

Draft – To be Updated – Last update 2/3/06



2006 Coaches Handbook

On behalf of the Madison Baseball Association, Parents, and especially the Players, Thank You for volunteering your time to Coach an MBA Team.



The MBA Coaches Handbook (or Handouts) include the following:

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| Board of Directors | Map of Palmer Park |
| Website Info | |
| Coaches Certification Info & Important Dates | |
| Coaches Selection Policy | |
| Player Selection Policy | |
| Coaches Certification Info | Local Rules |
| Weather Information | Field Boss Duties |
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| Award Policy | |

2006 Madison Baseball Association Board of Directors

<u>Board Member</u>	<u>Position</u>	<u>Home</u>	<u>email</u>
Richard Dodson	President	468-6871	president@madisonbaseball.org
Steve Burks	VP Baseball	461-0315	vp-baseball@madisonbaseball.org
Steve Smith	VP Admin.	721-1342	vp-adminaffairs@madisonbaseball.org
Anthony Dupree	VP Communications	721-0001	vp-communications@madisonbaseball.org
Robin Elliott	VP Concessions	464-9398	vp-concessions@madisonbaseball.org
Chris Barr	VP Grounds	851-1529	vp-grounds@madisonbaseball.org
Chuck Brand	Treasurer		treasurer@madisonbaseball.org
William Ford	Registrar	464-5898	registrar@madisonbaseball.org
Kathy Moses	Player Agent-Babe Ruth		BabeRuthplayeragent@madisonbaseball.org
Kim Curran	Player Agent-Major	325-0511	majorplayeragent@madisonbaseball.org
Steve Pearce	Player Agent-Minor	721-9554	minorplayeragent@madisonbaseball.org
Sam Coker	Player Agent-Rookie	772-0225	rookieplayeragent@madisonbaseball.org
Charles Farrior	Player Agent-TB/Prep	682-3098	tball-prepplayeragent@madisonbaseball.org
Jackie Davis	Equipment Manager		equipmentmanager@madisonbaseball.org
Peggy Dupree	Uniform Manager	721-0001	uniformmanager@madisonbaseball.org

Additional Contacts

Carol Townson TBD	Concession Manager Umpire Contact		
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MBA Web Site:

All of the information provided in this *Coaches Handbook* is available on the MBA Web Site at

www.madisonbaseball.org

New information will continue to be provided throughout the season. Beginning April 2nd, Field Conditions will be posted on the web (Monday through Friday only). Game scores, division standings, and game schedules will all be posted and updated weekly. The Concession schedule and Field Boss schedules will be posted.

The MBA "**Over the Fence Club**" is an elite club for those players who hit the ball over the fence (in the air). The player's coach should make sure the player receives the ball after it's retrieved. The Coach should also notify Anthony Dupree. The player's name will be added on the web as a member of the club and the player will receive an "Over the Fence Club" pin.

Any team can submit their team or other photos to be added to the Gallery page. Notify Anthony Dupree. If you have pictures and have access to a scanner, save the photos in a **.jpg** format and send via email. If you don't have a scanner, submit the photos in an envelope clearly marked with your name, team, league, address, and phone number. They will be returned as soon as possible.

2006 MBA Coaches Info and Important Dates

Certification:

This year it is **mandatory** that ALL Head Coaches (Managers) and 1st Assistant Coaches attend the Simply the Best Coaches Certification. Because the MBA feels so strongly that this program provides benefit to the Coaches and our association, this year the MBA is providing this coaches certification FREE to all Head and 1st Assistant Coaches. Other assistant coaches or parents waiting to attend must pay a fee of \$20.

Coaches failing to receive this certification will be *ineligible* to coach.

Registration forms for the certification can be picked up at each Registration session, Coaches meetings, or you can download the form on the "[Simply The Best](#)" page.

Please go to the Calendar Section of the MBA website for all important dates

Event	Date	Day	Location	Time
Rookie Tryouts	Feb 11	Saturday	Madison Elem	9:00-1:00
2 nd Coaches Meeting	Feb 16	Thursday	Madison CofC	6:00 PM
Rookie Draft	Feb 16	Thursday	Madison CofC	7:00 PM
Minor Tryouts	Feb 18	Saturday	Palmer	12:30–3:00 PM
Major Tryouts	Feb 18	Saturday	Palmer	3:00-5:00 PM
Minor Draft	Feb 21	Tuesday	Madison CofC	7:00 PM
Minor Draft	Feb 23	Thursday	Madison CofC	7:00 PM
Coaches Certification	Feb 25	Saturday	Madison Elem	8-12 Minor&Up 1-5 Rookie&Under
Practice Starts	Mar 2	Thursday	Palmer	5:00
Pitching/Catching School	Mar 4	Saturday	Palmer	9:00-5:00
Coaches Certification	Mar 4	Saturday	Madison Elem	6:00– 9:00 PM
Player's School	Mar 20-24	Mon-Fri	Palmer	8-12 Ages 9 & Up 1-5 Ages 5-8
Last Coaches Certification	March 23	Thursday	Palmer	6:00– 9:00 PM
Season Begins (Rookie, Minor, & Major)	March 30	Saturday	Palmer	5:30 PM
Jamboree (Lower Quad)	April 1	Saturday	Palmer	9:00 AM
Season Begins T-Ball & Prep	TBD	Friday	Palmer	
Regular Season Ends	June 3	Saturday	Palmer	Approx.
Post Season Tournament Begins	June 5	Monday	Palmer	Approx.
Fall Ball Season	Aug 24 – Oct. 11		Palmer	Approx

Weather

In the event of inclement weather, the MBA now has 4 ways to notify the Head Coaches and 3 ways to notify parents, Assistant Coaches, and everyone else.

1. MBA Weather Line 464-3666 after 4:00 p.m. (weekday).

The field conditions will be evaluated and a message placed on the answering machine. This number works best when you as coaches call the number and then contact your parents. When everyone in the league attempts to call this number the result is that very few people get the information.

2. MBA Email Announcement List

Email notifications of field closings, to subscribers of the **MBA Email Announcement List**, will also be sent as soon as a decision to close fields is made. To subscribe to this email list, go to the Madison Baseball Web-site at: www.madisonbaseball.org and find the Subscribe to Onelist icon. Please encourage all parents to join this email announcement list.

3. MBA Web Site

Field Closing information will be posted on the MBA Web Site. Make sure that you “refresh” your browser screen so that you get the latest announcement. These announcements will post All-Closed or list partial closings but will not indicate make-up dates or times.

Actually there is a 4th scenario. The city can (and has) closed the fields in advance of threatening weather. Although they notify MBA Representatives, that notification may come too late to effectively notify everyone.

IMPORTANT: If fields are officially closed, teams MUST stay off. If caught practicing on closed fields may result in penalties.

Lightning

It is the official Policy of the MBA and the City of Madison Recreation Department, that at the first sign of lightning, ***ALL fields including dugout, areas MUST be cleared immediately***, absolutely no exceptions. At that point in time 20 minutes must elapse prior to play beginning again. Any lightning spotted further restarts the 20 minute clock. If the game is called by the Field Boss or an MBA Board representative, players should then be released to their parents. ***Please understand***, this is a safety issue and, **is the responsibility of the Coach, Umpires, and Field Boss.**

Coach Selection Policy

Coaching Priority and Selection:

1. Returning Head Coach to the same team
2. Returning Certified First Assistant Coach to the same team
3. Head Coach from “lower/higher” league who coached the immediate past season.
4. Returning Non-certified First Assistant Coach to the same team
5. A parent who has a child on a current team that has no returning coach or first assistant, and is nominated by the Player Agent.
6. A previous MBA Certified Head Coach who has not coached consecutively.
7. A previous MBA Certified Assistant Coach who has not coached consecutively
8. A Player Agent Nominee

Note: In the situation that we have more coaches and persons wanting to coach, then we have teams for, then the following priority will be used to select Head Coaches from the above selection order.

- Priority I. Active MBA Board Members, or spouses committed to serving a full term on the current baseball year for the upcoming season will be given first priority at an available team.
- Priority II. Past MBA Board Members, or spouses who recently served on the immediate post season will be given second priority at an available team.
- Priority III. Past MBA Board Members, or spouses who have served on the board at any time previous to the current year will be given third priority at an available team.
- Priority IV. Persons or spouses that served as league commissioners, concession bosses, or All-star Tournament staff during the previous season will be given fourth priority at an available team.
- Priority V. If Priority I, II, III and IV have been satisfied and there still remains the question of deciding who should be selected to coach an available team, then the selection will be given to the coach with the most years of head coaching experience within the MBA.

