the sole discretion of the acting managers participating. The game will not be officiated by an umpire and the managers’ Player Agent should be notified before playing.

Players Arriving After the Game

If a team’s ninth player arrives late to the game, the manager of that team must make an announcement at the plate conference before the game begins and advise both the plate umpire and opposing team that he or she has a player that will be arriving late. When the player arrives, the player is announced to both the plate umpire and the opposing team and is placed in the ninth position in the batting order. The game resumes as if he or she was there at the start of the game. Until the player arrives, an out is recorded in the ninth position.

Any player arriving after the game has started is added to the bottom of the batting lineup.

Player Ejections

If a player is ejected from a game for malicious contact or any other unsportsmanlike act, the following penalties will apply: The ejected player’s position in the lineup shall be declared an out.

A player that has left the game for any reason by missing an at-bat cannot return to the game.

Illness/Injuries

If a player is removed from the game for illness or injury there will be no out recorded for his spot in the batting order. His place in the lineup will simply be skipped. No automatic out is recorded.

Any player, coach, or umpire who is visibly bleeding must leave the field of play to stop the bleeding. When the bleeding has stopped and the injury is bandaged (if necessary), the person may return. No penalty applies to any missed at bats.

Un-Rostered Players

No un-rostered players will be allowed to play in the game.

Sliding

Head-first sliding is permitted. If a runner slides, he/she must slide DIRECTLY into the bag. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping over a player is not considered avoiding contact. If the fielder is on the ground, jumping over the fielder is allowed; however, if the fielder is not on the ground, the runner is out. This is a judgement call by the umpire.

Pace of Play

Each team will have 90 seconds between innings to prepare to start the next inning. The offensive team must have a batter ready to enter the box within 90 seconds. The defensive team must have all players in position with the pitcher and catcher ready to deliver a pitch to the offensive batter within 90 seconds. The 90 second clock begins from the time the last defensive player (not including the pitcher and/or catcher) has left the field of play.

PENALTY: *If the defense is not ready, the umpire shall award a ball to the batter and continue to award a ball to the batter every 20 seconds. If the offense is not ready, the umpire shall award a strike to the batter and continue to award a strike every 20 seconds until the batter is in the box ready to hit.*

WARNING: *Any manager that does not instruct his players to immediately leave the field of play after the final play, run, or out of the inning shall be removed from the field and prohibited from managing for the remainder of the game. Any player that fails to immediately leave the field of play after the final play, run, or out of the inning shall be removed from the field of play and prohibited from participating for the remainder of the game.*

Regulation Games

A regulation game consists of six innings for age divisions 12U and below and seven innings for age divisions 13U and over, unless the game is shortened due to time limit, mercy rule, field conditions or extended by extra innings due to tie. Note: unless noted below in the game duration section.

Courtesy Runners

If eligible, a courtesy runner can be used any time for the pitcher or catcher (of record) only – mandatory with two outs. A courtesy runner is the player with the last recorded out. The courtesy runner can only run for one player per inning.

Violation of Pitching Limitations

Pitchers who violate pitching limitations are ejected from the game. Other penalties, including forfeiting, may be imposed by the league directors. A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the pitching rubber to begin a new inning. ***PENALTY: The manager is ejected from the game.***

Malicious Contact

If a player is ejected from a game for malicious contact or any other unsportsmanlike act, the following penalties will apply: The ejected player's position in the lineup shall be declared an out. A player who has left the game for any reason by missing an at-bat cannot return to the game.

No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious.

If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.

PENALTY: *The player initiating malicious contact is removed from the game. NOTE: There can be a collision where both players go head over heels that is not malicious contact. The key for malicious contact is INTENT. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is YES, then there is malicious contact. If the answer is NO, then it is a clean play and there is no malicious contact. Umpires must be careful when making this call to avoid ejecting players if the intent is not there. Keep in mind, the younger ages are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember the keyword INTENT.*

Weather/Hazardous Conditions

If a game is called due to weather or other hazardous conditions, it is ruled an official game provided three- and one-half innings have been completed if the home team is ahead or four innings if the home team is behind for seven-inning games. It is ruled an official game provided two- and one-half innings have been completed if the home team is ahead or three innings if the home team is behind for six-inning games.

All games stopped by an event official for weather or other reasons before the game is declared official are suspended games.

