

SENIOR DIVISION

Updated on
4/2025

If a manager, coach, or player gets ejected from a game, they must sit out the following game. A second ejection will lead to a three-game suspension and a disciplinary hearing by the MBA.

No protests are allowed. The umpire's decisions on the field are conclusive. All players must comply with the specified MBA uniform attire to participate on the field.

- a. Players must wear an athletic supporter/cup, metal cleats are allowed.
- b. Heart guards and safety glasses are recommended. It's the parent's sole responsibility to ensure their child is wearing all recommended safety gear.
- c. No jewelry can be worn.
- d. Catchers must wear all equipment.
- e. Players are allowed to wear school jersey's and pants (except for the team cap) if they are coming directly from a school game.

Each game will be 7 innings long. A new inning cannot start after 1 hour 50 minutes have elapsed.

(a) In the event of a tied game after 7 innings, an 8th inning can be played, subject to time constraints as per the mentioned rule.

(b) *Mercy rule*: 10 runs ahead after 4 innings if the home team is winning and 5 complete innings if the visiting team is winning and 10 after 5 (Home) or 5½ (visitor)

(c) Games can end in a tie

Playoff exception: Games cannot end in a tie. Games still tied after 8 full innings or that reach the standard time limit (whichever comes first) are considered suspended and must be completed the next day.

Time limit - The next inning begins at the moment of the 3rd out of the previous inning.

A game is official after 4.5 innings if the home team is winning; 5 innings if the visiting team is winning. This means if the game ends due to the time limit or darkness it is an official game.

Suspended games are games that end before they are official. Suspended games must be resumed from the point of suspension.

VII. Scoring is to be done using GameChanger. Coaches are to make sure scoring is reconciled after each half inning.

Pitch count rules can be found in the "MBA Pitching Rule Supplement".

Specific division rules supersede the supplement.

Mercy Rule

12 after 3

10 after 4

8 after 5

DIVISION EXCEPTION

A player that pitches 6 innings in a game and is below the pitch count limit may pitch the 7th inning in that game but cannot exceed the total allowable pitch limit.

A manager or coach may make one trip to any one pitcher in any one inning. On the second trip that pitcher must be replaced. The pitcher can take any other position but may not pitch again in that game.

Balks

Balks will be called.

Injuries and Scheduling conflicts.

A team needs a minimum of 8 players to start a game. If the player count falls below 8 at any point, the team will have to forfeit the game.

Every effort will be made to avoid forfeits in the league. In the event that a team anticipates having fewer than 9 players to begin a game, the following procedure will be implemented:

The team will promptly inform the commissioner about any absent player(s). The commissioner will do their utmost to find a replacement player of similar skill level. This substitute player will not be allowed to pitch and will be limited to playing in the corner outfield positions.

Season ending Injuries

Should a season-ending injury affect a team's ability to field a complete lineup for the rest of the season, the commissioner and Division VP will make efforts to substitute the injured player with someone of similar skill. It is crucial that the replacement player and the injured player not play in the same game. If the injured player recuperates sooner than anticipated, the manager must decide between the recovered player and the replacement when selecting the lineup for the game.

1. Any player who warms up a pitcher before an inning or between innings must wear a protective mask
2. Every Player must play at least 4 innings in the field (7 inning game). Except for the pitcher free substitution is in effect.
3. The batter is allowed to try and advance to first base on a dropped third strike.
4. Standard rules apply.
5. Intentional walks are permitted. The catcher must notify the umpire. Pitches need not be thrown.
6. All players must hit in the lineup with free substitutions in the field.
7. A player injured or leaving the game will not be recorded as an out in the lineup.
8. A player arriving after the game starts will be inserted at the bottom of the order.
9. With two outs a Manager should put in a courtesy runner in for the catcher to keep the game moving. The runner must be the last batted out. The player being substituted for must be the catcher of the upcoming inning. The purpose of the speed-up is to allow the catcher time to gear up. Who caught the previous inning is not relevant.
10. The team on offense should have a 1st and 3rd base coach. The manager may appoint a third coach to manage the bench.
11. Home team shall always use the first base dugout.

Base Running

1. Runners must slide or avoid except for home where sliding is mandatory.
2. Running or fielders cannot barrel. An initial warning will be issued. If the same player repeats this action twice in the same game, they will be ejected for the rest of the game.
 - If the runner offends, it will lead to an automatic out.
 - If the fielder is at fault, the runner will be considered safe.
3. Batters, base runners and player base coaches *MUST* wear helmets.

BATS -

1. -5 for 12 year olds only.
2. -3 for 13 years old and up.
3. If a player uses an illegal bat and it is noticed by either the umpire or the defensive team before the completion of that at-bat the batter will be deemed out and the runners will return to their place at the time of the previous pitch. If the defense is somehow harmed

by this result, they may elect the offensive team not be penalized. In that this is a matter of safety, the defense will not have the option to waive the penalty if they are not harmed by the result.

4. Any player charging the mound will be ejected from the game.