

McKinney Baseball Association Policies and Procedures Affecting All Divisions

I. AUTHORITY

The McKinney Baseball Association operates under the authority of the MBA Board of Directors.

II. MISSION STATEMENT

It is this Board's intention for all involved in the MBA program to have an enjoyable season. This league is for the sole benefit of the players involved. We feel obligated not only to teach the fundamentals of baseball, but to also instill qualities, which these young people will use throughout their lives such as:

- Good sportsmanship & Teamwork
- Good attitude towards winning as well as losing
- Competitiveness among their peers
- Responsibilities to self and others
- Rewards of extra effort.

III. ADMINISTRATION

A. BOARD

The Board of Directors of MBA governs McKinney Baseball Association, Inc. The purpose of MBA is to foster good sportsmanship, to promote an interest in the game of baseball and administer league play as determined by the Board of Directors.

Commissioner

The Commissioner is a Director who is generally responsible for gathering the Board of Directors and for oversight over the daily operations of the league.

Vice-Commissioner

The Vice-Commissioner is a Director who acts as Commissioner when Commissioner is absent or unreachable.

Administrator (Secretary and historian)

The administrator acts as scheduler, registrar and coordinator for league administration.

Treasurer

The Treasurer has custody of the corporate funds and securities, shall cause full and accurate accounts of receipts and disbursements to be kept and shall deposit all monies and other valuable effects in the name and to the credit of the MBA as may be ordered by the Board of Directors and render to the Board of Directors whenever they shall require financial status of the MBA.

League Director

There are 5 League Directors to oversee the coaches, players, and gameplay rules within each division and subdivision: Tee Ball (4u, 5u, 6u), Machine Pitch (7u, 8u), 9u / 10u, 11u / 12u, and 13u /14u.

Tournament Director

The Tournament Director coordinates, manages and oversees all tournament operations and volunteers.

Operating Committee

A committee to provide guidance, direction, and consistency across the daily operations of the MBA. It is presided over by the Commissioner and consists of the 5 League Directors.

Integrity and Discipline Committee

A committee to research and review serious infractions, authorized to extend punishment on behalf of the MBA in the pursuit of justice and to protect the integrity of the MBA.

Competition Committee

A committee to research and review potential and actual actions related to matters of keeping competition fair and even, authorized to move teams to new divisions or leagues as it sees fit to reasonably protect the majority of MBA's participants.

Nominating Committee

A committee to investigate the qualifications of persons who may be considered as candidates to serve on the Board of Directors, it consists of no less than 3 Directors appointed by the Commissioner.

Marketing Committee

A committee to oversee and pursue marketing activities on behalf of the MBA.

B. COACH

Adult person, 18 years or older, with a current contract (coach's application) with MBA who is responsible for his/her team's practices and games, and the conduct of all persons connected with his/her team, including parents, during a league event.

C. UMPIRES

Are in charge upon arriving on the playing field and until they declare the game to be over and depart the playing field. MBA has contracted with the North Texas Independent Sports Officials (NTISO). A qualified NTISO representative holds Baseball Officials Training each year prior to the start of the season. Please realize that there is a national shortage of youth sports officials (at least in part) due to mistreatment and disrespect. Umpires in the younger age divisions are typically the newest to umpiring. Parents should set the expectations for umpire skills appropriately in-line with the skill level of the players participating.

D. CITY OF MCKINNEY PARKS DEPARTMENT

Responsible for security badge policies, practice and game field usage, field preparation, lights, scoreboards, concession stand, restrooms, parking, and all weather-related cancellations each day throughout the season until 4:30pm. MBA has obtained permission to use the City of McKinney Parks Department's baseball fields on certain days and at certain times predetermined with the City and in conjunction with its scheduled activities and those of other baseball and softball organizations.

IV. DIVISIONS, SUBDIVISIONS, LEAGUE AGES

MBA starts its new league year each Fall season, and the Spring season ends it. The Fall season is considered a developmental season to prepare for the Spring season. The Age Cut-off Date is APRIL 30th. The player's age on that date determines his/her "League Age" for the entire league year. This means that the player's age on April 30, 2015 will be his/her league age for both the Fall 2014 and Spring 2015 seasons.