Lightning Delay

Once lightning has been designated as being 10 miles away from the site, all play must stop immediately. All players, coaches, umpires and staff will go directly to their cars for a 20-minute delay. If no other lightning strikes occur during the 20 mins delay, then play may resume. If there is a second lightning strike, the game will be called. The termination of games will be solely at the responsibility of the executive MBA board members.

Balks/Pitcher

Balks are enforced in 11U and above age divisions without warning. In age divisions 10U and below, see notes in the division section. Nations Baseball uses OBR (MLB) rules for balks. The balk can be a live ball (depending on the situation). The intent is not to penalize the offense. A second trip to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game). When a pitcher takes his/her position at the beginning of each inning, or when he/she relieves another pitcher, he/she is permitted warm-up pitches, not to exceed eight preparatory pitches to the catcher or coach. Pitchers must record at least one at-bat before being replaced. A pitcher removed from the pitching position cannot return to the pitching position during a game but can re-enter to any other position. If a half inning ends with 5 runs before three outs are recorded, the pitcher of the record is charged with the remaining outs so that the total outs record for the inning equals three.

Playing Time

All Metro players will play on defense a minimum of every other inning. All Metro teams are required to bat their roster.

In the Metro divisions, once a pitcher has been replaced on the mound, that pitcher cannot return to pitch for the remainder of the game.

Game Duration

Division	Duration
4U-5U	1 hour or 5 innings
6U	1 hour 15 minutes or 5 innings
7U-8U	1 hour 15 minutes or 6 innings
9U-12U	1 hour 40 minutes or 6 innings. <i>No new inning can start after 1 hour 30 minutes.</i>
13U-14U	1 hour 40 minutes or 7 innings. <i>No new inning can start after 1 hour 30 minutes.</i>
15U and older	1 hour 40 minutes or 7 innings. <i>No new inning can start after 1 hour 30 minutes.</i>

Run Limits

ALL divisions have a 5-run limit per half inning.

Run Rule

15 runs after three innings or two-and-one-half innings (if the home team is ahead).

10 runs after four innings or three-and-one-half innings (if the home team is ahead).

8 runs after five innings or three-and-one-half innings (if the home team is ahead).

Mathematical elimination will apply. Mathematical elimination is when one team can no longer score enough runs in their remaining at-bats to tie or take the lead.

Tied Games

League games ending in a tie after time has expired and the home team has had a chance to finish the inning will result in a tie. No additional inning will be played. League standings affected by this will be dealt with by using current Nations rules for tie-breakers.

Game Stoppage

The game completion will be scheduled and play will resume from the same spot in the game.

A game stopped prior to the completion of the 1st inning will be completely rescheduled as if it had never been played.

4U-12U: The game is considered complete if 3 innings are completed or the home team is ahead after 2 ½ innings.

13U & older: The game will be considered complete if 5 innings have been completed or if the home team is ahead after 4 ½ innings.

Reporting Game Score

Home Team Managers are required to report their game scores to their Player Agent within 24 hours.

9u & older: All Managers are required to report pitching information for both teams to their Player Agent within 24 hours. Failure to do so will result in a forfeit.

Game Cards

The Umpires will check the game score with the Scorekeepers during the game. The official score will come from the Home team scorebook.

Protests

There will be NO protests in T-ball or 6U. Managers will not be allowed to protest an umpire's judgment call. ONLY protests based on a rule interpretation will be allowed.

