

Atlanta MABL Tournament Rules



May 25-27, 2024

Atlanta, GA

RULE 1 - UNIFORMS

No player will be allowed to play in the tournament without a uniform. Individual team uniforms may be worn, like All-Star play in Major League Baseball, but it is strongly encouraged that all team members wear the same uniform.

RULE 2 - HELMETS

All batters and runners must wear a helmet with at least one earflap. The MSBL/MABL strongly urges that all helmets be double-ear-flapped, but at a minimum, the batter's ear that faces the pitcher, must be covered by an earflap. Catchers, while playing defense, must wear a protective helmet. Per MSBL rules, players must also wear protective helmets while coaching the bases.

RULE 3 - FIELD USE

Hopefully, you will enjoy playing on the various fields we will be using for the tournament. We have worked hard to develop good, solid relationships with the various high school, college, and church organizations. We feel we play on some of the finest fields in the Atlanta area. We would greatly appreciate your cooperation in abiding by the following field use rules:

- Georgia schools are Zero Tolerance zones (no drugs, tobacco, or alcohol)
- Absolutely no alcohol on the premises. It is an automatic forfeit if any player or fan caught with alcohol.
- No smoking anywhere on the fields, including dugouts, or school parking lots
- Batting practice in batting cages only, do not wear metal spikes in cages
- Please warm up in the outfield
- No pepper using a fence or wall
- No soft toss using a fence or wall

Any participant who is found in violation of any of the above field use rules will be ejected from the game, and is subject to expulsion from the tournament.

- After your game please clean up the dugout area
- For the Atlanta based teams, some fields have a ground crew, but, if not, please fill in the home plate area and the pitcher's mound.

RULE 4 -EQUIPMENT

- Only wood bats are permitted in the tournament.
- Metal cleats are permitted in this tournament.

RULE 5 - TEAM ROSTERS & NUMBER OF PLAYERS FOR OFFICIAL GAME

- A team may carry more than 20 players, but no more than 25. There is an additional fee of \$25.00 per player over 20.
- A player may be on two team rosters but not in the same age division, unless approved by Tournament Director. All team rosters are DUE and FINAL to the Tournament Headquarters by the Friday prior to the first game. No additions or changes are allowed after Friday.
- All non-MSBL teams and players must be pay national dues prior to participating in tournament. Any team failing to comply will forfeit all games. Any team caught with a nonregistered player(s) will forfeit each game the player(s) participates and the manager is subject to suspension. This is a liability issue and violating the rule will not be tolerated.
- Teams must have eight (8) players from the official roster for an official game. The team may borrow one player from the opposing team if the manager of this team consents. The team with eight may also borrow a player from a team other than the one they are playing, but only with the opposing manager's consent. If a new player for the shorthanded team arrives while the game is in progress, that player shall be inserted into the lineup immediately. Games will be forfeited if a team cannot field at least eight players after 15 minutes of the scheduled start time, or officially adjusted start time. Forfeits due to lack of players will be declared by the chairman/committee. Teams forfeiting a pool [lay game are not eligible for the playoffs.

RULE 6 - COURTESY RUNNERS

- Players that will need courtesy runners must have their manager notify the opposing manager PRIOR TO THE START OR THE GAME. Otherwise, the opposing manager has the right to refuse the courtesy runner.
- Each 18+/25+team will be allowed a maximum of two (2) players per game, who can run each time they reach base.
- Each 40+/50+ team will be allowed a maximum of three (3) players per game, who can run each time they reach base. The individual who runs for that player needing a courtesy runner is not determined ahead of time. It is always the last batted out who must run for the person requiring the courtesy runner.
- A player injured during the game may have a courtesy runner only if his team has not already used its allotment of discretionary courtesy runners. In the event that a player becomes injured during a game, and the maximum number of courtesy runners (2) in

18+/25+ and (3) 40+/50+ has already been designated, a pinch runner must be used, and no courtesy runner will be allowed.

- If a pinch runner is not available, the opposing manager will be allowed to choose a runner from the bench. Should any player eligible to have a courtesy runner fail or decline to use a courtesy runner during the game, that player shall forfeit his right to a courtesy runner for the remainder of the game.