*Note: In categories 4-7, the one having a child in the league will take priority over someone that does not have a child in the league.

For team assignment, reference the Head Coach Team Assignment Policy.

Head Coach Team Assignment Policy

Head coaches that will remain in the same league as the previous season will keep the team they coached in the previous season.

Team assignment will occur at a designated coaches meeting prior to the date of player evaluations. For leagues that do not have player evaluations, the team assignment will occur at a designated coaches meeting prior to the player draft.

Team Assignment will be by blind draft, unless a candidate's child is on a team that has no returning Head Coach or First Assistant, then that candidate will be assigned that team. The blind draft for team assignment will take place during the designated coaches meeting and will follow the Head Coach Team Assignment Procedure. The blind draft for the team assignment will be witnessed by all present at the designated coaches meeting.

Player Selection Policy (Rookie, Minor and Major Leagues)

This policy is to determine how players are assigned to teams in the Madison Baseball Association spring season for the Rookie, Minor and Major leagues.

All players registering during open registration will be placed on a team either by Head Coaches children rule, Option player selection, returning player rule, sibling rule, open draft or blind draft.

All late registered players registering prior to the draft will be placed on a team by Head Coaches children rule, Option player selection, returning player rule, sibling rule, open draft or blind draft if there are slots remaining in the maximum required team size.

All late registered players registering after the draft will be placed on a team by the late registered player rule.

The Madison Baseball Board or its designee may deviate from this policy on a case-by-case basis.

Team Size Limitations:

Each league will utilize the following team sizes as the ideal maximum required team size. The number of teams will be determined after the open registration that will place teams above the minimum team size and at or below the maximum required team size. A team is required to accept players until it reaches the maximum required size. The league is considered closed after the late registration date is over or all teams reach the maximum required team size. Head coaches can individual elect to exceed the maximum required size to allow additional kids to late register.

League	Minimum Team Size	Maximum Required Team Size
Rookie	11	12
Minor	10	11
Major	9	10

Note: The maximum required team size may be increased in the event that enough coaches have not volunteered for the season.

Team Age limits:

No team may exceed eight players of any league age players. For example a Minor team may not have any more than eight league age ten year olds or eight-league age nine year old or even eight league age eight year olds. The MBA board officials conducting the draft may prevent players from being drafted or optioned by certain teams to prevent a league age violation from occurring.

League Age limits:

Parents may choose to play “up” but not “down” at their discretion. They must choose to play their player up prior to the draft. Playing up means that a player plays up one league age group over their own age group. Playing down is the opposite.

Parents may petition the board to play the player down for documented medical reasons only. The MBA board must review the petition and approve the child playing down in age. There must be clear and overwhelming proof that is the best place for the child to play. This is not be used for a child to play down because they have never played, are too small, or they were held back in school. This is only to

be used in severe cases such as physical conditions such as multiple sclerosis. The player playing down should not change the competitive balance of the league.

Head Coaches Children/Guardians Rule:

All head coaches' children or legal guardians playing in an age league will be assigned to the head coaches' team. The head coach can elect to have his children or guardian not play for their team. However, a head coaches' child or guardian cannot be placed in the draft and then chosen by the coaches' team in either the open or blind draft.

Returning Player:

A player returning to a league registered prior to draft and not electing return to the draft will be re-assigned to their previous years team.

Return-to-Draft Players:

Parents may elect to return their player to the draft. They can do so by marking the return to draft block on the registration form or by providing in writing or e-mail to the registrar, President, VP-Baseball or league player agent prior to the draft. Any team except the one they played on last year can select a player returning to the draft.

Coaches Strike Rule:

Parents may strike or prevent a particular coach from selecting their child. They must do so in writing or E-mail prior to the draft. This notice must be provided to the President, VP-Baseball, Registrar, or League player agent. It is the parent's responsibility to ensure that one of those representatives has the info and acknowledges it prior to the draft. There must be a specific reason for implementing this rule. It is not the intent of this provision that a parent can exclude all but one coach or half the coaches in the league. It is to ensure that one or two coaches that the parents or child may have problems with do not end up as the child's coach.

Sibling rule:

- A. A younger sibling coming into a league will be placed on the same team as his/her older sibling. This team placement will not count as the coaches option pick, it will however count against the teams player total and will be taken into consideration prior to the beginning of the draft procedure when age totals are announced and verified.
- B. **A younger sibling may not be optioned if the older sibling is currently on a team.** The younger sibling as stated above must be placed on the same team as his/her older sibling unless the parents choose to have the siblings play on separate team. If the children play on separate teams they are to be treated by the option rule as un-related children except they cannot be placed on the same team.
- C. If the Older sibling is returned to the draft and removed from his/her previous team then both siblings must go into the draft and neither may be optioned.
- D. If parents want to exercise the right to have siblings in the same league play on separate teams they must in writing or e-mail to the registrar, President, VP-Baseball or league player agent prior to the draft. . It is the parent's responsibility to ensure that one of those representatives has the info and acknowledges it prior to the draft.

Option Player (or designated player):

Each team has the ability to name an option player prior to start of the open draft. Rules of the option player:

- a) An option player must not have played in the age league the previous year.
- b) A coach may option any available option player. If two or more coaches attempt to option the same player, the coach with written authorization will be the one allowed to option that player. If none of the coaches can produce concrete evidence of the parent's wishes or the parents cannot be contacted within 15 minutes after the option round starting, no coach can option the disputed player. The player returns to the open or blind draft.
- c) A team may not option a player that causes the team to exceed the team age requirements.
- d) No team is required to select an option player.
- e) A parent may choose to exclude their child from the option selection process. If a parent does not want their child optioned they must provide notice of this in writing or E-mail prior to the draft. This notice must be provided to the President, VP-Baseball, Registrar, or League player agent. It is the parent's responsibility to ensure that one of those representatives has the info and acknowledges it prior to the draft.

Hardship Rule:

Parents may petition the board prior to the draft for their child to be placed on a particular team for hardship reason. The MBA board or designated draft committee must approve the hardship request. This is to provide a method where children with unique family or physical situations can be placed on a team (s) to provide the best situation for a player. However, this must not be used to change the competitive balance of the league. For example a single parent All-star player cannot be placed on an already strong team because it will "help" with practice logistics. This rule should be used with the utmost discretion.

Open Draft:

Only players that participated and completed tryouts may be selected in the open draft. Any player not participating and completing the tryouts must be placed on a team via head coach's child rule, sibling rule, option player rule, and hardship rule or blind draft.

There will be only complete open draft rounds. All teams eligible to draft in a round must be able to select from the open draft in order have an complete open draft round. If there are not enough players to complete an open draft round the remaining un-drafted open draft eligible players will be place in the blind draft.

Blind Draft:

All registered players not selected via the open draft, head coaches child rule, sibling rule, option player rule, or hardship rule will be selected in the blind draft. Each team in draft order will select a blind draft card representing a player. That player is then assigned to that team.

Post Draft Trade:

After the draft procedure is complete and all registered players have been placed on teams, coaches will be allowed to trade one player.

The trade will be restricted to the following terms and conditions:

1. Only players drafted at the draft meeting will be allowed to be traded.
2. Option players and returning players shall not be traded.

3. Each coach will be allowed only one trade, regardless of whether or not he/she initiated the trade. In other words, a coach is not allowed to make a trade if he has already participated in a trade initiated by another coach.
4. Both coaches must agree to the trade and neither is under any obligation to accept the trade, nor under any obligation to participate in any trading.
5. The trade must not violate any rules concerning the maximum number of players from a certain age bracket that a team is allowed to have.
6. The trade must be approved by the MBA President, Vice President and appropriate player agent.
7. All trades must be recorded with the registrar before the draft meeting is adjourned.
8. A time limit for the trades shall be enforced. The trading of players will end 45 minutes after the last player has been drafted.

Post Draft Player Assignment Rule:

Any player registered will be assigned to the next available team. The player-agent will assign the players, observing age limits, to the next team in the draft order until all the teams reach their maximum required team size. An attempt will be made to make the team assignment random. Players registering after the all teams reached their maximum required team size will be offered to the teams in draft order. No team is obligated to take a player after reaching the maximum team size.

Previous year team affiliation is no longer applicable. A player will not be assigned to team based on last year's affiliation after the draft has occurred.