Whenever registration allows, MBA will offer:

- One division for each League Age
- Two subdivisions within each division: one "Recreational" and the other "Advanced".

Based upon MBA player registration, the divisions may be adjusted, combined or removed. Ideally, MBA wants players to play within their own age group (unless a request to move up has been made by the players' parent/guardian), so every attempt will be made to keep divisions separated.

Players are allowed to play up one year with Board approval. The Board reserves the right to require parents to sign additional waivers before allowing players to do so.

The anticipated divisions and subdivisions for the Fall 2014 and Spring 2015 seasons are:

Division	Sub-divisions	Born Between		League Age
Beginner Tee Ball	N/A	5/1/2009	4/30/2011	4-5

Description

- Serves as an introduction to the game of baseball, including instruction on the basic fundamentals of throwing, catching, hitting, fielding, teamwork, and playing games.
- Children who are League Age 5 and have already played a season of Beginner Tee Ball may be better suited for Advanced Tee Ball.
- Games are intended to be 1-hour in length and will be played on Saturday mornings and weeknights starting at 6pm or 7:00pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play at least 1 inning as in infielder by the 3rd inning each game.

Fundamental Skills to be Taught by Coach*

- Fundamentals of throwing, catching and fielding ground balls
- Fundamentals of hitting
- Game situations such as when a runner is safe or out, running the bases in the proper order, throwing to teammates
- Learn the meaning of baseball terms such as "hit", "safe", "out", "defense"
- The responsibilities of each fielding position (all players should get a chance to play all positions at some point during the season)
- Coaches choose a weekly 1-hour practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 time per week before the season and 1 time per week during the season.
- Coaches are encouraged to keep weekly tee ball activities to 1-2 hours per week, with no more than 3 hours per week in the event that two games are scheduled.

Division	Sub-divisions	Born Between		League Age
Advanced Tee Ball	N/A	5/1/2008	4/30/2010	5-6

Description

- For tee ball players who are ready to also attempt to hit a coach's pitches and make outs. It serves as an introduction to the game of baseball, including instruction on the basic fundamentals of throwing, catching, hitting, fielding, teamwork, and playing games.
- Children who are League Age 5 and who may struggle physically or emotionally with making outs as a batter, or who have never played Beginner Tee Ball, are encouraged to play Beginner Tee Ball instead.
- Games are intended to be 1-hour in length and will be played on Saturday mornings and weeknights starting at 6pm or 7:00pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play at least 1 inning as in infielder by the 3rd inning each game.

Fundamental Skills to be Taught by Coach*

- Fundamentals of throwing, catching and fielding ground balls and popups
- Fundamentals of hitting
- Game situations such as force outs, throwing to teammates, and listening to coaches
- Mental approach to the game such as paying attention and keeping track of the outs
- The responsibilities of each fielding position (all players should get a chance to play all positions at some point during the season)
- Coaches choose a weekly 1-hour practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 to 2 times per week before the season and 1 time per week during the season.
- Coaches are encouraged to keep weekly tee ball activities to 1-2 hours per week, with no more than 3 hours per week in the event that two games are scheduled.

Division	Sub-divisions	Born Between		League Age
7U Machine Pitch	Rec-A & Adv-AA	5/1/2007	4/30/2008	7

Description

- For players who are ready to play baseball with hardballs, hit off a pitching machine, and keep score.
- An age-appropriate set of modified baseball rules is used. It serves as a transitional step before kid-pitch baseball in a player's ongoing development of baseball skills.
- Games are intended to be 1-hour 15 minutes in length and will be played on Saturday mornings and weeknights starting at 6pm or 7:30pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play at least 1 inning as in infielder by the 3rd inning each game.

