



Madison Baseball Association

Madison, Alabama

2025 14U & 18U Division Rules

1.	PLAYING FIELD	3
2.	EQUIPMENT	3
3.	RE-ENTRY SUBSTITUTION	4
4.	MANAGERS AND COACHES	4
5.	REGULATION GAME	5
6.	PITCHING RULES	6
7.	FORFEITURE, APPEALS & PROTESTS	8
8.	SCHEDULE	9
9.	SPECIAL RULES	t9
10.	OFFENSE	12
11.	DEFENSE	12

RULES APPLICABILITY

Unless amended by the following rules, Major League Baseball rules apply.

1. PLAYING FIELD

- 1.1. First base (1st) and third base (3rd) shall be ninety (90) feet from home plate.
- 1.2. Pitching rubber shall be 60' 6" from the point of home plate.
- 1.3. The bases shall be 15" square.

2. EQUIPMENT

- 2.1. All players must be in full baseball uniforms supplied by the league. For the spring, the full uniform includes baseball pants, belt, socks, baseball cap, and team jersey. For the fall, the full uniform may only include cap and shirt. Protests on uniforms shall not be allowed.
- 2.2. Protective Equipment
 - a) A NOCSAE-approved protective helmet with full ear flaps will be worn by all batters, base runners, catchers, bat boys and ball shaggers (coaches are not required to wear a helmet).
 - b) A player refusing to wear a helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game and shall be ejected. If the player is a batter or runner, the player will be called out.
 - c) It is recommended that all players wear athletic supporters.
 - d) A squatting catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHERS ONLY), NOCSAE approved double earflap helmet, mask and EITHER a built-in extended throat guard (hockey style mask) or separately attached throat protector. Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable).
- 2.3. A player is not allowed to play any position or to bat without their shirt being tucked into their pants in the proper manner.
- 2.4. The bat shall be an unaltered baseball bat (not softball) meeting the following conditions:
 - a) **14U Division:** All non-wood bats must be BBCOR, USABat, or USSSA approved and possess a "clearly identifiable" manufacturer's stamp. The drop cannot exceed -5.
 - b) **18U Division:** All non-wood bats must be BBCOR approved and possess a "clearly identifiable" manufacturer's stamp. The drop cannot exceed -3.
 - c) **In a combined age group** (ie, 16U for fall): players who qualify for 14U may use a bat that is approved for 14U; players who instead qualify for 18U must use a bat that is approved for 18U.
 - d) Bats that are broken, cracked, dented or deface the ball are not allowed.
- 2.5. The penalty for use of an illegal bat will be the batter is called out for that at bat. The head coach and player will not be ejected from that game or the next game.
- 2.6. Any player warming up the pitcher must wear a mask and a protective cup while in the down or squatting position.

- 2.7. Two league-approved, playable baseballs shall be provided by the Umpire in Chief for each game. Additionally, the home team shall have on hand and readily available additional playable replacement baseballs. The Umpire in Chief shall be the sole judge of the fitness of the baseballs to be used in the game.
- 2.8. Metal cleats are allowed.
- 2.9. All casts, splints and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.

3. RE-ENTRY SUBSTITUTION

- 3.1. All players present must be placed in the batting line-up (i.e. continuous line-up). Therefore, there are no substitutions into and out of the batting lineup. Any regular team member arriving after the beginning of the game shall be added to the bottom of the batting order.
- 3.2. No player (including any regular team member and replacement player) may sit for more than 3 defensive innings a game. The innings must be non-consecutive. The penalty for violating this rule is forfeiture of the game.
- 3.3. If a regular team member arrives after the start of the game, the inning in which the player arrives (as well as previous innings) will NOT count as an inning sitting out IF the player arrives after their team has taken the field for defense in that inning.
- 3.4. A team may “borrow” no more than 2 players from within their own division for any game, but only to field a full defensive team (9 Players). Should more than two (2) players be needed to field a full defensive team, those additional players must be “called up” from the division directly below (see 9.13). Any “borrowed” or “call-up” players must be put at the bottom of the batting order.
- 3.5. An injured player may leave the lineup, sit out and return with no penalty.
- 3.6. Each head coach must provide the Umpire in Chief and opposing coach a copy of their team’s batting line-up at the pre-game meeting. Lineup must include players’ last names and jersey numbers.

