Minnesota Baseball Tournaments

2026 MBT Qualifiers

Rules and Regulations

Read Carefully and Thoroughly (Rules highlighted in yellow are new Rules for 2026)

This is a list of rules and regulations that will be in effect for the MBT Qualifying Baseball Tournaments. The 2026 NFHS Guidebook 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

COACHES

Every coach that is part of the team will need a concussion and Abuse Awareness certificate. Each Tournament Director will be responsible for checking a copy of the certificates from every coach on a team prior to the team's first game of the tournament. Responsible adults must supervise teams at all times, on and off the field. Only 4 coaches/scorekeepers (adults) are allowed in the dugout during the game. Every adult in the dugout must have a concussion certificate and Abuse Awareness certificate to be listed on the official Roster. Only one batboy allowed per game. The tournament director reserves the right to limit the number of coaches per team per game.

(Coaches should keep their concussion & abuse awareness certificates with the player's birth certificates). Coaches who do not complete the training courses or do not have a copy of the certificates will be ineligible to coach.

PLAYERS

Players must be residents of Minnesota (exception: out of state teams that play in the Metro Baseball League or Gopher State League). 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 Minnesota Baseball Tournaments & Metro Baseball League will be allowed to participate with his current team no matter where he resides or attends school. **For adding extra players for tournaments due to injury, illness or players missing for various reasons, see fifth paragraph under TEAMS on page 2.**

LEVELS OF PLAY

To encourage the development and expansion of baseball within the state and to provide for uniformity of competition for the purpose of obtaining these goals, MBT shall be divided into three competitive levels as herein provided. The policy of MBT is that all associations must have an "AAA" team to have an "AA" team unless they petition MBT for an exception. It shall be the responsibility of each association to maintain the integrity of each level within their own association and to properly classify their teams.

"AAA" -The highest competitive level and every association shall have the right to enter teams in the AAA level.

"AA"- The intermediate level, primarily intended to provide a uniform competitive experience for communities that are not able to compete at the AAA level or communities that already have teams at the AAA level.

"A"- Offered for 9-15 only. The intermediate level is essentially designed to be a developmental league to provide a competitive experience until they are ready to advance to a higher competitive level. The 14A+ team can only have a maximum of five 15-year-olds on this team.

- Inter-level Play - There shall be no inter-level play between "AAA", "AA", and "A" levels.

- If your "A" or "AA" team placed in the Top Four in the 2025 MBT State Championship or the 2025 Gopher State Championship and there is not a team from your association at that age and at a higher level, your team must move up to the next level the following year.

TEAMS

MBT is a community-based program. Players are eligible to participate on teams from the community in which they live with their parent(s) or legal guardian, or their school attendance area. In some cases, a "natural baseball community" exists which may be a combination of nearby communities based on high school attendance area. However, this is NOT intended to allow all-star or recruited teams to be formed. The MBL Board of Directors reserves the right to rule on any questionable situations. (Teams that do not play in the MBL or GSBL must obtain a waiver through MBT to play in any MBT Tournaments).

All teams must be from a recognized bona fide baseball association or accepted school program to participate. The MBL Baseball Board of Advisors reserves the right to review and rule on the eligibility of any team.

Players must try out and compete with the travel association within the community where they reside or for the school they attend.

If a player attends a private school in another community, the option is for that player to play for that school's summer program. e.g.- if a player lives in 'Pipestone' and attends school at 'Holy Angels' then the player would be eligible to play for either Pipestone's or Holy Angels Summer Program (All players on the private school team must attend the private school).

Intact teams only. No ALL-STAR Teams allowed. To participate in an MBT event, you must compete with the roster submitted for league play. Due to injury, illness or players missing for various reasons, teams are allowed to pick up to three players from their local association if 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. An 11A team **cannot** add a 10AA player. *This will not affect the players to go back and play for their original team*. **To add Players, you must contact your Travel Director for a Player Waiver and get the approved waiver signed from your Travel Director/President before your game starts.**

No Renegade Teams, All-Star Teams, or Club Teams. Definition: A renegade/All-Star team is defined as any team that is comprised of players who all reside in the same community or attend the same school, but who have chosen to bypass the local traveling association to form a team. It is also defined as any team that is comprised of players from multiple communities where recognized youth associations exist.