Fundamental Skills to be Taught by Coach*

- Fundamentals of throwing, catching and fielding ground balls and popups--including the catcher's position
- Fundamentals of hitting
- Game situations such as force outs, throwing to teammates, and basic cut-off plays
- Mental approach to the game such as picking up base running signals from coaches and knowledge of outs
- The responsibilities of each fielding position (MBA recommends that all players get a chance to play all positions at some point during the season, but this is up to the discretion of the coach)
- Coaches choose a weekly 1-hour practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 to 2 times per week before the

season and 1 time per week during the season.

- Parents should consider that coaches of teams in the Advanced (AA) subdivision may prefer to practice longer and/or more often.

Division	Sub-divisions	Born Between		League Age
8U Machine Pitch	Rec-A & Adv-AA	5/1/2006	4/30/2007	8

Description

- For players who are ready to play baseball with hardballs, hit off a pitching machine, and keep score. An age-appropriate set of modified baseball rules is used. It serves as a transitional step before kid-pitch baseball in a player's ongoing development of baseball skills.
- Games are intended to be 1-hour 15 minutes in length and will be played on Saturday mornings and weeknights starting at 6pm or 7:30pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play at least 1 inning as in infielder by the 3rd inning each game.

Fundamental Skills to be Taught by Coach*

- Fundamentals of throwing, catching and fielding ground balls and popups--including the catcher's position
- Fundamentals of hitting
- Game situations such as force outs, throwing to teammates, aggressive base running, and basic cut-off plays
- Mental approach to the game such as avoiding overthrows and knowledge of what decisions to make depending on the number of outs there are
- The responsibilities of each fielding position (MBA recommends that all players should get a chance to play all positions at some point during the season, but this is up to the discretion of the coach)
- Coaches choose a weekly 1-hour practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 to 2 times per week before the season and 1 time per week during the season.
- Parents should consider that coaches of teams in the Advanced (AA) subdivision may prefer to practice longer and/or more often.

Division	Sub-divisions	Born Between		League Age
9U Kid Pitch	Rec-A & Adv-AA	5/1/2005	4/30/2006	9

Description

- For players who are prepared to play full baseball rules, except for a few age-appropriate modifications, at 65' / 46' field dimensions. It serves as an introductory step to kid-pitch baseball for a player's ongoing development of baseball skills.
- Games are intended to be 1-hour 30 minutes in length and will be played on Saturday mornings and weeknights starting at 6pm or 7:45pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play two complete innings as a fielder each game.

Fundamental Skills to be Taught by Coach*

- Proper throwing and fielding techniques
- Identify and develop several pitchers who are capable of throwing strikes
- Maintain a hitter's confidence when pitchers struggle with their control
- Game situations such as stolen bases, rundowns, and catchers blocking wild pitches
- Mental approach to the game such as a pitcher controlling his emotions and players maintaining focus when the game slows down as a result of walks
- Coaches choose a weekly 1-hour 30 minute practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 to 2 times per week before the season and 1 time per week during the season.
- Parents should consider that coaches of teams in the Advanced (AA) subdivision may prefer to practice longer and/or more often.

Division	Sub-divisions	Born Between		League Age
10U Kid Pitch	Rec-A & Adv-AA	5/1/2004	4/30/2005	10

Description

- For players who are prepared to play full baseball rules, except for 4 outfielders, at 65' / 46' field dimensions. It serves as an intermediate step in a player's ongoing development of baseball skills.
- Games are intended to be 1-hour 30 minutes in length and will be played on Saturday mornings and weeknights starting at 6pm or 7:45pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play two complete innings as a fielder each game.

Fundamental Skills to be Taught by Coach*

- Proper throwing and fielding techniques
- Pitchers learn to consistently throw strikes
- Techniques for bunting as well as aggressive hitting, with knowledge of the strike zone
- Game situations such as pick-off plays, cutoffs, and rundowns
- Mental approach to the game as players begin to focus and learn the intricacies of fewer positions
- Coaches choose a weekly 1-hour 30 minute practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 to 2 times per week before the season and 1 time per week during the season.
- Parents should consider that coaches of teams in the Advanced (AA) subdivision may prefer to practice longer and/or more often.

