



MABA Rules

Spring 2020

www.MidlothianBaseball.org

MABA Rules take precedence over current USSSA Baseball Rules. Rule or policy changes do not change during an active season. For all other basic rule interpretations please refer to the USSSA Rulebook

Game Day Schedule of Events

The head coach of each team is to meet with the umpire(s) prior to game time, at home plate, for introductions and rule clarifications. If the official head coach is unavailable an assistant coach shall be appointed to act as head coach for the entirety of the game. At the plate meeting, head coaches from each team must exchange a copy of their line up. Coaches cannot agree to change or ignore the rules. If a coach feels an official MABA rule should be changed, submit the request in writing to the MABA Board. The Board of Directors reviews and considers all written requests for adoption if warranted. The umpire must clearly announce the start time of the game to both the home and visiting teams. The official time is kept by the plate umpire. The home team is the official scorer, and the visiting team shall run the scoreboard. At the end of the game, both teams must have a representative sign the score card. Signing the score card confirms that you have acknowledged and agreed with the final score.

Umpires & Protests

A head coach may call time when they wish to protest a call. The umpire who made the original decision may ask another umpire for additional information before making a final decision. Any umpire may overrule their own original call after reviewing the rule in question. If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the head coach may ask to get clarification from the commissioner or board member on duty, and official game time is stopped. Any appeal shall be made only to the umpire who made the protested decision and the appeal must include the specific rule in question and any supporting facts (head coach MUST have the printed rule book with the specific rule present to appeal any call). Any umpire's decision which involves a judgment decision like balls, strikes, outs, balks, etc. is final. At no time should a player, assistant coach, parent, or spectator approach an umpire about a call. The maximum time allowed for a rules protest is three (3) minutes. Umpires are required to allow the coach to protest a rule's interpretation.

Playing Rules 5u - 14u

DIVISION	INNINGS	RUN LIMIT	TIME LIMIT
5U/6U	5	7	1 HOUR
7U/8U	6	7	1 HOUR 15 MINUTES
9U/10U	6	7	1 HOUR 30 MINUTES
11U/12U	6	7	1 HOUR 30 MINUTES
13U/14U	7	7	1 HOUR 40 MINUTES

5U MABA Specific Rules

5.1 You will have 1 umpire

5.2 Time limit is 1 hr

5.3 A new inning cannot be started if time remaining is 10 minutes or less. (league play)

Batting

5.4 Teams will bat until 3 outs have been made or 7 runs have been reached

5.5 Players get 6 swings, after the 6th swing the player is out if the ball does not pass the foul arc.

5.6 All batted balls must pass the foul arc. If the ball is fielded before passing the arc it is considered to be foul.

5.7 Teams should have equal at bats anytime that time allows, even if the home team is unable to catch up due to the run rule.

Fielding

5.8 Players should attempt to throw the ball. Please teach them to throw rather than chase and tag.

5.9 No additional bases may be taken on an ball overthrown or not caught at 1st base only.

5.10 When a ball is hit to the outfield - once an infielder has possession of the ball in the infield the play stops.

5.11 All players may play on the field, but no infielder other than the pitcher may be in front of or even with the pitchers mound. Please limit the infield to 6 players, including pitcher, and place the remainder of players on the outfield grass.

5.11a The outfield is defined as the area behind all infield dirt.

5.11b For teams with more than 11 players an additional infielder can be added between ShortStop and 3rd Base or 1st and 2nd Base.

Base Running

5.12 Players who are "out" must leave the bases. Again, please encourage your players to throw the ball to 1st base instead of chase and tag.

5.13 Players can be coached to run until an infielder has possession of the ball, except an overthrow to first.

5.14 On the final batter the play still stops when an infield player has possession. Baserunners should not be coached to run when the play has ended. Please do not send all remaining baserunners to run into a tag.

5.15 No head first slides.

Coaches

5.15 2 coaches may assist the fielding team, and must be positioned in the outfield. Other coaches should be in the dugout.

5.16 3 coaches should assist the batting team - tee coach, 1st base, 3rd base

6U MABA Specific Rules (Modified T-ball)

6.1 You will have 1 umpire

6.2 Time limit is 1 hr

6.3 A new inning cannot be started if time remaining is 10 minutes or less.

Batting

6.4 Teams will bat until 3 outs have been made or 7 runs have been reached

6.5 Players will get a total of 5 swings after the 5th swing the player is out if the ball does not pass the foul arc.

6.5a Two pitches from the coach and three swings off the tee

6.6 A ball batted from the tee can only advance the runners one base.

6.7 All batted balls must pass the foul arc. If the ball is fielded before passing the arc it is considered to be foul.

6.8 Teams should have equal at bats anytime that time allows, even if the home team is unable to catch up due to the run rule.

Fielding

6.9 Players will attempt to throw the ball. Players must throw the ball to the base position player in a force out.

6.10 Typical tag and force plays are permitted. A typical tag play is defined as a runner passing through the position of a player in control of the ball. Chase and tag plays will not be permitted.

