

MBA LEAGUE COMPETITION REGULATIONS**B. 1.00 LEAGUE COMPOSITION**

- B. 1.01 a) The MBA shall accept Team Membership applications from Area Association Members only in the following classifications subject to the terms and conditions laid down herein:

SERIES	PLAYER'S AGES	PLAYING YEAR			
		2002 DOB	2003 DOB	2004 DOB	2005 DOB*
Rookie Ball	8 - 9	93 - 94	94-95	95-96	96-97
Minor Tyke	10	92	93	94	95
Tyke	10 _ 11	91 - 92	92-93	93-94	94-95
Minor Pee Wee	12	90	91	92	93
Pee Wee	12 _ 13	89 - 90	90-91	91-92	92-93
Minor Bantam	14	88	89	90	91
Bantam	14 _ 15	87 - 88	88-89	89-90	90-91
Minor Midget	16	86	87	88	89
Midget	16 _ 18	84 - 86	85-87	86-88	87-89
Junior	19 _ 21	81 - 83	82-84	83-85	84-86

\* DOB \_ Date of Birth

**B. 2.00 TEAM MEMBER ENTRY REGULATIONS**

- B. 2.01 Application for team entries will be accepted from bonafide Area Association Members only.

- B. 2.02 a) The first team entered into competition in an age group where "AA" and "A" series is specified, shall be made up of those players signed by the Area Association in that age group who are considered to be the best players, and the strongest team possible from that age group. This team shall be designated the "AA" team.

b) If an Area Association enters more than one (1) team in any age category (teams at the "A" level) the Area association must balance such team entries to the satisfaction of the MBA Council. Area Associations may be required to demonstrate how these teams were balanced.

c) Application of this general policy shall be regulated by the Series Convenor who shall have the authority to investigate any apparent deviation from this general rule and, if considered necessary, submit a full report of his findings and recommendations to the President for appropriate action. Such action shall take place within three (3) weeks of the beginning of the playing season.

d) Area Associations must request the Council's permission for exceptions to B.2.02 a) as soon as possible but no later than the March meeting.

**B 3.00 PLAYER REGISTRATION**

**B. 3.01** Any player wishing to play for a team under the jurisdiction of the MBA must complete the registration form provided by the MBA Area Association that is fielding the team in question. Proof of age must be provided at the time of signing. Once a player has signed with an Association, the player will not play for any other MBA Association, unless properly released, as per Article B.4.00 (i.e. When a player signs with a club, it is for life or until properly released).

**B. 3.02** The MBA shall, when required, accept as proof of age :

- a) Provincial birth certification or Ontario notice of birth registration.
- b) Quebec baptismal certification (up to Dec.31, 1993)
- c) photo & birth identification cards issued by the Government of Canada to immigrant children
- d) English language, official birth date certification signed by authorities of foreign countries town clerks, etc.
- e) translations of foreign countries birth registration information signed & sealed officially
- f) translations of birth hospital official certification of date of birth ( countries outside Canada)
- g) an Ontario driver's licence.
- h) passport.

**B. 3.03** A "per team" registration fee shall be determined annually by the MBA Council. This fee shall be submitted to the MBA Treasurer by the April MBA meeting of the playing year. A penalty of \$100.00 will be assessed to an Association which exceeds this deadline. This fee is non-refundable once final schedules are completed.

**B. 3.04** All players shall be residents of the City of Mississauga.

**B. 3.05** All team lists shall be submitted to the MBA Registrar by May 30th of the playing season. A team list shall contain the player's name, date of birth, address and phone number. If a player's D.O.B. has not been previously verified by the MBA his proof of age shall be submitted with the team list. Registration information must be submitted in the approved MBA electronic program. Failure to comply will result in a \$200 fine to the Area association.

As well, if an Association does not provide registration in the required electronic format the MBA Registrar will arrange to have players' information entered and the cost will be charged back to the association.

**B. 3.06** The final date for verification and/or amendments to team lists shall be the day scheduled for the June MBA meeting. If a non-verified player continues to participate in any regular season game or play-off game after June 30th, the game(s) shall be forfeited to the opposition. The MBA registrar shall provide a final list of all teams by division, to the president, convenors, associations and coaches at the July MBA meeting.