Division	Sub-divisions	Born Between		League Age
11-12U Kid Pitch	Rec-A & Adv-AA	5/1/2002	4/30/2004	11-12

Description

- For players who are prepared to play full baseball rules at 70' / 50.5' field dimensions. It serves as an advanced step in a player's ongoing development of baseball skills.
- Games are intended to be 1-hour 45 minutes in length and will be played on Saturday mornings and weeknights starting at 6pm or 8:00pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play two complete innings as a fielder each game.

Fundamental Skills to be Taught by Coach*

- Proper throwing and fielding techniques
- Pitchers vary speed and location
- Techniques for directional hitting and hitting off-speed pitches
- Game situations such as advanced pick-off plays, multiple bunt defenses, and cutoffs
- Mental approach to the game such as catchers calling pitch locations, situational hitting, and focus on just 1-2 positions
- Coaches choose a weekly 1-hour 45 minute practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 to 2 times per week before the season and 1-2 times per week during the season, if possible.
- Parents should consider that coaches of teams in the Advanced (AA) subdivision may prefer to practice longer and/or more often.

Division	Sub-divisions	Born Between		League Age
13-14U Kid Pitch	Rec-A & Adv-AA	5/1/2000	4/30/2002	13-14

Description

- For players who are prepared to play full baseball rules at 80' / 54' field dimensions, nearing high school dimensions. It serves as the final step in a player's ongoing development of baseball skills before playing on full-sized fields.
- Games are intended to be 1-hour 45 minutes in length and will be played on Saturday mornings and weeknights starting at 6pm or 8:00pm; typically, teams will have 1 or 2 games scheduled per week during the season.
- All players play two complete innings as a fielder each game.

Fundamental Skills to be Taught by Coach*

- Proper throwing and fielding techniques
- Techniques for directional hitting and hitting off-speed pitches
- Game situations such as hit-and-run, multiple bunt defenses, defensive shifts and cutoffs, and squeeze plays
- Mental approach to the game such as catchers calling pitch locations and types, working the count as a batter, and situational hitting strategy
- Coaches choose a weekly 1-hour 45 minute practice time and field at the coaches' meeting.
- Each coach makes his own practice schedule; however, coaches are encouraged to practice 1 to 3 times per week before the season and 1-2 times per week during the season, if possible.
- Parents should consider that coaches of teams in the Advanced (AA) subdivision may prefer to practice longer and/or more often.

* **Note:** All coaches are volunteers and have different styles, knowledge of the game, and coaching techniques.

Coaches in all divisions are expected to teach and exhibit the following in accordance with MBA's mission:

1. Good sportsmanship & Teamwork
2. Good attitude towards winning as well as losing

3. Competitiveness among their peers
4. Responsibilities to self and others
5. Rewards of extra effort

Players seeking to join a team in an Advanced subdivision must be invited by the coach/team. MBA will NOT place a player on an "Advanced" team without the approval from the coach. MBA will give out a player's contact information (upon approval of parent or guardian) to coaches within the division, so that a coach can get in contact with a player for evaluation.

MBA does not require birth certificates at this time. However, if the birthdate of a player is falsified when registering, the player will be asked to leave the team, as well as MBA, and a refund will not be given.

V. CREATION OF TEAMS; "SELECT" PLAYER AND TEAM DESIGNATIONS

MBA does allow "Select" teams and players to play within the organization. However, in an attempt to keep competition fair within our divisions, criteria has been set to establish the proper division and subdivision a select team/player must play in.