4. MANAGERS AND COACHES

- 4.1. At least one (1) certified coach for each team must be present at all times.
- 4.2. Only coaches, players and umpires shall be allowed on the field or in dugouts during the game. Each team is allowed one (1) head coach and three (3) assistant coaches in the dugout. In addition, a designated “team parent” may be present in the dugout.
- 4.3. Two (2) adult coaches may coach from the baselines in the designated coaching boxes when their team is at bat. Only one (1) coach is permitted outside the dugout (but must remain within three feet of dugout opening) when their team is on defense. These do not supersede the umpires’ jurisdiction of restricting the coaches to the dugout. Buckets are not allowed in the playing area.

- 4.4. A coach may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of professional baseball. However, if the coach at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpire, the coach shall immediately be ejected from the current game and must sit out the entire next game. MBA President may choose to void the second game of the suspension at their discretion.
- 4.5. The head coach is responsible for the conduct of their assistant coaches, players and fans.

5. **REGULATION GAME**

- 5.1. A regulation game will consist of six (6) innings. A regular-season game will end in a tie if both teams have scored the same number of runs after 6 innings.
- 5.2. The time limit for regular-season Division games is 1 hour and 30 minutes. For Fall, this is a hard time limit - the game is over when the time limit is reached.
- 5.3. For Spring, an inning started before the time limit expires must be completed unless the home team is winning and the losing team has completed its last at-bat. No new inning may start after the time limit expires. Note: A new inning is considered to start immediately after the final out is recorded to end the previous inning.
- 5.4. Only in local end-of-season tournament play shall a new inning begin past the time limit in order to break a tie. In the championship game and the "if necessary" championship game, there is no time limit, and all 6 regulation innings must be completed.
- 5.5. A game is considered a complete, regulation game when any of the following circumstances exist:
- a) An inning is completed after the time limit expires.
 - b) A team is ahead by 15 or more runs after both teams have batted 3 times or a team is ahead by 10 or more runs after both teams have batted 4 times (if the home team is ahead, the bottom half inning is not played).
 - c) The game is shortened by reason of curfew, rain, lightning or other acts of God provided that the losing team has completed at least three (3) at-bats (ie, offensive half innings).
- 5.6. A game shortened by reason of curfew, rain or other acts of God before it has become a regulation game shall be resumed from the point of termination. The official scorer is to write the exact time of termination and the amount of time remaining as well as the score and position of runners, number of outs and if applicable, the number of balls and strikes on the batter in the official book.
- 5.7. When a game is completed due to one of the circumstances listed in Rule 5.5 (or forfeit) prior to reaching the time limit, the teams may continue to scrimmage without affecting the official game score, subject to the following conditions:
- a) Both coaches agree to scrimmage the remainder of the allotted time.
 - b) The scrimmage does not extend past the time limit for any reason.
 - c) All pitching innings count for pitchers.

- d) The intent of this rule is to aid player development by maximizing playing time. Coaches are encouraged to use this opportunity to try new pitchers and expose players to different positions.

6. **PITCHING RULES**

- 6.1. The home team must have its pitcher warmed up and ready to pitch after eight (8) warm up pitches, or one (1) minute, immediately after the conclusion of the coaches meeting.
- 6.2. When a pitcher is replaced during an inning or prior to an inning, the relief pitcher may not use more than eight warm-up throws. At the beginning of each subsequent inning, the pitcher may warm up by using not more than five throws. In each case above, all throws must be completed within 1 minute.
- 6.3. For Fall, pitchers are limited to two innings. Pitch count is not tracked.
- 6.4. For Spring, All pitchers are subject to the daily pitching limitations shown in the following chart.