Draft Policy:

All registered players will be officially placed on teams as part of the leagues draft. A draft procedure is provided as a guideline to conduct the draft. As policy the draft must follow the following rules:

- 1) League officials verify that all known returning players not designated to return to the draft are assigned to their proper team.
- 2) Head coaches children or guardians are assigned to their proper team.
- 3) Team player totals and age breakdown are recorded and verified.
- 4) Option players are recorded and verified.
- 5) Number of open rounds determined.
- 6) Open draft conducted.
- 7) Blind draft conducted.
- 8) Post draft trading conducted.
- 9) Coaches provide uniform and team roster to league.
- 10) Draft results certified and complete by league player agent and registrar.

Players then assigned per post draft player assignment rule.

Draft Procedure

1. Roll call of league coaches
2. Hand out team folders
3. Verify that returning players registration forms are in the folder
4. Verify that number of players listed on front is correct
5. Verify that age of players listed on front is correct
6. Verify that **HEAD** coaches son/daughters registration form is in the folder
7. Draw for draft order, "**draft order will be top to bottom and reverse bottom to top**" (can be done at any coaches meeting)
8. List teams in draft order on blackboard
9. Record number of players by age group and check for correctness
10. Begin **round one for Option players**
11. Record option player in appropriate age group
12. Explain Maximum number allowed for each age group, **no team may have more than 8 in any age group**. There may also be a minimum that each team will be required to have in order to balance the number of older kids with younger kids.
13. Determine the number of open rounds based on the number of kids remaining that went through tryouts.
14. Begin Open Draft. Any player that did not complete all three tryout stations will be chosen in the blind draft.
15. Begin Open round 1 with team with least number of players on the board, record age on draft board.
16. **Continue draft rounds until open draft complete – Open draft is considered complete when the number of players eligible to be drafted in the open rounds is less than the total number of teams eligible to draft in that round, i.e 12 players left in the open pool with eighteen teams eligible to draft in a specific round. Open draft always ends at the end of a round.**
17. After open draft complete, continue draft procedure with Blind Draft. Blind draft always starts at the beginning of a round.
18. Blind draft players draft-cards are placed faced down on the table and must be picked by the coach without looking at the information on the registration sheet.
19. Players placed back in the blind draft may not be chosen by the same team or coach from the previous year. The registrar will monitor to ensure that this does not happens.
- 20.. Blind draft players are placed face down on the table by age group, coaches in maximum age trouble must chose from the age group that keeps him below the Max age requirement.
21. Continue blind draft procedure in order of draft round until all players have been selected.
22. Conduct Player Trade period.
23. Head coaches record roster and uniform sizes on provided roster sheet and turn in to the Uniform manager.

MADISON BASEBALL ASSOCIATION LOCAL RULES & REGULATIONS

SECTION 2 - MAJOR LEAGUE - MAJOR DIVISION
(11 & 12 Years Old League)

Major League Local Rules 3-2004

1. A team may consist of no more than 12 players. The minimum number of players is eight.
2. The ten run rule as specified in the Dixie Youth Baseball Rules and Regulations is in effect.
3. Home team has 3rd base dugout.
4. Only Managers, Coaches, Players and Umpires shall be allowed on the field or in the dugouts during the game. No more than three Managers or Coaches shall be allowed on the field or in the dugouts during the game. All Managers and Coaches excluding the offensive first base coach and third base coach must remain inside their appropriate dugouts or inside the fence surrounding the field.
5. Any Player "slinging the bat" that in the Umpires judgment creates a dangerous situation shall receive a warning. The Managers of the opposing teams and the Official Scorekeeper, who shall make a record in the official scorebook, shall be notified of the warning. For any future infractions in the same game, the Batter shall be declared out and no base runner shall be allowed to advance. It has been decided a warning to a particular player does not mean the entire team. (Revised March 2001)
6. A team may "Play Up" a child from the league immediately below when there are not enough regular team members to fully field a defensive team. Only enough players can be played up to fully field a defensive team. This new player will be considered a "Replacement" player. Under no circumstances shall a Replacement play in the pitcher position. A child may not be used as a Replacement if he/she has his/her regular league game on the same day at a later time. If a player(s) must be benched due to the total number of players exceeding the maximum defensive positions (resulting from Replacements who have started playing and late team members arriving), no regular team members, who arrived on time, shall sit out defensively more innings than the Replacement players. Regular team members arriving late and Replacement players are still subject to only sitting out defensively two non-consecutive innings maximum, as is any regular team member. The penalty for not meeting this rule shall be forfeiture of the game. (Revised Jun 03)
7. After the first pitch, a replacement player is identified as a player. (Revised Mar 2004)
8. Up to three (3) Minor League players may be used to fill out the roster to fully field a defensive team. (Revised Mar 2004)
9. The visiting team may take the field twenty minutes prior to game time if available. The home team may take the field ten minutes prior to game time if available. If there are less than twenty minutes available, the time shall be divided equally between the teams. If time does not permit, three minutes will be allowed for the home team prior to Visitor at bat and home pitcher warm up, three minutes will be allowed for Visiting team prior to Home team bat and Visitor pitcher warm up.
10. All Players present at game time shall be placed in the batting order. Any Player arriving after the beginning of the game shall be added to the bottom of the batting order. (Revised Mar 2004)
11. It is a regulation game when 1) both teams have completed six innings of play, and the visiting team has scored more runs than the home team. [In case of a tie after six innings of play, a seventh inning shall be played to break the tie. If after seven innings the game remains tied, the game shall end as a tie. Only in tournament play shall the game continue in order to break the tie.], 2) the home team has scored more runs after five innings than the visiting team has scored in six innings, 3) the home team scores the winning run in the last half of the sixth inning before the third out is recorded, 4) games shortened by reason of curfew, rain, or other acts of God shall be declared regulation games provided that both teams have batted four times, or in the case of the home team when it is leading after three innings of play, 5) games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination, 6) Ten Run Rule-a game shall be considered a regulation game when a team is ahead by (10) runs after both teams have batted four times, or in the case of the home team when it is leading after three innings. Pitchers shall only be charged with innings

actually pitched. A system shall be used to determine league standings based on winning percentage. A point system shall be used such that league standings will be determined by winning percentage based on the number of games won versus the number of games played. (Revised March 2001)

12. Substitute players may reenter the game.

13. Headfirst slides are not permitted, unless you are returning to the bag.

14. The full defensive team shall consist of 9 players with a maximum of 6 infield players including the pitcher and catcher.

15. Any player, who on a given pitch, "squares" to bunt and then takes a normal swing at the ball, shall be called out no matter whether contact is made with the ball or not. A warning shall be issued to the coach of the offending team and no runners may advance on a play in which a fake bunt is attempted. A second attempt in the same game by any batter on the offending team will result in the offending player being ejected. In other words, this rule is to make **"fake-bunts" illegal**. The intent is to protect young pitchers who are being taught to charge bunts from being injured.

16. The offensive team has the option of calling "Time" while a moving train is passing behind the outfield fence on Field 11. The umpire-in-chief MUST immediately honor this request without penalty to the offensive team. Upon complete passing or stoppage of the moving train the umpire-in-chief shall call "Play" and the game shall restart.

17. Balk Rule (Taken from DYB Official Rule 8.05a) - A balk shall occur when the pitcher, while touching the pitching rubber/plate, makes any motion naturally associated with the delivery of a pitch and fails to make such delivery. Any pitch or any action by the pitcher construed as a balk by the umpire shall be declared a ball and added to the pitch count. The play is ruled dead and no runners shall advance to the next base. (Added March 2001)

18. Base runners may leave the base as soon as the pitcher releases the pitch.

Major League Local Rules 3-2004

MADISON BASEBALL ASSOCIATION

LOCAL RULES & REGULATIONS

SECTION 3 - MINOR LEAGUE - DIVISION AAA

(9 & 10 Years Old League)