Recreational (Rec-A subdivision) Teams are created using a dual approach. A head coach is allowed to protect players (as many as they would like) on his/her roster, including his/her child. The remainder of the team is filled through the league's blind draft and is balanced by age within a division if possible. T-ball players are assigned to teams based on neighborhood or school; however, a T-ball coach can create and protect their entire team. Coaches of teams playing in the Advanced (Adv-AA subdivision) are responsible for filling their own rosters. MBA will NOT place a player on an "Advanced" team without the approval from the coach. MBA will give out a player's contact information (upon approval of parent or guardian) to coaches within the division, so that a coach can get in contact with a player for evaluation

A. Definitions

Select Player: A player who has played with a select team in more than 3 tournaments in the previous season or more than 6 tournaments in the previous 12 months as of the closing date of registration.

Select Team: Any team with more than 3 Select Players who are not already playing up a League Age.

Rec Player: A player who is not defined as a Select Player is therefore defined as a "Rec Player".

Rec Team: A team that is not defined as a Select Team is therefore defined as a "Rec Team".

B. Rules

1. No Select Players are permitted in the 'A' subdivision. Select players must play in the 'AA' subdivision at any level.
2. No Select Players are eligible for All-Stars, unless they are playing up in age division.
3. Any team deemed a Select Team as defined above, must play up one age division and in the AA subdivision. For example, a 10U Select Team playing in MBA must play in the 11UAA division. In the case where age divisions have to be combined (due to registration numbers), this team would still play up (i.e. in 11/12 AA).
4. Any team that plays more than 3 tournaments in a season, or totals more than 6 tournaments in the most recent 12 months, must play up a division and in the 'AA' subdivision the next season in MBA. If a team does NOT exceed these parameters, they can maintain their age appropriate division.
5. If a Rec ('A') team plays in ANY tournaments, they will move to the AA subdivision the following season; however, if that team exceeds the maximum allowed of 3 tournaments, they will also move up an age division and play in the 'AA' subdivision in the following season.
6. Responsibility of the Select status of a team and its players is that of the HEAD COACH! Any violation of this in whole or in part will result in punishment of the coach and/or team. This can include suspension, forfeiture of games, removal from MBA or other actions deemed appropriate by the Board.

Notes and Clarifications:

- We want kids and teams to develop and work towards improving their skills, but we want competition as even as possible. Generally speaking, a Select Player may play in his own League Age division, but it may not be on the team he wishes if too many Select Players are on that team.
- Any coach/team challenging the Select status of a player or team should appeal in writing to the MBA Competition Committee to explain his/her case for the challenge and all supporting evidence. The Competition Committee will look into valid challenges, but ask for your professionalism and honesty during the process.
- An 11U Select Team coming in to play would have to play in the 11/12 AA subdivision.
- A 12U Select Team coming in to play would have to move to the 13/14 AA subdivision.
- If a team contains:
 - 1 League Age 10 Select Player
 - 2 League Age 9 Select Players, and
 - 7 League Age 9 Rec Players

That team must play 10AA, based on the team having a League Age 10 Select Player.

- If a team contains:
 - 3 League Age 10 Select Players
 - 1 League Age 9 Select Player, and
 - 6 League Age 9 Rec Players

That team must play AA because they have at least one Select Player. Their appropriate age division is determined by the League Ages of the Select Players. The team has 3 League Age 10 Select Players, and because the 4th Select Player is League Age 9 and already playing up, the team has not exceeded the limit. Therefore it may play 10AA.

Summary of Select Rule

Division	Subdivision	Max # of Select Players Allowed	Notes
7U Machine Pitch	Rec-A	0	No Select Players of any League Age allowed
7U Machine Pitch	Adv-AA	3 League Age 7s	Unlimited number of Select Players League Age 6 or younger allowed
8U Machine Pitch	Rec-A	0	No Select Players of any League Age allowed
8U Machine Pitch	Adv-AA	3 League Age 8s	Unlimited number of Select Players League Age 7 or younger allowed
9U Kid Pitch	Rec-A	0	No Select Players of any League Age allowed
9U Kid Pitch	Adv-AA	3 League Age 9s	Unlimited number of Select Players League Age 8 or younger allowed
10U Kid Pitch	Rec-A	0	No Select Players of any League Age allowed
10U Kid Pitch	Adv-AA	3 League Age 10s	Unlimited number of Select Players League Age 9 or younger allowed
11-12U Kid Pitch	Rec-A	0	No Select Players of any League Age allowed
11-12U Kid Pitch	Adv-AA	3 League Age 12s	Unlimited number of Select Players League Age 11 or younger allowed
13-14U Kid Pitch	Rec-A	0	No Select Players of any League Age allowed
13-14U Kid Pitch	Adv-AA	3 League Age 14s	Unlimited number of Select Players League Age 13 or younger allowed