RULE 7 - LINEUP

Offense: Each manager has the prerogative to bat as many players in his initial lineup as he wishes, if there are at least ten (10) hitters. If the manager wishes to add players to the bottom of the lineup, (i.e. hitting positions 11,12,13,14, etc.), he may do so at any time. If a player is pinch hit for, he may not re-enter the game as a hitter, but may stay in the game defensively. Batters may not be deleted or skipped over, regardless of the batting position or when they were added to the game. If a team increases the size of their lineup to fifteen hitters, they must always have fifteen hitters in the lineup. An exception exists to this aspect of the rule. If a player is forced to leave the game due to injury, a reserve player not previously entered into the game as a hitter must hit in the replaced batter's place. If there are no reserves who can replace the individual, the spot is skipped and all hitters below that position move up.

No out is recorded for skipping the spot vacated by the displaced player.

A team MAY declare at the time that lineups are exchanged prior to the start of play that batting order positions from 10 up (i.e. 10, 11, 12, etc.) will be occupied by two players in each such batting position. That is 10 A/B, 11A/B, etc. The first time that position 10 gets an at bat, 10A would hit and the next time this slot hits, 10B would be up. Then 10A hits the third time this spot in the order comes up, a and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. A hitting position due to injury or ejection and for which there is no replacement player will be skipped over without penalty. Hitters in the A/B position from batting order position 10 and down may be pinch hit for just as any other batter.

Defense: All players may be substituted at any time (aka free substitution), except the pitcher. While it is suggested that players in the field also be a part of the batting order, this is not mandatory. Defensive players need not be in your batting order. If the pitcher is removed from the mound he may only resume pitching once in a game and must wait until (at least) the start of the next inning - this condition applies whether or not they stay in the game (i.e. as a right fielder).

RULE 8 - AGE REQUIREMENT

This is a critical tournament issue. A manager has the right to question the age of opposing team members, and we therefore require that all players/managers carry some form of identification that indicates their date of birth. All participants should keep this identification with them during the games, and if a manager believes that a player is under-age, he should play under protest by notifying the home plate umpire and the opposing manager. The protest must be filed in person or via phone to the tournament office, and the Rules Committee will hear the case promptly. If it is found that a player or players should not be participating in the tournament, then the offending team will not only forfeit the game on which the protest was filed, but forfeit any games they have won, regardless if the underage individual participated in those wins.

All players must be 18/40/50 years of age or older by December 31 of the preceding year of the tournament. A team may have 2 players in the 40+, 50+ division who are 2 years younger, but those players are not allowed to pitch.

RULE 9 – LENGTH OF GAMES AND TIES

All tournament games, with the potential exception of some playoff situations, are scheduled to be 9 innings in length. However, no inning may start after 2 hours 45 minutes from the actual start time (not the scheduled start time). The official start of the clock is with the first pitch. All innings that start before 2 hour 45 minutes has been reached must be played to completion. There is no reverting back to the last inning, or starting a new inning if the score is tied.

Pool games can end in a tie. Bracket play games cannot end in a tie.

In the event of rained out game(s), every effort will be made to reschedule them, but this is not a guarantee. Excessive amounts may necessitate shorter games, etc. and all these decisions are at the discretion of the tournament committee.

RULE 10 - DECOYS AND COLLISIONS

If a player forces a runner to slide due to a decoy when there is no play on the runner, all players on base will advance one base. If the same player who made this illegal decoy does this twice in a game, that player will be ejected, and runs the risk of being removed from the tournament.

This is not to be confused with smart baseball. For example, a fair decoy is when a shortstop, who sees a player attempting to steal second base during a hit and run, looks upward into the sky and says that he's got the pop-up when in fact the ball has been hit on the ground to the second baseman. This play might cause the base stealer to put on the brakes and retreat to first base, giving the defensive team an opportunity to get the force at second.

This differs from the intentionally making a player slide when in fact there is absolutely no play, i.e. when a player is stretching a hit into a triple and the third baseman fakes a tag when the ball has been cut off by the shortstop who is just holding the ball or running it back into the infield.

While we have a rule that is designed to protect base runners from getting hurt unnecessarily, we need to protect the defensive players from the potential dangers that come from unnecessary collisions. A runner who fails to make a reasonable attempt to avoid a collision with a defensive player shall be called out. Any other player advancing on the play shall be required to return to the base he last visited. In the event that an umpire determines that a collision was flagrant {i.e. attempting to bowl over the catcher when it is clear he has the ball and is waiting to apply the tag}, he has the authority to eject the offending player from the game.