Minor League Local Rules 3-2004

1. A team may consist of less than 12 players. The minimum number of players is eight.
2. Home team has 3rd base dugout.
3. When a team scores six runs in an inning, that team's time at bat shall be considered complete.
4. Only Managers, Coaches, Players and Umpires shall be allowed on the field or in the dugouts during the game. No more than three Managers or Coaches shall be allowed on the field or in the dugouts during the game. All Managers and Coaches excluding the offensive first base coach and third base coach must remain inside their appropriate dugouts or inside the fence surrounding the field.
5. Any Player "slinging the bat" which in the Umpire's judgment creates a dangerous situation shall receive a warning. The Manager, and the Official Scorekeeper, who shall make a record in the official scorebook, of the opposing teams shall be notified of the warning. For any future infractions in the same game, the Batter shall be declared out and no base runner shall be allowed to advance. It has been decided a warning to a player does not mean the whole team.
6. A team may "Play Up" a child from the league immediately below when there are not enough regular team members to fully field a defensive team. Only enough players can be played up to fully field a defensive team. A defensive team is defined as 9 players on the field. This new player will be considered a "Replacement" player. Under no circumstances shall a Replacement play in the pitcher position. A child may not be used as a Replacement, if he/she has his/her regular league game on the same day, at a later time. If a player(s) must be benched due to the total number of players exceeding the maximum defensive positions (resulting from Replacements who have started playing and late team members arriving), no regular team members, who arrived on time, shall sit out defensively more innings than the Replacement players. Regular team members arriving late and Replacement players are still subject to only sitting out defensively two non-consecutive innings maximum, as is any regular team member. The penalty for not meeting this rule shall be forfeiture of the game.
7. The visiting team may take the field twenty minutes prior to game time, if available. The home team may take the field ten minutes prior to game time, if available. If there are less than twenty minutes available, the time shall be divided equally between the teams. If time does not permit, Three minutes will be allowed for the home team prior to Visitor at bat and home pitcher warm up, Three minutes will be allowed for Visiting team prior to Home team bat and Visitor pitcher warm up.
8. There is no infield fly rule.
9. All Players present at game time shall be placed in the batting order. Any Player arriving after the beginning of the game shall be added to the bottom of the batting order. A player that sits out the defensive portion of an inning shall do so no more than one consecutive inning at a time and no more than two total innings per game.
10. It shall be a regulation game when, a) both teams have completed 5 innings of play and the visiting team has scored more runs than the home team, b) the home team has scored more runs after 4 innings than the visiting team has scored in 5 innings, c) a team is ahead by seven runs after both teams have batted 4 times, or in the case of the home team 3 times, d) games shortened by reason of curfew, rain, or other acts of God shall be declared regulation games provided that both teams have batted four times, or in the case of the home team when it is leading after three and one half innings of play, e) games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination. A system shall be used such that league standings will be determined by winning percentage based on the number of games won verses the number of games played.

11. A defensive team shall consist of no more than 9 players with a maximum of 6 infield players including the pitcher and catcher.

12. Substitute players may reenter the game.

13. Headfirst slides are not permitted unless returning to the bag, The penalty for doing so is a called out at the base by the Umpire.

14. Fake Bunt

Any player who on a given pitch, "squares" to bunt and then takes a normal swing at the ball, shall be called out no matter whether contact is made with the ball or not. A warning shall be issued to the coach of the offending team and no runners may advance on a play in which a fake bunt is attempted. A second attempt in the same game by any batter on the offending team will result in the offending player being ejected. In other words, this rule is to make **"fake-bunts" illegal**. The intent is to protect young pitchers who are being taught to charge bunts from being injured.

15. Balk Rule – A balk shall only be declared when a batter “squares” to bunt and the pitcher stops the delivery of an attempted pitch. Penalty – A ball shall be called and the play declared dead. No runners shall advance unless forced by a walk.

Minor League Local Rules 3-2004

MADISON BASEBALL ASSOCIATION LOCAL RULES & REGULATIONS

SECTION 4 - ROOKIE LEAGUE - DIVISION AA
(8 Years Old & Under League)

Rookie League Local Rules 3-2004

1. Suggested Rookie League Rules provided in AA Dixie Youth Baseball Official Rules and Regulations shall be in effect except as noted herein. (previously Rule #11)
2. A team may consist of less than 12 players. The minimum number of players is 8.
3. Home team has 3rd base dugout.
4. When a team scores six runs in an inning, that team's time at bat shall be considered complete.
5. In addition to the offensive first base coach and third base coach, a third offensive coach may assume a position near home plate behind the batter. Also, two defensive coaches may assume positions in first and third base foul territory and on the outfield side of the coaches boxes. The umpire will operate the pitching machine. (Revised 2000)
6. Any Player "slinging the bat" which in the Umpire's judgment creates a dangerous situation shall receive a warning. The Managers of the opposing teams shall be notified of the warning. For any future infractions in the same game, the Batter shall be declared out and no base runner shall be allowed to advance. It has been decided a warning to a player does not mean the whole team. (Revised 2000)
7. A team is subject to forfeit for not meeting the minimum number of players. Substitute players may be used from Prep-ball League to fill out the roster to 10 players. (Revised 2001)
8. It shall be a regulation game when, a) both teams have completed 5 innings of play, and the visiting team has scored more runs than the home team, b) the home team has scored more runs after 4 innings than the visiting team has scored in 5, c) a team is ahead by seven runs after both teams have batted 4 times, or in the case of the home team 3 times. It shall be a regulation tie game when the score is even after 5 complete innings. Stopped games that do not qualify as a regulation game may be completed at a later date after review by the Player Agent, and Commissioner of the League. A system shall be used such that league standings will be determined by winning percentage based on the number of games won verses the number of games played. (Revised 2000)
9. The visiting team may take the field twenty minutes prior to game time if available. The home team may take the field ten minutes prior to game time if available. If there are less than twenty minutes available, the time shall be divided equally between the teams. If time does not permit, there will be no infield practice.
10. A pitching machine shall be used to pitch the ball to the batter. The center of the pitching machine shall be located in the pitcher's circle with its center 41 feet from the back point of home plate. The pitching speed shall be set at 45 M.P.H. and shall remain at this speed throughout each game. The batter shall be declared to have struck out if after five (5) pitches they have failed to hit the ball into fair territory or failed to foul the final pitch, keeping their at bat alive. **The batter attempting to bunt on the final pitch shall be declared to have struck out if they fail to hit the ball into fair territory.** Each hitting team will be permitted each half inning to adjust the pitching machine. A ball can be declared "no pitch" by the umpire for an obviously badly thrown ball (over the batter's head or does not reach the plate), but the machine will not be adjusted during a teams at bat unless three (3) consecutive pitches have been deemed "no pitch". A batter that has received three (3) or more pitches when such an adjustment is necessary will have their pitch count lowered by one (1). There will be no adjustments made for batters with two (2) or fewer pitches. (Revised 2004)
11. If a batted ball hits the pitching machine, or machine operator prior to being touched by a defensive player, the batter shall be awarded first base without liability of being put out. Any base runners forced to advance shall move one base. A runner not forced to advance shall not do so. If a batted ball hits the pitching machine after being touched by a defensive player, the ball is live unless the umpire for safety reasons declares the ball dead. If so declared, it is as if the ball hit the machine first.

12. Base stealing is prohibited.
13. Time shall be declared when the ball is in control of any player inside the pitching circle, **and in the umpire's judgement that player is clearly not attempting to make a play on a baserunner.** Base runners may advance to the next base in this situation if they are more than half way between the bases. Base runners less than half way must return to the previous base. This is an umpire's judgment call. In addition, the umpire **shall declare time** at such time as the defensive player has control of the baseball, **the defensive player** is in such position as to prevent any additional advancing of the base runners, **and all base runners have stopped advancing.** In this case, the umpire **shall declare time** without a player actually being in control of the baseball within the pitching circle, **and base runners shall be kept at the last base legally attained.** (Example: the base runner is **stopped on** third base, and the defensive player is **between the runner and home plate**, holding the baseball. Obviously, the play is at an end, the umpire **shall declare time and keep the runner at third base.**) (Revised 2004)
14. There is no infield fly rule.
15. All Players present at game time shall be placed in the batting order. Any Player arriving after the beginning of the game shall be added to the bottom of the batting order. A player that sits out the defensive portion of an inning shall do so no more than one consecutive inning at a time and no more than two total innings per game.
16. Headfirst slides are not allowed except if returning to a base, the Umpire will declare out a runner for doing so.
17. A defensive team shall consist of 11 players unless less than 11 are in attendance at the game. At most six (6) players may play the infield at one time, excluding the catcher. All other players must not infringe on the infield. No more than 3 infielders shall stand on one side of an imaginary line drawn from home through second base until the ball leaves the pitching machine. The pitcher shall stand on one side of the pitching machine, with one foot in the pitching circle and behind an imaginary line drawn from first to third until the ball leaves the machine. If 2 pitchers are used, they will stand on opposite sides of the pitching machine. (Revised 2001)
18. Substitute players may re-enter the game.
19. Any player who on a given pitch, "squares" to bunt and then takes a normal swing at the ball, shall be called out no matter whether contact is made with the ball or not. A warning shall be issued to the coach of the offending team and no runners may advance on a play in which a fake bunt is attempted. A second attempt in the same game by any batter on the offending team will result in the offending player being ejected. In other words, this rule is to make **"fake-bunts" illegal.** The intent is to protect young pitchers who are being taught to charge bunts from being injured.
20. If a team has a player who is obviously shorter than the rest of the lineup or the pitched ball does not fall below the shoulders, the coach may move the player back in the batter's box. This includes a position that may or may not take the batter out of the batter's box.
21. If at least nine players are present, a defensive team will field a player in the catcher position either squatting behind home plate or off to the side a safe distance from the batter. (New 2001)

