



# MBA

2017

Rookie Rules

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## Madison Baseball Association Local Rules and Regulations

### Rookie League (7 and 8 year olds)

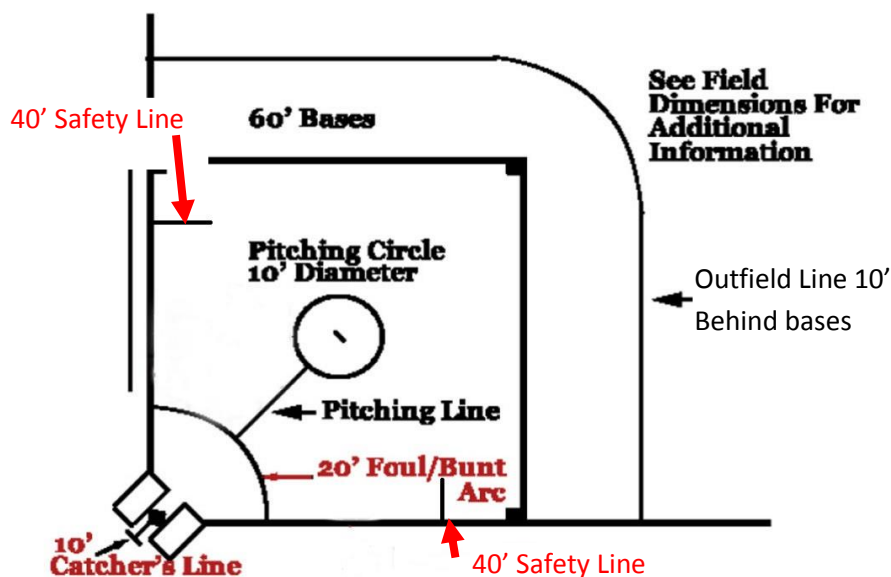
Madison Baseball Association (MBA) is affiliated with Dizzy Dean Baseball, Inc. MBA has two Rookie Leagues (Rookie 7 and Rookie 8) which are equivalent to Dizzy Dean Farm League.

MBA Rookie 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 Rookie 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 Rookie 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 sixty (60) feet from home plate.
- 1.2. The distance from the point of home plate to second (2nd) base shall be 84 feet, 10 inches.
- 1.3. The pitching circle will be ten feet in diameter and the center will be 46 feet from the back of home plate.
- 1.4. There will be a 20-foot chalked arc from the first base line to the third base line in front of home plate.
- 1.5. A “pitching line” will extend from the 20 foot chalked arc to the pitching circle.
- 1.6. A 40’ Safety Line will be placed on the 1st and 3rd base lines.



## **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. Player in pitcher position is required to wear a protective face mask. A mask will be provided by MBA.
- 2.3. Protective Equipment
  - a) A NOCSAE-approved protective helmet with full ear flaps, a facemask, and chinstrap will be worn by all batters, base runners, bat boys and ball shaggers (coaches are not required to wear a helmet).
  - b) 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.
  - c) It is recommended that all players wear athletic supporters.
  - d) 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).
  - e) **Rookie 7 ONLY** - A standing catcher must stay a safe distance from the bat and batter (near the backstop) and must be equipped, at a minimum, with a helmet with face guard and chin strap and chest protector.
- 2.4. A player is not allowed to play any position or to bat without his shirt being tucked into his pants in the proper manner.
- 2.5. 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 manufacture's certification stamp. This will include 2 1/4, 2 5/8, and 2 3/4-inch barrel bats.
  - b) BBCOR bats are legal to use.
  - c) Bats that are broken, cracked, dented or deface the ball are not allowed.
  - d) 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.
- 2.6. 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.
- 2.7. 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.
- 2.8. Metal cleats will not be allowed in Rookie Leagues.

- 2.9. 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. Umpires will provide game balls.

### **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. No player may sit for a second inning until all players on the team have sat for at least 1 inning. The penalty for not meeting 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. (1) offensive coach should assist behind the catcher to collect/return pass balls.
- 4.4. Two (2) defensive coaches may assume positions behind 1st and 3rd bases in designated coaches' boxes (8 feet behind the bases in foul territory). All other managers and coaches must remain standing or kneeling, within three feet of the dugout opening of their appropriate dugout. This does not supersede the umpires' jurisdiction of restricting the coach or manager to the dugout. Buckets are not allowed in the playing area.

