



# MBA

2017

Major Rules

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# **RULES APPLICABILITY**

Madison Baseball Association is affiliated with Dizzy Dean Baseball, Inc. MBA has two Major Leagues (Major 11 and Major 12) which are comparable to Dizzy Dean Freshman League.

MBA Major League follows Dizzy Dean Rules except where amended by the MBA local rules. The following set of rules, which represents the combination of applicable Dizzy Dean rules and MBA local rules, shall govern play. These MBA Major League Rules take precedence in case of conflicts with Dizzy Dean rules. Unless amended by the following rules, Major League Baseball rules apply.

For All-Star tournaments, MBA Major League Rules are NOT applicable. All-Star play is governed by the Dizzy Dean Rules for the corresponding age group.

## **1. PLAYING FIELD**

- 1.1. First base (1st) and third base (3rd) shall be seventy (70) feet from home plate.
- 1.2. Pitching rubber shall be fifty (50) feet from the point of home plate.

## **2. EQUIPMENT**

- 2.1. All players must be in full baseball uniforms supplied by the league which includes baseball pants, socks, baseball cap and team jersey. Protests on uniforms shall not be allowed.
- 2.2. Protective Equipment
- 2.3. A NOCSAE-approved protective helmet with full ear flaps will be worn by all batters, base runners, catchers, bat boys and ball shaggers (coaches are not required to wear a helmet).
- 2.4. A player refusing to wear a helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game and shall be ejected. If the player is a batter or runner, he will be called out.
- 2.5. It is recommended that all players wear athletic supporters.
- 2.6. A squatting catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHERS ONLY), NOCSAE approved double earflap helmet, mask and EITHER a built-in extended throat guard (hockey style mask) or separately attached throat protector. Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable).
- 2.7. A player is not allowed to play any position or to bat without his shirt being tucked into his pants in the proper manner.

- 2.8. The bat shall be an unaltered baseball bat (not softball) meeting the following conditions:
  - a) All non-wood bats MUST meet 1.15 BPF (Bat Performance Factor) for the life of the bat and MUST possess a clearly identifiable manufacturer's certification stamp. This will include 2 1/4, 2 5/8, and 2 3/4-inch barrel bats.
- 2.9. BBCOR bats are legal to use.
- 2.10. Bats that are broken, cracked, dented or deface the ball are not allowed.
- 2.11. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grips, Sting Stoppers and Choke up knobs are illegal.
- 2.12. Any player found to be using an illegal bat will be ejected from the game (along with the Head Coach) and must sit out the remainder of the current game and the next scheduled game.
- 2.13. Any player warming up the pitcher must wear a mask and a protective cup while in the down or squatting position.
- 2.14. Two league-approved, playable baseballs shall be provided by the Umpire in Chief for each game. Additionally, the home team shall have on hand and readily available additional playable replacement baseballs. The Umpire in Chief shall be the sole judge of the fitness of the baseballs to be used in the game.
- 2.15. Metal cleats will not be allowed in Major Leagues.
- 2.16. All casts, splints and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.

### **3. RE-ENTRY SUBSTITUTION**

- 3.1. There is no re-entry substitution rule. (Dizzy Dean Common Rules 3:01, 3:02, 3:03 and 3:04 do not apply to MBA league play.)
- 3.2. All players present must be placed in the batting line-up (i.e. continuous line-up). Therefore, there are no substitutions into and out of the batting lineup. Any regular team member arriving after the beginning of the game shall be added to the bottom of the batting order.
- 3.3. No player (including any regular team member and replacement player) may sit for more than 2 defensive innings a game. The innings must be non-consecutive. The penalty for violating this rule is forfeiture of the game.
- 3.4. If a regular team member arrives after the start of the game, the inning in which the player arrives (as well as previous innings) will NOT count as an inning sitting out IF the player arrives after his team has taken the field for defense in that inning.
- 3.5. An injured player may leave the lineup, sit out and return with no penalty.
- 3.6. Each head coach must provide the Umpire in Chief and opposing coach a copy of his batting line-up at the pre-game meeting. Lineup must include players' last names and jersey numbers.