Pitch Count and Required Rest Limitations	Daily Max (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)
		0 Days	1 Day	2 Days	3 Days
14U Division	95*	1-45	46-60	61-75	76+
18U Division	105*	1-45	46-60	61-75	76+

- 6.5. If the pitcher reaches the daily max pitch count while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
- e) That batter reaches base;
 - f) That batter is put out;
 - g) The third out is made to complete the half-inning.
 - h) The scorekeeper should note “finished batter” on the pitch summary sheet.
- 6.6. In the case of an intentional walk, balls will be recorded as pitched to the batter and will count against pitch count.
- 6.7. Home team is the designated official bookkeeper and the official pitch count recorder. It is recommended that the visiting team bookkeeper also maintain a pitch count and sync the count at the end of every half inning with the official game bookkeeper (home team). The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when a pitcher must be removed.
- 6.8. Violation of any section of this regulation can result in protest of the game in which it occurs.
- 6.9. All pitches pitched during a game will be counted towards a daily total. A player may pitch in more than one game in a day as long as their daily total does not require a day of rest.
- 6.10. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- 6.11. Pitching changes must be reported to the home plate umpire who will announce the changes to the scorekeeper. Failure to do so may result in pitcher of record being charged with all pitches until notification or recognition of change has been made.
- 6.12. Manager/Head Coach must check the pitching record for accuracy and sign immediately after the ball game.
- 6.13. When a pitcher toes the rubber and throws a warm up pitch to begin a new inning, that pitcher is the pitcher of record, and shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, before the pitcher can be replaced or substituted (unless the new pitcher becomes injured or ill during warm-ups, and then that pitcher will not be charged with any pitches).
- 6.14. Once a pitcher is removed from the mound, that pitcher may not return to the mound in the same game. (Once a new pitcher throws their first pitch, previous pitchers in that game are ineligible for the remainder of that game.)
- 6.15. The pitcher must be replaced on the mound immediately upon notice of a violation, not a forfeit. It is the responsibility of the Head Coaches to track pitch counts. Note: Pitching violations will not be a forfeit of the game. The MBA Board reserves the right to enforce suspension for coaches who violate the pitching limits.

- 6.16. The number of visits a manager or a coach may make to a pitcher in any one (1) inning is limited by the following conditions (see MLB rule 8.06 including all comments):
- a) A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position.
 - b) The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat.
 - c) A manager or a coach is considered to have concluded their visit to the mound when the manager or coach leaves the area around the pitching mound.
- 6.17. For pitchers, MLB rules for balks are in effect.

7. FORFEITURE, APPEALS & PROTESTS

- 7.1. Should a question arise as to the interpretation of the playing rules, only the manager/head coach may appeal.
- 7.2. A team failing to field the minimum number of eight (8) players within ten (10) minutes after the scheduled game time (or within 10 minutes of the coaches meeting, whichever is later) shall forfeit the game. A forfeit shall count in Division standings as a loss.
- 7.3. After the game has started, if the number of available players on a team drops below 8 with the immediate cause being the ejection of a player, then the team will forfeit the game immediately.
- 7.4. MBA allows protests but encourages coaches to carefully consider the nature and objective of protests in youth baseball. Coaches should read MBA's Protest Policy and Procedures located on the MBA website. The following are key points regarding protests:
- a) Only protests that involve a violation of playing rules will be accepted.
 - b) Protests of plays during the game must be made to the umpire before the next pitch.
 - c) The head coach or acting head coach of the protesting team MUST note a violation of playing rules on the game summary sheet.
 - d) Following the game, NO protest can be made except one involving the eligibility of a player or failure to comply with the Division rules concerning player participation and minimum number of players.
- 7.5. Any team manager or team adult leader who withdraws a baseball team from the playing field under any circumstances prior to the official completion of the game, or forfeits a game, shall forfeit all rights to protest as described in this section.