ROSTERS

The roster limit is **15** 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 a team's regular size roster is 11 players, and all these players will be at the tournament, the team CANNOT add up to 1-3 more players just for pitching depth. Adding players is only if there is an injury, illness or players missing for various reasons to the team's original rostered players and can only go to the original roster size.***

If a team needed to add up to three players to their qualifying tournament roster, they do not need to add these players to their state tournament roster.

A properly completed Tournament Roster must be hand carried to the tournament site. Any team with an improperly completed roster shall be with held from competition. MBT roster limit is **15**.

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 school's 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, Wisconsin's School Sports, and Activities Vital Record Form.

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 the competition. The Tournament Director reserves the right to investigate eligibility matters at any time, including after the event.

AGE DIVISIONS

Players in their respective age groups must not reach the next age before May 1, 2026

9-under - Born on or after May 1, 2016

10-under - Born on or after May 1, 2015

11-under – Born on or after May 1, 2014

12-under – Born on or after May 1, 2013

13-under - Born on or after May 1, 2012

14-under – Born on or after May 1, 2011

15-under – Born on or after May 1, 2010

MBT GAME EQUIPMENT

1. 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.
2. 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.
3. Metal spikes – High School rules will apply for the 13, 14 and 15 underage groups. They will not be allowed in the 9, 10, 11, and 12 underage groups.
4. Proper helmets must be worn while batting, base running and catching in accordance with the NFHS guidelines.
5. MBT does not require the NOCSAE mark on catcher's gear currently.

Bat restrictions: 9U-14U: **All** bats (including Composite wood) must have the USA or USSSA stamp (unless using a -3 BBCOR bat or single-piece wood bat). 15's must use a BBCOR bat or single-piece wood bat.

9-U, 10-U, 11-U	Bats must be 2 ¼", 2 1/2", 2 5/8" & 2 ¾" with unlimited weight differential.
12-U & 13U	2 1/4" or less with UNLIMITED weight differential or 2 1/2", 2 5/8", or 2 ¾" barrel with -10 or less differential.
14-U & 14A+	Bats must be 2 5/8" or 2 ¾" with a -5 or less differential.
14A+ & 15-U	Bats must be 2 5/8" or 2 ¾" with a -3 differential.

PENALTY FOR ILLEGAL EQUIPMENT: On the first violation of 4-1-3b for entering the box with an illegal bat, the penalty for an illegal bat is applied (7-4-1a) …A batter is also out as in above penalty or when the batter enters the batter's box with an illegal bat (see 1-3-5) or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play. Also, the head coach shall be restricted to the bench/dugout for the remainder of the game. On the second violation for entering the box with an illegal bat, the penalty for an illegal bat is applied and the head coach shall be ejected. On subsequent violations for entering the box with an illegal bat, the penalty for an illegal bat is applied and the designated head coach shall be ejected. On detected violations of 4-1-3b for the use of a damaged helmet, the helmet shall be immediately removed from play.

7. All cast, splints and braces must be padded with at least ½" 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.

8. Teams must supply their own first-aid kits and ice packs. *(Each community should be supplying their teams with first aid kits and ice packs. Please do not depend on the Host communities to supply these).* Should a serious injury occur, the player's parent/guardian and coach shall be allowed on the field. Parent/guardian or coach shall determine if an ambulance/paramedics should be called at the injured party's expense.

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.

1. The official schedule is the Pool & 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.

2. Home team shall be determined by a coin toss for pool games. For bracket games, the higher seeded team from the initial tournament seeding will have their choice of Home or Visiting team. *(This rule is for MBT State only unless noted at tournament, otherwise coin flip for every game).*

3. 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.