If a runner attempting to break up a double play at second base, or any other base, does not make a legitimate attempt to slide within the reach of the base or stands up in the way of the pivot man and raised his hands in an attempt to deflect the ball or distract the pivot man, an automatic double play will be called, regardless of how close the play would have been at first.

RULE 11 - INTENTIONAL WALKS AND HIT BATSMEN

Intentional walks are allowed. No pitches need be thrown, just alert the umpire you would like to intentionally walk the batter.

A pitcher must be removed from the mound for the rest of the game after four (4) batters are hit by a pitch. This pitcher may be allowed to pitch in subsequent games.

RULE 12 - PROTESTS AND MAKE-UPS SUSPENDED/CANCELLED GAMES

All protests must be lodged with the umpire and the Tournament Director via phone immediately as they occur on the field. All protests, except for some possible eligibility issues, will be solved as they occur. Protests must have a direct impact on the outcome of the game and that decision rests with the tournament committee.

Make-up games are only to be played if it they impact playoff seeding.

Suspended games due to weather/darkness will only be made-up if they impact playoff seeding.

The tournament committee may cancel games if it does not eliminate a team from playoffs or championship. A cancelled game can affect seeding if it doesn't eliminate teams. This is usually done due to darkness or inclement weather.

RULE 13 – ELIGIBILITY FOR SEMI-FINALS AND CHAMPIONSHIP GAMES

Teams may have 1 former pro player on their roster if the player wasn't released during the 2024 season. The player can play, but not pitch. Former pro pitchers must be out of pro baseball for 3 years before they are eligible.

RULE 14 – ELIGIBILITY FOR SEMI-FINALS AND CHAMPIONSHIP GAMES

A player must have a documented appearance in one of the first three games (any length of appearance is acceptable) to be eligible for the playoffs and championship game. If only used defensively, make sure you alert the umpire and opposing manager.

RULE 15 - MEMORIAL DAY TOURNAMENT PLAYOFFS - TIEBREAKERS

As with all short tournaments, the best philosophy is "win and you're in".

Each age division is different, because of the number of teams and bracket design. The most important thing is that everyone knows on Friday what the tiebreaker rules are and how they will be applied.

We have developed a set of tiebreakers that, we hope, covers all possible scenarios. So, everyone should know after the third game who is in and who is out. Hopefully, there are no surprises or complaints on Sunday (i.e. don't pull a Cooney).

It is imperative that we get accurate score results and you must verify your scores, win or lose, by 4PM Sunday on the tournament website –

<https://www.atlantamabl.com/teams/?u=TOURNAMENTS3&s=baseball>

If you believe there is a discrepancy, please contact the Tournament Staff 770-595-5120 before 4pm on Sunday. The earlier the better.

Brackets

- 4 Teams: ○ This division should be nice and neat. Each team will play each other. ○ Top 3 teams advance, #2 v #3 in semi, winner plays #1 in championship.
- 5 Team-
 - All teams play 4 games Top two teams will advance to Championship.
- 6 Teams –
 - Top 4 Teams Advance ○ #1 will play #4 and #2 will play #3 in the semis. ○ Winners advance to Championship game.
- 8 Teams: ○ Two divisions with each team playing each other in their own division. ○ Top two from each division will advance.
 - A #1 will play B #2 and B #1 will play A #2 in semis and the winners will advance to the championship.
- 12 Teams: ○ Three Divisions with each playing each other in their own division. ○ Division winners plus best record (or remaining teams) will advance.
 - Teams will be seeded after the round robin #1 plays #4, #2 plays #3 and the winners advance to championship.

Tie Breaker

- 2 teams
 - Head to head ○ Runs allowed
 - Results vs common opponent starting with highest seed (if no common opponent go to next check point)
 - Runs differential ○ Runs scored ○ Coin toss
- 3 teams or more ○ Head to head ○ Runs allowed
 - Results vs common opponent starting with highest seed (if no common opponent or no common opponent for all that are tied, go to next check point)
 - Runs differential ○ Runs scored
 - Once the 3 or more team tie breaker is down to two teams, that tie breaker will be a 2 team tie breaker scenario

For all divisions, please consider rain may necessitate shorter games. While every effort will be made to complete games and the tournament, there are situations that it just is not possible.

<https://www.atlantamabl.com/teams/?u=TOURNAMENTS3&s=baseball>

Updates

- 5/24/2021 – ○ Rule 11. Changed to no pitches need be thrown. ○ Rule 14 – Run differential added to tie breaker scenarios.