

# MABA Rules

MABA leagues operate under the current published USSSA rules, unless otherwise stated in this document.  
A complete listing of the rules can be found at [USSSA.com](http://USSSA.com).

## 4U MABA specific Rules

- 4.1 No Umpires.
- 4.2 Games should be about 1 hr.
- 4.3 Both teams should have equal at bats. (usually 3 per team).
- 4.4 If both teams are not able to complete their at bat within the time a new inning should not be started.

### Fielding:

- 4.5 All players should play in the field.
- 4.6 There should be one player per position. Outfielders should be placed behind the base areas.
- 4.7 Players should rotate positions regularly.
- 4.8 Players should be encouraged to throw the ball to first base. No chase and tag.
- 4.9 Up to 4 coaches can be in the field. 1 infield coach may kneel behind the pitcher's mound. The 3 remaining coaches should be positioned in the outfield.
- 4.10 A coach for the batting team should assist with putting the ball on the tee. A base coach should be positioned at 1st and 3rd base.
- 4.11 Players can get a quick reminder while at the tee, but we try to avoid too much instruction to keep the game moving.
- 4.12 If a player is playing the catching position they must wear a helmet with facemask. The player should be positioned behind the tee coach until the ball is hit.

### Hitting:

- 4.13 Teams can use any soft t-ball.
- 4.14 Bats should be marked "Tball"
- 4.15 All players should bat in the lineup.
- 4.16 Teams will bat all players before switching the batting/field team.
- 4.16 Players get 5 swings. If a player has not made contact the coach should assist on the 6th swing.
- 4.18 Ball should roll past the "foul arc" to be played. (this is marked on the field)
- 4.19 If a player is "out" they should be told why but still allowed to run bases.

### Running:

- 4.20 No extra bases for an overthrow to first.
- 4.21 No extra bases on an overthrow to a base for a force out.
- 4.22 The play stops when the lead runner fails to advance on their own or by **minimal** instruction from the coach.
- 4.23 Coaches cannot touch players.

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## 5U MABA specific Rules (Spring 2018)

- 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 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

- 5.7 Players should attempt to throw the ball. Please teach them throw rather than chase and tag.
- 5.8 No additional bases may be taken on an ball overthrown or not caught at 1st Base **only**.
- 5.9 When a ball is hit to the outfield - once an infielder has possession of the ball in the infield the play stops.
- 5.10 All players may play in 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.
  - 5.10a The outfield is defined as the area behind all infield dirt.
  - 5.10b For teams with more than 11 players an additional infielder can be added between ShortStop and 3rd Base or 1st and 2nd Base.

### Running bases

- 5.11 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.
- 5.12 Players can be coached to run until an infielder has possession of the ball, except an overthrow to first.
- 5.13 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.
- 5.14 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

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## 6U MABA Specific Rules (Standard T-ball)

- You will have 1 umpire
- Time limit is 1 hr
- A new inning cannot be started if time remaining is 10 minutes or less. (league play)

### Batting

- Teams will bat until 3 outs have been made or 7 runs have been reached
- Players get 5 swings, after the 5th swing the player is out if the ball does not pass the foul arc.

### Fielding

- Players should attempt to throw the ball. Please teach them throw rather than chase and tag.
  - \*When a force is in play at home the pitcher must throw the ball when hit past the safety arc. Balls fielded in front of the safety arc can be played as a tag.
  - \*To be eligible to make a tag play the pitcher must start even with the actual rubber not just the dirt circle.
- No additional bases may be taken on an ball overthrown or not caught at 1st Base.
- 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".
- All players may play in the field. No infielder other than the pitcher may be in front of or even with the pitchers mound. The infield is limited to 6 players, including the pitcher, remaining players should be in the outfield.

\*The outfield is defined as the area behind all infield dirt.

### Running bases

- Players who are "out" must leave the bases. Players should throw the ball to 1st base instead of chase and tag.
- Players can be coached to run until an infielder has possession of the ball, except an overthrow to first.
- When a force is in play at home
- 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.
- No head first slides.

