



**MURFREESBORO BASEBALL AND SOFTBALL ASSOCIATION**

**Official League Rules & Regulations  
2026 Season  
Barfield Crescent Park**

*“You can’t sit on a lead and run a few plays into the line and just kill the clock. You’ve got to throw the ball over the plate and give the other man his chance. That’s why baseball is the greatest game of them all.”*

*-Earl Weaver*

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## Article I. General Information

### Section 1.01 *RAINOUT INSTRUCTIONS*

- (a) All weather related game cancellations and/or delays will be posted on MBA's website as soon as the announcement has been made. Please check the website for the most up to date information.  
[www.murfreesborobaseball.com](http://www.murfreesborobaseball.com)
- (b) The announcement will be prepared and posted on the website as soon as possible. MBA makes every effort to play games on scheduled dates; therefore, MBA may wait as late as 4:15PM to make a cancellation decision.
- (c) Do not call the executive officers for weather related questions, contact your league commissioner.
- (d) In-game weather decisions will be made by board members in the complex.
- (e) If lightning strikes games will immediately be delayed for 30 minutes. Each visible lightning strike thereafter will reset the 30-minute delay. All personnel will seek shelter. Dug outs are not sufficient shelter.

### Section 1.02 *INSURANCE*

- (a) If a player is injured in connection with his participation in games or practices, the coach must inform the appropriate age commissioner immediately. The Association's insurance is secondary to the player's insurance. The league commissioner will provide all necessary documents to be submitted to the Association.

### Section 1.03 *DRAFT RULES*

- (a) Each team/coach will be allowed five (5) protected players.
- (b) Coaches will randomly draw for the team's draft order.
- (c) Teams without five (5) protected players will then pick (using draft order) until each team has at least #1-5 positions filled on draft sheet.
- (d) The draft will continue from the last number and flow upwards to draft #1.
- (e) Kid pitch and coach pitch coaches will be allowed one (1) trade at the end of the draft as long as both teams/coaches agree upon trades. **Blind draft picks cannot be traded.**

## **Section 1.04 PRE-GAME**

- (a) There will be a pre-game conference between the head coaches and umpire(s) at home plate five (5) minutes prior to the scheduled game time, with the exception of the 5:30 PM game.
- (b) If a head coach fails to report to the home plate meeting, the meeting will begin and the time clock started.
- (c) The coach that attends the plate meeting will be the considered the Head Coach for the game.
- (d) Teams are not allowed to take infield practice prior to the start of the game. Players may line up behind second base while a coach is behind either first or third base for throwing and/or hitting ground balls into the outfield.
- (e) Game time will begin immediately at the conclusion of the plate meeting.

## **Article II. Safety**

### **Section 2.01 BATTER/RUNNER**

- (a) Each team must wear batting helmets with ear protectors covering both ears for batting and running. Helmets must remain on at all times once batter/runner leaves the dugout and enters the playing field.
- (b) Heart protectors are not supplied by MBA but their uses for pitchers are encouraged. It shall be the decision of the parents and/or coach to utilize the heart protectors.
- (c) Helmets must be NOCSAE approved. Chin straps are recommended, but not required.
- (d) T-Ball player's helmets must have a secured facemask attached. 7 year old Coach Pitch and older divisions will have the option of using a face mask on the batting helmet
- (e) Softball helmets are required to have a facemask (all ages).

### **Section 2.02 CATCHER'S EQUIPMENT**

- (a) All catchers must wear a throat guard attached to the mask or a helmet that has a throat guard built into it. Failure to comply will result in the removal of the catcher from the game until he complies with the rule. *\*T-Ball excluded*
- (b) All catchers must wear protective cups. Failure to comply will result in the removal of the catcher from the game until he complies with the rule. *\*T-Ball excluded*

- (c) Catchers in ALL age groups are required to use a full helmet (hockey helmet/mask type), shin guards, chest protector, and protective cup.

### **Section 2.03 PITCHERS**

- (a) The pitcher is required to wear a batting helmet with a face guard or an approved Game Face (face mask) for T-Ball and Coach Pitch during all practices and games.
- (b) Heart protectors are encouraged by all players. It shall be the decision of the parents and/or coach to utilize the heart protector.

### **Section 2.04 ADA RULE**

- (a) American Disability Act (ADA) Rule is for the physically challenged player as determined the American Disabilities Act of July 25, 1990. A player with a disability may play either offense or defense.
- (b) Said player may be assisted by a coach while at bat or running bases as long as there are no interferences with the defense.
- (c) Said player can also be assisted by a coach in the field. The coach can only assist said player and not other players.
- (d) MBA requires a signed release from the player's medical doctor allowing the player to participate in the MBA baseball league.

### **Section 2.05 UNIFORMS**

- (a) All players on a team must wear a numbered MBA uniform shirt.
- (b) Caps are to be worn properly. No one is permitted to wear a cap backwards or any other position other than forward.
- (c) Metal cleats are not allowed in any 4-12 year age division at MBA. Metal cleats are allowed in 13-18 year age divisions.

### **Section 2.06 PLAYER HEALTH & SAFETY**

- (a) A player, coach or umpire who is bleeding or has blood on his uniform shall be prohibited from further participation in the game until appropriate action has been taken. The umpire will determine if and when a player or coach may re-enter the game.
- (b) Any player who exhibits signs, symptoms or behaviors consistent with a concussion, including but not limited to loss of consciousness, headache, dizziness, confusion or balance problems, must be removed from the contest immediately and shall not return to play that day.

## **Article III. Conduct & Participation**

### **Section 3.01 RULES GOVERNING PLAYERS**

- (a) **Players will be automatically ejected from a game if caught throwing equipment or committing flagrant, unsportsmanlike conduct.** Once ejected, the player must leave the dugout immediately.
- (b) Following ejection from a game for flagrant, unsportsmanlike conduct, the player will automatically be suspended from the next league game. Any player suspended twice during a season for violating this rule will have to appear before the commissioner with his parents before he is reinstated.
- (c) A coach caught playing a suspended player during any suspension causes his team to forfeit any game in which the suspended player played. (Taking the field in any capacity constitutes playing.) The coach will be suspended until a board meeting is held to review the matter.

### **Section 3.02 SUBSTITUTE PLAYERS**

- (a) A team will be allowed to play with as few as eight (8) players.
- (b) A team may pick up a maximum of two (2) players for the same or lower division within MBA's organization.
- (c) Teams may not pick up more players than enough to fill all positions. T-ball and coach pitch may not exceed 10 total players. Kid pitch may not exceed 9 players.
- (d) Substitute players must bat last and play the outfield position.
- (e) The outcome of the game following these guidelines will be counted in the win/loss standings. Any violation of these guidelines will be considered a forfeit and a win for the opposing team; however, the game may continue.