- 4.5. 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.
- 4.6. 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 five (5) innings.
- 5.2. The time limit for regular season league games is 1 hour and 15 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 all players in the lineup at the start of the game have batted at least once. 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” for double elimination, 2nd 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 five innings of play, and the visiting team has scored more runs than the home team. In case of a tie after five 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 four innings than the visiting team has scored in five innings.
  - c) The home team scores the winning run in the last half of the fifth inning before the third out is recorded.
  - d) A team is ahead by 13 runs after both teams have batted 3 times and all players in the lineup at the start of the game have batted at least once.
  - e) A team is ahead by 7 runs after both teams have batted 4 times or in the case of the home team 3 times, provided that and all players in the lineup at the start of the game have batted at least once. A team has been numerically eliminated by the run rule provided all players in the lineup at the start of the game have batted at least once.
  - f) The game is shortened by time limit provided that the losing team has had at least three (3) at-bats.
  - g) The game is shortened by reason of curfew, rain, lightening or other acts of God provided that the losing team has had at least three (3) 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 (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:
- The scrimmage does not extend past the time limit for any reason (hard stop at 1hr/15min).
  - Both coaches agree to scrimmage the remainder of the allotted time.
  - The intent of this rule is to aid player development by maximize playing time. Coaches are encouraged to use this opportunity to expose players to different positions.

## **6. PITCHING RULES (FOR COACH PITCHING)**

- 6.1. The coach-pitcher shall pitch from anywhere on the pitching line.
- 6.2. The coach-pitcher must pitch overhand and may stand or kneel as desired.
- 6.3. When a ball is put in play, the coach-pitcher must attempt to leave the field and try to pick up the batter's bat. The coach-pitcher that does not attempt to get off the field and/or interferes with the defensive player will cause the batter to be out. No runners advance.
- 6.4. The coach-pitcher may only coach the batter until he reaches first (1st) base or a runner after he leaves third (3rd) base. The coach-pitcher will receive one warning for violations. For a subsequent violation, the pitching coach will be replaced for the remainder of that game.
- 6.5. If a "come-backer" batted ball hits the coach-pitcher, then it shall be declared a "dead ball" and a no-pitch. If in the judgment of the umpire, the coach-pitcher intentionally allows ball to hit him, then the batter is declared out and no runners advance.

## **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 five (5) minutes after the scheduled game time (or within 5 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.

- 7.5. Should both teams use illegal players or pitchers both teams will be credited with a loss.
- 7.6. 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.
- 7.7. 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 10 players with a maximum of 6 infield players including the pitcher and catcher. The minimum number of players to begin a game is 8.
  - b) 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.
  - c) 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.
  - d) A player who must leave the game due to injury or illness may return if able.
- 9.2. 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.
- 9.3. A baseball player, manager, coach, umpire or game official will not be allowed to use tobacco products, alcohol or profanity during the ballgame.



- 9.4. 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.
- 9.5. 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.
  - b) Use language which will in any manner refer to or reflect upon opposing players, coaches, an umpire or any spectator.
  - c) 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.
- 9.6. 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.
- 9.7. No artificial noisemakers allowed. Penalty: Offender will be warned and then removed after subsequent violation.
- 9.8. 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).
- 9.9. 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.
- 9.10. 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.
- 9.11. No pitching will be allowed from the mound or pitching circle during pre-game warm-up.

9.12. 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 the field.

9.13. 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 10 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 play in the pitcher position.
- 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. No player may sit for a second inning until all players on the team have sat for at least 1 inning..
- 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.

9.14. 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
- 8.04

## **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.

## **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 MBA league tournaments, Dizzy Dean Rules are superseded by The MBA Policies and Procedures for this section.

## **19. OFFENSE**

19.1. No team shall score more than six (6) runs in one inning. If there are not three (3) outs when six (6) runs are scored, that half inning is complete.

19.2. **Rookie 7** - Each player shall receive five (5) pitches from an offensive coach pitcher. If the player fails to put any of these pitches into play, the player is out.

- a) The Player will not be called out on three (3) swinging strikes. The batter will receive 5 pitches regardless of swings.
  - b) If the fifth (5th) pitch is fouled, he/she may continue to bat.
  - c) If the fifth (5th) pitch is fouled, and caught by the “squatting” catcher, the batter is out.
  - d) If the fifth (5th) pitch is bunted foul, the batter is out.
- 19.3. **Rookie 8** - Each player shall receive five (5) pitches from an offensive coach pitcher. If the player fails to put any of these pitches into play, the player is out.
- a) The Player will be called out on three (3) swinging strikes.
  - b) If the fifth (5th) pitch is fouled, he/she may continue to bat.
  - c) If the fifth (5th) pitch is fouled, and caught by the catcher, the batter is out.
  - d) If the fifth (5th) pitch or 3rd strike is bunted foul, the batter is out.
- 19.4. Any ball that is hit (including a bunt) must advance to a point on or beyond the fair ball arc. This fair ball arc will be clearly marked with chalk from a location twenty (20) feet from the point of home plate down the first base foul line, across the playing field in an arc to a location twenty (20) feet from the point of home plate down the third base foul line. The ball must be on or past this line to be fair; if not, it is a foul ball.
- 19.5. The batter must keep both feet in the batter’s box through contact with the ball. Batters cannot stand or stride out of the batter’s box prior to contact with the ball.
- 19.6. 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.
- 19.7. 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 5th inning.
- 19.8. 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.
- 19.9. 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.

