

ATLANTA MABL/MSBL RULES QUICK REFERENCE GUIDE



GAME TIME

- **SUNDAY:** Regular Games are 2 hours 45 minutes or 9 innings. Double Header Games are 2 hours 20 minutes or 7 innings. At least 30 minutes in between games. **MIDWEEK:** 2 hours 30 minutes or 9 innings. No new inning starts after 2 hours 25 minutes have elapsed (**Midweek ONLY**).
- Game timer starts at the end of the plate meeting. Field Umpire is in control of the clock, managers should also keep their own timer.
- When the last out is made in the bottom of the inning and there is still time on the clock then the next inning starts. No new inning starts after the clock runs out. If the home team is behind, and the time expires, they still get to bat.
- In the case of a wild card playoff game, wild card winner plays a lopsided doubleheader, the second game is timed as a regular game.



EXTRA INNINGS

- In the case of a tie after 9 innings (or 7 for a doubleheader) or time runs out; one extra inning is played. **Regular season:** If the score is still tied, the game is recorded a tie. **Playoffs:** Play until there is a winner.
- International Rule is used. No outs and the last recorded out starts on 2B.



MERCY RULE

- 9 Inning Games: 15 runs after 5 innings, 12 runs after 6 innings, 10 runs after 7 innings. 7 Inning Games: 10 runs after 6 innings.
- If time remains, managers of both teams can elect to continue playing as a scrimmage (no umpires), until time runs out.
- For games called for weather/darkness, 10 runs for official game.



LINEUPS

- All players must have paid league fees and completed an online waiver before being officially rostered and eligible for play.
- Lineup cards must include players' last name, first initial and uniform number, and include all players that may be used as substitutes, not just the starting lineup.
- Teams must have 8 players for an official game and may borrow a player from another team with the manager's consent as long as they are not a pitcher or catcher. The borrowed player must play outfield and bat last in the lineup. If a team has 7 or less players, it is an automatic forfeit.



COURTESY RUNNERS & "SPEED UP RULE":

- Teams are permitted to designate 2 players to receive a courtesy runner. Managers must indicate players requiring the runners on the lineup card, even if they are not in the starting lineup. Each time a designated player reaches base, he will call time out and at that point will be replaced by the last batted out.
- Courtesy runners for pitchers & catchers (aka "Speed Up Rule") is not automatic. They may run for themselves, but once there are two outs, they must be replaced with the batted out that preceded him. This in addition to the 2 courtesy runners.
- If a courtesy runner is needed in the first inning, before an out has been recorded, the courtesy runner is the last batter in the lineup.



PITCHING

- Pitchers cannot fake a pickoff to runner on 3B and then throw to 1B in order to pick off that runner. If the pitcher does this, a balk is called.
- If a pitcher hits 4 batters in one game, the pitcher must be removed.
- Any pitcher may return to the mound after substitution one time. It does not have to be the starter. 35+ Underage pitchers cannot re-enter the game.
- Once a pitcher re-enters the game on the mound, no other pitcher can re-enter again in that game.
- 35+ Underage is considered below the minimum age (i.e. 35). Existing players who previously played in the league will be grandfathered into this rule until they turn the minimum age.
- 35+ Underage pitchers must be declared by the managers at the plate meeting prior to the start of the game and must be indicated on the lineup card.
- 35+ An underage player is allowed to pitch in a game for up to 9 outs before they must be replaced.