### **Section 3.03 PLAYER PARTICIPATION RULE**

- (a) All players in all divisions will bat in a continuous batting order.
- (b) All T-Ball players will play on defense. Six (6) players may play on the infield and the remainder must play in the outfield. Outfield is considered in the grass or beyond 15' behind the bases.
- (c) All Coach Pitch and Kid Pitch players must play a minimum of two (2) innings or six (6) outs of each game. Substitutes must enter the game by the third inning.
- (d) MBA strongly recommends that all coaches of all ages rotate the players that sit out each inning so that players have equal field playing time.

### **Section 3.04 RULES GOVERNING COACHES**

- (a) All coaches will be expected to teach fair play and good sportsmanship to their players through their example and conduct while of the practice field and during games. Any coach will automatically be suspended for actions committed that would be damaging for their team or the Association in general.
- (b) Any coach refusing to leave the game within five (5) minutes after ejection by an umpire will cause their team to forfeit the ball game. Once ejected, said coach must leave the ballpark immediately.
- (c) Following the ejection from a game, a coach will automatically be suspended for one (1) additional game. The suspended coach is not allowed to be inside the baseball complex during his suspension. Any coach ejected more than twice during the season will be suspended for the remainder of that season. A suspended coach must appear before the Board to explain his actions. The Board will determine any disciplinary action that should be taken against the coach.
- (d) Coaches are responsible for the following:
  - (i) To conduct them self in a sportsmanlike manner in dealing with umpires, opposing coaches, players and fans.
  - (ii) To control the conduct of their players and fans.
  - (iii) To be knowledgeable of baseball rules and coaching methods.
  - (iv) To wear a minimum of a team hat or team shirt and appropriate attire. (No tank tops or flip flops)
- (e) The use of tobacco products by coaches are prohibited anywhere in the ball park. Failure to comply with this rule will cause your team to forfeit the game being played and ejected.
- (f) Use of alcoholic beverages is not allowed. Any coach under the influence of alcohol at any MBA function will lose their team for the remainder of the season.
- (g) Profanity by any coach in the park is strictly prohibited and will result in an automatic ejection.
- (h) Coaches will be expected to comply with the Association player participation rule.
- (i) **Head coaches only** will be allowed to discuss judgment calls with the umpires. Assistant coaches are not allowed to disagree verbally or physically with calls to an umpire.

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- (ii) To control the conduct of their players and fans.
- (iii) To be knowledgeable of baseball rules and coaching methods.
- (iv) To wear a minimum of a team hat or team shirt and appropriate attire. (No tank tops or flip flops)
- (j) A coach cannot yell in a way that is distracting to the other team.
- (k) Base coaches must stay in the confines of the coaching box during “live ball.”  
Penalty: First offense – coach will be given a verbal warning. Second offense or more – coach will be confined to dugout.
- (l) Coaches cannot physically assist base runners in any way. This would include prodding the runner to run. Violating this rule will result in the runner being out. (Exception: ADA Rule, Section 2.04)
- (m) Coaches are responsible for cleaning team’s dugout after practice and/or game.
- (n) Base coaches must be sixteen (16) years old to coach a base during a game. Anyone under the age of eighteen (18) years old must wear a batting helmet while coaching a base.
- (o) Coaches must stay within three (3) feet of their dugout and within the length of the dugout.
- (p) Only two (2) coaches are allowed outside of the dugout during play.
- (q) There shall be no coaches behind the catcher at any time during game play, unless it is the coach pitcher removing a bat from the field of play.

### **Section 3.05 BADGES & BACKGROUND CHECKS**

- (a) Coaches or other team volunteers must provide personal information in order for the Association to perform background and criminal history checks.
- (b) Each team will have a maximum number of coaches allowed in the dugout. MBA will provide an ID badge for each coach. A team may request extra badges for a \$20 background fee. Max rule for on the field coaches still applies.
  - (i) Tee Ball – 5 coaches
  - (ii) Coach Pitch – 4 coaches
  - (iii) Kid Pitch – 3 coaches

- (c) Coaches and/or team volunteers must have their MBA badge visibly displayed before entering the dugouts and/or playing field. *Exception: Parents may enter the playing field or dugout in case of injury or sickness to their child playing.*

## **Article IV. Games & Tournaments *GAME SCHEDULES***

- (a) Game times and dates are shown in the schedule book and online at [www.murfreesborobaseball.com](http://www.murfreesborobaseball.com). Changes will not be allowed unless approved by the commissioner in charge of that particular division.
- (b) Game times may be delayed due to the duration of the previous game.

### **Section 4.02 *RAIN OUT & CALLED GAMES***

- (a) Any T-Ball or Coach Pitch game over thirty (30) minutes in which the home team is ahead or batted will constitute a complete game.
- (b) Any Kid Pitch game over forty-five (45) minutes in which the home team is ahead or batted will constitute a complete game.
- (c) Any game that is called before the first inning is completed will be rescheduled (if possible) and started as a new game.
- (d) Any game that is into the second inning when called, will be rescheduled (if possible) and continue at the same point the game was called. This includes: Score; Time; Batter's Count; Pitcher's Count; Outs; and Runners on Base.
- (e) In a six (6) inning tournament game, three and one-third (3 1/3) innings will constitute a full game if the home team is ahead. In the event of rain and the game is called before three and one-third (3 1/3) innings of a six (6) inning game, the game will be rescheduled for a later date and continue from the same point at which the game was called. The scorekeeper will annotate time remaining in the scorebook and verify correct statistics are properly annotated.

### **Section 4.03 *PROTESTS***

- (a) There will be a \$50.00 cash protest fee filed for any protest. Protest must be signed by the coach and submitted in writing to the commissioner of that age group within forty-eight (48) hours following the game being protested.
- (b) A coach contemplating a protest violation of playing rules on the field of play must notify the home plate umpire immediately of his desires and before the next pitch is thrown. The umpire must announce that the game is being played under protest and the official score book must be annotated with the innings, outs, strikes/balls and the runner positions when the protest occurred.

- (c) Decisions by the Board's Grievance Committee shall be final on any protest. If the protest is upheld, the protest fee will be returned to the protesting coach.
- (d) The Board Grievance Committee will consist of the Division Commissioner, the President and the Head Umpire.

#### **Section 4.04 TIME/RUN LIMITS OF GAMES**

- (a) All games will start at the times shown in the published/online schedule. Six (6) innings will constitute a complete game.
- (b) New innings officially begin immediately after the third out is recorded on the home team.
- (c) T-Ball and Coach Pitch will not begin a new inning after one (1) hour.
- (d) Baseball specific: T-Ball; Coach Pitch and 9-12 year old Kid Pitch will have a seven (7) run rule limit per inning. 13 and up divisions will be decided by the commissioner on a season by season basis. Kid Pitch will not begin a new inning after one (1) hour and thirty (30) minutes.
- (e) Softball specific: T-Ball; Coach Pitch and Kid Pitch will have a five (5) run rule limit per inning. Kid Pitch will not begin a new inning after one (1) hour and fifteen (15) minutes.