6.10a When a force is in play at home pitchers are allowed to tag only if starting from (or even with) the pitching rubber.

6.11 When a ball is hit to the outfield - once an infielder has possession of the ball in the infield, or the lead runner is not attempting to advance, the umpire shall declare "time".

6.12 All players may play in the field. No infielder other than the pitcher may be in front of or even with the pitcher's mound. The infield is limited to 6 players, including the pitcher, remaining players should be in the outfield.

6.12a The outfield is defined as the area behind all infield dirt.

6.13 Teams must play with a catcher. Catchers must wear full protective gear. The catcher can assume the traditional catching position or be set up in a position to receive the pitch.

Base Running

6.14 Players who are "out" must leave the bases. Players should throw the ball to 1st base instead of chase and tag.

6.15 Players can be coached to run until an infielder has possession of the ball, except an overthrow to first.

6.16 When a force is in play at home

6.17 On the final batter the play still stops when an infield player has possession. Baserunners should not be coached to run when the play has ended. Please do not send all remaining baserunners to run into a tag.

6.18 No head first slides.

Coaches

6.19 Only one coach may assist the fielding team, and must be positioned in the outfield. Other coaches should be in the dugout.

6.20 Four coaches should assist the batting team - tee/home plate coach, 1st base, 3rd base, and pitcher. The plate and pitching coach should not engage the players once the ball is put into play. The plate coach should position themselves to speed up the game by returning the ball to the pitching coach when not caught by the catcher. The pitching coach must immediately leave the field of play once the ball is in play. The only coaches allowed to instruct hitters/runners are the base coaches.

7U/8U MABA specific Rules

7-8.1 You will have 1 umpire

7-8.2 Time limit is 1 hr 15 minutes

7-8.3 A new inning cannot be started if time remaining is 10 minutes or less.

7-8.4 Teams may play with as few as 7 players. There is no penalty for playing with 8 players, but a team playing with 7 will need to declare an out each time the 8th position comes up to bat.

Batting

7-8.5 Teams will bat until 7 Runs have been made or 3 outs have occurred.

7-8.6 Players get 6 pitches or 3 swings.

7-8.7 A foul ball on the 6th pitch will keep the at bat alive. IF no contact is made on the 6th pitch the batter is automatically out.

7-8.8 The ball must pass the small arc to be considered fair.

7-8.9 No bunting is allowed, players must make a full swing.

7-8.10 A home team that is behind by more than a 1 inning maximum may take their at bat until time expires. If time expires and the home team is mathematically eliminated the ballgame shall be declared over.

Fielding

7-8.11 Players should attempt to throw the ball. Please teach them to throw rather than chase and tag. Unless a tag play is appropriate.

7-8.12 Additional bases may be taken on an overthrow.

7-8.13 When a ball is hit to the outfield once an infielder has possession of the ball in the infield and the lead runner is not attempting to advance, the umpire shall declare "time". At any point the umpire may declare time if the lead runner fails to advance on his own or minimal signaling from a base coach.

7-8.14 Teams must play with a catcher.

7-8.15 Catchers should leave their catching helmet on at all times unless attempting to catch a pop fly.

7-8.16 The pitcher should be encouraged to throw the ball.

7-8.17 Up to 10 players may play in the field - 6 Infielders and 4 outfielders

7-8.18 Players are not allowed to fake a tag.

7-8.19 A ball fielded inside the foul arc should be declared foul, just like a ball fielded outside the 1st/3rd baseline.

Base Running

7-8.20 Players can be coached to run until an infielder has possession of the ball.

7-8.21 7 Runs per side per inning

7-8.22 No head first slides, a player should be warned and reminded. If the problem is repetitive the player may be called out.

7-8.23 Players must slide into all bases whenever there is an impending play. A player who fails to slide on an impending play at a base may be given a warning and then be called out on subsequent plays.

Coaches

7-8.24 Coaches are not allowed on the field. They must assist from their respective dugouts.

7-8.25 Three coaches should assist the batting team - Pitcher/coach, 1st base, 3rd base. The Pitcher/coach is not a base coach and should not engage the players. The pitcher/coach should immediately move off of the field when the ball is in play.

7-8.26 Balls striking the pitching coach should be considered foul.

9U/10U Rec & Rise MABA specific Rules

9-10.1 You will have 2 umpires

9-10.2 Time limit is 1 hr 30 minutes

9-10.3 A new inning cannot be started if time remaining is 10 minutes or less (league play).

9-10.4 Teams may play with as few as 7 players. There is no penalty for playing with 8 players, but a team playing with 7 will need to declare an out each time the 8th position comes up to bat. RISE division shall declare an out for the 8th and 9th position.

Batting

9-10.5 Teams will bat until 5 runs have been made or 3 outs have occurred.

9-10.6 No slashing is allowed.