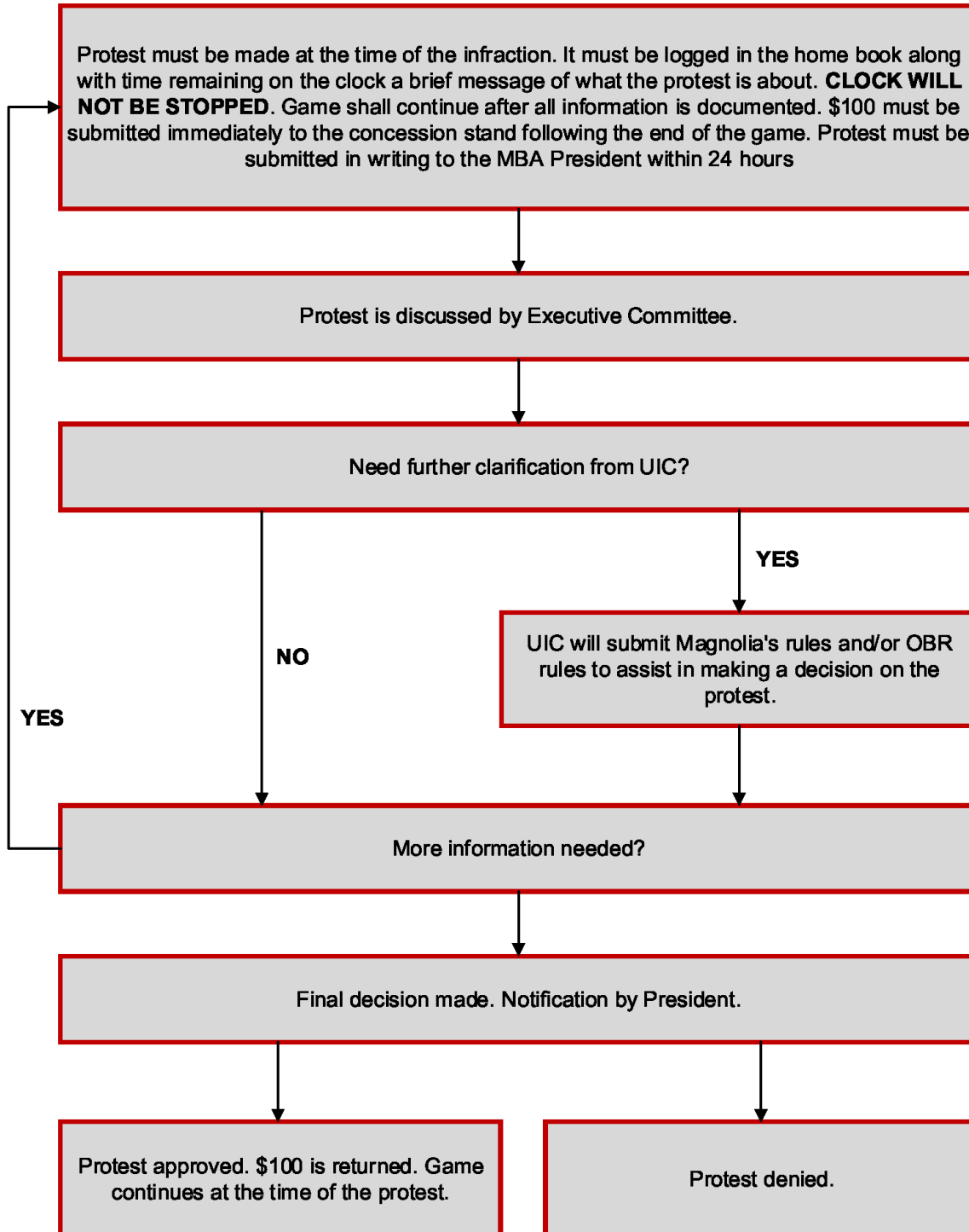
Protest Procedure

IN LEAGUE PLAY: At the time the play occurs, the objecting manager must notify the umpire, the opposing manager, and the official scorekeeper that the game is being played under protest.

A written protest must be submitted to MBA within 2 hours of the game along with the \$100.00 filing fee. The filing fee will be returned IF the umpire ruling is reversed.

See Protest Procedure Flowchart on the next page.

Protest Procedure Flow Chart



Intentional Walks

In all live pitch divisions, an intentional walk is granted upon request.

Double play scenario will be applied. Double play exemption in effect: (if a pitcher has 1 out remaining on his eligibility and the defense turns a quick double play, this will not be grounds for a “protest” based upon pitching eligibility) At this point the pitcher will simply be removed from the mound.

Team Sponsorships

Managers are required to acquire a team sponsor for their perspective team each season. Sponsorship forms are located on our webpage.

Park Rules

- ❖ NO OUTSIDE FOOD OR BEVERAGES (one (1) team cooler permitted in the dugout ONLY).
- ❖ NO hitting balls of any kind into any fence.
- ❖ ALL live pitching or batting practice will take place in the cages provided on game days (except soft toss into the league provided netting).
- ❖ NO warming up in common (sidewalk areas).
- ❖ NO pets of any kind (except service dogs). We will ask you to leave with your pet.
- ❖ Batting cage areas are not a playground; please keep all non-playing children out of these areas.
- ❖ NO tobacco of ANY kind inside either of the MBA parks.
- ❖ NO alcohol permitted in ANY Montgomery County park.
- ❖ MBA reserves the right to refuse service to anyone for anything during the course of the year if their behavior is called into question.
- ❖ NO bicycles, skateboards, roller skates, rip sticks, scooters of any kind are permitted inside the parks.