#### **Section 4.05 OFFICIAL GAME RUN RULES**

- (a) T-Ball and Coach Pitch do not have a game ending run rule limit.
- (b) Kid Pitch games will have a ten (10) run rule limit after four (4) innings.
- (c) Once the run rule has been reached, the official score will be recorded and the game will end.

#### **Section 4.06 TIE GAMES**

- (a) T-Ball games can end in a tie after the time limit is reached.
- (b) Coach Pitch games will play one (1) extra inning in an attempt to declare a winner. If the game is still tied after the extra inning, the game shall end as a tie.
- (c) Kid Pitch games will not end in a tie. The game will continue into extra innings until a winner is declared. Once time has expired, and the home team has batted, international tie breaker rules are in play.

#### **Section 4.07 END OF SEASON TOURNAMENT**

- (a) All age divisions will play a single elimination tournament at regular season end.

- (b) Teams will be seeded at the discretion of each age division commissioner.
- (c) Teams will only be allowed to play players on their official roster. No substitute players will be allowed.
- (d) Championship games will be six (6) innings with no time limit with the exception of T-Ball. T-Ball championship games will be one (1) hour and fifteen (15) minutes. The game will continue into extra innings until a winner is declared.

Once time has expired (tee ball) or after the sixth inning(coach and kid pitch), and the home team has batted, international tie breaker rules are in play.

- (e) Tournament games cannot end in a tie.
- (f) Any team that falls below the required number of players during a game must forfeit. This includes weather delayed games.
- (g) Run rules are in effect for tournament games
- (h) Teams must be ready to play thirty (30) minutes prior to their scheduled game time, with the exception of the 5:30 PM game.

## **Article V. MBSA Game Rules**

### **Section 5.01 LINE UPS**

- (a) Each coach will provide a copy of the line-up to the scorekeeper and the opposing coach before each game.
- (b) Line-ups will include: **first & last names** of each player; jersey number of each player; head coach and assistant coaches participating.
- (c) 5:30PM weekday games:
  - (i) Plate meetings will not begin prior to 5:30 PM.
  - (ii) If a team needs more than five (5) minute delay (5:35PM) for arriving players, the extra time will be taken off the game time limit.
  - (iii) The game will be forfeited if it has not been started by 5:50PM.

### **Section 5.02 TARDINESS**

- (a) Any player arriving after the beginning of the game will be added to the bottom of the lineup.
- (b) Coach must report the player to the scorekeeper, umpire and opposing coach.

### **Section 5.03 REMOVAL FROM GAME**

- (a) Any player removed from the game for any reason will be removed from the lineup.
- (b) Coach must inform the umpire, scorekeeper and opposing coach.
- (c) Said player will not be able to return to the game once the batting order has passed their batting position.

### **Section 5.04 BATTING OUT OF ORDER**

- (a) Batting out of order of the official lineup is an appeal play which may be made only by the defensive team's head coach.
- (b) The defensive team forfeits their right to appeal batting out of order when:
  - (i) A legal or illegal pitch has been made to the following batter.
  - (ii) The pitcher and infielders have left fair territory on their way to the dugout.
- (c) If the incorrect batter is discovered while at bat then:
  - (i) The correct batter takes the batter's position and assumes all balls and strikes.
  - (ii) Runs scored or bases advanced while the incorrect batter was at bat shall be legal.
- (d) The offensive team may correct a wrong batter with no penalty.
- (e) If the error is discovered after the incorrect batter has completed a turn at bat and before a legal or illegal pitch is thrown to the following batter or before the pitcher and infielders have left fair territory – the following penalties apply:
  - (i) The correct batter is out.
  - (ii) Any score or advance made because of a batted ball by the improper batter's or because of the improper batter's advance to first base as a result of a base hit, walk or obstruction, shall be nullified.
  - (iii) The next batter is the player whose name follows that of the player called out for failing to bat.
- (f) If the error is discovered after the first legal or illegal pitch to the next batter or after the pitcher and all the infielders have left fair territory on the way to the dugout – the following will ensue:
  - (i) The turn of the incorrect batter is legal.

- (ii) All runs scored.
- (iii) Base advancements are legal.
- (iv) The next batter in order shall be the one whose name follows that of the incorrect batter.
- (v) No one is called out for failure to bat.
- (vi) Players who have not batted and who have not been called out have lost their turn to bat until reached again in the lineup.
- (vii) No runner shall be removed from the base occupied except the batted runner who has been taken off the base by the umpire, as in, to bat his proper place.
- (viii) The correct batter misses his turn at bat with no penalty.
- (g) Any player listed on the lineup that has not arrived when his turn at bat will be removed from the lineup and an out will be recorded. Once the player is removed from the lineup, no subsequent outs will be recorded the next time through the lineup.

### **Section 5.05 BATTER**

- (a) The batter will be called out if he/she completely steps out of the batters box with either foot.
- (b) The lines are considered part of the batter's box.
- (c) If there are no visible lines of a batter's box, the batter shall assume a batting stance as in the area of where it would normally be.
- (d) Coaches cannot instruct nor place batters in a batting position not consistent with a batter's box.
- (e) Penalty - Umpires will use own judgment as to enforcement of this rule.
  - (i) T-Ball and Coach Pitch – Umpire shall instruct batter to assume a batter's box position.
  - (ii) Kid Pitch – Batter is out if either foot is outside the lines of the batter's box when pitch has been thrown.
- (f) Slinging of the bat is prohibited. Penalty – Player will receive a warning on the first infraction. Each subsequent infraction by the player will result in an out.

### **Section 5.06 INJURED PLAYER**

- (a) If the umpire deems a player is in need of immediate medical attention, he shall call time and position the base runners.
- (b) If cases of minor injuries, time will be called at the end of play and the coach may then assist his player.
- (c) A coach asking for time due to injury shall not be considered a charged time out.
- (d) Time suspended for injury will not be considered game time.
- (e) Pinch Runners/Batters may be used in case of a player that is injured while batting and/or running the bases. Pinch Runner/Batters must be the last completed at bat. Pinch Batters will assume the count of injured player.

### **Section 5.07 CHARGED TIME OUTS/CONFERENCES**

- (a) A charged time out is when the head coach requests a time out to confer with his players or coaches.
- (b) T-Ball and Coach Pitch will be allowed one (1) defensive time out per inning. The pitcher shall be removed from that position, as a penalty, when second time out is called within the same inning.
- (c) Kid Pitch will be allowed one (1) defensive time out per inning and the second time out, in the same inning, the pitcher must be removed.
- (d) Time outs should be kept to thirty to forty (30-40) seconds as to not delay the game.

### **Section 5.08 DELAY OF GAME**

- (a) Any intentional delay of game will result in a warning being issued to the head coach at the discretion of the umpire.
- (b) The second infraction will result in the ejection of the head coach for the remainder of the game.