### Coaches-

- Coaches are not allowed on the field. They must assist from their respective dugouts.
- 3 coaches should assist the batting team - tee coach, 1st base, 3rd base

## 6U MABA Specific Rules (Modified T-ball)

For All other basic rule interpretations please refer to the USSSA Rulebook

- You will have 1 umpire
- Time limit is 1 hr
- Teams will bat until 3 outs have been made or 7 runs have been reached
- A new inning cannot be started if time remaining is 10 minutes or less. (league play)

### Batting/Baserunning

1. Players get 5 attempts to hit (maximum of 5). 4 coach pitches and if player has not been successful they are allowed one swing from the tee. A ball batted from the tee can only advance the runners one base.
2. All batted balls must pass the foul arc. If the ball is fielded before passing the arc it is considered to be foul.
3. 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.
4. No head first slides.
5. NO additional base may be taken on a ball overthrow (not caught) to 1st Base. Overthrows to all other bases are considered a live ball.

### Fielding

6. Players will attempt to throw the ball. Players must throw the ball to the base position player in a force out.
7. 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.
  - 7a. When a force is in play at home pitchers are allowed to tag only if starting from (or even with) the pitching rubber. The pitching rubber distance is 35'.
8. 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".
9. All players may play in the field. No infielder other than the pitcher may be in front of or even with the pitchers mound. The infield is limited to 6 players, including the pitcher, remaining players should be in the outfield. **\*The outfield is defined as the area behind all infield dirt.**
10. 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.

### Coaches-

11. Coaches are not allowed on the field. They must assist from their respective dugouts. Only 1 defensive coach is allowed outside the dugout at any time.
12. Four (4) coaches should assist the batting team - tee/home plate coach, 1st base, 3rd base, 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. Pitching and Plate coach will receive 1 warning and then asked to vacate their position.

## **7U/8U MABA specific Rules**

**You will have 1 umpire**

**Time limit is 1 hr 15 minutes**

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

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-**

- Teams will bat until 7 Runs have been made or 3 outs have occurred.
- Players get 6 pitches or 3 swings. A foul balls on the 6th pitch will keep the at bat alive. IF no contact is made on the 6th pitch the batter is automatically out.
- The ball must past the small arc to be considered fair.
- No bunting is allowed, players must make a full swing.
- 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-**

- Players should attempt to throw the ball. Please teach them throw rather than chase and tag. Unless a tag play is appropriate.
- Additional bases may be taken on an overthrow.
- 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.
- Teams must play with a catcher.
- Catchers should leave their catching helmet on at all times unless attempting to catch a pop fly.
- The pitcher should be encouraged to throw the ball.
- Up to 10 players may play in the field- 6 Infielders and 4 outfielders
- Players are not allowed to fake a tag.
- A ball fielded inside the foul arc should be declared foul, just like a ball fielded outside the 1st/3rd baseline.

### **Running bases-**

- Players can be coached to run until an infielder has possession of the ball.
- 7 Runs per side per inning
- No head first slides, a player should be warned and reminded. If the problem is repetitive the player may be called out.
- Players must slide into all bases whenever there is an impeding 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-**

- Coaches are not allowed on the field. They must assist from their respective dugouts.
- 3 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.
- Balls striking the pitching coach should be considered foul.

## 9U/10U & 11U/12U Drafted and Established Roster League

**You will have 2 umpires**

**Time limit is 1 hr 30 minutes**

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 come up to bat. Established roster leagues shall declare an out for the 8th and 9th position.

### **Batting-**

- Teams will bat until 5 Runs 9U/10U (7 runs 11U/12U) have been made or 3 outs have occurred.
- No slashing is allowed.
- Dropped 3rd strike rule is in effect. (except 9U/10U fall leagues)
- 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-**

- Catchers should leave their catching helmet on at all times unless attempting to catch a pop fly.
- Players are not allowed to fake a tag.
- The infield fly rule is in effect.

### **Running bases-**

- 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 may dive head first on a pick off play.
- 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.
- In the event of a 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)

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

**Drafted 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.

**Competitive 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.