Ejections

Any manager ejected from a game will receive a suspension equal to the remainder of that game and the next immediate game. Any person that is ejected after the end of the game that demonstrates any

aggressive or threatening behavior towards an umpire, will receive a suspension equal to the following three (3) games.

Pick Up Player Process

Teams are allowed to have pick up players if their team is failing to field a full fielded team for a game. 6U, 7U and 8U teams beginning a game with 9 kids are allowed one pick up player. 9/10U, 11/12U and 13/15U teams beginning a game with 8 kids are allowed one pick up player. If those teams drop to 8 or 7 then an additional player may be picked up respectively.

The team manager will need to inform his or her player agent no later than 24 hours prior to their game and inform them of the needed pick up player. The Player Agent will notify the VP of Metro Baseball and include reason for request, team/division, manager and game information. The VP of Metro will email the division immediately and allow ample time for each player to have time to respond. The players names will be placed in a hat and drawn at random to allow for fairness. The VP of Metro Baseball will communicate player names and contact information to the Player Agent and manager who made the request.

Rules for pick up player placement. A pick up player will be required to bat last in the lineup and play right field in both coach pitch and kid pitch divisions. If more than two players are needed the players will play right center and right field in coach pitch divisions and center field and right field in kid pitch divisions.

This process is permitted to allow teams to field a full team and to keep competitive balance in all divisions. Coaches who are caught abusing the process will be warned once and after the 2nd offense will not be allowed to pick up a player for the rest of the season.

No pick up players are allowed during the end of season tournament.

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the player agent/Division Director.

End of Season Tournament

Tie Breakers: The following rules determine division standings:

- ❖ Win-Loss Record
- ❖ Head-to-Head
- ❖ Fewest Runs Allowed
- ❖ Highest Run Differential
- ❖ Coin Flip

Head-to-head is considered only when two teams are tied. For three or more teams, 'head-to-head' is skipped in favor of the next tie breaker.

The maximum run differential per game is +8 or -8. Total run differential is the sum of each game's differential.

Division Specific Rules

4U-5U Tee ball

There are six infielders: first base, second base, shortstop, third base, catcher and middle infielder. The middle infielder must be inside the pitching circle no closer to home than the pitching rubber. There are four outfielders who must stay in the outfield area. The pitchers circle shall be at least 12' feet in diameter and no more than 19' in diameter. Infielders must be stationed in the generally accepted starting point for their position. A line shall be drawn perpendicular to the foul line from 1st and 3rd base beginning 5 feet from the front of the base and intersecting at a point in front of 2nd base 63 feet, 7 inches from the tip of home plate. No infielder shall begin the play in front of this line.

Teams are not required to play with a catcher; however, teams choosing to not field a catcher may only play with 9 defensive players as stated above. They may not field a 10th player in a different position. The catcher must be positioned behind home plate, but may play any distance away from the plate, including behind a coach.

A team may play with 7 players to start the game without penalty. If team has 7 or less players, then an out(s) will be given at the end of the lineup based on the number of players below 8 players. No forfeits in 5U.

If a player leaves a game due to injury or sickness, the game continues with no outs being recorded, even if that means a team doesn't field a full team. This change is to allow teams to play.

There are five innings. There is a maximum of five runs per inning or three outs.

There is a 15-foot fair ball arc from the back tip of home plate and from the first-baseline to the third-base line.

There is a 30- foot safety arc from the back tip of the home plate and from the first-base line to the third-base line. All defensive players must start behind the arc except the pitcher (see position rules above).

All teams must roster bat for all games and may use 10 defensive players as defined in the first paragraph of this section. Teams can begin a game with nine players, but one player must be a pitcher.

Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.

There are no:

- ❖ Infield fly rule
- ❖ Base stealing
- ❖ Bunting (players must take a full swing)
- ❖ Intentional walks

A base runner is out for leaving the base before the ball is hit. This does not need to be an appeal play. If the umpire determines that the base runner left early, they shall be called out. Stealing is not allowed, and there are no lead offs.

If using a multi-position tee, tee must be placed in the center batting position. The batting coach must place the tee on home plate for the batter.

The batting coach must remove the tee after the ball has been hit. NO BUNTING. If a player bunts, it is a foul ball.

Pitcher and infielders (excluding the 1st baseman) must make a throw to first base for a force out.