Rookie League Local Rules **3-2004**

MADISON BASEBALL ASSOCIATION LOCAL RULES & REGULATIONS

SECTION 5 - PREP LEAGUE -DIVISION A
6 (six) year old Coach Pitch League

1. A team may consist of 13 players or less.
2. Home team has 3rd base dugout.
3. In addition to the offensive first base coach and third base coach, a third offensive coach may assume a position near home plate behind the batter. Also, three defensive coaches may assume positions in the field but must not interfere with play. In addition, an adult of the offensive team will operate the pitching machine.
4. All players present at game time shall be placed in the batting order. Any player arriving after the beginning of the game shall be added to the bottom of the batting order.
5. Any player “slinging the bat” which in the coaches’ judgment creates a dangerous situation shall receive a warning. The managers of the opposing teams shall be notified of the warning. For any infractions in the same game, the batter shall be declared out and no base runner shall be allowed to advance.
6. There is no minimum number of players required to play a game.
7. If a team has 7 or less players present, a half inning is considered complete when all players of one team have batted. The opposing team will have an equal number of players to hit in their half inning. When both teams have a minimum of 8 or more players present, a half inning is considered complete when half of players present have batted. If a team has an odd number of players present, the larger portion shall bat in the first inning in case more players show up late.
8. A regulation game shall consist of at least two full innings. A new inning shall not start after 1 hour of play if a regulation game has been completed. As a goal, time should be budgeted so that 4 innings are played, so each player bats an equal number of times. More innings are encouraged. Play will not continue into the next teams’ time slot.
9. A T-ball baseball or equivalent shall be used in all local and tournament play.
10. A pitching machine will be used in the Prep League. The machine will be located in the pitching circle with its center 41 feet from the back point of home plate. The machine will be adjusted to throw a baseball no more than 33 miles per hour. If the ball is not put into play after five (5) pitches from the pitching machine, the batter gets three (3) swings at the ball on the tee. If the ball is not put into play off the tee, batter is out and returns to the dugout. If an offensive player “pops out” or is thrown out at any base, they must return to the dugout until the next half inning. Since this is a noncompetitive league, neither runs nor outs will be counted. There is no winning or losing team.
11. Bunting is prohibited.
12. The defensive team shall consist of up to 13 players. In addition to the pitcher and catcher, there shall be up to 5 infielders and up to 6 outfielders. One of the five infielders may be designated a second pitcher and be on the opposite side of the pitching machine. All players must remain behind an imaginary line from 1st to 3rd base. Catchers must remain behind the plate until the ball has been hit. Catchers shall not gather missed balls until after play of the batted ball has been declared dead. Catchers shall remain in a safe position near the backstop, wearing all the protective gear and be on the same side as the batter (where he can read the number on the batter’s back).

13. A batter/runner may advance to each available base until the ball is called dead. A dead ball will result when in the judgment of the coaches in the field, a reasonable effort has been made to throw a runner out at a base. If the ball is missed, and continues into the outfield or foul territory, base runners may advance a maximum of one base but with risk of being put-out. A ball is considered dead when a player has control of the ball in the pitcher's circle. When the ball is considered dead, base runners may advance to the next base if they are more than half way between the bases. Base runners less than half way must return to the previous base. In addition, a dead ball will result when a defensive player has control of the ball and is in such position as to prevent any additional advancing of the base runners without a player actually being in control of the baseball within the pitching circle. The last at-bat of the inning will be treated the same as every other at-bat, in that the batter and associated base runners(s) may advance only until play is called dead in accordance with the preceding rules. The last batter of the inning will start the following inning at second base.
14. Base stealing is prohibited.
15. Coaches may adjust the Tee for the batter.
16. It is the responsibility of the coach to move the Tee out of play when a runner is coming home without interfering with the catcher, runner or umpire.
17. There is no infield fly rule.
18. The visiting team may take the field twenty minutes prior to game time if available. The home team may take the field ten minutes prior to game time if available. If there are less than twenty minutes available, the time shall be divided equally between the teams. If time does not permit, there will be no infield practice.
19. No base runner shall slide headfirst into any base. The first infraction of this rule shall result in the player sitting out the remainder of the game.
20. A batter accidentally hit by a pitched ball, regardless if he/she swings the bat, shall advance to first base, unless he/she wishes to remain as a batter.
21. If a batted ball hits the pitching machine, or machine operator prior to being touched by a defensive player, the ball shall be declared dead, and the batter shall be awarded first base without liability of being put out. Any base runners forced to advance shall move one base. A runner not forced to advance shall not do so. If a batted ball hits the pitching machine after being touched by a defensive player, the ball is live unless the pitching machine operator for safety reasons declares the ball dead. If so declared, it is as if the ball hit the machine first.

**MADISON BASEBALL ASSOCIATION
LOCAL RULES & REGULATIONS**

SECTION 6 - T-BALL LEAGUE - DIVISION A
5 (five) year old T-Ball League
Last Revision 3/11/03

1. A team may consist of 13 players or less.
2. Home team has 3rd base dugout.
3. In addition to the offensive first base coach and third base coach, a third offensive coach may assume a position near home plate behind the batter and a fourth offensive coach may assume a position near second base. Also, three defensive coaches may assume positions in the field. All coaches shall make every effort not to interfere with play.
4. All players present at game time shall be allowed to bat and field each inning. All players who arrive prior to the end of the game shall be allowed to play the remainder of the game.
5. Coaches shall teach players not to sling the bat. If a player does sling the bat, coaches shall immediately warn the player.
6. There is no minimum number of players required to play a game.
7. A half inning is considered complete when all players of one team have batted.
8. A regulation game shall consist of at least one full inning and shall not exceed 2 full innings. A new inning shall not start after 50 minutes of play if a regulation game has been completed. Every inning started shall be completed with the home team having batted.
9. A T-Ball Baseball or equivalent shall be used in all local play.
10. Batter must hit the ball off a tee placed on home plate. There are no strikeouts, a batter will continue batting until a fair ball is hit. Coach pitching is not permitted.
- 11a. If an offensive player "pops out" the player takes 1st base. All other base runners shall advance to the next base if it is a forced advancement.
- 11b. If an offensive player is thrown out at any base, they will be permitted to remain on the base, in accordance with rule number 14. There is no winning or losing team.
12. Bunting is prohibited. The ball must pass the 5-foot arc to become a fair ball.
13. The defensive team shall consist of up to 13 players. Coaches are encouraged to teach players standard positions on the field and to play in those positions during a game. A second pitcher is permitted. All players must remain behind an imaginary line from 1st to 3rd base. Catchers (optional player) must remain behind the plate until the ball has been hit. A catcher shall wear all the protective gear excluding a cup and remain in a safe position near the backstop on the same side as the batter (where he can read the number on the batter's back). Catchers are encouraged to wear a cup (regardless of gender) but it is not required.
14. A batter/runner may advance to each available base until the ball is called dead. A dead ball will result when in the judgment of the coaches in the field, a reasonable effort has been made to throw a runner out at a base. If the ball is missed, and continues into the foul territory, base runners may advance a maximum of one base but with risk of being put-out. A ball is considered dead when a player has control of the ball on the infield. A player is considered to have control of the ball when they hold the ball up over their head. When the ball is considered dead, base runners may advance to the next base if they are more than half way between the bases. Base runners less than half way must return to the previous base. In addition, a dead ball will result when a defensive

player has control of the ball and is in such position as to prevent any additional advancing of the base runners without a player actually being in control of the baseball within the pitching circle. The last at-bat of the inning will be treated the same as every other at-bat, in that the batter and associated base runner(s) may advance only until play is called dead in accordance with the preceding rules.

15. Base stealing is prohibited.
16. Coaches may adjust the Tee for the batter.
17. It is the responsibility of the coach to move the Tee out of play when a runner is coming home without interfering with the catcher or runner.
18. There is no infield fly rule.
19. The visiting team may take the field twenty minutes prior to game time if available. The home team may take the field ten minutes prior to game time if available. If there are less than twenty minutes available, the time shall be divided equally between the teams. If time does not permit, there will be no infield practice.