#### **B. 4.00 PLAYER REGULATIONS**

**B.4.01** A player is expected to play for a team from his home Association (the one in which he resides) unless a release has been obtained from the home Association.

**B. 4.02** Any release or approval to play for a team outside the area of residence shall remain in effect for as long as the player chooses to remain with that association. A player has

the right to return to his home association (the one in which he resides) at the conclusion of the playing season.

**B. 4.03** An M.B.A. registered player shall not play with any team which is not under the jurisdiction of the M.B.A. without the written permission of the M.B.A. Council.

**B. 4.04** Every effort should be made by local Associations to resolve any player releases. The M.B.A. President has the authority to sign releases.

### **B 5.00 TEAM REGULATIONS**

**B. 5.01** A team which has not complied with the registration regulations shall be ruled ineligible for league or play off games.

**B. 5.02 a)** Any team which cannot start and thus defaults, four (4) games during the regular season shall be removed from the league. If this occurs, all games involving that team shall be discounted from the standings. Games defaulted because of lack of umpires shall not be included in the four (4) game total.

**b)** The Council may reject a team entry or cancel a team's registration at any time it is considered by the Council to be in the best interest of the M.B.A.

### **B. 5.03 Team Colours**

If there is a change in the main colours of an Area Association from the previous year, the MBA Council must be informed and approval obtained.

### **B. 5.04 Team Rosters**

**a)** The number of registered players on a team roster shall be a minimum of nine (9) and a maximum of eighteen (18).

**b)** Exception: Rookie Ball shall have a minimum of ten (10) and a maximum of eighteen (18) registered players on a team roster.

**B. 5.05 a)** Teams participating in league games shall play only those players whose registrations have been approved by the MBA Registrar. ( Rule B.3.06 )

**b)** In the case of a player being called up, a copy of that player's approved registration need not be produced at the game, but the opposing coach may request verification from the league. This request must be recorded on the official score sheet, duly signed by the umpire.

Failure to comply with this By\_Law leaves the offending team open to protest of the game by the opposing team subject to a penalty of forfeit of the game.

**B. 5.06 Any team found guilty of using a player who is ineligible under the Constitution , By\_Laws or League playing rules forfeits all games in which the ineligible player participated. The ineligible player shall be subject to suspension from the MBA for the remainder of the season. It is the team manager's and the coach's and the Area Registrar's responsibility to ensure that only eligible players participate.**

**B. 5.07 Substitution from Lower Series Teams**

- a) **Players from a lower series team may compete in a higher series for the same area association as outlined hereafter with the prior consent of the coach or manager of the lower series team provided that the coach or manager of the higher team cannot field a team of at least nine (9) players. When more than nine (9) players are present at the game, including called\_up players, a called-up player may not take a defensive position prior to the third inning, unless a regular player is disqualified by some action or injury. Players called up are not allowed to pitch and shall be designated as Player Called Up (PCU) on the batting order.**
- b) **Number of players called up from a lower series for any one game is limited to four (4).**
- c) **A player shall not substitute in any single higher series for more than four (4) games per team. PENALTY - 2 game suspension for higher division coach )**
- d) **Players may not be called up from a lower series for any MBA play off games.**
- e) **All call-ups must not exceed the age requirement for the level for which they will play.**
- f) **Substitution of players for MBA games is restricted to MBA registered players as follows (regular rep players are ineligible):**
  - 1. **Rookie Ball "AA" \_ may draw from Area Association's Rookie Ball/T\_Ball teams.**
  - 2. **Tyke "A" \_ may draw from Rookie Ball/T\_Ball**
  - 3. **Minor Tyke "AA" - may draw from Tyke "A" and Rookie Ball "AA"**
  - 4. **Major Tyke "AA" - may draw from Minor Tyke "AA" ,Tyke "A" and Rookie Ball "AA"**
  - 5. **Pee Wee "A" \_ may draw from Tyke teams**
  - 6. **Minor Pee Wee "AA" \_ may draw from Pee Wee "A" or Tyke teams**
  - 7. **Major Pee Wee "AA" \_ may draw from Minor Pee Wee "AA", Pee Wee "A" or Tyke**
  - 8. **Bantam "A" \_ may draw from Pee Wee teams**
  - 9. **Minor Bantam "AA" - may draw from Bantam "A" or Pee Wee teams**
  - 10. **Major Bantam "AA" \_ may draw from Minor Bantam "AA", Bantam "A" or Pee Wee teams**
  - 11. **Midget "A" \_ may draw from Bantam teams**
  - 12. **Minor Midget "AA" \_ may draw from Midget "A" or Bantam teams**
  - 13. **Major Midget "AA" \_ may draw from Minor Midget "AA" , Midget "A" or Bantam teams**
  - 14. **Junior "AA" \_ may draw from Midget teams**