Umpires call time after each play. Players can ask for time, which should be called as soon as the lead runner stops attempting to advance or all runners have stopped. Time does not have to be called by the participants. Players in control of the baseball can ask for time. A ball thrown to the pitcher's circle shall be considered to be controlled by the pitcher and the umpire should call time as soon as the ball reaches the pitching circle. Any runner more than half way to the next base shall be awarded that base, any runner not advancing at least halfway, shall be returned to the previous base. If there is more than 1 base runner, the preceding runner shall have priority. A preceding runner that has not yet reached halfway cannot be forced to advance to the next base by the trailing runner, even if the trailing is more than half. In this case, the trailing runner shall be returned to his previous base.

Overthrow Rule: If the ball is overthrown (to a base) on the first play after a ball is hit, runners shall be entitled to advance one base (maximum of one (1) base) at their own risk. Any subsequent overthrows are not subject to further runner advancement. If at any time, the runner is tagged out, the out will stand.

- ❖ Example: Shortstop fields a hit ball, attempts play at first and overthrows into foul territory. Any runners on base may attempt to run to the next base at their own risk. IF THE RUNNER IS TAGGED OUT, THE OUT WILL STAND. If the runner goes beyond the next base, and makes it safely to the next bag, he will be pushed back to the base that he was supposed to stop out.

Added 10/7/2021:

On any ball that is hit in the infield, runners may advance only one base UNLESS an attempt at an out is made at ANY BASE, then all runners have the option to advance one extra base, at their own risk.

Any ball that is hit to the outfield (beyond the outer dirt line of the infield), it is a live ball - meaning there is no restriction on the number of bases obtained.

- ❖ Example: Batter hit ball to the outfield. Batter-runner is rounding second base, when the outfielder throws to second base, but overthrows it. This is considered an overthrow, so the batter-runner would be stopped at third base.

Courtesy runners are allowed for the catcher of record only (if used). A courtesy runner is mandatory with 2 outs.

Players cannot intentionally roll the baseball when a play is being made; the ball must be thrown to a defensive player. The pitcher may not make an unassisted out at 1st base, including a tag play. The pitcher must throw the ball to another defensive player.

If a thrown ball hits a defensive coach, play continues. No infield fly rule in Tee ball

A full infield is required. Any players after that must be outfield.

NO big barrel bats (coach pitch bats are no longer legal) the bat MUST say TEE BALL on it.

If an umpire is not available for the game both teams must provide a volunteer to help umpire the game.

Two defensive coaches are permitted in the outfield. Defensive coaches cannot enter the infield at any time unless approved by the umpire or for an injury.

Players at the 1st base OR pitcher position may not play this position for more than ONE (1) inning at each position per game.

All infielders will be positioned on the dirt at the fielder's position prior to the ball being put in play.

Once the ball is put in play, the infielder will be allowed to move onto the grass to field any batted ball.

This rule change is to protect the fielder from getting too close to a batted ball.

In 4U and 5U, the outfielders may run into the infield to make a play after the ball is in play.

A batter is awarded three swings to hit the ball fair or put it in play, or the batter is declared out. There will be no gentlemen's agreement made at the plate meeting.

6U Coach Pitch

Teams can use either nine or ten defensive players. For teams using 10 defensive players, four players must play outfield positions. There are six infielders: first base, second base, shortstop, third base, catcher and middle infielder. The middle infielder must be inside the pitching circle no closer to home than the pitching rubber. If teams use 10 defensive players, 4 players must play the outfield positions. Outfielders may not begin a play in the infield and infielders may not begin play in the outfield. Infielders shall be in a play in the generally accepted starting point for their position. In other words, no "infield shift" may be used by location 1 or more additional infielders to the left or right of 2nd base. Teams using 4 out fielders must position two outfielders to the left and two outfielders to the right of a line extending from home plate through 2nd base to the outfield fence.

Teams must have a minimum of seven players to start and finish a game but must take an out for the eighth player. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the league director. Umpires have no authority to forfeit a game.

If a player leaves a game due to injury or sickness, the game continues with no outs being recorded, even if that means a team doesn't field a full team. This change is to allow teams to play.

There is a 30-foot safety arc from the back tip of the home plate and from the first-base line to the third-base line. All defensive players must start behind the arc except pitcher (see position rules above).

There is a pitching plate 36 feet from the tip of home plate from which the coach must pitch. The coach must be in contact with the pitching rubber at the time of release of the pitch. The coach must deliver overhead from a standing position.