## **4. MANAGERS AND COACHES**

- 4.1. At least one (1) certified coach for each team must be present at all times.
- 4.2. Only coaches, players and umpires shall be allowed on the field or in dugouts during the game. Each team is allowed one (1) head coach and three (3) assistant coaches in the dugout. In addition, a designated “team parent” may be present in the dugout.
- 4.3. Two (2) adult coaches may coach from the baselines in the designated coaching boxes when their team is at bat. Only one (1) coach is permitted outside the dugout (but must remain within three feet of dugout opening) when his team is on defense. These do not supersede the umpires’ jurisdiction of restricting the coaches to the dugout. Buckets are not allowed in the playing area.
- 4.4. A coach may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of professional baseball. However, if he at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpire, he shall immediately be ejected from the current game and must sit out the entire next game.
- 4.5. The head coach is responsible for the conduct of his coaches, players and fans.

## **5. REGULATION GAME**

- 5.1. A regulation game will consist of six (6) innings.
- 5.2. The time limit for regular season league games is 1 hour and 30 minutes.
- 5.3. An inning started before the time limit expires must be completed unless the home team is winning and the losing team has completed its last at-bat. No new inning may start after the time limit expires provided that the losing team has had at least four at-bats. Note: A new inning is considered to start immediately after the final out is recorded to end the previous inning.
- 5.4. Only in local end-of-season tournament play shall a new inning begin past the time limit in order to break a tie. In the championship game and the “if necessary” championship game, there is no time limit.
- 5.5. A game is considered a complete, regulation game when any of the following circumstances exist:
  - a) 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, extra innings shall be played necessary to break the tie, subject to the time limit rules described above. Only in tournament play shall a new inning begin after the time limit in order to break the tie.
  - b) The home team has scored more runs after five innings than the visiting team has scored in six innings.
  - c) The home team scores the winning run in the last half of the sixth inning before the third out is recorded.

- d) A team is ahead by 10 or more runs at the end of 4 or more complete innings (if the home team is ahead, the bottom half inning is not played).
  - e) The game is shortened by time limit provided that the losing team has had at least four (4) at-bats.
  - f) The game is shortened by reason of curfew, rain, lightening or other acts of God provided that the losing team has had at least four (4) at-bats.
- 5.6. A game shortened by reason of curfew, rain or other acts of God before it has become a regulation game shall be resumed from the point of termination. The official scorer is to write the exact time of termination and the amount of time remaining as well as the score and position of runners, number of outs and if applicable, the number of balls and strikes on the batter in the official book.
- 5.7. When a game is completed due to one of the circumstances listed in Rule 5.5 a-d (or forfeit) prior to reaching the time limit, the teams may continue to scrimmage without affecting the official game score, subject to the following conditions:
- a) Both coaches agree to scrimmage the remainder of the allotted time.
- 5.8. The scrimmage does not extend past the time limit for any reason.
- 5.9. All pitching innings count for pitchers.
- 5.10. The intent of this rule is to aid player development by maximize playing time. Coaches are encouraged to use this opportunity to try new pitchers and expose players to different positions.

## **6. PITCHING RULES**

- 6.1. The home team must have its pitcher warmed up and ready to pitch after eight (8) warm up pitches, or one (1) minute, immediately after the conclusion of the coaches meeting.
- 6.2. When a pitcher is replaced during an inning or prior to an inning, the relief pitcher may not use more than eight warm-up throws. At the beginning of each subsequent inning, the pitcher may warm up by using not more than five throws. In each case above, all throws must be completed within 1 minute.
- 6.3. All pitchers are subject to the pitching limitations shown in the following chart.

Pitch Count and Required Rest Limitations-League	Daily Max (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)
		0 Days	1 Day	2 Days	3 Days	4 Days
11-12	85*	1-20	21-35	36-50	51-65	66+