4. Forfeits: Tournament officials will administer the rule so that any team that intentionally causes a forfeit will NOT benefit and will NOT advance to the championship round unless the Tournament Committee determines there were extenuating circumstances causing the forfeit. (*Score of a forfeited game is 6-0 for a six-inning game and 7-0 for a seven-inning game except if the game is forfeited after the number of innings required for a regulation game 4 innings (6 inning game) or 5 innings (7 inning game) and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 6-0 or 7-0)*

5. If a team is disqualified from the tournament, it only affects the results of their last game.

6. If any player is found ineligible, every game that this ineligible player played will be deemed a forfeit**.**

7. A 10-run rule is in effect throughout the entire tournament. For 9U, 10U, 11U & 12U, games will end at the conclusion of 3 ½ 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 ½ innings (home team) or 5 innings (visiting team) if the score differential is 10 runs or greater.

8. Pitching / Base Distances:

AGE	PITCHING DISTANCE	BASE PATHS
9 & 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.

9. Base Running Rules: (Headfirst sliding is permitted at any base at any time).

   9U & 10U: 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 3rd strike – Batter is out, runners may advance at their own risk, and ball is live.
   9U: *A runner occupying 3rd base at the start of a play may only advance to home on a batted ball or an attempted play on the runner on 3rd base. Otherwise, the runner on 3rd may only advance on a batted ball, a bases loaded walk or hit by pitch.*

   11 – U: Stealing is permitted; however, a runner may not leave the base until the ball leaves the pitcher's hand. If the runner leaves early a dead ball is declared and the runner in violation is declared out.
   Dropped 3rd 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 3rd strike, etc.

10. 9-14-U & 14A+ age must use free substitution and must bat entire bench.

    15AAA/AA& 15A: High school rules regarding designated hitter and re-entry. The NFHS rules states for starting players: Any of the starting players may withdraw and re-enter 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. Teams will also be allowed to add an Extra-Hitter (EH) to the starting lineup.

    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 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.

11. 9-14U & 14A+ age – 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. (Courtesy runners can be only used for catchers only, pitchers must run).

    15AAA/AA & 15A – 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.

12. 9-14 & 14A+ age: Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players (it is not an out when his spot comes up to bat). A team reduced to less than 9 players due to an ejection shall be disqualified for that game.

13. 15AAA/AA & 15A: Teams must start the game with 9 players. If a team goes down to 8 players due to an injury or illness, then that batting spot is out each time it comes up. A team reduced to less than 9 players due to an ejection shall be disqualified for that game.

14. 9-14 & 14A+ 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, it is not an out when his spot comes up to bat) 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 during the game, 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 9–14-year-old game, then that batting spot is out each time it comes up. If a batter gets hurt during his at-bat, then the next batter in order will assume his count.

    If a batter swings at a pitch and fouled it into his face/body and was unable to stay in the game. In a continuous batting order, the next batter in the lineup takes the batter's place, assumes the existing count, and completes the at-bat. Because the injured player cannot continue, their spot in the lineup is simply skipped the next time it comes around without an automatic out penalty. **(Once a player is taken out of the batting order due to injury, illness etc. they cannot bat the remainder of the game.)**

15. Pool Play Game Length / Time Limits:
    9–12–U- 6 innings/1 hour 45-minute time limit. No new inning shall begin after 1 hour and 45 minutes.
    13 – 15 – U: 7 innings/2-hour time limit. No new inning shall begin after 2 hours.
    ((<u>Rule on when a new inning begins:</u> A new inning begins instantly when the 3rd out of the previous inning is recorded. The time of the 1st pitch of the next inning is irrelevant regarding the time limit).

    **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 after the visiting team bats 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.

<u>Bracket Play Time Limit:</u>

Bracket Play Game Length / Time Limits: 9U–12U 6 innings/2-hour time limit. No new inning shall begin after 2 hours. 13U–15U: 7 innings/2-hour 15-minute time limit. No new inning shall begin after 2 hours 15 minutes. *When the time limit is reached after an inning has started, the game will end immediately after the visiting team bats 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.* **(A new inning begins instantly when the 3rd out of the previous inning is recorded. The time of the 1st pitch of the next inning is irrelevant regarding the time limit).**

For Bracket Games only: When a game is tied at the end of 6 innings for 9U-12U & 7 innings for 13U-15U, or if the time limit is up the International Tie Breaker rules apply.