### **Section 5.09 BASE RUNNING**

- (a) Every offensive player on the field of play must wear a batting helmet. Intentional removal during live ball will result in an out on the base runner.
- (b) A base runner must touch bases in order. If a base is missed, the runner must touch bases in the reverse order.
- (c) Head coach must appeal to home plate umpire a runner missing a base.

- (d) A base runner is out when he fails to retouch his base after a fair or foul is legally caught before he, or a fielder tags his base. He shall not be called out for a failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play. NOTE: *Runners need not tag up on a foul tip. They may steal on a foul tip. If a foul tip is not caught, it becomes an ordinary foul ball.*
- (e) A base runner must stay within three (3) feet of each side of an imaginary line in the case of a tag play or rundown. The imaginary line is a line between the base and the runner's location at the time of an attempted tag.
- (f) No two (2) base runners can occupy the same base at the same time. The first base runner is entitled to the base. The other base runner may be put out by being touched with the ball.
- (g) A base runner is out at the point when he passes the preceding base runner before that runner has been put out.
- (h) A base runner is out if hit by a batted ball before the ball passes an infielder, with the exception of the pitcher.
- (i) T-Ball and Coach Pitch base runners must remain in contact with the base until the ball is hit.
- (j) 9/10 year old Kid Pitch base runners must remain in contact with the base until the ball crosses the front edge of home plate. Penalty: Ball is dead and the runner shall be declared out.
- (k) Leading off and stealing is legal in 11-18 year old divisions.

### **Section 5.10 APPEAL PLAY**

- (a) An appeal play is a play on which an umpire may not make a decision until requested by a head coach.
- (b) The appeal may not be made after any one of the following has occurred:
  - (i) A legal or illegal pitch has been pitched.
  - (ii) The pitcher and all infielders have left fair territory.
  - (iii) The umpires have left the field of play.
- (c) Check swings, missed base(s) by runners, leaving the base early are all verbal appeals.

- (d) To appeal a play – Head coach asks for time, notifies the plate umpire that he is appealing the play and states the infraction(s). The plate umpire or base umpire will make a decision on the play.

### **Section 5.11 SLIDE RULE**

- (a) There is not a mandatory slide rule.
- (b) Players are encouraged to slide if all possible.
- (c) Normal baseball contact will be allowed at the discretion of the umpire.
- (d) Any flagrant or malicious contact by any player will result in the player being called out. The player and/or coach may be ejected from the game depending on the severity of the contact, at the umpire's discretion.
- (e) Head first slides will result in the player being called out. Exception: Runner dives back into base in pick off and run down situations.

### **Section 5.12 MALICIOUS CONTACT**

- (a) Any player that initiates malicious contact while on offense or defense will be immediately ejected.
- (b) A base runner ejected due to malicious contact will be declared out. This is not to be confused with accidental contact where two (2) or more players collide during play.

### **Section 5.13 ON DECK BATTER**

- (a) If on deck batter is on the playing field, he must be in the on deck circle nearest to his team's dugout.
- (b) The on deck batter must wear a batting helmet while outside of the dugout.
- (c) Only one (1) on deck batter allowed outside of the dugout at a time.

### **Section 5.14 OBSTRUCTIONS**

- (a) An obstruction call may be made by the umpire if:
  - (i) A defensive player, catcher or team member hinders or prevents a batter from striking at or hitting a pitched ball.
  - (ii) A fielder who impedes the progress of the runner or batted runner who is legally running bases who is not:
    - 1) *In possession of the ball.*

- 2) *In the act of fielding a batted ball.*
- 3) *About to receive a thrown ball.*
- (b) Penalty: The umpire shall award the obstructed runner and each runner affected by the obstruction the bases they would have reached (Umpire's decision) had there been no obstruction.
- (c) Malicious contact supersedes obstruction.
- (d) A fake tag by a player who neither has the ball or about to receive the ball is a form of obstruction.

### **Section 5.15 INTERFERENCE**

- (a) Interference is the act of an offensive player, team member, or spectator that impedes, hinders or confuses a defensive player attempting to execute a play. Penalty: Runner is out.

### **Section 5.16 CHATTER RULE**

- (a) Players on offense or defense may cheer on their teammate or team.
- (b) Players may not yell, clap or chant at the opposing team or pitcher.
- (c) Penalty: First offense will receive a warning. Second offense and more, the lead base runner is out. Coach can be confined to dugout upon Umpire's discretion.
- (d) Players and spectators are only allowed to encourage players through cheering. Portable PA systems are not allowed. This includes "walk-up music".

### **Section 5.17 DROPPED THIRD STRIKE**

- (a) 11-18 year old divisions have the dropped third strike rule in effect.
- (b) Runner on first base with less than two outs, the batter is out.
- (c) Runner on first with two outs, batted runner must beat the throw to first or beat a tag or runner is out.
- (d) If the batter gives up and leaves the dirt area of home plate, the batter is out. Umpire discretion on all dirt fields.

### **Section 5.18 FOUL BALL/FOUL TIP**

- (a) A Foul is a batted ball which:
  - (i) Settles in a foul territory between home and either first or third base.
  - (ii) Bounds past either first or third base on or over foul territory.
  - (iii) That falls on foul territory beyond either first or third base.
  - (iv) That touches the ground after inadvertently being declared foul by an umpire.
- (b) A legally caught foul ball is live and base runners may advance after contacting the base at the time of the catch.
- (c) A foul tip is a batted ball that goes directly to the catcher's hands and is legally caught by the catcher. It is a strike and the ball is live and in play. A caught foul tip on strike three is an out.

### **Section 5.19 NFHS RULES (Baseball)**

- (a) Any rule not covered in MBA Rules, National Federation of High Schools (NFHS) Rules will be in effect.
- (b) MBA Rules supersede NFHS Rules.

### **Section 5.20 NSA RULES (Softball)**

- (a) Any rule not covered in MBA Rules, National Softball Association (NSA) Rules will be in effect.
- (b) MBA Rules supersede NSA Rules.

## **Article VI. Baseball Division Rules**

### **Section 6.01 T-BALL RULES**

- (a) A team is required to play all players on his roster.
- (b) A continuous batting order will be used. All players present for a game will bat.
- (c) Each team will have a maximum of six (6) players on the infield. This will include: Pitcher; Catcher; First Base; Second Base; Third Base; and Short Stop. All remaining players must play the outfield. The outfield is defined as the grass area of fifteen feet (15') behind the bases. Infielders cannot go into the outfield until the ball is put in play. **Note:** 4's and 5's do not require a catcher.