- 6.4. The manager must remove the pitcher when said pitcher reaches the limit for his/her league age group as noted in the table above. The pitcher may remain in the game at another position:
  - a) Exception: If a pitcher reaches the daily limit imposed above table for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
  - b) That batter reaches base;
  - c) That batter is put out;
  - d) The third out is made to complete the half-inning.
- 6.5. Home team is the designated official bookkeeper and the official pitch count recorder. In league play it is recommended that the visiting team bookkeeper maintain the pitch count and sync the count at the end of every inning with the official game bookkeeper (home team). The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- 6.6. Violation of any section of this regulation can result in protest of the game in which it occurs.
- 6.7. A player may pitch in more than one game in a day as long as they have not pitched more in that day than is required to need the required rest.
- 6.8. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- 6.9. In all games, pitching rosters must be signed within 15 minutes of the completion of play by both managers.
- 6.10. Pitching changes must be reported to the home plate umpire who will announce the changes to the scorekeeper.
- 6.11. Failure to do so may result in pitcher of record being charged with all pitches until notification or recognition of change has been made.
- 6.12. Manager/Head Coach must check the pitching record for accuracy and sign immediately after the ball game. See rule 6.9.
- 6.13. When a pitcher is turned in on a line-up card (or any new pitcher who toes the rubber and throws a warm up pitch to begin a new inning), he is the pitcher of record, and shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, before he can be replaced or substituted. He will be charged with all pitches pitched (unless the new pitcher becomes injured or ill, during warm-ups, and he will not be charged with any pitches).
- 6.14. Once a pitcher is removed from the mound, he may not return to the mound in the same game. (Once a new pitcher throws his first pitch, previous pitchers in that game are ineligible for the remainder of that game.)

- 6.15. Any team which uses an ineligible pitcher even for one pitch forfeits that game immediately. If an ineligible pitcher is discovered at any time prior to delivering his first pitch, he may be removed from the mound without penalty. This is the coach's responsibility.
- 6.16. The number of visits a manager or a coach may make to a pitcher in any one (1) inning is limited by the following conditions (see MLB rule 8.06 including all comments):
  - a) A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position.
  - b) The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat.
  - c) A manager or a coach is considered to have concluded his visit to the mound when he leaves the area around the pitching mound.
- 6.17. For pitchers, MLB rules for balks are in effect.

## **7. FORFEITURE, APPEALS AND PROTEST**

- 7.1. Should a question arise as to the interpretation of the playing rules, only the manager/head coach may appeal.
- 7.2. A team failing to field the minimum number of eight (8) players within ten (10) minutes after the scheduled game time (or within 10 minutes of the coaches meeting, whichever is later) shall forfeit the game. A forfeit shall count in league standings as a loss.
- 7.3. After the game has started, if the number of available players on a team drops below 8 with the immediate cause being the ejection of a player, then the team will forfeit the game immediately.
- 7.4. A team that plays illegal players or pitchers will forfeit games in which those players or pitchers participate.
  - a) Should both teams use illegal players or pitchers both teams will be credited with a loss.
  - b) A pitcher who has exceeded his allotted number of innings is illegal and games in which he participated illegally will be forfeited.
- 7.5. MBA allows protests but encourages coaches to carefully consider the nature and objective of protests in youth baseball. Coaches should read MBA's Protest Policy and Procedures located on the MBA website. The following are key points regarding protests:
  - a) Only protests that involve a violation of playing rules will be accepted.
  - b) Protests of plays during the game must be made to the umpire before the next pitch.
  - c) The head coach or acting head coach of the protesting team MUST note a violation of playing rules on the game summary sheet.
  - d) Following the game, NO protest can be made except one involving the eligibility of a player or failure to comply with the league rules concerning player participation and minimum number of players.



- 7.6. Any team manager or team adult leader who withdraws a baseball team from the playing field under any circumstances prior to the official completion of the game, or forfeits a game, shall forfeit all rights to protest as described in this section.

## **8. SCHEDULE**

- 8.1. MBA determines league schedules including make-up games and league tournaments.

## **9. SPECIAL RULES**

- 9.1. Number of playing participants per team shall meet the following conditions:
- a) A defensive team shall consist of no more than 9 players with a maximum of 6 infield players including the pitcher and catcher. The minimum number of players to begin a game is eight.
- 9.2. After the game has started, the number of available players may drop below 8 without forfeit, unless the immediate cause of falling below 8 players is due to an ejection of one or more players. However, the minimum number of batting positions remains at eight throughout the game. As a result, if a team is playing with eight or less players and a player is removed from the game for any reason other than ejection, the batting position of the player(s) removed shall be counted as an out each time that position(s) comes around.
- 9.3. If a runner must be removed from the game for any reason other than ejection, the last player to record an out shall take his place on the bases.
- 9.4. A player who must leave the game due to injury or illness may return if able.
- 9.5. The batting position of an ejected player shall be counted as an out each time it comes around regardless of how many players are present in the batting order.
- 9.6. A baseball player, manager, coach, umpire or game official will not be allowed to use tobacco products, alcohol or profanity during the ballgame.
- 9.7. If, in the opinion of the umpires, a player or manager or coach or scorekeeper conducts himself/herself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, shall be ejected from the game.
- 9.8. No manager, player, substitute or coach shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere:
- a) Incite or try to incite by word or sign a demonstration by spectators.
- 9.9. Use language which will in any manner refer to or reflect upon opposing players, coaches, an umpire or any spectator.
- 9.10. Call "time" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- 9.11. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. Penalty: The runner shall be called out and may be ejected from the game at the

umpire's discretion. Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional or malicious, then the runner should be declared out and ejected.