**B. 5.08 Team Conduct**

Continued, prolonged or chronic harassment of officials (including convenors)/opposing team members, or conduct considered detrimental to the best interests of the MBA by a team, player, coach or manager before, during or after a game, shall subject the offender(s) or the team to forfeiture of the game and further penalty as deemed necessary by the MBA Council.

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**B. 6.00 TEAM MANAGER AND COACH REGULATIONS**

**B. 6.01 Team managers and/or coaches shall be appointed by the Area Association. The Area Association shall :**

(a) submit to the MBA Scheduler, the names and telephone numbers of all managers and coaches of each team entered in the respective series upon request of the MBA Scheduler.

(b) submit and update as required to the MBA Registrar, the names and telephone numbers of all managers and coaches of each team entered in the respective series before the season starts.

**B. 6.02 Team managers and/or coaches are responsible for the action and conduct of their team players before, during and after games and shall comply with the provisions of the Constitution and By\_laws as well as the league playing rules of the MBA to foster and promote the purposes and objectives of the MBA.**

**B. 6.03 Team managers and/or coaches shall be responsible for the completion and signing of notification of protests together with the Plate Umpire.**

**B. 6.04 A team manager and/or coach or official shall not actively recruit or cause to be recruited any player from outside his/her home association. PENALTY: Suspension from the League.**

**B. 6.05 A team manager/coach or official may be censured, suspended or expelled from the MBA by the Rules Discipline and Protest Committee and/or the MBA Council, if, in the opinion of the aforementioned, his actions, omissions or conduct is prejudicial to the MBA, or any team, player or game official (including convenors) within the jurisdiction of the MBA.**

**B. 6.06** Home team manager/coach must report game score, any ejections, incidents, problems, PCU, to the MBA convenor within 48 hours of the scheduled game start. (Failure to report any ejections will result in a 1 game suspension for the manager/coach.)

**B.6.07** The team manager and/or coach of each team shall have the umpire(s) sign their names on \_\_\_\_\_ the scorebook after the completion of the game. The umpire(s) must also print their names \_\_\_\_\_ above the signature. (Refer B. 7.12 h)

**B.6.08** Team managers and/or coaches are responsible for :

a) \_\_\_\_\_ appointing scorekeepers for each game who shall keep track of the outs, runs scored \_\_\_\_\_ and all pitchers and pitching changes. Refer B.8.00 The home team is the official \_\_\_\_\_ scorekeeper.

b) \_\_\_\_\_ providing the players and coaches first and last names, jersey numbers and PCU's \_\_\_\_\_ (if applicable)when filling out the batting order.

## **B. 7.00 COMPETITION REGULATIONS**

**B. 7.01** Unless specified within the By\_Laws of the MBA, playing rules for all scheduled games within the MBA shall be the "Official Rules of Baseball"

### **B. 7.02 Uniforms:**

\_\_\_\_\_ All team personnel, including players, managers, coaches and assistant coaches must be in \_\_\_\_\_ complete baseball uniform. An MBA patch/crest is to be sewn on either sleeve (the choice of sleeve must be consistent throughout the team).