<u>International Rule for Bracket Games Only (NEW):</u>

9U-14U & 14A+: At the start of each inning, start the inning with zero outs, a runner is placed on second base- the runner will be the last batter scheduled to bat in this inning, (for **15U** only, any eligible player may be substituted for this runner). At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges (one team scores more runs than the other at the end of a complete inning).

Pitches thrown by pitchers in extra innings will count towards each individual pitcher's pitch count total. **(6)**

Pitching Restrictions	
9U & 10U, *Only the starting pitcher may re-enter a game as a Pitcher once if they have not been removed by rule. * Only pitches thrown to a batter count toward the pitch count.	75 Maximum Pitches per day 100 Maximum Pitches per tournament
11U & 12U, *Only the starting pitcher may re-enter a game as a Pitcher once if they have not been removed by rule. * Only pitches thrown to a batter count toward the pitch count.	85 Maximum Pitches per day 110 Maximum Pitches per tournament
13U, *Only the starting pitcher may re-enter a game as a Pitcher once if they have not been removed by rule. * **Only pitches thrown to a batter count toward the pitch count.	95 Maximum Pitches per day 120 Maximum Pitches per tournament
For all ages: If a player reaches their number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position. **Only pitches thrown to a batter count toward the pitch count.	A coach for each team must sign the scorecard at the conclusion of the game, to verify the score of the game and the pitch count for each pitcher.
14U & 14A+, *Only the starting pitcher may re-enter a game as a Pitcher once if they have not been removed by rule. * ** Only pitches thrown to a batter count toward the pitch count.	95 Maximum Pitches per day 130 Maximum Pitches per tournament
15U, **High School Rules will apply. ** Only pitches thrown to a batter count toward the pitch count.	95 Maximum Pitches per day 130 Maximum Pitches per tournament

Removed by Rule: Pitchers that have reached their maximum pitches per day or per tournament can no longer pitch and once the team has reached their maximum trips to the mound for the pitcher they can no longer pitch.

Tracking Pitches:

1) *Each team must designate an adult who is responsible for tracking the pitches for their team. Each team should track the pitches for both their team and their opponent.*

2) *After each inning those responsible for tracking pitches will confirm the number of pitches for that inning with the umpire. Any discrepancies need to be worked out at that time. If a dispute cannot be resolved the number calculated by the home team will stand as the official number. Once the next inning has begun, the numbers from the previous inning are final.*

3) *After the game, each team must verify with the opposing team and umpire the final score of the game and the total pitch count for each player. The umpire will then write the totals on his official scorecard. At this time, each coach must verify the scorecard and then sign it. The umpire will then hand it in to a Tournament Official who will update the scores of each game and a running total of the pitch counts throughout the tournament at the Tournament Head Quarters only.*

Pitch counts of each player will be exchanged at the plate meeting before each game, along with lineups.

Violation of Pitching Restrictions: Upon discovery of a violation of any pitch count limit (i.e., daily or tournament total), the pitcher will be removed as pitcher and the head coach of that team will be ejected. The pitcher will not be eligible to pitch for the remainder of the tournament, and the head coach will be suspended for the remainder of the tournament. **There is no forfeiture of the game.**

Pitching Rubber: Occasionally on a youth field there are multiple pitching rubbers for different ages, baseball-softball, etc. The Host will do everything they can to verify the proper rubber has been exposed. However, through dragging or raking the proper rubber may have been covered and the improper one exposed. It will be the responsibility of the pitcher and coaches to verify the rubber is right. If there is any question prior to or during the game, the Umpire can verify distance. From the point where the rubber is verified the umpire will make the change to the proper pitching rubber and continue the game. ***There will be no redoing of any batter, pitches, or innings to that point.***

An ambidextrous pitcher is considered one pitcher. All pitches that an ambidextrous pitcher delivers in a game go toward his pitch count. It does not matter what arm he uses. When he reaches the pitch count limit, he must be removed as a pitcher.