- 9.12. No artificial noisemakers allowed. Penalty: Offender will be warned and then removed after subsequent violation.
- 9.13. Any manager, coach or player that is ejected must sit out the remainder of the current game and the entire next game. A player who is ejected may remain in the dugout but not participate on the field in any manner. A coach or manager must leave the park at least as far as the parking lot and may not further participate in any aspect of the game, nor may he linger near the fence or walkway. No one who is ejected nor his families may address or approach the game officials during or after the game. It should be noted that it is a state and federal crime to harass, threaten or assault a sports official (see Alabama Code Section 13A-11-8 AND 13A-6-20, 21, 22 and 23).
- 9.14. The home team has third base dugout and is responsible for keeping the "Official Book" and completing the game summary sheet. The visiting team shall operate the scoreboard. Failure to do so may result in a forfeit, however no protest shall be allowed after the game and corrective action may be taken during the game without penalty. The official scorer shall document the start time in the official book. The start time shall be obtained from the Umpire in Chief.
- 9.15. Both teams may take the field for warm-up as soon as it is available, each getting half the field. The home team gets from second base to the center field fence and around left field to the fence in foul territory on the left side of the field. The visiting team gets from second base to the center field fence and around right field to the fence in foul territory on the right side of the field. The home team can use third base and take infield on the third base side of second base. The visiting team can use first base and take infield on the first base side of second base. Neither team is allowed to use second base.
- 9.16. No pitching will be allowed from the mound or pitching circle during pre-game warm-up.
- 9.17. During the coaches meeting with the umpires, the visiting team will immediately leave the field and get in their dugout and the home team may take full infield and their pitcher may warm up from the mound.
- 9.18. Use of Replacement Players is subject to the following conditions:
- a) A team may "Play Up" a child from the (age) league immediately below when there are not enough regular team members to fully field a defensive team. Only enough players can play up to fully field a defensive team of 9 players. This new player will be considered a "replacement" player.
  - b) The replacement player must be a currently registered MBA player.
  - c) Under no circumstances shall a replacement player pitch.

- d) A player may NOT be used as a replacement if he has a game with his regular league team on the same day with a starting time of less than 4 hours AFTER the start time for the team he is playing up for. It is the coach's responsibility to make a reasonable effort to verify this.
  - e) 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 player(s). 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.
  - f) Replacement players must be listed on the lineup card given to the umpire and must be physically present in the dugout or on the field before the start of the game. The lineup becomes official when it is accepted by the Umpire in Chief. Once the lineup has become official, replacement players may NOT be brought in to replace a player that is ejected, injured, sick or leaves the game for any other reason.
- 9.19. Any player "slinging the bat" that in the umpire's judgment creates a dangerous situation shall receive a warning. The umpire will notify managers of both teams and the Official Scorekeeper, who shall make a record in the official scorebook. For any future infractions by the same batter in the same game, the batter shall be declared out and no base runner shall be allowed to advance. A warning to a player does not mean the whole team.
- 9.20. Any player, who on a given pitch, "squares" to bunt and then takes a normal swing at the ball shall be called out whether contact is made with the ball or not. No runners shall advance in this situation. A warning shall be issued to the coach of the offending team. A second attempt (i.e. squares to bunt then takes swing on a given pitch) in the same game by any batter on the offending team will result in the offending player being ejected.
- 9.21. If a runner misses a base it will be an appeal play to the umpire.
- 9.22. An intentional walk may be issued to a batter, subject to the following conditions:
- a) The catcher, pitcher or head coach of the defensive team makes request to plate umpire to award the batter first base. The request may be made prior to the first pitch or on any ball and strike count. The ball shall be declared dead before making the award.
  - b) A pitcher throws four balls to the batter by throwing one, two, three or all four balls to a standing catcher.
  - c) A player may be intentionally walked only one (1) time per game. An intentional walk is any walk issued "by request" or with at least one ball thrown to a standing catcher.
  - d) Penalty: A team risks forfeiture of the game, upon protest, for issuing more than one (1) intentional walk to the same player in the same game.
- 9.23. Headfirst slides are not permitted, unless the runner is returning to the bag. The penalty for doing so is to be called out at the base by the umpire.
- 9.24. The runner is out if, in the judgment of the umpire, the base coach at first base or third base touches or holds the runner, physically assisting that runner in returning to or leaving the base.