- (d) The umpire will call time when the lead runner makes no attempt to advance to the next base as long as the defense is not attempting a play on another base runner.
- (e) If a live ball should hit a coach, it is considered a dead ball.
- (f) All other throws into foul territory are considered live and base runners may advance. Exception: Ball goes into dugout or over/under/through or hangs in fence, ball is dead and runners may advance one (1) base.
- (g) A batter will have the opportunity to use the tee or have the coach pitch to them each time at bat. The batter may switch from their coach pitching to the tee one time per bat.
- (h) All 6u batters will receive two(2) pitches by the coach and a max of four(4). Both pitches are considered strikes if not hit. The batter will have the opportunity to use the tee on the third strike.
- (i) The coach will adjust the tee and place the ball on the tee when the umpire puts the ball "in play."
- (j) After the ball is batted fair, the coach shall remove the tee and bat, and then move into foul territory.
- (k) A batter is out when he misses the ball on the third strike.
- (l) If a batted ball is within the semi-circle, it is considered a strike or a foul ball, if there are two (2) strikes.
- (m) A fair ball is any batted ball that is on, touches or passes the semi-circle in fair territory, providing the batter hits some part of the ball with the bat.
- (n) Bunting is not allowed.
- (o) Batters must be in an imaginary batter's box. Umpire discretion as to whether the batter is out of the box.
- (p) Infield fly rules do not apply.
- (q) The first defensive player to field the ball must make an overhand throw, unless an underhand throw is deemed warranted. If the ball is fielded in the circle, the player must make an overhand throw in the direction of the play to be made. If the ball is fielded outside the circle, and the player's momentum takes them toward the play, they may tag the runner or the base for the out. This is at the umpire's discretion. This rule applies to 6u only.
- (r) Player pitcher can stand anywhere in the pitching circle as long as he has one (1) foot inside the pitching circle.

- (s) Only two (2) coaches may be in the outfield while their team is on defense.
- (t) Intentional walks are not permitted.
- (u) Pinch runners are to be used in cases of injuries only.
- (v) A courtesy runner for the catcher may be used for 6U only. Courtesy runners must be the last completed at bat.
- (w) All defensive players except the pitcher and catcher must remain behind the defensive line until the ball is put in play. This is at the umpire's discretion.

Definition of defensive line: An imaginary line across the infield from a point of 10ft from 3<sup>rd</sup> base toward home to a point of 10ft from 1<sup>st</sup> base toward home.

## **Section 6.02 COACH PITCH RULES**

- (a) A team is required to play all players on their roster.
- (b) A continuous batting order will be used.
- (c) Each team will have a maximum of six (6) players on the infield. This will include: Pitcher; Catcher; First Base; Second Base; Third Base; and Short Stop. Infielders cannot go into the outfield until the ball is put in play.
- (d) Maximum of ten (10) players may play on defense.
- (e) The umpire will call time when the lead runner makes no attempt to advance to the next base as long as the defense is not attempting to make a play on another runner.
- (f) If a batted ball should hit a coach, it is a dead ball. Pitch will not be counted and runners cannot advance.
- (g) All other throws into foul territory are considered live and base runners may advance. Exception: Ball goes into dugout or over/under/through or hangs in fence, ball is dead and runners may advance one (1) base.
- (h) A batter is allowed six (6) total pitches, or three (3) strikes. If the sixth pitch is fouled the batter will receive pitches until he swings and misses or fails to swing.
- (i) Coach Pitcher must have one (1) foot inside of the pitching circle when the ball is released.
- (j) Player Pitcher can stand anywhere in the pitching circle as long as he has one (1) foot inside the pitching circle.
- (k) Infield fly rules do not apply.
- (l) A courtesy runner may be used for the catcher. Courtesy runners must be the player with last completed at bat.
- (m) A caught foul tip by the catcher is an out only on the third (3<sup>rd</sup>) strike. \*See Section 5.18 – Foul Ball/Foul Tip Definition.
- (n) Coach pitcher must exit the playing field immediately after the ball is put in play by the batter. Coach will clear the bat and stay in foul territory until the umpire calls time. First offense coach will receive a verbal warning. Second offense the umpire may have the coach pitcher replaced.
- (o) All defensive players except the pitcher and catcher must remain behind the defensive line until the ball is put in play. This is at the umpire's discretion. See 6.01(w) for defensive line definition.

Definition of defensive line: An imaginary line across the infield from a point of 10ft from 3<sup>rd</sup> base toward home to a point of 10ft from 1<sup>st</sup> base toward home.

### **Section 6.03 KID PITCH RULES**

- (a) Continuous batting order will be used in all league play. Any player arriving late will be added to the end of the batting order.
- (b) No head first slides. Penalty: Runner is out. Exception: Runner may dive back to the base in a rundown situation and pick offs. **\*Excludes Majors (13 and up Division)**
- (c) Infield fly rule is in effect.
- (d) The starting pitcher and relief pitchers entering the game are allowed eight (8) warm up pitches. Returning pitchers are allowed five (5) warm up pitches.
- (e) Balk rules are in effect in the 10-18 year old divisions. In 10u, balks will be called, but no bases will be awarded. If a runner is tagged out on a called balk, the runner will be safe.
- (f) A courtesy runner for the catcher and pitcher is encouraged. The runner must be the player who had the last completed at bat. If that player was the catcher or pitcher, the runner shall be the last completed at bat before said player.
- (g) A defensive team may intentional walk one (1) batter per game by verbal appeal to the umpire.
- (h) 7-18 year old divisions have the option of using a face mask on their batting helmet.
- (i) Batters must keep one (1) foot in the batter's box on called pitches. Penalty: Umpire may call a strike on batter.
- (j) 9 year old division will not play with the following Kid Pitch Rules:
  - (i) Leading off of base
  - (ii) Balks, see rule 6.03(e) for 10u balk rule.
  - (iii) Dropped Third Strike
  - (iv) Stealing – Until the pitched ball crosses the front edge of home plate.

### **Section 6.04 MAJORS (13 & UP) RULES**

- (a) Majors/13-up Division will play by NFHS rules.
- (b) Teams must maintain a continuous batting order.
- (c) Every player must play at least six (6) defensive outs.

- (d) Only BBCOR -3 bats may be used in all MAJORS divisions.
  - (i) First offense-Player will be declared out if discovered before the next pitch to a following batter and any base runners advanced by a batter using an illegal bat shall be returned to the base occupied at the time before the infraction.
  - (ii) Second offense (same day)- upon discovery of player using an illegal bat the player shall be ejected and the Head Coach will be confined to the dugout for the remainder of the game.
- (e) Any substitute players must be registered in the current season.
  - (i) That player must be reported to the umpires and the opposing coach at the team meeting.
  - (ii) That player must play in the outfield or catcher during the extent of the game.
  - (iii) That player must bat last in the line-up.
  - (iv) PENALTY: Any violation of the substitute rules will result in immediate ejection of the Head Coach and a suspension of the following game.
- (f) Run Rule for 18u will be: 12 runs after three innings, 10 runs after four innings, and 8 runs after five innings.
- (g) For 18u, no new innings will begin after one hour and thirty five minutes. (1:35)

### ***Section 6.05 PITCHING RULES***

- (a) Coaches are required to maintain a pitching log of each player and innings pitched. The log should be signed by the umpire and the scorekeeper upon completion of the game.
  - (i) Commissioners will check the pitching log weekly.
  - (ii) Penalty: First offense – Verbal Warning; Second offense or more – Pitcher on record of scorekeeper’s log will not be permitted to pitch any more innings in that week.
- (b) The end of the day for the pitching limitation rule is the time of day/night when the ballpark is shutdown and the teams go home for the evening.
- (c) For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning; two (2) outs equal two-third (2/3) of an inning; and three (3) outs equal a one (1) inning.