**NOTE:** Complete baseball uniform shall consist of:

- Ⓢ corresponding tops or jerseys (with proper numbers),
- Ⓢ corresponding (similar) baseball caps,
- Ⓢ baseball pants (no shorts)
- Ⓢ corresponding stirrup or baseball socks
- Ⓢ MBA patch/crest\*

\*An MBA patch/crest is to be sewn on either sleeve (the choice of sleeve must be consistent throughout the team). In the case of a uniform with separate vest worn over an undershirt, the crest is to be sewn on the appropriate sleeve of the undershirt. All team members including coaches must be dressed in the identical uniform. ie vest on or off.

Any player, manager, coach or assistant coach not conforming to the foregoing uniform standards shall be levied a penalty . PENALTY: A \$25 fine will be levied to the Area Association for each violation.

**B. 7.03 Helmets:**

The batter shall wear the same double ear\_flapped protective helmet while on deck, at bat or running the bases. The helmet may not be removed until the batter is retired or scores a run or at the completion of a half\_inning. Should the batter/runner remove the helmet while advancing or returning to a base, he shall be declared out. Batting helmets must be secured with the chin strap in its proper place (under the chin) while the player is on deck, at bat and while running the bases. ( CHIN STRAPS OPTIONAL - JUNIOR DIVISION )

**B. 7.04 Catchers Equipment:**

The catcher shall wear a protective helmet, a protective cup and an approved throat protector attached to all masks excluding goalie type masks, in addition to his normal equipment while at his defensive position.

**B. 7.05 Bases:**

It shall be the responsibility of the home team (as designated in the schedule) to ensure that bases and pitching rubber are on hand and positioned correctly at least five (5) minutes before scheduled starting time. If the bases and pitching rubber are not on hand after fifteen (15) minutes after the scheduled starting time, the game shall be forfeit by the home team and awarded to the visiting team provided the visiting team has nine (9) qualified players present at the game.

**B. 7.06 Game Balls:**

It shall be the responsibility of the home team to provide one new game ball and one good used ball of the design and size specified by the MBA. The home team shall also supply good used balls as necessary.

The official game ball for each series may be approved by the MBA on an annual basis.

**B. 7.07 Batting Order:**

- a) Both teams shall exchange batting orders consisting of a roster of eligible players and coaches present, prior to the start of the game.
- b) Scorebooks shall include the players and coaches full name and jersey numbers. Any player called up from a lower series (Rule B.5.07 a ) must be designated on the scorebook as "player called up" or PCU.
- c) Appointed scorekeepers are to check for properly completed batting orders. The game does not commence until the batting orders are done properly.
- d) Eligible players arriving late may be added to the roster up to the time of completion of the fourth (4) inning. The manager and/or coaches arriving late shall also be added to the scorebooks. The opposing team shall be advised of all late arrivals immediately.

**B. 7.08 Forfeits:**

A team which does not have nine (9) eligible players (10 in Rookie Ball) present within fifteen (15) minutes after the scheduled starting time of the game shall default, and forfeit the game. The forfeit is to be recorded as 6\_0 or 7\_0 depending upon the number of innings scheduled to be played. If both teams are in a position to forfeit, then both teams shall be charged with a loss. No points awarded. The official time shall be determined by the home plate umpire.

**B. 7.09 Home team manager and/or coach's responsibilities Re: Weather Conditions**

- a) If the home team manager and/or coach considers a game cannot be played due to weather conditions making the field unplayable, he must advise the visiting team's coach and/or manager at least forty-five (45) minutes prior to the scheduled starting time. Failure to advise the visiting team's coach in advance of the game shall mean that both teams are expected to appear at the ball park prepared to play.
- b) Up to the scheduled starting time of the game, the home team manager and/or coach has the responsibility to determine if weather conditions prohibit playing the game. Normal procedures follow after the scheduled start times.
- c) The home team shall forfeit the game if no qualified umpire(s) arrive within the fifteen (15) minute grace period.

d) The manager(s) and/or coaches from both teams shall check the time to determine the start of the grace period. If the umpire is present then any team which does not have nine (9) players present shall forfeit the game regardless of the weather conditions.

e) If the game is cancelled then the home team manager and/or coach shall inform his area umpire-in-chief and his MBA Series Convenor as soon as possible. (Refer A.7.11 e).