9.25. The following MLB rules shall not apply:

- 3.07-A
- 4.01-D
- 4.01-F
- 4.04
- 4.05
- 4.06
- 4.07
- 4.08
- 5.10-A, B, C, D, E, I, J
- 5.11
- Penalty for violation of any part of 6.02 (c) (2) through (7) and comment
- 7.01
- 7.02
- 7.03-A(1), B, C & D

## **10. TEAMS**

- 10.1. All Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **11. ALL-STAR TOURNAMENT TEAMS**

- 11.1. There are no MBA Local Rule amendments to this section. Dizzy Dean Rules are applicable.

## **12. PLAYER ELIGIBILITY**

- 12.1. All Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **13. BIRTH CERTIFICATE**

- 13.1. All Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **14. PLAYER REGISTRATION**

- 14.1. All Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **15. SELECTION OF PLAYERS**

- 15.1. All Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **16. LEAGUE REGISTRATION**

- 16.1. All Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **17. TEAM SPONSOR**

- 17.1. All Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **18. TOURNAMENTS**

- 18.1. For the MBA Major League end-of-season tournament, the present MBA Major League Rules govern play. For All-Star tournaments, Dizzy Dean Rules are applicable.

## **19. OFFENSE**

- 19.1. There are no run limits per inning.
- 19.2. A courtesy runner is only allowed for a catcher at the batting team coach's discretion, subject to the following conditions:
- a) There are two outs.
  - b) The courtesy runner must be the last player to record an out in the current inning.
  - c) The head coach must use the player being run for as a catcher in the next half inning (for all three outs). The head coach who declares that a player will catch in the next half inning, uses a courtesy runner, then fails to have the declared player catch the next half inning, will serve a one game suspension and the game will be subject to a forfeit.
  - d) The home team may not declare a courtesy runner in the bottom of the 6th inning.
- 19.3. Leading off and steals are allowed (MLB rules are in effect).
- 19.4. Batter may advance on dropped third strike under same conditions as MLB (first base is open; first base is occupied with 2 outs).

## **20. DEFENSE**

- 20.1. A defensive team shall consist of no more than nine (9) players.
- 20.2. Infield Fly Rule is in effect (same as MLB).

## **21. ALL-STAR SELECTION POLICY**

- 21.1. Coach selection
- a) Head coaches interested/committed to coach the All Star Team should submit their name for consideration by 9:00PM on April 21, 2017 to their Player Agent.
  - b) The Player Agent will send out a list of candidate coaches to all division Head coaches, who are required to vote for the All-Star team coach by 9:00PM on April 22, 2017.
  - c) The Player Agent and the President of the League will also have a vote for the All-Star Coach.
  - d) The All-Star Head coach will be announced after All-Star player voting has been completed.
  - e) The All-Star Head coach will pick his/her own assistant coaches/pitching coach.
- 21.2. Player selection
- a) Head Coaches are required to submit All-Star player nominations by 9:00PM on April 22, 2017 to their Player Agent. You can nominate as many players as you wish from your team - including your son/daughter.
  - b) Before you nominate a player you should ensure with each parent that the nominated player is able to commit to the All Star team and all of the tournaments through the World Series

(end of July). Players that commit to the team then back out during the All Star season without league approval from the Player Agent and the President will be prohibited in participating in All Stars the following season.

- c) The Player Agent will consolidate all nominations into one Excel document and send out to the Head Coaches for his or her league by 9:00PM on April 23, 2017.
- d) All head coaches are required to vote on 10 players from the nominated list and submit it to the Player Agent by 9:00PM on April 28, 2017. Head coaches are instructed to vote for the top-10 players in their respective league. Voting on your own team's players is allowed.
- e) Up to 8 players can be voted in via this process. To be voted onto the team, a player must be voted on by at least 70% of the ballots (see table 1 for specific ballots required to make top 70%). If more than 8 players are listed on at least 70% of the ballots, the top 8 vote getters are voted onto the team. Ties at the 8th position are broken by the head coach of the All Star team.
- f) The head coach selects from any player(s) on the nominated list to fill up the remaining spots available on his/her team. (Still no more than 7 players from any 1 team in the league). If undecided on players, the coach MAY hold a tryout of nominated players before selecting his/her remaining players.

