

Muskego Athletic Association

General Rules for T-Ball, Pee-Wee Baseball, Baseball and Softball

These General Rules apply to ALL leagues, unless exceptions noted

1. Player Eligibility
 - a. Players may register for leagues if they, a parent or guardian is a Muskego resident, or if the child attends school in the Muskego-Norway School district.
 - b. Players will be assigned to a team. Team manager will have a roster of players provided by the league chair. All players must be on the written roster. If a non-roster player is used any or all games will be forfeited.
 - c. Requests for players to be placed on specific teams will not be honored.
 - i) Exception: T-Ball Chairman may at his or her discretion honor these requests.
 - d. No player may play or practice with an MAA team until officially registered with the MAA
2. Players on a Team
 - a. A team roster will consist of a minimum of 10 players, a maximum of 13.
 - b. A team must have a minimum of seven players to begin and play a game or game will be a forfeit. The game may then be played as a scrimmage.
 - c. Substitute players may be brought up from the league directly under in age group. A team can use the brought-up players to have up to nine players total to start a game. If while at nine players, regular rostered player(s) arrive at the game after it has begun, the rostered players and substitutes will be used to play the game.
 - i) Substitute players will be at the end of the batting order
 - ii) Substitute players will play defense in the outfield only
 1. Exceptions – Int. Boys, Sr. Boys and Sr. Girls leagues; subs can play any position except for pitcher. (Modified suggestion – Add Jr Boys to the exceptions. Allow moved up players to play any position as long as all opposing coaches of record agree or approved by league chair. League chair cannot be the deciding person where their child is in question)
3. Determining Team Rosters.
 - a. All Leagues except T-Ball and PeeWee will institute a draft to determine team rosters. For Junior Softball, it will be left to league chairman's discretion to either assign teams like T-Ball and PeeWee or use the draft.
 - b. No Team will start with more than 4 players. (Item 3-J will also apply)
 - c. These 4 players would be chosen from the returning players from the previous season, manager's child or children, one assistant's child and a sponsor child if applicable.
 - d. In the event of team attrition:
 - i) The remaining teams would retain up to 4 players (number to be determined by league chairman) The players from the team eliminated would all go into the draft pool.
 - e. Sponsor Children are assigned by league chairman and will count as one of the retained players.
 - f. In the event of league expansion:
 - i) The number of players retained would be up to 4 players (number to be determined by league chairman).
 - ii) The expansion team(s) would be allowed to retain the same number of players as the returning teams.

1. These players would be the manager's child or children, one assistant's child and a sponsor child if applicable. Remaining openings will be filled by players now in the draft pool.
 - g. Draft order for the teams will be determined by lottery.
 - i) Team with 1st pick would be allowed to choose their draft position. All remaining teams would choose their draft position in the order of the lottery results.
 - ii) The draft order would then proceed in the following manner:
 1. Draft position 1
 2. Draft position 2
 3. Draft position 3
 4. ...etc... until all teams have drafted in the first round.
 5. Then the order would reverse with the last team drafting first and the first team drafting last in the second round. The draft would continue in this alternating fashion until all players are selected.
 - a. Example:
 - i. 1,2,3,4,5,6,7,8,8,7,6,5,4,3,2,1,1,2,3,4,5,6,7,8,8,7,6,5,4,3,2,1 etc...
 - h. Teams will be able to draft players based on ratings from the previous season and by the player's age. Teams should be filled based on age parity.
 - i. All teams would be divided equally by age with no team allowed to draft additional players of a given age until all age brackets in the league are filled with the minimum number for that bracket.
 - i) Example:
 1. If there are 8 teams and 16 - 14 year olds, each team would be limited to 2 - 14 year olds. If 8 teams and 19 - 14 year olds, each team would draft up to 2 - 14 year olds and would not be allowed to draft another 14 year old until all of the other age groups have been filled to their minimum number of players.
 - j. If drafting siblings, you draft one and get the remaining, however this would remove the drafting manager from the successive rounds that those additional siblings would have been available. (For two children you would miss the next round. For three children you would miss the next two rounds and so on.)
 - k. You are not required to draft in age order but you are not allowed to draft an unequal number of players in a specific age group until all teams have reached the minimum number of players in that age group.
 - l. Trading of players will not be allowed during or after the draft.
4. Sportsmanship and Conduct
 - a. All coaches, players and spectators must read, agree to and sign the respective Code of Conduct and are expected to demonstrate good sportsmanship. At an umpire's or MAA official's discretion, he or she may eject anyone whose conduct or sportsmanship is not appropriate. Penalty of misconduct will be under the discretion of the MAA board of directors and may be up to and including ejection from the program. (See Code of Conduct for more detailed information.)
 - b. Examples of unacceptable conduct and sportsmanship include, but are not limited to, profanity, use of alcohol, use of controlled substances, tobacco on school property, physical and/or verbal abuse of a coach, player umpire or league official.
 - c. Only players, umpires, coaches and league officials are allowed on the field of play