9-10.7 Dropped 3rd strike rule is in effect. (except Fall leagues)

9-10.8 A home team that is behind by more than a 1 inning maximum may take their at bat until time expires. If time expires and the home team is mathematically eliminated the ballgame shall be declared over.

Fielding

9-10.9 Catchers should leave their catching helmet on at all times unless attempting to catch a pop fly.

9-10.10 Players are not allowed to fake a tag.

9-10.11 The infield fly rule is in effect.

Base Running

9-10.12 No head first slides, a player should be warned and reminded. If the problem is repetitive the player may be called out. Players may dive back to a bag head first on a pick off play.

9-10.13 Players must slide into all bases whenever there is an impending play. A player who fails to slide on an impending play will result in a team warning. All subsequent failures to slide on an impending play shall result in a out.

9-10.14 In the event of an intentional contact on an impending play at a base it shall be up to the umpire's discretion to declare the runner out automatically.

11U/12U Rec & Rise MABA specific Rules

11-12.1 You will have 2 umpires

11-12.2 Time limit is 1 hr 30 minutes

11-12.3 A new inning cannot be started if time remaining is 10 minutes or less (league play).

11-12.4 Teams may play with as few as 7 players. There is no penalty for playing with 8 players, but a team playing with 7 will need to declare an out each time the 8th position comes up to bat. RISE division shall declare an out for the 8th and 9th position.

Batting

11-12.5 Teams will bat until 7 runs have been made or 3 outs have occurred.

11-12.6 No slashing is allowed.

11-12.7 Dropped 3rd strike rule is in effect.

11-12.8 A home team that is behind by more than a 1 inning maximum may take their at bat until time expires. If time expires and the home team is mathematically eliminated the ballgame shall be declared over.

Fielding

11-12.9 Catchers should leave their catching helmet on at all times unless attempting to catch a pop fly.

11-12.10 Players are not allowed to fake a tag.

11-12.11 The infield fly rule is in effect.

Base Running

11-12.12 No head first slides, a player should be warned and reminded. If the problem is repetitive the player may be called out. Players may dive back to a bag head first on a pick off play.

11-12.13 Players must slide into all bases whenever there is an impeding play. A player who fails to slide on an impending play will result in a team warning. All subsequent failures to slide on an impending play shall result in a out.

11-12.14 In the event of an intentional contact on an impending play at a base it shall be up to the umpire's discretion to declare the runner out automatically.

13U/14U MABA specific Rules

13-14.1 You will have 2 umpires

13-14.2 Time limit is 1 hr 40 minutes

13-14.3 A new inning cannot be started if time remaining is 10 minutes or less (league play).

13-14.4 Teams may play with as few as 7 players. A team playing with 7 will need to declare an out each time the 8th and 9th position comes up to bat.

Batting

13-14.5 Teams will bat until 7 runs have been made or 3 outs have occurred.

13-14.6 No slashing is allowed.

13-14.7 Dropped 3rd strike rule is in effect.

13-14.8 A home team that is behind by more than a 1 inning maximum may take their at bat until time expires. If time expires and the home team is mathematically eliminated the ballgame shall be declared over.

Fielding

13-14.9 Catchers should leave their catching helmet on at all times unless attempting to catch a pop fly.

13-14.10 Players are not allowed to fake a tag.

13-14.11 The infield fly rule is in effect.

Base Running

13-14.12 Players must slide into all bases whenever there is an impeding play. A player who fails to slide on an impending play will result in a team warning. All subsequent failures to slide on an impending play shall result in a out.

13-14.13 In the event of an intentional contact on an impending play at a base it shall be up to the umpire's discretion to declare the runner out automatically.

Park Rules (All Fields)

PR.1 Coaching buckets are considered equipment. They should be moved in the event a play will be impacted. A ball striking a coaching bucket shall be treated the same as a ball leaving the field of play if the offending team is on defense and treated as coach's interference if the offending team is on offense.

PR.2 All roster protests must be made before the end of the 2nd inning. If a team is found to have an ineligible player the teams may complete the game with the offending team taking a forfeit loss.

PR.3 The decision of a MABA board member on duty is final. The Board Member on Duty Schedule can be found on the main Midlothainbaseball.org website.

Run Rules

After 3 Innings -Double inning limit +1 (7 Runs/ inning is 15 after 3, 5 Runs/Inning is 11 after 3)

After 4 Innings - inning limit +1 (7 Runs/Inning is 8 after 4, 5 Runs/Inning is 6 after 4)

Rosters

Rec League rosters are set by MABA and verified at the coaches meeting. No additional players may be added at any time without consent of the league.

RISE League rosters are due 2 weeks before the first game. Rosters can be updated until the second league game, but the new roster must be resubmitted to the league to be valid. No changes may be made after the second game of league play.

*In the event a team will not be able to successfully field a team, special roster considerations may be made by MABA. End of the season tournaments are an extension of the regular season and must be played with previously submitted and approved rosters.