8. SCHEDULE

- 8.1. MBA determines Division schedules including make-up games and Division tournaments.

9. SPECIAL RULES

- 9.1. Number of playing participants per team shall meet the following conditions:

- a) A defensive team shall consist of no more than 9 players with a maximum of 6 infield players including the pitcher and catcher. The minimum number of players to begin a game is eight.
 - b) After the game has started, the number of available players may drop below 8 without forfeit, unless the immediate cause of falling below 8 players is due to an ejection of one or more players. However, the minimum number of batting positions remains at eight throughout the game. As a result, if a team is playing with eight or less players and a player is removed from the game for any reason other than ejection or injury, the batting position of the player(s) removed shall be counted as an out each time that position(s) comes around.
 - c) If a runner must be removed from the game for any reason other than ejection, the last player to record an out shall take the runner's place on the bases.
 - d) A player who must leave the game due to injury or illness may return if able.
- 9.2. The batting position of an ejected player shall be counted as an out each time it comes around regardless of how many players are present in the batting order.
- 9.3. A baseball player, manager, coach, umpire or game official will not be allowed to use tobacco products, alcohol or profanity during the ballgame.
- 9.4. If, in the opinion of the umpires, a player or manager or coach or scorekeeper who conducts themselves in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, shall be ejected from the game.
- 9.5. No manager, player, substitute or coach shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere:
- a) Incite or try to incite by word or sign a demonstration by spectators.
 - b) Use language which will in any manner refer to or reflect upon opposing players, coaches, an umpire or any spectator.
 - c)) Call "time" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- 9.6. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion. Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional or malicious, then the runner should be declared out and ejected.
- 9.7. No artificial noisemakers are allowed, including walk-up music. Penalty: Offender will be warned and then removed after subsequent violation.
- 9.8. Any manager, coach or player that is ejected must sit out the remainder of the current game and the entire next game. A player who is ejected may remain in the dugout but not participate on the field in any manner. A coach or manager must leave the park at least as far as the parking lot and may not further participate in any aspect of the game, nor may the coach or manager linger near the fence or walkway. No one who is ejected nor their family may address or approach the game

officials during or after the game. It should be noted that it is a state and federal crime to harass, threaten or assault a sports official (see Alabama Code Section 13A-11-8 AND 13A-6-20, 21, 22 and 23).

- 9.9. The home team has third base dugout and is responsible for keeping the official book and completing the game summary sheet. The visiting team shall operate the scoreboard. Failure to do so may result in a forfeit, however no protest shall be allowed after the game and corrective action may be taken during the game without penalty. The official scorer shall document the start time in the official book. The start time shall be obtained from the Umpire in Chief.
- 9.10. Both teams may take the field for warm-up as soon as it is available, each getting half the field. The home team gets from second base to the center field fence and around left field to the fence in foul territory on the left side of the field. The visiting team gets from second base to the center field fence and around right field to the fence in foul territory on the right side of the field. The home team can use third base and take infield on the third base side of second base. The visiting team can use first base and take infield on the first base side of second base. Neither team is allowed to use second base.
- 9.11. No pitching will be allowed from the mound or pitching circle during pre-game warm-up.
- 9.12. During the coaches meeting with the umpires, the visiting team will immediately leave the field and get in their dugout and the home team may take full infield and their pitcher may warm up from the mound.
- 9.13. Use of Replacement Players is subject to the following conditions:
 - a) A team may "Call Up" a child from the (age) Division immediately below when there are not enough regular team members to fully field a defensive team. Only enough players can play up to fully field a defensive team of 9 players. This new player will be considered a "replacement" player.
 - b) A maximum of two replacement players may be used. If more than two players are required to field a team the game will be played but the game will be scored as a forfeit.
 - c) The replacement player must be a currently registered MBA player.
 - d) Under no circumstances shall a replacement player pitch.
 - e) A replacement player may NOT miss their regularly scheduled Division game. Penalty for missing a game for a call up will be forfeit of game they played in as a replacement player,
 - f) Replacement players must not bat before any regular team member.
 - g) If a player(s) must be benched due to the total number of players exceeding the maximum defensive positions (resulting from replacements who have started playing and late team members arriving), no regular team members who arrived on time shall sit out defensively more innings than the replacement player(s). Regular team members arriving late and replacement players are still subject to only sitting out defensively two non-consecutive innings maximum, as is any regular team member.
 - h) Replacement players must be listed on the lineup card given to the umpire and must be physically present in the dugout or on the field before the start of the game. The lineup becomes official when it is accepted by the Umpire in Chief. Once the lineup has become