16. **Trips to the Mound:**
Two trips to the mound are allowed PER PITCHER, PER GAME for 9, 10, 11, 12, 13, 14 & 14A+ 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 15U age group.

17. **Legal Pitches:**
For 9, 10 & 11-U the following pitches are legal, fastballs, straight changeups, 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 & 15-U age groups.

18. **Balks:**
A balk may not be called in the 9, 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.

19. **Third to First Pickoff:** Per NFHS rules, a pitcher may feint to third or second base as long as they step with the non-pivot foot directly toward a base (occupied or unoccupied) when throwing or feinting there in an attempt to put out or drive back a runner. The "Third to First" move is legal. Rule 6-2-4.

20. **Warm-up Pitches:** The starting pitcher will get 8 throws (1st inning), completed in one minute (timed from the first throw). When a pitcher is replaced during an inning or prior to an inning, the relief pitcher may not use more than eight throws completed in one minute (timed from the first throw). At the beginning of each subsequent inning, the pitcher may warm up by not using more than five throws completed in one minute (timed from the third out of the previous half-inning) (3-1-2). In either case, the umpire may authorize more throws because of an injury, ejection or inclement weather.

21. **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 feet of the team bench throughout 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. **NEW: Any player, coach or spectator ejected in their last game of a tournament will also sit out their next league game.**

22. **WEATHER:**
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.

23. If the temperatures become extreme the Umpires and Coaches will be advised to make reasonable judgment regarding heat and water breaks. We will recommend taking a few extra minutes after the 3rd or 4th inning for cool down/water break. This timeout will not affect the regulation game time limits, and the umpire should tell you what the new game ending time is after the break.

24. **No protests allowed. All disputes will be handled on the field.**

25. POOL PLAY TIE BREAKER METHODS:

1. Won-Loss-Tie Record
2. Head-to-Head
3. Least number of runs allowed in total pool play
4. Run differential in total pool play (maximum plus or minus 10 run)
5. Least number of runs allowed against tied teams
6. Run differential against tied teams (maximum plus or minus 10 run)
7. Coin toss

If two teams are tied above after tie breaker #2 (Head-to-Head), and the tied team's innings were not equal due to weather shortened games ***(games shortened due to the 10-run rule or time limit are counted as full games)***, you then will figure out "Least Number of Runs Allowed per Inning in total pool play" for tie breaker #3 and so on. **(If needed, please use the formulas in Examples #4, #5 & #6 below to figure out Runs allowed per inning).**
Win = 2 points
Loss = 0 points
Tie = 1 point

If more than 2 teams are tied and they all played their full games, (games shortened due to the 10-run rule are counted as full games), please use examples #1, #2 & #3 below:

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

Only use Examples **4 & 5** if more than 2 teams are tied, and the tied team's innings were not equal due to weather shortened games (games shortened due to the 10-run rule or time limit are counted as full games), you then will figure out **"Runs Allowed per Inning"**. Please use examples below:

Example 4:
Team A played 12 innings and gave up 7 runs = 0.583 runs allowed per inning. (7÷12=0.583)
Team B played 11 innings and gave up 6 runs = 0.636 runs allowed per inning. (6÷11=0.545)
Team C played 11 innings and gave up 9 runs = 0.818 runs allowed per inning. (9÷11=0.818)
Thus, Team B is the #1 seed, Team A is the #2 seed, and Team C is the #3 seed.

Example 5:
Team A played 12 innings and gave up 7 runs = 0.583 runs allowed per inning. (7÷12=0.583)
Team B played 12 innings and gave up 7 runs = 0.583 runs allowed per inning. (7÷12=0.583)
Team C played 11 innings and gave up 9 runs = 0.818 runs allowed per inning. (9÷11=0.818)
Thus, team C is #3 seed and the #1 seed is determined by the head-to-head between Team A and Team B.