Pitching Notes for Major and Minor Leagues

Because there is always confusion about what and when and where to pitch pitchers, the following are guidelines that can be used when planning your pitching rotation for each game and each week.

1. A pitcher may pitch **only 6 innings per week** (week is defined as Monday through Sunday)
2. One pitch in an inning constitutes a full inning pitched, No Exceptions.
3. If a pitcher pitches 4 or more innings in a game, or same day, he must have **36 hours rest** before he pitches again; even if the time span passes over into the next week. The rest period begins when the pitcher leaves the mound. (Revised 2000)
4. A pitcher removed from the mound for any reason **shall not return** to the mound.
5. A pitcher may pitch in 2 games on the same day provided he not pitch more than 2 innings in the 1st game and does not pitch more than a total of six innings in both games on the same day.

Examples:

- A) a pitcher pitching 4 innings on Monday leaving the mound at 6:30 p.m. may pitch 2 innings on Wednesday at 6:30 a.m.
- B) a pitcher pitching 4 innings on Monday leaving the mound at 9:00 p.m. may pitch 2 innings on Wednesday at 9:00 a.m.
- C) a pitcher pitching 2 innings on Monday may return to the mound on Tuesday and pitch **up to 4 innings**, he will then not be allowed to pitch until the next week.
- D) a pitcher pitching 4 innings on Thursday leaving the mound at 6:00 p.m. may pitch 2 innings on Saturday at 6:00 a.m.
- E) a pitcher pitching 4 innings on Thursday leaving the mound at 8:15 p.m. may pitch 2 innings on Saturday at 8:15 a.m.

PENALTIES:

Penalties for use of illegal pitcher due to rest or maximum inning use is a forfeiture of game if protested, or if discovered by player agent in reviewing game summary sheets.

Penalty for improper re-entry of a pitcher is removal of the pitcher if discovered prior to the first pitch thrown, if not protested, the new pitcher becomes the legal pitcher of record and is subject to forfeiture penalty if discovered later.

The above rules are strictly guidelines for pitching. Remember the hierarchy of our Association structure.

1. **Local rules**
2. **Dixie Youth Baseball**
3. **Official Baseball Rules**

Protest Policy

The MBA Protest Policy provides the Head Coach with the procedure to follow to protest a game. Although every effort is made to avoid protests through the use of umpires in good standing with the league and by encouraging the coaches to read and understand the rules, some protests will occur. It is the intent of this policy to minimize protests by providing clear guidelines as to how to protest and what type of situation can be protested. The MBA will follow the “Dixie Youth Baseball Rule 4:19 Protests” with the addition of specific MBA League player participation rules and league minimum number of player rules.

1. Only protests which involve a violation of playing rules will be accepted.
2. No protest involving an umpire’s judgement will be accepted.
3. Only the Head Coach (Manager) can file a protest.
4. Protests of plays during the game must be made to the umpire before the next pitch.
5. Protests MUST be submitted in writing to the MBA President within 48 hours of the completion of the game. No protest will be accepted after 48 hours.
6. Following the game, NO protest can be made except one involving the eligibility of a player or failure to comply with the league’s player participation rules and league’s minimum number of players.

To File an Official Protest:

1. The Head Coach (Manager) or acting Head Coach of the protesting team MUST note a violation of playing rules on the game summary sheet. The Head Coach must also submit a written statement of protest within 48 hours to the League President. The statement MUST include all details of the suspected violation of the playing rule and MUST cite the exact rule/s that is/are in question.
2. No additional statements (written or verbal) from the protesting team, coaching staff, players, or parents will be accepted.
3. A check in the amount of \$10 (payable to the “Madison Baseball Association”) MUST be included with the written statement. If the protest is upheld, your check will be returned. If the protest is denied, the funds will be deposited in the MBA General Fund.

League Responsibility:

1. The League will appoint a Protest Committee which will include the President, Vice President, and League Player Agent.
2. The League will obtain statements from all other parties involved in the protest, such as opposing Head Coach, Field Umpire, Plate Umpire, and Field Boss.
3. The league will respond within 1 week to all parties involved.
4. The League will return the protest check if appeal is upheld.

The MBA believes that proper player and coach education regarding rules will avoid protest situations. However, if a situation should arise that requires a protest be made, the MBA expects that it is filed in the spirit of good sportsmanship and fair play.

Coaches Misbehavior Policy

The primary description of acceptable behavior for coaches is given in the Coaches' Ethics Statement distributed to all coaches at the beginning of the year. Generally, we have few or no problems with coaches behaving in a manner contradictory to that described in the Code of Ethics. However, occasionally a situation does arise where the behavior of a coach becomes unacceptable. This policy is intended to describe the procedure that the Madison Baseball Association Board of Directors will follow to address such instances.

An occurrence of misbehavior must be documented before the Board will address the matter. Documentation consist of one of two forms: 1) a Board member personally witnesses the misbehavior and brings the matter before the Board, or 2) an eyewitness has observed the misbehavior and submits a written complaint to a Board member within 1 week of the misbehavior. Within 3 days of having received the documentation of the incident, the Board will appoint a Review Committee made up of the President, the Vice president, and the Player Agent of the League to which the offending coach belongs. The Review Committee will interview those filing the complaint, seek to interview others present who witnessed the behavior, and interview the coach and or coaches whose actions are in question.

The Review Committee may determine that the event was not a serious violation of the behavior code, or that circumstance dictate that the event be ignored. If such is the case, the matter will be dropped and all participating parties will be notified.

The Review Committee may determine that the violation was serious and calls for punitive action by the Board. The first step in such action is for the Board to issue a letter of warning to the coach indicating the Board's disapproval of the indicated behavior, and to advise the coach that he or she is being placed on probation for the remainder of the season. The warning letter will also advise the coach that subsequent occurrences will result in further disciplinary action including but not limited to the suspension of the coach from a part of or all of the remaining season. The letter will be signed by the three members of the Review Committee and delivered to the offending coach for his acknowledgment and signature. A copy will be given to the coach, and the Player Agent from the Review Committee will present the action and a copy of the letter to the Board at its next regularly scheduled meeting. Those filing the complaint will also be notified of the actions taken by the Board.

In the event that the Review Committee finds the first offense to be serious enough to warrant a punitive action greater than a warning, the Review Committee shall call an emergency meeting of the Board of Directors to discuss the situation. At that meeting the Review Committee will present their evidence and recommendation for punitive action up to and including immediate suspension. Upon a vote of two thirds (2/3) of the total number of board members, that coach shall be reprimanded as recommended and suffers all consequences as determined by the Board of Directors.

If a coach behaves in such a manner as to create a second event of misbehavior during his or her probationary period the Board will react to implement further disciplinary action. The Review Committee will investigate the incident and report its findings and recommendation to the Board. The Review Committee will recommend suspending the coach for any or all of the remainder of the season. Written notification of the suspension will be presented to the offending coach. If it is necessary that the coach be suspended for the remainder of the season. The Board will appoint a replacement coach and the Review Committee will meet with the parents and players of the team to advise them of the Board's actions.

Any coach that is suspended for the year will not be allowed to take a head coaching position the following year.

It is our hope that these procedures will never have to be used, but as our league grows so does the possibility that someone will abuse the privilege of being a coach. Because our main concern is for the enjoyment and recreation of the hundreds of parents, coaches, and children who are out to enjoy team and family time together, we will not be tolerant of continued violations of the Coaches' Code of Ethics.

The Madison Baseball Association, adopted March 1996, revised June 2000

Coaches' Code of Ethics

I hereby pledge to live up to my certification as a Coach by following the Coaches' Code of Ethics:

- I will place the emotional and physical well being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I will promise to review and practice basic first aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

Coach's Signature and Date

Player Misbehavior Policy

The Madison Baseball Association seeks to encourage good sportsmanship, fair play, and team spirit among all of its players. Because the Association is about working with 5-12 year old children, occasional lapses in the behavior of the players is to be expected. However, repeated misbehavior which violates the basic spirit that MBA and its players are striving for, will not be tolerated. Examples of such misbehavior include, but are not limited to, repeated verbal abuse of teammates, coaches, spectators, or opponents, repeated use of profanity, aggression toward any other players, particularly physical aggression, and repeated refusal to cooperate with coaches or league officials, including umpires.