PENALTY: *illegal pitch; no pitch to the batter.*

The pitchers circle shall be at least 12' feet in diameter and no more than 18' in diameter with the pitching rubber in the center. This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit. If the pitcher leaves the circle early, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or accepting a no-pitch and ruling of the play as over. If this occurs a second time by the same pitcher, that player is removed from the pitching position for the remainder of that inning. If it occurs any time after that by the same player, then he/she is removed from the pitching mound the remainder of the game.

In Metro League games, maximum of 5 runs or three outs per inning.

A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, or if the coach pitcher catches the ball, the batter is out, and no runner can advance.

The batter will receive 4 pitches from the coach pitcher to bat the ball into play. After 4 pitches, the player will have the option to receive 1 additional pitched ball or 1 swing from a "T". If the batter fails to put the ball legally into play, he shall be declared out. If hitting from the "T", the ball must pass the 15' arc around home plate. If the batter elects to hit from the "T" any ball not legally batted into fair territory will result in the batter being declared out. If the batter fouls off the 1 additional pitch from the coach pitcher, he/she is allowed to continue batting until he/she either does not make contact with the ball or puts the ball in play. Once electing to receive an additional pitch from the coach pitcher, the batter may not then choose to take 1 swing from a "T", even if they have fouled off additional pitches.

Umpire will call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:

1. (if) Lead Runner is not advancing, while either in the base path or on base. (Umpire's discretion)
2. (if) Lead runner retreats to last base touched.

3. (if) The ball is in the possession of a fielder in the infield.

Batter-runner and trailing runners more than half way will be awarded the next bag or will be pushed back to the last touched base.

Time does not have to be called by the defense for the purpose of this rule.

All teams must roster bat for all games.

Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.

There are NO:

- ❖ Base on balls
- ❖ Base awards for hit by pitcher
- ❖ Infield fly rule
- ❖ Base stealing
- ❖ Bunting (players must take a full swing)
- ❖ Intentional walks

If a player bunts the ball, it is a foul ball. The batter must take a full swing.

Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out, and the pitch is declared a no pitch. This is an appeal play.

A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. This includes any physical or verbal communication to the batter, any runner or any other coach. If in the umpire's judgment, the coach-pitcher is attempting to communicate while in the pitching position, he/she shall receive 1 warning and any subsequent infraction will result in him/her being removed as the pitcher for the remainder of the game.

Courtesy runners are allowed for the catcher only and it is mandatory with two outs.

2019+ Seasons: Bats marked for T-Ball use are not legal for use in any coach pitch game. Penalty – the bat will be removed from the playing field by the umpire and the manager of the team will be warned against further use. If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play. No run may score on this play. Any “out” that results on the play will stand. On a second offense, the above penalties will apply and the manager of the offending team will be removed from the field and will be prohibited from managing the remainder of the game.

The coach pitcher must immediately leave the playing field when the ball is batted into fair territory. The coach pitcher must leave in the opposite direction of which the ball was batted. Failure of the coach pitcher to leave the field of play may result in a call of interference in the judgment of the umpire.

If a thrown ball hits a defensive coach, play continues.

Players are not allowed to play the position of 1st base OR pitcher more than one (1) inning at each position per game.

Pitcher and infielders (excluding the 1st baseman) must make a throw to first base for a force out. Teams are allowed two (2) defensive coach in the outfield.

The ONLY unassisted out that can be made by an outfielder is catching a fly ball. Outfielders are not permitted to chase or race base runners to the base.

Outfielders will not be allowed to tag a baserunner that is advancing by force or bases by forced outs.

An infielder will be positioned on the dirt at the fielder's position prior to the ball being put in play.

Once the ball is put in play, the infielder will be allowed to move onto the grass to field any batted ball.

This rule change is to protect the fielder from getting too close to a batted ball.

Overthrow Rule: If the ball is overthrown (to a base) on the first play after a ball is hit, runners shall be entitled to advance one base (maximum of one (1) base) at their own risk. Any subsequent overthrows are not subject to further runner advancement. If at any time, the runner is tagged out, the out will stand.

- ❖ Example: Shortstop fields a hit ball, attempts play at first and overthrows into foul territory. Any runners on base may attempt to run to the next base at their own risk. **IF THE RUNNER IS TAGGED OUT, THE OUT WILL STAND.** If the runner goes beyond the next base, and makes it safely to the next bag, he will be pushed back to the base that he was supposed to stop out.