official, replacement players may NOT be brought in to replace a player that is ejected, injured, sick or leaves the game for any other reason.

i) Replacement players can swing the bat they use in their regular division.

9.14. The following MLB rules shall not apply:

- 3.07-A
- 3.08-E
- 4.01-D
- 4.01-F
- 4.03-C
- 4.04
- 4.05
- 4.06
- 4.07
- 4.08
- 5.10-A, B, C, D, E, G, I, J, M
- 5.11
- Penalty for violation of any part of 6.02 (c) (2) through (7) and comment
- 6.04-B
- 7.01
- 7.02
- 7.03-A(1), B, C & D
- 7.04
- 8.04
- 9

10. OFFENSE

- 10.1. Any player "slinging the bat" that in the umpire's judgment creates a dangerous situation shall receive a warning. The umpire will notify managers of both teams and the Official Scorekeeper, who shall make a record in the official scorebook. For any future infractions by the same batter in the same game, the batter shall be declared out and no base runner shall be allowed to advance. A warning to a player does not mean the whole team.
- 10.2. Any player, who on a given pitch, "squares" to bunt and then takes a normal swing at the ball shall be called out whether contact is made with the ball or not. No runners shall advance in this situation. A warning shall be issued to the coach of the offending team. A second attempt (i.e. squares to bunt then takes swing on a given pitch) in the same game by any batter on the offending team will result in the offending player being ejected.
- 10.3. If a runner misses a base it will be an appeal play to the umpire.
- 10.4. The runner is out if, in the judgment of the umpire, the base coach at first base or third base touches or holds the runner, physically assisting that runner in returning to or leaving the base.
- 10.5. **14U Only:** Headfirst slides are not permitted, unless the runner is returning to the bag. The penalty for doing so is to be called out at the base by the umpire. **18U Only:** Headfirst slides are permitted.
- 10.6. A courtesy runner is only allowed for a catcher at the batting team coach's discretion, subject to the following conditions:
 - a) There are two outs.
 - b) The courtesy runner must be the last player to record an out in the current inning.
 - c) The head coach must use the player being run for as a catcher in the next half inning (for all three outs). The head coach who declares that a player will catch in the next half inning, uses a courtesy runner, then fails to have the declared player catch the next half inning, will serve a one game suspension and the game will be subject to a forfeit.
 - d) The home team may not declare a courtesy runner in the bottom of the 6th inning.

11. DEFENSE

- 11.1. The infield fly rule is in effect.
- 11.2. The dropped 3rd strike rule is in effect.
- 11.3. An intentional walk may be issued to a batter, subject to the following conditions:
 - a) The catcher, pitcher or head coach of the defensive team makes request to plate umpire to award the batter first base. The request may be made prior to the first pitch or on any ball and strike count. The ball shall be declared dead before making the award.
 - b) A pitcher throws four balls to the batter by throwing one, two, three or all four balls to a standing catcher.

- c) A player may be intentionally walked only one (1) time per game. An intentional walk is any walk issued “by request” or with at least one ball thrown to a standing catcher.
- d) Penalty: A team risks forfeiture of the game, upon protest, for issuing more than one (1) intentional walk to the same player in the same game.

Date	Revised By	Comments
03/16/2025	Allison	Created by merging older, unpublished 14U/18U rules into 2025 12U Rules