Example 6:
Team A played 12 innings and gave up 10 runs = 0.833 runs allowed per inning. (10÷12=0.833)
Team B played 11 innings and gave up 8 runs = 0.727 runs allowed per inning. (8÷11=0.727)
Team C played 11 innings and gave up 8 runs = 0.727 runs allowed per inning. (8÷11=0.727)
Thus, team A is #3 seed and the #1 seed is determined by the head-to-head between Team B and T

MBT, Parent & Umpire Codes of Conduct on the next two pages.

MBT Coaches Code of Conduct

At all MBT and MBL Events

1. The Coaches will be responsible for their players and not allow unsportsmanlike acts toward opponents, officials, or anyone associated with the game.
2. Coaches will know and comply too the intent and spirit of the rules.
3. Coaches will teach their players to respect the dignity of the game, rules, officials, opponents, and the Associations they represent.
4. Coaches will confine their discussion with game officials to the rules and not challenge umpire decisions involving judgment.
5. Coaches will prohibit comments from the bench which would include personal and malicious remarks, cursing, and obscene language toward opponents, umpires, coaches, or spectators.
6. Coaches will refrain from any personal action that might arouse players or spectators to unsportsmanlike behavior.
7. Coaches will not use or tolerate the use of drugs, tobacco, or alcohol.
8. Coaches should demonstrate and expect an umpire's courteous and dignified attitude toward players and each other.
9. Coaches should make every effort to control unruly spectators from their Association.
10. MBT and MBL may consider all relevant conduct in determining whether disciplinary action is appropriate. Conduct includes but is not limited to MBT and MBL events. Conduct at non MBT and MBL baseball events and acts outside of baseball may be considered.

Penalty

Any violation of the above Code of Conduct should be reported to the local Association and MBT, and may result in sanctions, or temporary or permanent banishment from any or all MBT or MBL events.

MBT Parent Code of Conduct

At all MBT and MBL Events

1. Parents will encourage good sportsmanship by showing positive support for all players, coaches, administrators, and officials.
2. Parents will remember that the physical and emotional health of the players is more important than winning a game.
3. Parents will not use or tolerate the use of drugs, tobacco, or alcohol.
4. MBT events will be for the kids to play a game, not for adult interference.
5. Parents will make events a positive and fun experience for the players.
6. Parents will treat all players, coaches, volunteers, fans, and officials with respect.
7. Parents will not undermine or question the coach's instructions, directions, or decisions.
8. Parents will not use or tolerate the use of profanity.
9. Parents will show the utmost respect for all umpires and their decisions.

Penalty

Any violation of the above Code of Conduct should be reported to the local Association and MBT, and may result in sanctions, or temporary or permanent banishment from any or all MBT or MBL events.

MBT Umpire Code of Conduct

At all MBT and MBL Events

1. The Umpire should arrive and depart in a timely manner conducive to the game.
2. Umpires should be professionally dressed.
3. Umpires should behave in a professional manner.
4. Umpires should know and interpret rules in a manner conducive to youth baseball.
5. Umpires will refrain from comments which would include personal and malicious remarks, cursing, and obscene language toward players, coaches, or spectators.
6. Umpires will refrain from any personal action that might arouse players or spectators to unsportsmanlike behavior.
7. Umpires will not use or tolerate the use of drugs, tobacco, or alcohol.
8. Umpires should demonstrate and expect a coach's courteous and dignified attitude toward players and each other.
9. Umpires should remember they are part of a game, intended to be fun for the participants.
10. MBT and MBL may consider all relevant conduct in determining whether disciplinary action is appropriate. Conduct includes but is not limited to MBT and MBL events. Conduct at non MBL and MBT baseball events and acts outside of baseball may be considered.

Penalty

Any violation of the above Code of Conduct should be reported to the local umpire Association and MBT, and may result in sanctions, or temporary or permanent banishment from any or all MBT or MBL events.