

MBT Rules  
**Minnesota Baseball Tournaments**  
**MBT Qualifiers**  
**Rules and Regulations**

**Read Carefully and Thoroughly**

This is a list of rules and regulations that will be in effect for the MBT Qualifying Baseball Tournaments. The NFHS Guide book overrules this handout in case of any conflicting information. Any situations that are not covered by the NFHS, MSHL or by MBT rule modifications will be determined by the Tournament Director and Umpire in Chief.

**ELIGIBILITY**

**PLAYERS**

Players must participate on the team nearest to where they reside or nearest to where they attend school. Exception: Any player who has obtained a waiver through the Minnesota Baseball Tournaments, Metro Baseball League or any league to which they belong for league play will be allowed to participate with his current team no matter where he resides or attends school.

**TEAMS**

Intact teams only. No ALL-STAR Teams allowed. In order to participate in a MBT event, you must compete with the roster submitted for league play. Teams are allowed to pick up three players from their local association as long as they are of the same age or younger and play at the same or lesser level. Example: Class AA teams may not pick up players from Class AAA of any age.

**ROSTERS**

Roster limit is 18 players. Teams gaining entry to the state tournament through tournament qualifier play or league play must utilize the team roster, which was used at the qualifier or for league play. If qualifier rules permitted less than 18 players, players may be added provided they meet the designated eligibility requirements.

A properly completed Tournament Roster must be hand carried to the tournament site. Any team with an improperly completed roster shall be withheld from competition. Once the roster has been submitted at tournament headquarters it may not be amended in any way. MBT roster limit is 18.

The roster must include the residence or school address, which qualifies each team member as eligible for the Tournament. Players claiming eligibility through school attendance shall provide the schools address. Players claiming residence through their residence shall provide their home address.

Each player appearing on the Tournament roster must have in their possession (to be presented at team check-in) a copy of one of the following to verify their age and birth date: Birth Certificate, Computer Printout from School Showing Birth Date, Drivers License/Permit, Certificate of Age from Church on Letterhead, Valid Passport, Certification of Age on Letterhead Signed by a Superintendent/Principal/Attendance Officer, Hospital Certificate of Birth, School Issued I.D. which includes Birth Date, Baptismal Certificate.

Players must be prepared to prove their age upon the request of a Tournament Representative. Any team found to have used an ineligible player will be immediately disqualified from competition. The Tournament Director reserves the right to investigate eligibility matters at any time, including after the event.

**AGE DIVISIONS**

- 10 – under: Born on or after May 1, 2005
- 11 – under: Born on or after May 1, 2004
- 12 – under: Born on or after May 1, 2003
- 13 – under: Born on or after May 1, 2002
- 14 – under: Born on or after May 1, 2001
- 15 – under: Born on or after May 1, 2000

**Players in their respective age groups must not reach the next age before May 1, 2016**

**MBT GAME EQUIPMENT**

Unless modified here, all game equipment shall be in accordance with specifications listed in the National Federation of High School rule book. Decisions made by the Umpire regarding equipment are final.

All teams must wear numbered jerseys of the identical color; duplicate numbered jerseys are to be considered illegal and will not be allowed. Tape numbers are not acceptable. Illegally uniformed players must be withheld from competition until they become legal.

Metal spikes – High School rules will apply for the 13-, 14- and 15- under age groups. They will not be allowed in the 10-, 11-, and 12- under age groups.

Proper helmets must be worn while batting, base running and catching in accordance with the NFHS guidelines.

Bats with one-piece rubber grip and knob combination are ILLEGAL.

Bat restrictions: 10U-14U big barrel bats must be stamped with either USSSA 1.15 BPF, Babe Ruth Approved 1.15 BPF or BBCOR stamp. For small barrel bats (2 1/4") use all of the above stamps or you can also use bats that have the old approved USSSA mark.

15's must use a BBCOR bat.

10 - Under	All Bats must be 2 1/4" unlimited weight differential
11-U, 12-U, 13-U	Bats must be 2 1/4" with no restrictions or bats must be between 2 1/2" and 2 3/4"and have a -10 differential or less (i.e. 30" – 20.0 oz.)
14-U, 14/15A	Bats must be 2 3/4" or smaller with a -5 or less differential
15-U	Bats must be 2 5/8"or smaller with a -3 or less

All cast, splints and braces must be padded with at least 1/2" of closed-cell, slow-recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have exposed metal or any other hard material

Teams must supply their own first aid kits.