- d. Players and coaches must be in dugout area unless playing in the field, coaching or warming up. Spectators, parents and siblings shall not be in the dugout.
 - e. All coaches must pass an annual state of Wisconsin background check. This information will be in the possession of the MAA president only.
5. Uniforms
- a. Team Jerseys and Caps will be provided by MAA.
 - b. Players must wear team jersey and cap. Anyone not wearing team jersey or hat will not be allowed to play. Hats to be worn brim forward. Shirts to be tucked in
 - c. All players (except T-Ball and Pee-Wee Baseball) are required to wear light gray baseball pants. Shorts are not allowed in any league.
 - d. No metal cleats (exception of Sr. Boys and Sr. Girls leagues where allowed). Athletic shoes are acceptable – no open-toed shoes.
 - e. All boys playing are strongly encouraged to wear protective cup. Cups are required to be worn by catchers.
 - f. Batting helmets must be worn by all offensive players while on the field of play.
 - g. Catcher must wear all protective gear provided by the MAA, including: mask, shin guards and chest protector.
6. Umpiring
- a. Umpire(s) will be provided by MAA.
 - b. If a trained MAA umpire is not present, a volunteer may be used if agreed by both team managers.
 - c. Umpire's decision is final on judgment calls. Protests will not be allowed. unless there is not an MAA league official present to resolve a rule dispute. (exception – Sr. Boys league may allow protests)
7. Rainouts, Field conditions, etc.
- a. Games canceled due to unplayable field conditions are generally called off by the City Parks department by 4:00 PM. If the city has not canceled games, and field conditions worsen after 4:00, a league chair or board member will make the decision to play or not.
 - b. If field conditions worsen after a game has begun, a league chair, board member or Umpire may decide to postpone that game.
 - c. League chairs will make every feasible effort to reschedule the postponed games.
 - d. A shortened game is considered complete after 4 innings – 3 ½ if the home team is winning.
 - e. Lightning policy. At the sight of cloud to ground lightning, play will be suspended and all players and spectators shall seek shelter. For other lightning decisions, the flash-to-clap calculation is used. Count the seconds after seeing a lightning flash until thunder is heard. Divide that number by five. That will give you the distance in miles. Play shall be suspended if lightning is within one mile. Thus, if five seconds or less are counted, play shall be suspended.
8. Practice Fields, Reservations, etc
- a. Teams may practice only on the following baseball/softball diamonds:
 - i) Mill Valley
 - ii) Bay Lane
 - iii) Kurth Park
 - iv) Bluhm Park
 - v) Jensen Park
 - vi) Lions Park

- vii) Denoon Park
 - viii) Horn Park
 - ix) Muskego High School (special permit required)
 - b. Fields must be reserved by coaches for practice. The Park and Recreation policy for field reservation must be followed.
- 9. Trophies, awards
 - a. League/Division trophies will be awarded under the following guidelines:
 - i) For league/division with 3 teams, 1st place trophies will be awarded only
 - ii) For league/division with 4-6 teams, 1st and 2nd place trophies will be awarded.
 - iii) For league/division with 7 or more teams, 1st, 2nd and 3rd place trophies will be awarded.
 - b. The trophy rules do not apply to PeeWee or T-Ball leagues. All players in these leagues will be awarded participation awards.
 - c. Tie Breaker rules will be used to determine award winners for teams ending the season in a tie. Tie Breakers are as follows:
 - i) Playoff game when appropriate, or head to head during the regular season; league chair's discretion
 - ii) Best division record
 - iii) Fewest runs allowed in division, or as stated in individual league rules.
- 10. Miscellaneous Game Rules for All Leagues
 - a. Home team shall occupy 1st base dugout. Home team is responsible for getting bases, pitching rubber and umpire gear, and putting bases and pitching rubber in place. Home team is also responsible for putting equipment away at the end of the game.
 - b. Home team has right to use infield for warm-up up to 15 minutes prior to game time. Visiting team has infield for the final 15 minutes.
 - c. During Infield warm up, players and coaches shall avoid using the batter's box area.
 - d. Players/coaches shall not warm up batters by hitting baseballs/softballs into the fences, with the exception of plastic or whiffle balls.
 - e. Home team shall keep the "official book" in the event an umpire needs to verify a count or score.
 - f. Home team will report the score to league chair.
 - g. On-Deck batters shall warm up inside the fences on side behind the batter, near the dugout area. Helmets must be worn.
 - h. Speed up rules- Courtesy runner for catcher can be used with one out, and must be used with two outs. The courtesy runner shall always be the player that made the last out. If that player is on base, the previous out will be used. If only one out, the last batter not on base will be used. If a team fails to sub a catcher with two outs, they shall receive a warning. On the second offense, the team will begin the next offensive inning with one out. (does not apply to T-Ball or PeeWee).
 - i. In T-Ball, Pee Wee, Youth Boys, Junior Boys, Junior Girls and Intermediate Girls, no player shall sit out of an inning twice until everyone has sat out once. In Intermediate Boys, Senior Girls and Senior Boys, no player shall sit out 50 percent or more of all the actual innings played and no player will sit two consecutive innings. A team in violation of this rule, as determined by the league chair, will receive a warning. After a warning, penalty will be forfeiture of the game in which the rule was violated.

- j. Exceptions to rule 10i shall be allowed for disciplinary reasons. Any Players sitting for disciplinary reasons must be approved by league chairman prior to the game. Prior to the game, manager must inform opposing manager and umpires.
 - k. Forfeited games will have a final score of 2-0 in leagues where scores and standings are recorded.
 - l. For all softball leagues, T-Ball, Pee Wee, Youth Baseball and Junior Baseball; first base will be a double safety base. On plays to first base, the runner must use the orange colored base. On all other plays, the runner may use the white colored base.
11. Injuries. Any serious injury to a player, coach or spectator must be reported to the league chair. Coach should note any circumstances, environment or other contributing factors as to how or why the injury occurred.
12. All rules of play are excerpted from National federation of State High School rules for both baseball and softball leagues. Exceptions to these federation rules are noted in each individual league's rules.