- 19.10. If a runner misses a base it will be an appeal play to the umpire.
- 19.11. 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.
- 19.12. 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.
- 19.13. Players are not allowed to steal or lead off bases. (PENALTY: The runner is declared out.)

## **20. DEFENSE**

- 20.1. A defensive team shall consist of no more than 6 infielders including the catcher and 4 outfielders.
- 20.2. All outfielders must be at least ten (10) feet behind the baseline “in the grass” at the time the ball is hit by the batter. This restricted area extends behind 2nd base in an arc with a 10-foot radius. PENALTY: If any fielder is not at the proper distance when the batter hits the ball (umpire’s judgment), the offensive team shall have the option of accepting or nullifying the results of the play that occurred on the violation. If nullified, the at-bat is replayed.
- 20.3. All infielders must stay behind the 40’ Safety Line until a ball is put in play.
- 20.4. A catcher must be used at all times when the defensive team has at least 9 players present. Per Dizzy Dean Rules, catcher must be catcher’s gear (See Section 2 “Equipment”) and must be positioned in a direct line, no more than 10 feet behind home plate, to make a play on a batted ball.
  - a) **Rookie 7 ONLY** - A standing catcher may be used, and must stay a safe distance from the bat and batter (near the backstop) and must be equipped, at a minimum, with a helmet with face guard and chin strap and chest protector. This player cannot make a play on a batted ball (i.e: bunt and/or foul ball), but can make a play at home (i.e: if a batter hits the ball to another player on the catchers team, and that player chooses to throw the ball home, the catcher can be involved in the play at the plate).
- 20.5. The player pitcher must maintain at least one foot within the pitchers circle until the ball is hit by the batter.
- 20.6. The Infield Fly Rule is NOT in effect.
- 20.7. In the event that a defensive coach interferes with a play by entering fair territory, or if the defensive coach in the outfield advances into the field of play during a live ball situation, the offensive team shall have the option of accepting or nullifying the results of the play that occurred on the violation. If nullified, the at-bat is replayed.
- 20.8. Players cannot intentionally (in the judgment of the umpire) roll the ball (overhand or underhand) to get the runner out. (PENALTY: The runner is safe.)

- 20.9. If the thrown ball goes out of play, i.e. in the dugout or over the fence in foul territory, runners may advance one base only.
- 20.10. Umpires shall call “Time” after every play and declare the ball dead once no further advancement of runners is possible. Time does not have to be requested by the participants. Play shall not be stopped by the defensive team heading off or stopping the lead runner until all following runners have stopped advancing. All runners may advance as far as they legally can. Any play on a runner other than the lead runner will not stop any runner(s) in front of that runner from advancing.
- 20.11. There will be a maximum of one defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time-outs. For a violation of this rule, you will remove the player pitcher for the remainder of the inning.
- 20.12. Outfielders cannot be used as a defensive strategy to cover 2<sup>nd</sup> base. Penalty: Any runner advancing to 2<sup>nd</sup> base will be safe. Exception: An outfielder can enter the infield “in possession of the ball” to tag the base or the runner.

## **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 8<sup>th</sup> 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 2<sup>nd</sup> 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 1<sup>st</sup> Team, the 2<sup>nd</sup> 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 2<sup>nd</sup> 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



Date	Revised By	Comments
5/6/2014	Ivan Anderson	Revised errors that were made in initial version of rules. Removed requirement for chinstrap, removed defensive coach in field, corrected call up rule to allow a full defense to be fielded. Clarified catcher exception for Rookie 7.
02/23/2016	Matt Olive	<p>Changes:</p> <p>Added 40' safety line.</p> <p>Added Chinstrap requirement for batter.</p> <p>Clarified rules for participation. Added player participation rule all players sit 1 inning before any 1 player sits two innings in a game.</p> <p>Added scrimmage rule to play to time limit in the event of run rule ending regulation game early.</p> <p>Clarified equipment rules.</p> <p>Updated rules to general format/wording used in all MBA leagues.</p> <p>Added requirement for player pitcher to wear facemask.</p>