### **MBT PLAYING RULES**

National Federation of High School rules shall govern play, except where modified in this booklet. These rules will be used at the MBT State Qualifying Tournaments.

The official schedule is the bracket board posted at tournament headquarters. It is the team's responsibility to be aware of any changes and to be in the right place at the right time.

Responsible adults must supervise teams at all times, on and off the field.

Home team shall be determined by a coin toss before every game.

A 10-minute grace period will be allowed for a team's first game before a forfeit is declared.

Game time is forfeit time for all remaining games. A team that is a NO SHOW for their first game has one hour to contact the tournament director regarding the status of their remaining pool play games. If no contact is made within one hour, that team's games will be declared forfeits.

A 10-run rule is in effect throughout the entire tournament. For 10U, 11U & 12U, games will end at the conclusion of 3 1/2 innings (home team) or 4 innings (visiting team) if the score differential is 10 runs or greater. For 13U, 14U & 15U, games will end at the conclusion of 4 1/2 innings (home team) or 5 innings (visiting team) if the score differential is 10 runs or greater.

Pitching / Base Distances:

AGE	PITCHING DISTANCE	BASE PATHS
10	45-46 ft.	60 ft.
11	45-46 ft.	65 ft.
12	52-54 ft.	75-80 ft.
13	52-54 ft.	75-80 ft.
14 & Up	60.5 ft.	90 ft.

Base Running Rules: (Head first sliding is permitted at any base at any time).

10 – U: Stealing is permitted however a runner may not leave the base until the ball crosses home plate. If the runner leaves early a dead ball is declared and the runner in violation is out. Dropped 3<sup>rd</sup> strike – Batter is out, runners may advance at their own risk, and ball is live.

11 – U: Stealing is permitted; however a runner may not leave the base until the ball leaves the pitchers hand. If the runner leaves early a dead ball is declared and the runner in violation is declared out.

Dropped 3<sup>rd</sup> strike – batter is out, runner(s) may advance at their own risk – ball is live.

12 – 15 U: High school rules apply to leading off, stealing, dropped 3<sup>rd</sup> strike, etc.

10,11,12,13-U must use free substitution and must bat entire bench.

14 & 15U: High school rules regarding designated hitter and re-entry. The NFHS rules states for starting players: Any of the starting players may withdraw and reenter once, including a player, who was the designated hitter, provided said player occupies the same position in the batting order whenever they are in the lineup. A substitute who is withdrawn may not re-enter.

MBT Exception: Replacement of injured players and/or courtesy runners.

If an active player sustains an injury that requires them to leave the game and their team has used all of their available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

10-13U – A courtesy runner will be allowed for the current catcher anytime. This means the catcher must be the catcher of record before and after the at bat. The courtesy runner will be the last player that made an out. The player that is run for must catch the next inning.

14-15U – A courtesy runner will be allowed for the current catcher anytime. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners until all players have participated. If all players have participated, then the courtesy runner will be the last player that made an out. The player that is run for must catch the next inning

Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified.

10-13 age: If a player comes late to a game or leaves early, in a round robin batting order you close the batting order up (eliminate the batting spot if player left) or for the player coming late you open up the batting order (add the batting spot at the bottom of the order). If a player is injured you close the batting order up (eliminate his batting spot). It is not an out when his spot comes up to bat. If a player is ejected in a 10-13 year old game, then that batting spot is an out each time it comes up.

Pool Play Game Length / Time Limits:

10 – 12U 6 innings/1 hour 45 minute time limit. No new inning shall begin after 1 hours and 45 minutes. (4 innings minimum)

13 – 15U: 7 innings/2 hour time limit. No new inning shall begin after 2 hours. (5 innings minimum)

\*\*In Pool Play games, if the score is tied at the end of regulation and the time limit has not expired, the game shall continue. Games may end in a tie in pool play once the time limit is reached. When the time limit is reached after an inning has started, the game will end immediately if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed.\*\*

\*\*There is no time limit in bracket play. \*\*

If a team is disqualified from the tournament, it only affects the results of their last game (and only if a legal protest had been filed by their opponent prior to completion of that game).

Only players listed on the Tournament roster may occupy the team bench. One batboy and one scorekeeper may occupy the bench in addition to team coaches. The tournament director reserves the right to limit the number of coaches per team.