7U-8U Coach Pitch

Teams can use either nine or ten defensive players. For teams using 10 defensive players, four players must play outfield positions. There are six infielders: first base, second base, shortstop, third base, catcher and middle infielder. The middle infielder must be inside the pitching circle no closer to home than the pitching rubber. Outfielders may not begin a play in the infield and infielders may not begin play in the outfield. All infielders will be positioned on the dirt at the fielder's position prior to the ball being put in play. Once the ball is put in play, the infielder will be allowed to move onto the grass to field any batted ball.

In other words, no "infield shift" may be used by locating 1 or more additional infielders to the left or right of 2nd base. Teams using 4 out fielders must position two outfielders to the left and two outfielders to the right of a line extending from home plate through 2nd base to the outfield fence. This rule change is to protect the fielder from getting too close to a batted ball.

Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. If the lineup drops below eight players, the game is declared a suspended game and is

not rescheduled. The suspended game is then ruled a forfeit by the league director. Umpires have no authority to forfeit a game.

If a player leaves a game due to injury or sickness, the game continues with no outs being recorded, even if that means a team doesn't field a full team. This change is to allow teams to play.

There is a pitching plate 40 feet from the tip of home plate from which the coach must pitch. The coach must be in contact with the pitching rubber at the time of release of the pitch. The coach must deliver overhead from a standing position.

The pitchers circle shall be at least 12' feet in diameter and no more than 18' in diameter with the pitching rubber in the center. This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit and cannot be in front of the coach pitching. If the pitcher leaves the circle early, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or accepting a no-pitch and ruling of the play as over. If this occurs a second time by the same pitcher, that player is removed from the pitching position for the remainder of that inning. If it occurs any time after that by the same player, then he/she is removed from the pitching mound the remainder of the game.

Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he/she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.

In Metro League games, maximum of 5 runs or three outs per half inning.

A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, or if the coach pitcher catches the ball, the batter is out, and no runner can advance.

No stealing. Runners may not leave their base until the pitched ball is batted into play. Runners who leave early will be declared out upon appeal.

All teams must roster bat for all games.

Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.

There are NO:

- ❖ Base on balls
- ❖ Base awards for hit by pitcher
- ❖ Infield fly rule
- ❖ Base stealing
- ❖ Bunting (players must take a full swing)
- ❖ Intentional walks

If a player bunts, it is a foul ball. The batter must take a full swing.

Runners can not leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out, and the pitch is declared a no pitch. This is an appeal play.

A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. This includes any physical or verbal communication to the batter, any runner or any other coach. If in the umpire's judgment, the coach-pitcher is attempting to communicate while in the pitching position, he/she shall receive 1 warning and any subsequent infraction will result in him/her being removed as the pitcher for the remainder of the game.

Courtesy runners are allowed for the catcher only and is mandatory with two outs.

Bats marked for T-Ball use are not legal for use in any coach pitch game.

Players AND Managers caught violating these rules will be subject to penalty not limited to but may include ejection and suspension of the team manager(s). Bat rules have been implemented for safety reasons. MBA will not tolerate compromising the safety of our players.

9U Kid Pitch

If a player leaves a game due to injury or sickness, the game continues with no outs being recorded, even if that means a team doesn't field a full team. This change is to allow teams to play.

FIELD – 46' pitchers plate - 65' bases

Modified Stealing: 10' mark placed off first, second and third base. The runner can take a lead, but cannot cross the 10' mark until the ball crosses the plate.

The runner is allowed to steal when the ball crosses the plate.

If runner gets a running start in an attempt to steal before the ball crosses the plate:

- ❖ Runner is placed back on the base
- ❖ If the runner is put out on the play, the runner is out.
- ❖ If the ball is put in play, the runner is only allowed a base if forced up by the batter-runner
- ❖ If it is a passed ball or wild pitch, the runner does not have to return.

If the pitcher attempts a pick-off, the runner can advance to the next base on the play.

The purpose of modified stealing is to:

- ❖ Help the young pitcher gain confidence in attempting to learn how to hold runners on base
- ❖ Help the catcher gain confidence in being able to throw the runner out. The runner still has to go 65 feet to get to the next base
- ❖ Help the base runner learn how to take a lead
- ❖ Keeps the game from becoming a track meet while teaching young players the basics of stealing and pitching

Balks are not enforced in the 9U division.

Batters must maintain one foot in the batter's box between pitches, including receiving signals from the base coach UNLESS awarded "time" by the umpire.

A courtesy runner is allowed for the pitcher and/or catcher of record using the last recorded out. It is mandatory to use a courtesy runner for the catcher with two outs.

Infield fly is in effect.

Dropped 3rd strike is in effect.