- (d) In ALL age divisions, a player that pitches two (2) consecutive days must rest the third day regardless of the number of innings pitched.
  - (i) Exception: Unless making up games that are rained out in the two (2) days prior, a player shall not exceed a two (2) day total in any series of games.
  - (ii) Example: Monday, player pitches two (2) innings and game canceled because of inclement weather. Tuesday, SAME player pitches five (5) innings in a regular league game. Wednesday, make up and/or finishes regular season game from Monday, then the SAME player can pitch up to the two (2) day limitation.
- (e) Exceeding the maximum innings allowed, in the case of double or triple play will not be counted against the pitcher.
- (f) It is the responsibility of the team's coach to challenge the pitching violations by notifying the umpire. Upon challenge, the umpire will view the pitching sheet at the scorekeepers table to determine eligibility. If determined to be ineligible, the game will be forfeited.
- (g) Any innings pitched, or outs recorded, during a game that is forfeited shall count towards all pitchers' allotted innings.
- (h) A starting pitcher may be removed and re-enter as pitcher once during a game.

**Section 6.06 PITCHING REGULATIONS**

- (a) In age divisions 9yr-10yr not more than five (5) innings in two (2) consecutive days or seven (7) innings in a week.
- (b) In age divisions 11yr-12yr not more than six (6) innings in two (2) consecutive days or nine (9) innings in a week.
- (c) In age divisions 13yr-18yr not more than seven (7) innings in two (2) consecutive days or ten (10) innings in a week.

**\*Please refer to the Pitching Chart diagram for the following:**

- (a) Column A – Represents the maximum innings a pitcher can pitch in one (1) day and still pitch the next day.
- (b) Column B – Represents the maximum innings a pitcher can pitch in one (1) day.
- (c) Column C – Represents the maximum innings a pitcher can pitch in one (1) week.

<b>DIVISION</b>	<b>A</b>	<b>B</b>	<b>C</b>
<b>9/10 yr olds</b>	<b>3</b>	<b>5</b>	<b>7</b>
<b>11/12 yr olds</b>	<b>4</b>	<b>6</b>	<b>9</b>
<b>13-18 yr olds</b>	<b>5</b>	<b>7</b>	<b>10</b>
	<b>Next Day</b>	<b>Max/Day</b>	<b>Max/Wk</b>

**RECOMMENDED PITCH COUNT (with two (2) day rest):**

- 9 year old = 40-45 pitches/day
- 10 year old = 45-50 pitches/day
- 11/12 year old = 50-75 pitches/day
- 13+ year old = 65-85 pitches/day

**Section 6.07 PREMIER LEAGUE**

The MBA Premier League is a developmental league established to improve players playing competitive in Game 7 Tournaments and at the next level. Although not mandatory, MBA encourages that coaches use a continuous batting order and fair playing time for each player. MBA demands that all coaches practice good sportsmanship that will make a positive impact on all players. MBA will strive to make this season a fun and rewarding season to players, coaches and parents.

- (a) The Premier League will play by Game 7 Rules. Any rule not covered in the Game 7 Rules, the National Federation of High Schools (NFHS) Rules will be in effect.
- (b) Premier players will not be required to have face masks on batting helmets.
- (c) Teams may wear their own uniform/caps.
- (d) Any team playing in the spring season recreation divisions must comply with current player protect rules. These rules can be found in Section 1.03.
- (e) Coach Pitch premier divisions will be offered an eight (8) game season with an end of season single elimination tournament.

**Section 6.08 FALL BALL RULE CHANGES**

- (a) Games can end in a tie once the time limit has been reached.
- (b) Age groups will play together as follows:
  - (i) 4yr-6yr                      T-Ball
  - (ii) 7yr-8yr                      Coach Pitch
  - (iii) 9yr-10yr                    Kid Pitch
  - (iv) 11yr-12yr                   Kid Pitch
  - (v) 13yr-18yr                   Kid Pitch
- (c) All Kid Pitch divisions will play with the following rules (with the exception of 9/10 B and/or C Divisions):

- (i) Dropped Third Strike
- (ii) Leading Off Bases
- (iii) Stealing Bases
- (iv) Pitcher Balks

## **Article VII. Softball Division Rules**

### ***Section 7.01 RULES FOR ALL DIVISIONS***

- (a) Baseball bats are not permitted. This includes big barrel baseball bats.
- (b) Facemasks must be worn by all players. Ages 12 and up, mask for outfielders are optional.
- (c) Batting helmets must have a mask.
- (d) All teams must have a catcher and they must wear full catcher's gear (catcher's helmet with mask and throat protector (or hockey style mask), shin guards, & chest protector). Exception: T-Ball catchers may use a batting helmet in lieu of a catcher's helmet.
- (e) Exposed jewelry is not permitted.
- (f) Metal tipped cleats are not permitted in ages 4-12.

### ***Section 7.02 Softball T-BALL RULES***

- (a) Game time is 60 minutes.
- (b) A team is required to play all players on their roster.
- (c) A continuous batting order will be used. All players present for a game will bat. Any batter arriving late can be added to the end of the lineup.
- (d) Each team will have a maximum of six (6) players on the infield. This will include: Pitcher; Catcher; First Base; Second Base; Third Base; and Short Stop. All remaining players must play the outfield. The outfield is defined as the grass area of fifteen feet (15') behind the bases. Players should remain in their positions until the ball is put in to play.

- (e) The first defensive player to field the ball must make an overhand throw, unless an underhand throw is deemed warranted. If the ball is fielded in the circle, the player must make an overhand throw in the direction of the play to be made. If the ball is fielded outside the circle, and the player's momentum takes them toward the play, they may tag the runner or the base for the out. This is at the umpire's discretion.
- (f) The umpire will call time when the lead runner makes no attempt to advance to the next base as long as the defense is not attempting a play on another base runner. If a live ball should hit a coach, it is considered a dead ball. All other throws into foul territory are considered live and base runners may advance. Exception: Ball goes into dugout or over/under/through or hangs in fence, ball is dead and runners may advance one (1) base.
- (g) 11" softball will be used.
- (h) All 4's will have the option to use the tee for all three strikes.
- (i) All 5's and 6's will receive 2 pitches by the coach. Both pitches are considered strikes if not hit. The batter will have the opportunity to use the tee on the third strike.
- (j) Offensive coaches may pitch to their team. The pitches will be delivered underhand.
- (k) The coach will adjust the tee and place the ball on the tee when the umpire puts the ball "in play."
- (l) After the ball is batted fair, the coach shall remove the tee and bat, and then move out of play.
- (m) A batter is out when she misses the ball on the third strike.
- (n) If the batter hits the ball less than twenty (20) feet in fair territory (the ball remains in the twenty (20) foot semi-circle) it is considered a strike or a fall ball, if there are two (2) strikes.
- (o) A fair ball is any batted ball that passes the twenty (20) foot semi-circle in fair territory, providing the batter hits some part of the ball with the bat.
- (p) Bunting/slapping is not allowed.
- (q) Batters must be in the batter's box.
- (r) Infield fly rules do not apply.
- (s) Player pitcher can stand anywhere in the pitching circle as long as she has one (1) foot inside the pitching circle.