21.3. Second Team All Stars

- a) In the event there are enough nominated players to create a second All-Star team, the second coach receiving votes will be offered the 2nd Team head coach position. If this coach's son is voted on to the first team his only option is to play on the first team. If this coach's son/daughter is asked to the 1st Team, the 2nd Team coach can decide to move his son/daughter to the second team or decline the opportunity to coach. This process will continue until a coach is selected. Additional voting for second team head coach may be required (regular season assistant coaches will be considered if no head coach accept).
- b) The 2nd Team head coach selects from any remaining player(s) on the nominated list to fill up spots available on his/her team. (Still no more than 7 players from any 1 team in the league). If undecided on players, the coach MAY hold a tryout of nominated players before selecting his/her remaining players.

Table 1:

<u># of teams in league</u>	<u>Votes Required to make top 70%</u>
4	3
5	4
6	5
7	5
8	6
9	7
10	7

## NOTES

This section is for information only. Play is not governed by descriptions in this section.

The main differences between MBA Minor and Major League Rules are outlined here.

1. Base paths and pitching distances. For Minor, bases are 65 feet and pitching rubber is 46 feet. For Major, bases are 70 feet and pitching rubber is 50 feet.
2. Leading off. In Minor, players may not lead off (or steal) until after ball crosses home plate. Major allows leading off and stealing.
3. Dropped third strike. In Minor, batter is out even if catcher drops a third strike. In Major, batter can advance on dropped third strike under same conditions as MLB (first base is open; first base is occupied with 2 outs).
4. Balks. In Minor, balks may be called in only two situations: batter squaring to bunt and pitcher rushing the batter. In Major, balks follow MLB rules.
5. Infield Fly Rule. In Minor, the Infield Fly Rule is NOT in effect. In Major, it is in effect.
6. Run Rule. In Minor, a team may not score more than six runs per inning. Consequently, the game may be completed early if a team is mathematically unable to win due to the runs per inning limitation. In Major, there is NO limitation on runs a team may score per inning. The game may end early if a team leads by 10 or more runs at the end of 4 or more complete innings.
7. Innings pitched. The limitations on pitchers are slightly different between Minor and Major.



Date	Revised By	Comments
3/7/2016	MBA Rules Committee	<p>Change: Updated wording and formatting. Why: Create consistency of rules and formatting across leagues. Have combined applicable Dizzy Dean rules with MBA local rules into one rules document which governs play.</p> <p>Change: Allowed intentional walks by request. Limit one intentional walk per player per game. Why: Speed up play and align with higher level (high school) rules. Limit intentional walks so teams don't pitch around good batters.</p>
3/14/2015	Jim Graves 2015 Major Player Agent / Bill Ward Senior Umpire MUA	<p>Change: Included Applicable Dizzy Dean Rules in Document Why: No need to reference DD rulebook.</p> <p>Change: Adopted Dizzy Dean Rule 6:05 stating that once a pitcher has been removed from the mound they may not return to the mound during that game for Minor Why: Player safety. More potential for injury after arm has cooled down following large number of pitches.</p> <p>Change: Players leaving base early in Minor are out. Why: Align with Rookie and provide incentive to not violate</p> <p>Change: Modify Rules Sets to Common Format with Common Rule Section Why: One document for entire league.</p>
1/10/2014	Jim Graves - 2014 Major Player Agent	<p>Change: Modified document for change to Dizzy Dean League. Why: League Affiliation Change</p> <p>Change: Adopted Dizzy Dean Rule 6:05 stating that once a pitcher has been removed from the mound they may not return to the mound during that game. Why: Player safety. More potential for injury after arm has cooled down following large number of pitches.</p> <p>Change: Added tournament pitching limit rules. Why: Each year new rules are adopted during tournament play and this has been a source of confusion. In addition those rules allowed pitchers to pitch 3 inning per game each game of the tournament allowing the potential for pitchers to pitch too many innings during a tournament.</p> <p>Change: Pitching Week Changed to Monday - Sunday. Why: Match Dizzy Dean Rules.</p>