Any such behavior when observed by an MBA Board member or reported in writing by a MBA coach, parent, or spectator, will result in a review of the incident by a committee consisting of the League Vice-President for Baseball, the Player Agent for the league in which the player participates, and the President of the Association. The committee for player misbehavior review can recommend to the Board the action to be taken. For a valid first infraction, a warning will be issued to the player (and sent to his/her parents). Further actions may be recommended to the Board as deemed appropriate. All actions will be Board-approved. If the player is involved in further incidents, automatic suspension for a set number of games is a likely recommendation by the committee. After any suspension, a player-parent-Board conference is required before the player can resume play. If the player is allowed to continue to participate after suspension, and misbehavior continues beyond this, the Board will be free to suspend the player for the remainder of the year with no refund of registration fee. Any suspension will result in disqualifying the player for All-Star nomination.

It is the intent of the Madison Baseball Association to create an atmosphere where all player participants can have fun, learn baseball, and most of all develop the attitudes and good behavior associated with sportsmanship, fair play, and teamsmanship.

Parents Misbehavior Policy

The primary description of acceptable behavior for parents is given in the Parents code of Ethics that is handed out to all parents at time of registration. Generally we have few or no problems with parents misbehaving in a manner contradictory to that which is described in the Code of Ethics. However, occasionally a situation does arise where the behavior of a parent becomes unacceptable. This policy is intended to describe the procedure that the Madison Baseball Association will follow to address such instances.

It is not the intent of this policy to try and define every instance that might be described as constituting parental misbehavior. We will however make mention of certain types of known behavior that we have experienced in the past and will use these examples to illustrate unacceptable parental behavior. Such examples are, but not limited to, the following.

- a. Boisterous taunting of an umpire, coach, league official, or player in a negative manner
- b. The use of profanity or vulgar language
- c. Embarrassing negative remarks aimed at your own child while he/she is playing a game
- d. The use of Alcoholic beverages while at Palmer Park
- e. Threatening or aggressive remarks towards umpires, coaches, league officials, or fans
- f. Physical confrontations with umpires, coaches, league officials, or fans
- g. Failure to remove yourself from the field after you have been ejected from the stands
- h. Failure to remove yourself from Palmer Park after you have been ejected from the Park

Parents please understand that any such behavior as listed above will be dealt with by the Association in the following manner.

You will first be addressed by your coach and asked politely to calm down. If you should persist then you will be warned by the umpire officiating the game to control your behavior. If you continue to present a problem you will be ejected from the game and the game will not resume until you have left the stands. If you fail to leave the stands a league official will be summoned to escort you away from the field of play. Once ejected from a game, an individual must remove him/her self from the viewing area of the game and not return to the game. You will be allowed a chance to vent your frustrations and ask to cool down. If you cannot do so then you will be ejected from the park. If you fail to do so and refuse to calm down the **Madison Police Department** will be called to arrest you and take you from the Park.

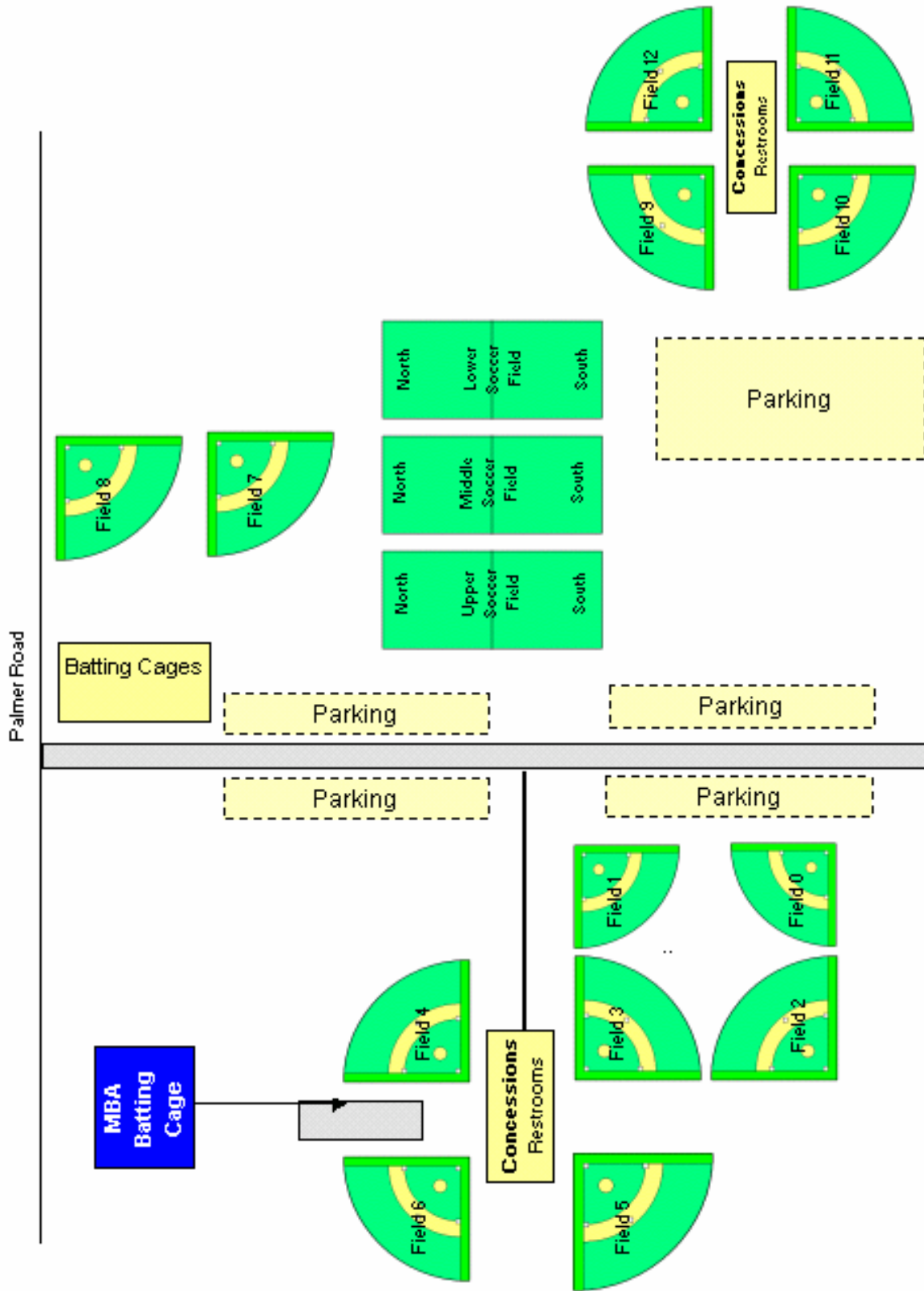
It is our hope that we do not have to initiate any of the above steps necessary to control parental behavior. It is the intent of the Madison Baseball Association to create a family atmosphere for the enjoyment and recreation of hundreds of parents, coaches, and players who are out to enjoy team and family time together. We hope to provide the basis for all players to have fun, learn the game of baseball, and most of all develop the attitudes and good behavior associated with sportsmanship, fair play, and teamwork. We are asking you as parents to help us reach our goal. Please lead by example and remember that hundreds of small eyes and ears are looking and listening to everything you say and do.

Thank you

The Madison Baseball Association
Dixie Youth Baseball

Palmer Park Map

Palmer Park - Madison, Alabama



* Field 9 is now designated as Sam Santoro's Field or Sam's Field

MADISON BASEBALL ASSOCIATION Field Boss Duties

Due to the increasing number of missed field boss and concession duties during the last couple of years the MBA board of directors has adopted the following policy.

Each missed field boss or concession duty will result in the loss of that teams post game drink privileges as well as the forfeiture of 1 division win beginning with the first division win. A list of teams not receiving post game drinks will be kept in the appropriate concession stand. To get a forfeited game and post game drink privileges reinstated 2 additional field boss or concession duties, whichever is applicable, must be performed for each duty missed.

If a team ends the season without making up missed field boss or concession duties the head coach of that team will be given the lowest priority in the coach selection process the following season.

The penalties are posted and will be enforced. Please see the Field Boss Duties below for more information about performing the Field Boss Duty.