- (t) Only two (2) coaches may be in the outfield while their team is on defense.
- (u) Intentional walks are not permitted.
- (v) Pinch runners are to be used in cases of injuries only. Pinch runners must be the player with the last recorded out.
- (w) All defensive players except the pitcher and catcher must remain behind the defensive line until the ball is put in play. This is at the umpire's discretion.

Definition of defensive line: An imaginary line across the infield from a point of 10ft from 3<sup>rd</sup> base toward home to a point of 10ft from 1<sup>st</sup> base toward home.

### **Section 7.03 Softball COACH PITCH RULES**

- (a) Game time is 60 minutes.
- (b) A team is required to play all players on their roster.
- (c) A continuous batting order will be used. All players present for a game will bat. Any batter arriving late can be added to the end of the lineup as long as the team has not batted through their lineup.
- (d) Each team will have a maximum of six (6) players on the infield. This will include: Pitcher; Catcher; First Base; Second Base; Third Base; and Short Stop. Infielders cannot go into the outfield until the ball is put in play. Maximum of ten (10) players may play on defense.
- (e) The umpire will call time when the lead runner makes no attempt to advance to the next base as long as the defense is not attempting to make a play on another runner.
- (f) If a batted ball should hit a coach, it is a dead ball. Pitch will not be counted and runners cannot advance.
- (g) All other throws into foul territory are considered live and base runners may advance. Exception: Ball goes into dugout or over/under/through or hangs in fence, ball is dead and runners may advance one (1) base.
- (h) 11" softball will be used.
- (i) A batter is allowed six (6) total pitches, or three (3) strikes. If the sixth pitch is fouled the batter will receive pitches until she swings and misses or fails to swing.
- (j) After the ball is batted fair, the coach pitcher must leave fair territory, removing the bat if possible, and will stay in foul territory until the umpire calls "time."
- (k) Coach Pitcher must have one (1) foot inside of the pitching circle when the ball is released. Coach must pitch a flat pitch underhand to the batter.
- (l) Player Pitcher can stand anywhere in the pitching circle as long as she has one (1) foot inside the pitching circle.
- (m) Infield fly rules do not apply.
- (n) A courtesy runner may be used for the catcher. Courtesy runners must be the player with last completed at bat.
- (o) A caught foul tip by the catcher is an out only on the third (3rd) strike and if the catcher is in an athletic or catching position behind the batter.

(p) Slap bunting is not allowed.

(q) All bats must have the USSSA “thumbprint” stamp (See image below).

(r) No intentional walks.

(s) All defensive players except the pitcher and catcher must remain behind the defensive line until the ball is put in play. This is at the umpire's discretion.

Definition of defensive line: An imaginary line across the infield from a point of 10ft from 3<sup>rd</sup> base toward home to a point of 10ft from 1<sup>st</sup> base toward home.

## **Section 7.04 Softball KID PITCH (9/10) RULES**

- (a) Game time is 75 minutes.
- (b) A team is required to play all players on their roster.
- (c) A continuous batting order will be used. All players present for a game will bat. Any batter arriving late can be added to the end of the lineup as long as the team has not batted through their lineup.
- (d) Each team will have a maximum of six (6) players on the infield. This will include: Pitcher; Catcher; First Base; Second Base; Third Base; and Short Stop. Infielders cannot go into the outfield until the ball is put in play. Maximum of nine (9) players may play on defense.
- (e) 11" softball will be used.
- (f) Infield fly rule does apply.
- (g) Bunting/Slapping is permitted.
- (h) Stealing is permitted once the pitched ball crosses the front of the plate.
- (i) Pitching distance will be 35'.
- (j) The starting pitcher and relief pitchers entering the game are allowed eight (8) warm up pitches. Returning pitchers are allowed five (5) warm up pitches.
- (k) A courtesy runner for the catcher and pitcher is HIGHLY RECOMMENDED. The runner must be the player with the last completed at bat. If that player was the catcher or pitcher, the runner shall be the last out before said player.
- (l) All bats must have the USSSA "thumbprint" stamp (See image below).
- (m) Each team gets one (1) intentional walk per game.

- (n) Look Back Rule: When a runner is legitimately off a base after a pitch, or as a result of a batter completing a turn at bat, with the batter/runner being out or reaching first base, and while the pitcher has the ball within the sixteen (16) foot circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base touched. Failure to immediately return non-stop to the base or proceed non-stop to the next base will result in the runner being declared out. EXCEPTION: The runner is not out if a play is made by the pitcher (a fake throw is considered a play). NOTE: When a walk or a dropped third strike occurs in which the batter is entitled to run, it is treated the same as a batted ball, if the pitcher has possession of the ball in the sixteen (16) foot circle. The batter runner may continue past first base and is entitled to run toward second base as long as he/she does not stop at first base. If he/she stops after rounding first base, then that runner must comply with "Look Back Rule" noted above.

### **Section 7.05 Softball KID PITCH (11/12) RULES**

- (a) Game time is 75 minutes.
- (b) A team is required to play all players on their roster.
- (c) A continuous batting order will be used. All players present for a game will bat. Any batter arriving late can be added to the end of the lineup as long as the team has not batted through their lineup.
- (d) Each team will have a maximum of six (6) players on the infield. This will include: Pitcher; Catcher; First Base; Second Base; Third Base; and Short Stop. Infielders cannot go into the outfield until the ball is put in play. Maximum of nine (9) players may play on defense.
- (e) 12" softball will be used.
- (f) Infield fly rule is in effect.
- (g) Drop third strike rule is in effect. If a runner is on first base with less than two outs, the batter is out. If a runner on first with two outs, batted runner must beat the throw to first or beat a tag or runner is out. If the batter gives up and leaves the dirt area of home plate, the batter is out. Umpire discretion on all dirt fields.
- (h) Bunting/Slapping is permitted.
- (i) Stealing is allowed once the ball is released from the pitcher's hand.
- (j) Stealing home is permitted.
- (k) Pitching distance will be 40'.