### **Innings Pitched Restrictions**

<p>10, 11, **Any pitcher may reenter a game as a pitcher as long as they have not been removed by rule. **</p>	<p>3 per game, 6 per pool*, 3 per game, 6 per bracket* (cannot exceed 6 in one day)*</p>
<p>12-U, **Any pitcher may reenter a game as a pitcher as long as they have not been removed by rule. **</p>	<p>3 per game, 6 per pool*, 3 per game, 8 per bracket* (cannot exceed 8 in one day)*</p>
<p>13-U, **Any pitcher may reenter a game as a pitcher as long as they have not been removed by rule. **</p>	<p>4 per game, 8 per pool*, 4 per game, 10 per bracket* (cannot exceed 8 in one day)*</p>
<p>14 - 15 U</p>	<p>7 per game, 10 per pool*, 7 per game, 10 per bracket* (cannot exceed 10 in one day)*</p>

VIOLATION of innings pitched restrictions will result in the Head Coach being ejected for the remainder of the tournament (See Ejection Rule #17 below). The team will forfeit the game of infraction. The pitcher in violation of rule will be ejected for the game of infraction and the next game, and he is also prohibited from pitching the rest of the tournament. One pitch in an inning will count as an inning pitched. Teams must keep track of innings pitched during each game and verify with the opposing coach and umpire immediately following the game. Coaches are also responsible for verifying the number of innings pitched with the tournament director, who will keep a running total throughout the tournament.

#### Trips to the Mound:

Two trips to the mound are allowed PER PITCHER, PER GAME for 10, 11, 12 & 13-under age groups. On the second trip the pitcher must be removed from the pitcher position for the remainder of the game (This is also considered "removed by rule"). High school rules will apply for the 14 & 15-U age groups.

#### Legal Pitches:

For 10 & 11-U the following pitches are legal: fastballs, straight change-ups, palm balls and knuckle balls. All other pitches, including but not limited to curve balls, knuckle curves, sliders, etc. shall be considered illegal. 1st offense – warning; 2nd offense pitcher and head coach are disqualified for the remainder of that game.

High school rules will apply for 12, 13, 14 & 15U age groups.

#### Balks:

A balk may not be called in the 10 & 11-U age groups unless the umpire judges the pitcher is being intentionally deceptive. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base. High school rules will apply for 12, 13, 14 & 15-U age groups.

#### EJECTIONS:

Any coach, parent or spectator ejected from a game will be suspended for the remainder of the tournament. These individuals may not be within 200 of the team bench through out the remainder of the tournament. Any player ejected from a game will be suspended for the remainder of that game plus the next game. If the suspended party negatively affects the tournament in any way, they will be removed from the facility and may not set foot on any MBT Tournament facility for the remainder of the weekend. If the individual(s) refuses to leave promptly and orderly the police will be called. It is possible for the individual/team to face additional penalties regarding future MBT participation.

In the event of inclement weather (or for any other reason) during the tournament, the Tournament Director reserves the right to do whatever necessary to complete the tournament, including but not limiting to the changing of the tournament format, shortening games, etc. The decision of the tournament director is final.

#### POOL PLAY TIE BREAKER METHODS:

1. Head to head
2. Least number of runs allowed against tied teams
3. Run differential against tied teams (maximum plus or minus 10 run)
4. Least number of runs allowed in total pool play

5. Run differential in total pool play (maximum plus or minus 10 run)
6. Coin toss

If more than 2 teams are tied, please use examples below:

Example #1: If no teams are tied AFTER applying tie breaker #2 as in Team A = 8 runs allowed, Team B = 10 runs allowed, Team C = 11 runs allowed. Then Team A is a #1 seed in the pool, Team B is #2, and Team C is #3.

Example #2: If two teams are tied AFTER applying the tie breaker #2 and determining the #1 Seed as in Team A = 8 runs allowed, Team B = 12 runs allowed, Team C = 12 runs allowed. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

Example #3: If two teams are still tied AFTER applying the tie breaker #2 and determining the # 3 Seed as in Team A = 11 runs allowed Team B = 10 runs allowed Team C = 10 runs allowed. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

\*\* Also note that won-loss-tie record is always the first method to differentiating teams. \*\*

Win = 2 points  
Loss = 0 points  
Tie = 1 point