Field Boss Duties 4-2002

Field Boss Duty Procedures - Weekdays

1. Opening Boss report to field at least 30 minutes prior to the start of the first game. Report to the concession manager to let her know you are there and available.
2. Verify that the equipment storage shed for Rookie, Prep, and T-ball is unlocked. Assist the home teams in setting up the pitching machines on fields # 3, 4 and 6. Make sure electricity is available to all fields, and the machines are working. Assist in field maintenance in case of rain if needed. Report any electrical or equipment issues to the VP Grounds or Equipment manager.
3. Verify that equipment office and Umpires changing rooms are open. If not the concession manager should have a key.
4. Verify that game balls are available to Umpires. Provide 3 new balls and 2 used balls for Minor & Major per game. For Rookie provide 5 new balls for the early game and reuse the same 5 if there is a second game. In case of severe mud, allow used balls for replacement during a game as necessary.
5. Make sure official scorebooks and game summary sheets are ready for Rookie, Minor, and Major league games.
6. Make sure that the official scorebooks and game summary sheets have been picked up by the home team on each field. If not, then deliver them to the field and remind the coach that this is his responsibility.
7. Verify that scoreboard sets are on fields 3, 4, 6, 9, 10, 11, and 12. Make sure that the breakers are on and the scoreboards are working. Check game schedule to determine whether make-up games are scheduled on fields 7 & 8. If so, set scoreboards up on fields 7 & 8.
8. Turn on lights on all fields, when necessary and prior to dusk to allow adequate vision and safe play. Keep electrical room locked at all times to prevent electrical accidents or someone accidentally turning off a field. Note: the lights take forever to come back on once turned off.
9. Be available to umpires if assistance is required to maintain order on the fields or in the stands

10. Assist in summoning aid in medical emergencies; know where the medical kits are and how to use them in case of an accident.
11. Provide direction in field maintenance, if needed, before, during or between games.
12. Assist in rainout calls, monitoring weather, especially threatening lightning, be prepared to call games due to severe weather, use bull horns in equipment room if necessary.
13. Collect game summary sheets and official scorebooks after all games, placing game summary sheets in the appropriate files in the equipment office for player agent review.
14. Closing field boss makes sure all pitching machines, cords, and equipment have been put back into the equipment shed and locked up.
15. Closing field boss make sure all scoreboard sets are unplugged and the sets and cords placed back in the equipment office. Make sure the equipment office is locked, the shed is locked and the Umpires changing room is locked.
16. Closing field boss will need to remain on site until the concession stand is closed and assist the concession stand personnel for security and lock up.

Field Boss Duty Procedures - Weekends

1. Opening Boss report to field 30 minutes prior to the start of the first game. Report to the concession manager to let her know you are there and available. All field bosses to assist in raking and lining fields in preparation for weekend games.
2. Unlock equipment storage shed for Rookie, Prep, and T-ball and assist coaches in setting up the pitching machines on fields # 3, 4 and 6. Make sure electricity is available to all fields, and the machines are working. Report any electrical or equipment issues to the VP Grounds or Equipment manager.
3. Verify that the equipment office and Umpires changing rooms are unlocked. If not the concession manager should have a key.
4. Deliver game balls to Umpires. Provide 3 new balls and 2 used balls for Minor & Major. For Rookie provide 5 new balls for the early game and reuse the same 5 if there is a second game. In case of severe mud, allow used balls for replacement during a game as necessary.
5. Make sure official scorebooks and game summary sheets are ready for Rookie, Minor, and Major league games.
6. Make sure that the official scorebooks and game summary sheets have been picked up by the home team on each field. If not, then deliver them to the field and remind the coach that this is his responsibility.
7. Set up all scoreboard sets on fields 3, 4, 6, 9, 10, 11, and 12. Make sure that the breakers are on and the scoreboards are working. Check game schedule to determine whether make-up games are scheduled on fields 7 & 8. If so, set scoreboards up on fields 7 & 8.
8. Turn on lights on all fields, when necessary and prior to dusk to allow adequate vision and safe play. Keep electrical room locked at all times to prevent electrical accidents or someone accidentally turning off a field. Note: the lights take forever to come back on once turned off.
9. Be available to umpires if assistance is required to maintain order on the fields or in the stands
10. Assist in summoning aid in medical emergencies; know where the medical kits are and how to use them in case of an accident.
11. Provide direction in field maintenance, if needed, before, during or between games

12. Assist in rainout calls, monitoring weather, especially threatening lightning, be prepared to call games due to severe weather, use bull horns in equipment room if necessary.
13. Collect game summary sheets and official scorebooks after all games, placing game summary sheets in the appropriate files in the equipment office for player agent review.
14. Closing field boss makes sure all pitching machines, cords, and equipment have been put back into the equipment shed and locked up.
15. Closing field boss make sure all scoreboard sets are unplugged and the sets and cords placed back in the equipment office. Make sure the equipment office is locked, the shed is locked and the Umpires changing room is locked.
16. Closing field boss will need to remain on site until the concession stand is closed and assist the concession stand personnel for security and lock up.

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MBA Scorekeeping Policy

- The home team manager is responsible for providing an official score **book** keeper. The score book keeper must :
 - Be at least 13-years-old
 - Sit alongside the appropriate playing field
 - Be directly accountable to the home-plate umpire on the appropriate playing field
 - Maintain the official score book to the best of their abilities
 - Complete the game summary sheet to the best of their abilities, recording :
 - Game start and end times
 - Inning-by-inning box scores
 - Pitcher names, uniform numbers, innings pitched and time left mound
 - Coach and umpire signatures on the Game Summary Sheet at the end of an official game
 - Turn in the Game Summary Sheet to a Field Boss or the Concession Stand

If the home team manager can not provide an official score book keeper, the visiting team manager has opportunity to provide a score book keeper meeting the above criteria.

The team fulfilling the official score book keeper responsibilities is eligible for free team drinks at the concession stand.

- The visiting team manager is responsible for providing an official score **board** keeper. The score board keeper must :
 - Be at least 13-years-old
 - Sit in the appropriate upstairs room of the concession stand
 - Be directly accountable to the home-plate umpire on the appropriate playing field
 - Maintain the official score board to the best of their abilities
 - **Not** bring any children under 12-years-old with them into the upstairs room of the Lower Quad concession stand.
 - Be responsible for keeping their upstairs room clean

If the visiting team manager can not provide an official score board keeper, the home team manager has the opportunity to provide a score bookkeeper meeting the above criteria.

If neither team managers can provide an official score board keeper, the Field Boss is responsible for turning off the appropriate field scoreboard and closing up the appropriate upstairs room.

UNDER NO CIRCUMSTANCES ARE CHILDREN 12-YEARS-OLD OR YOUNGER ALLOWED IN THE UPSTAIRS OF THE CONCESSION STAND.

The team fulfilling the official score board keeper responsibilities is eligible for free team drinks at the concession stand.

Scorekeeping Suggestions:

- A team can get free team drinks for their regular season if they find a score book/score board keeper per game.

The team manager and team mom can work together to schedule a parent to work the score book/score board per game (rotate the responsibility).

Or, the team manager and team mom may be able to find a person who will volunteer to perform this function for the team.

- Field bosses need to enforce the upstairs concession stand policy, and be prepared to shutdown scoreboards if needed.

Division Standings Policy

Division Final Standings:

The MBA has established the following policy to determine final division standings:

1. Teams will be ranked 1st Place through ___ Place (dependent on the number of teams in the division) based on each team's record for division game play.
2. If a tie exists between 2 or more teams, the following guidelines will be used to determine the final "regular season" division standings:
 1. Division Record
 2. Head to Head Record
 3. Overall Season Record
 4. Head to Head Margin of Victory
 5. Tie for Position

League Championship Series (LCS) Policy

LCS:

A double elimination, "League Championship Series" (LCS) will be played to determine each league's champion. All teams in the league will be seeded according to their "overall season record". The LCS will involve all teams in the league playing in one large bracketed tournament (not just division opponents). In a league with an odd number of teams, the ranked as the number 1 team will get a bye in the first round). Seeds for ties existing between 2 or more teams will be determined by the following:

1. Overall Season Winning Percentage
2. Head to Head Winning Percentage (all teams tied must have played all other teams involved in the tie)
3. Common Opponent Winning Percentage (only teams that played against all teams involved in the tie are considered common opponents)
4. Coin Toss

The tournament brackets will be determined prior to the start of the regular season and distributed to all Head Coaches in the league. Home team in LCS games will be determined by coin toss.

Awards Policy

Division Awards:

The MBA will award medallions to the 1st and 2nd place teams in each division based on the team's division standing policy. If a tie exists between 2 or more teams, the following guidelines will be used to determine the final "regular season" standings:

1. Division Record
2. Head to Head Record
3. Overall Season Record
4. Head to Head Margin of Victory
5. Tie for Position

League Awards:

The MBA will award medallions to the 1st, 2nd, 3rd, and 4th place teams in each league based on the final results of the LCS.