#### **B. 7.10 Player Injuries**

Any player leaving the field due to an injury **MUST** remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. If a player is unable to take his next turn at bat, after having been removed from the field due to an injury, he shall be removed from the line-up and removed from further play in the game (this is not an out nor is it considered batting out of turn). A batter taking his turn at bat may not have a pinch runner unless injured in a play during this turn as a batter/runner.

#### **B. 7.11 Pinch runner**

A pinch runner will be the last out.(No pinch runner for catchers unless injured)

#### **B. 7.12 Umpires:**

a) If the home team cannot provide a minimum of one (1) MBA qualified Umpire (MBA or OBA carded) for the current year within fifteen (15) minutes after the scheduled starting time, the game shall be forfeited to the visiting team.

b) At the meeting at home plate prior to the start of the game, the visiting team coach/manager may request the umpires to produce either an OBA or MBA Umpire Card for the current year. Failure to produce the card by at least one (1) umpire present shall not stop the game from being played. The visiting team coach shall register a protest prior to the start of the game by noting this on both team's score sheets. The coach of each team and the plate umpire shall sign both score sheets. Within 48 hours of the conclusion of the game, the coach of the visiting team shall contact the MBA Umpire-in-Chief and advise him of the names of the umpires who officiated the game. The MBA Umpire-in-Chief shall consult his list of approved umpires and confirm to the protesting coach if either of the umpires is carded for the current playing season.

c) If it is found that neither umpire is carded, a copy of the game score sheet shall be forwarded to the MBA Series Convenor who shall advise the home team of receipt

of same, that the game is a forfeit. If it is found that one (1) of the umpires is carded, then the game result shall stand.

d) Umpires shall only be scheduled to officiate at games up to one level below his playing age. (ie. A Bantam age player may only umpire up to and including the Peeewe division.)

PENALTY: A \$25 fine will be levied to the Area Association for each violation.

e) Umpires are not to umpire games where they are related to a player or to any of the coaching staff.

PENALTY: A \$25 fine will be levied to the Area Association for each violation.

f) Umpires shall be properly dressed in a blue shirt, grey pants and a navy hat or other hat as issued by their home association.

PENALTY: Suspension results until the umpire complies. The local Association UIC to be advised.

g) BOTH umpires must sign and print their names on BOTH scorebooks at the conclusion of the game. (Refer B.6.07)

**B. 7.13 Curfew or Darkness:**

For regulations see Appendix "C" Notes 6, 7 & 8.

**B. 7.14 Rescheduling of Games:**

\_\_\_\_\_ a) Any team wishing to re-schedule games eg. in order to attend tournaments, may play their games prior to the scheduled date of the MBA game (with the agreement of the opposing manager and/or coach) and the MBA Series Convenor.

\_\_\_\_\_ The home team manager and/or coach must arrange for umpires for the re-scheduled game.

\_\_\_\_\_ b) The president (or designate) of a member association may, with the agreement of the president (or designate) of the other member association and the MBA Series Convenor, agree to reschedule MBA games.

**B. 7.15 Smoking**

Smoking is not permitted before or during the game while in either the dugout area or on the field.

**B.8.00 - PITCHING RESTRICTIONS**

**B.8.01 TYKE 'A' & 'AA', PEEWEE 'A' & 'AA'**

A pitcher is permitted to pitch a maximum of three (3) consecutive innings to consecutive batters. (Including extra innings)

**B.8.02 BANTAM 'A' & 'AA'**

A pitcher is permitted to pitch a maximum of five (5) consecutive innings to consecutive batters.  
(Including extra innings)

**B.8.03 MIDGET 'A', 'AA' & Junior 'AA'**

A pitcher is permitted to pitch a maximum of seven (7) consecutive innings to consecutive batters. (Including extra innings)

- B.8.04**
- a) Once a pitcher has pitched he will not be allowed to return to pitching again in that game (includes extra innings).
  - b) One pitch constitutes an inning.
  - c) Where there are minor and major levels in a stated division, the above rules are applicable to both levels.