- (l) The starting pitcher and relief pitchers entering the game are allowed eight (8) warm up pitches. Returning pitchers are allowed five (5) warm up pitches.
- (m) A courtesy runner for the catcher and pitcher is HIGHLY RECOMMENDED. The runner must be the player with the last completed at bat. If that player was the catcher or pitcher, the runner shall be the last out before said player.
- (n) All bats must have the USSSA “thumbprint” stamp (See image below).
- (o) Each team gets one (1) intentional walk per game.
- (p) Each team must pitch a second pitcher at least one inning per week.
- (q) Look Back Rule: When a runner is legitimately off a base after a pitch, or as a result of a batter completing a turn at bat, with the batter/runner being out or reaching first base, and while the pitcher has the ball within the sixteen (16) foot circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base touched. Failure to immediately return non-stop to the base or proceed non-stop to the next base will result in the runner being declared out. EXCEPTION: The runner is not out if a play is made by the pitcher (a fake throw is considered a play). NOTE: When a walk or a dropped third strike occurs in which the batter is entitled to run, it is treated the same as a batted ball, if the pitcher has possession of the ball in the sixteen (16) foot circle. The batter runner may continue past first base and is entitled to run toward second base as long as he/she does not stop at first base. If he/she stops after rounding first base, then that runner must comply with “Look Back Rule” noted above.

### ***Section 7.06 Softball KID PITCH (13/14) RULES***

- (a) Game time is 75 minutes.
- (b) A team is required to play all players on their roster.
- (c) A continuous batting order will be used. All players present for a game will bat. Any batter arriving late can be added to the end of the lineup as long as the team has not batted through their lineup.
- (d) Each team will have a maximum of six (6) players on the infield. This will include: Pitcher; Catcher; First Base; Second Base; Third Base; and Short Stop. Infielders cannot go into the outfield until the ball is put in play. Maximum of nine (9) players may play on defense.
- (e) 12” softball will be used.
- (f) Infield fly rule is in effect.

- (g) Drop third strike rule is in effect. If a runner is on first base with less than two outs, the batter is out. If a runner on first with two outs, batted runner must beat the throw to first or beat a tag or runner is out. If the batter gives up and leaves the dirt area of home plate, the batter is out. Umpire discretion on all dirt fields.
- (h) Bunting/Slapping is permitted.
- (i) Stealing is allowed once the ball is released from the pitcher's hand.
- (j) Stealing home is permitted.
- (k) Metal cleats (spikes) are allowed.
- (l) Facemasks are required for the infield, but optional for outfielders
- (m) Pitching distance will be 43'.
- (n) The starting pitcher and relief pitchers entering the game are allowed eight (8) warm up pitches. Returning pitchers are allowed five (5) warm up pitches.
- (o) A courtesy runner for the catcher and pitcher is HIGHLY RECOMMENDED. The runner must be the player with the last completed at bat. If that player was the catcher or pitcher, the runner shall be the last out before said player.
- (p) All bats must have the USSSA "thumbprint" stamp (See image below).
- (q) Each team gets one (1) intentional walk per game.
- (r) Each team must pitch a second pitcher at least one inning per week.
- (s) Look Back Rule: When a runner is legitimately off a base after a pitch, or as a result of a batter completing a turn at bat, with the batter/runner being out or reaching first base, and while the pitcher has the ball within the sixteen (16) foot circle, the runner may stop once, but then must immediately attempt to advance to the next base or return to the last base touched. Failure to immediately return non-stop to the base or proceed non-stop to the next base will result in the runner being declared out. EXCEPTION: The runner is not out if a play is made by the pitcher (a fake throw is considered a play). NOTE: When a walk or a dropped third strike occurs in which the batter is entitled to run, it is treated the same as a batted ball, if the pitcher has possession of the ball in the sixteen (16) foot circle. The batter runner may continue past first base and is entitled to run toward second base as long as he/she does not stop at first base. If he/she stops after rounding first base, then that runner must comply with "Look Back Rule" noted above.
- (t)

## Individual Rules (Softball):

<b>6U – T-Ball</b>	<b>8U – Coach Pitch</b>
➤ No bunting/slap bunting	➤ No bunting/slap bunting
➤ Hit off tee after 2 strikes (5s /6s)	➤ No tee
➤ No stealing	➤ No stealing
➤ 11” ball	➤ 11” ball
➤ 25’ pitching distance	➤ 35’ pitching distance
➤ 60 minute game time	➤ 60 minute game time
<b>10U Kid Pitch</b>	<b>12U Kid Pitch</b>
➤ Bunting/Slapping is allowed	➤ Bunting allowed
➤ Stealing allowed – once ball reaches front of the plate	➤ Stealing allowed – once ball is released from the pitcher’s hand
➤ Stealing home on passed ball is now allowed.	➤ Stealing home is permitted
➤ No drop 3 <sup>rd</sup> strike	➤ Drop 3 <sup>rd</sup> strike
➤ Infield fly rule is in effect	➤ Infield fly rule in effect
➤ 11” ball	➤ 12” ball
➤ 35’ pitching distance	➤ 40’ pitching distance
➤ 75 minute game time	➤ 75 minute game time
<b>14U Kid Pitch</b>	
➤ Bunting allowed	
➤ Stealing allowed – once ball is released from the pitcher’s hand	
➤ Stealing home is permitted	
➤ Drop 3 <sup>rd</sup> strike	
➤ Infield fly rule in effect	
➤ Metal cleats (spikes) are allowed	
➤ Facemasks are required in the infield, optional for outfield	
➤ 12” ball	
➤ 43’ pitching distance	
➤ 75 minute game time	

### USSSA “Thumprint”:



### **Section 7.07 PREMIER LEAGUE**

The MBA Premier League is a developmental league established to improve players playing competitive in Tournaments and at the next level. Although not mandatory, MBA encourages that coaches use a continuous batting order and fair playing time for each player. MBA demands that all coaches practice good sportsmanship that will make a positive impact on all players. MBA will strive to make this season a fun and rewarding season to players, coaches and parents.

- (a) Teams may wear their own uniform.
- (b) Rules for premier divisions will be distributed to coaches prior to season starting.
- (c) Regular season will consist of 8 pool games which will seed each team for an end of season single elimination ring tournament resulting in awards for 1<sup>st</sup> and 2<sup>nd</sup> place.

### **Section 7.08 FALL BALL CHANGES**

- (a) Games can end in a tie once the time limit has been reached.
- (b) Age groups will play together as follows:
  - i) 4yr-6yr T-Ball
  - ii) 7yr-8yr Coach Pitch
  - iii) 9yr-10yr Kid Pitch/Coach Pitch
  - iv) 11yr-12yr Kid Pitch
  - v) 13yr-14yr Kid Pitch
- (c) No tournament will be played.

## **Article VIII. Questions/Comments**

- (a) Questions or clarifications of these rules outlined in this document should be forwarded to the Board of Directors.
- (b) The Board of Directors reserve the right to amend, change or delete any rule listed in this publication for the benefit or health of Murfreesboro Baseball Association youth league.