Pitching Restrictions: Pitchers may throw a maximum of 18 outs or 6 complete innings per 7 day revolving week and a maximum of 65 pitches per game. No rest period required. A violation may result in a game forfeiture.

When a pitcher reaches his maximum allowed pitches per day, he may complete the batter he is facing without penalty, if he began the at bat with less than his maximum allowed pitches.

Pitchers who violate pitching limitations are removed from the mound. A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the pitching plate to begin a new inning. A violation may result in a game forfeiture. **PENALTY: Manager is ejected from the game.**

It is the duty of each team's manager to protest pitching violations by contacting the division player agent prior to the start of the next game of the team in possible violation.

10U Kid Pitch Metro

If a player leaves a game due to injury or sickness, the game continues with no outs being recorded, even if that means a team doesn't field a full team. This change is to allow teams to play.

Open bases – runner may lead off.

In the 10U division, one balk warning is given to each pitcher. Subsequent balks are enforced.

Umpires: if the manager/coach want to "hear" the explanation/instruction to the pitcher, this will not count as a visit.

Batters must maintain one foot in the batter's box between pitches, including receiving signals from the base coach UNLESS awarded "time" by the umpire.

A courtesy runner is allowed for the pitcher and/or catcher of record using the last recorded out. It is mandatory to use a courtesy runner for the catcher with two outs.

Infield fly is in effect.

Dropped 3rd strike is in effect.

Pitching Restrictions: Pitchers may throw a maximum of 18 outs or 6 complete innings per 7-day revolving week and a maximum of 65 pitches per day. No rest period required. A violation may result in a game forfeiture.

When a pitcher reaches his maximum allowed pitches per day, he may complete the batter he is facing without penalty, if he began the at bat with less than his maximum allowed pitches.

Pitchers who violate pitching limitations are removed from the mound. A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the pitching plate to begin a new inning. A violation may result in a game forfeiture. **PENALTY: Manager is ejected from the game.**

It is the duty of each team's manager to protest pitching violations by contacting the division player agent prior to the start of the next game of the team in possible violation.

11U-12U Kid Pitch Metro

If a player leaves a game due to injury or sickness, the game continues with no outs being recorded, even if that means a team doesn't field a full team. This change is to allow teams to play.

Open bases – runner may lead off.

Batters must maintain one foot in the batter's box between pitches, including receiving signals from the base coach UNLESS awarded "time" by the umpire.

Balks will be called and runners will be awarded bases - no warnings.

A courtesy runner is allowed for the pitcher and/or catcher of record using the last recorded out. It is mandatory to use a courtesy runner for the catcher with two outs.

Dropped 3rd strike in effect.

FIELD - 50' pitchers plate - 70' base path.

Pitching Restrictions: Pitchers may throw a maximum of 18 outs or 6 complete innings per 7-day revolving week and a maximum of 85 pitches per day. No rest period required. A violation will result in a game forfeiture.

When a pitcher reaches his maximum allowed pitches per day, he may complete the batter he is facing without penalty, if he began the at bat with less than his maximum allowed pitches.

Pitchers who violate pitching limitations are removed from the mound. A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the pitching plate to begin a new inning. A violation may result in a game forfeiture. **PENALTY: Manager is ejected from the game.**

It is the duty of each team's manager to protest pitching violations by contacting the division player agent prior to the start of the next game of the team in possible violation.

13U-15U Metro

FIELD - 54' pitchers plate - 80' base path

Batters must maintain one foot in the batter's box between pitches, including receiving signals from the base coach, UNLESS awarded "time" by the umpire.

Pitching Limits: See Spring Klein Sports Association rules for age specific pitching requirements.

Magnolia Baseball highly recommends that coaches follow Pitch Smart Guidelines as published by Major League Baseball ([Pitch Smart | Guidelines | MLB.com](#)). No player may pitch in excess of 6 innings per day regardless of the number of pitches thrown. Pitch Smart guidelines will be enforced beginning Spring 2023.

16-17U

If a player leaves a game due to injury or sickness, the game continues with no outs being recorded, even if that means a team doesn't field a full team. This change is to allow teams to play.

Pitching Restrictions:

- ❖ 21 outs per game
- ❖ 21 outs per day (example 4 innings in game 1 and 3 innings game 2, etc.)
- ❖ 21 outs per 7 day revolving week
- ❖ Must use a -3oz bat (NO EXCEPTIONS)
- ❖ Metal cleats are allowed but not required.