**PENALTY:** any infraction involving the above rules shall result in game forfeiture by the offending team as well as Coach ejection and automatic 1 game suspension.

**NOTE:** THE OFFICIAL SCOREKEEPER FOR EACH GAME SHALL TRACK ALL PITCHERS AND PITCHING CHANGES.

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**ROOKIE BALL 'AA' DIVISION****B 9.01 a) Playing Field Distances:**

The distance from the back point of home plate to the front of the pitching machine shall be forty-four (44) feet. The outside distance between the bases shall be sixty-five (65) feet.

An imaginary circle, eight (8) feet in diameter with its centre at 44 feet from home plate, shall surround the pitching machine.

**b) Pitching Machine:**

The machine speed will be set at 40 mph. The coach, of the team at bat, shall operate the machine. A regulation baseball approved for Tyke/Mosquito shall be used.

If a batted ball hits the machine, the ball is dead; the batter is awarded first base and any base runner(s) is moved who is forced to advance by the batter being awarded first base.

**c) The Pitcher:**

The pitcher must stand beside or behind the pitching machine. The pitcher must not enter the imaginary circle.

**d) Length of Game:**

The game shall be seven (7) innings. If tied, extra innings will be played. If the tied game must stop due to darkness or curfew, a tie will be declared and one point awarded to each team.

**e) The defensive team shall field ten (10) players, the additional player being an outfielder.****f) Each batter shall receive a maximum of 5 pitches. If he does not hit a fair ball within 5 pitches he shall be declared out. If the batter has two strikes and misses the third strike he shall be declared out. A foul tip with two strikes will be a third strike and the batter shall be declared out.****g) A strike is a pitch which the batter swings at and misses or a foul ball. There are no called strikes.**

- h) A pitch which is over the batter's head or bounces in the dirt shall be ruled a no pitch unless the batter swings at the pitch.
- i) Batter's can not obtain a base on balls.
- j) Bunting is not permitted ( PENALTY - BATTER IS OUT ).
- k) Base runners may only advance on a ball which is hit in fair territory. Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.
- l) Stealing is not permitted.
- m) Runners may not lead-off until the ball is hit or enters the plate area (PENALTY - RUNNER IS OUT).
- n) An inning shall end when three outs are made.
- o) The infield fly rule does not apply.
- p) Batting order:

All players present shall be listed on the team's batting order and shall bat in that order. Any late arrivals shall be placed at the bottom of the batting order. (Refer B.7.07 d)

- q) Substitutions:

Any player removed from the game due to injury or ejection shall no longer be considered to be in the batting order and his turn at bat will be passed over without penalty.

Unlimited substitutions are permitted defensively.

- r) Equipment:

All batters and base runners must wear a helmet with two ear flaps and a chin strap which must be fastened. Shoes with metal cleats are prohibited.

All catchers are required to wear full catchers equipment during the game and during warm-ups. Use of a catchers mitt is optional.

#### **B 9.02 Mercy Rule**

A game will be considered complete if a differential of fifteen (15) runs or more exists after five (5) full innings (or after 4½ innings if the home team is ahead), OR at least

two (2) hours have expired from the scheduled starting time. The plate umpire shall terminate the game at that point and the score shall be recorded as such.

**B 9.03**      Ground Rules/Park Locations/Curfews/Games Called in Progress - Due to Weather

The Official Ground Rules for the MBA have been established for all diamonds being used by the MBA for league and play\_off games.

*See Official Ground Rules Appendix "*

TYKE 'A' DIVISION

**B 10.01**      a) Playing Field Distances:

The distance from the back point of home plate to the front of the pitcher's rubber shall be forty\_four (44) feet. The outside distance between the bases shall be sixty\_five (65) feet.

b) Length of Game:

The game shall be six (6) innings. In case of a tie \_ extra innings will be played if light permits.

c) In each of the first four (4) innings, the offensive team's time at bat shall end when it has scored five (5) runs or if three (3) outs have been made.

In all subsequent innings including extra innings, there is no limit on runs scored and the offensive team's time at bat ends when three (3) outs have been made.

d) The batter shall be declared out after the third (3rd) strike regardless of whether the third (3rd) strike is caught or dropped.

e) There will be no 'steal' of home plate by a third base runner on a pitch to the plate or on a return throw to the pitcher.

f) No lead off. Base runner(s) shall not leave a base until the pitched ball leaves the pitcher's hand. Penalty:\_ Runner is out and the ball is dead immediately when the runner leaves the base.

g) Use of baseball shoes equipped with metal spikes or metal cleats is prohibited.

h) Pitcher:

During the first four (4) innings \_ five (5) run limit per inning.

Number of trips to the pitcher is unlimited. The plate umpire will decide if a team is intentionally delaying the game.

i) Pitching Restrictions:

\_\_\_\_\_ see article B.8.00 for regular season and playoff competition

j) Batting Order:

All eligible players present at the game shall be listed on the team's batting order as desired by the coach or manager and bat in that order. (Refer B.7.07)

k) Substitution:

Substitution is allowed only at the end of an inning except in the case of an injury or pitching change. Each player present at the game must play at least two (2) innings in the field unless injured, time permitting. (PENALTY - 2 game suspension for the offending coach.)

**B 10.02** Mercy Rule

A game will be considered complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings if the home team is ahead), OR at least two (2) hours have expired from the scheduled starting time. The plate umpire shall terminate the game at that point and the score shall be recorded as such.

**B 10.03** Ground Rules/Park Locations/Curfews/Games Called in Progress - Due to Weather

The Official Ground Rules for the MBA have been established for all diamonds being used by the MBA for league and play\_off games.

*See Official Ground Rules Appendix "C".*

**TYKE 'AA', PEE WEE 'A' & 'AA', BANTAM 'A' & 'AA', MIDGET 'A' & 'AA', JUNIOR 'AA'**  
**DIVISIONS (Minor & Major)**

**B 11.00** The following rules shall apply to all divisions indicated above except as otherwise noted.

**B 11.01** a) **Playing Field Distances:**

The distance from the back point of home plate to the front of the pitcher's rubber shall be:

TYKE = forty\_four (44) feet

PEEWEE = fifty (50) feet

BANTAM = fifty\_five (55) feet

MIDGET/JUNIOR = sixty feet six inches (60'6")

The outside distance between bases shall be:

TYKE = sixty\_five (65) feet.

PEEWEE = seventy\_five (75) feet

BANTAM = eighty\_two (82) feet

MIDGET/JUNIOR = ninety (90) feet

b) **Length of Game:**

The game shall be seven (7) innings. In case of a tie \_ extra innings will be played if light/curfew permits.

c) **Batting Order:**

All eligible players present at the game shall be listed on the team's batting order as desired by the coach or manager and bat in that order. (Refer B.7.07)

d) **Substitution:**

Substitution is allowed only at the end of an inning except in the case of an injury or pitching change. Each player present at the game must play at least two (2) innings in the field unless injured.

e) **Pitchers:**

Number of trips to the pitcher in the Tyke divisions shall be unlimited. The plate umpire will decide if a team is intentionally delaying the game. ALL other divisions shall be limited to two trips as per the Rules of Baseball.

Any person warming up a pitcher at any level, shall wear a protective face mask while catching.

f) Pitching Restrictions:

See Article B.8.00 for regular season and playoff competition.

g) Baseball Shoes:

Use of baseball shoes equipped with metal spikes or metal cleats is prohibited at Rookie Ball, Tyke, Peewee and Bantam. Use of baseball shoes equipped with metal spikes or metal cleats is permitted at Midget and Junior.

B 11.02 Mercy Rule

A game will be considered complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings if the home team is ahead) OR at least two (2) hours have expired from the scheduled starting time. The plate umpire shall terminate the game at that point and the score shall be recorded as such.

B 11.03 Ground Rules/Park Locations/Curfews/Games Called in Progress - Due to Weather

The Official Ground Rules for the MBA have been established for all diamonds being used by the MBA for league and play\_off games.

*See Official Ground Rules Appendix "C".*