VI. PRACTICE FIELDS

Procedures on field reservations change each season as decided upon by the City of McKinney Parks Department. MBA will update coaches each season at the coaches' meeting at the beginning of the season. Our intent is to allow coaches to reserve one practice field a week, and additional practices on the fields will be first come / first serve if the City has not already reserved those fields.

VII. EQUIPMENT

The coach of each team will be issued equipment for use during the season. The equipment consists of first aid kit, catchers gear and glove (for 7u and older divisions), batting helmets, and a batting tee and bats (for Tee Ball only). Players must provide their own glove, bat (except for Tee Ball), and any other equipment. Occasionally, buckets of balls are provided to coaches for use during the season as well.

There is a \$150.00 deposit when the equipment is given to the coach. This deposit will be returned upon the league receiving all equipment back in reasonable condition within 2 weeks of the completion of the season, or when otherwise designated by the league. If the equipment is not returned in time the check will be deposited. Coaches please contact your League Director or MBA's office for maintenance or repair of faulty equipment. Replacement cost for lost equipment will be subtracted from the deposit. Please do not abuse the equipment. MBA will provide game baseballs to the coaches prior to the first game.

VIII. UNIFORMS

MBA provides (from the supplier of MBA's choice) caps and shirts for each player, and two coaches, for all teams. All teams must wear the MBA-provided uniform in all league-sanctioned play. All Players must wear a similar uniform with a number on the back; exceptions will be made during the first week if uniforms are not provided timely.

IX. REGISTRATION AND REFUND POLICY

No players may be added to the roster after October 1st for the Fall season or after May 1st for the Spring season. All players are required to have a registration form on file with MBA prior to playing in any game. The head coach will serve a 5 game suspension if a player participates in an MBA game without a proper registration form.

MBA will refund a player's registration fee minus a \$25.00 administrative fee up until two weeks prior to the start of the season – check the home page for specific dates. Once this date has passed – there will be no refunds.

X. AWARDS AND TIE BREAKERS

MBA issues the following awards:

Participation

- Beginner Tee Ball: Participation Trophies for all players
- Advanced Tee Ball: Participation Trophies for all players
- 7u Machine Pitch: Participation Trophies for players on teams who do not receive an achievement award
- 8u Machine Pitch: Participation Trophies for players on teams who do not receive an achievement award

Achievement (7u divisions and older):

- 1st and 2nd place trophies based on final regular season standings (subdivision of 6 teams or fewer)
- 1st, 2nd, and 3rd place trophies based on final regular season standings (subdivision of 7 teams or more)
- 1st and 2nd place trophies for the pre-season tournament
- 1st and 2nd place trophies for the post-season playoffs (Spring season only)
- Tee shirt for All-Star game participants (Spring season only)

Regular Season Tiebreakers (2 teams)

1. Overall record (based on winning percentage)
2. Head-to-head record
3. Head-to-head least runs allowed
4. Season-long (not just head-to-head) least runs allowed
5. Season-long (not just head-to-head) most runs scored

Regular Season Tiebreakers (3 or more teams)

1. Overall record (based on winning percentage)
2. Head-to-head record (only if all teams being compared played each other an equal number of times, otherwise skip this step)
3. Head-to-head least runs allowed (only if all teams being compared played each other an equal number of times, otherwise skip this step)
4. Season-long (not just head-to-head) least runs against
5. Season-long (not just head-to-head) most runs scored

Note: The tie-breakers in this section will be used to eliminate the tied teams, one by one. Once a tied team has been eliminated during any step, the remaining tied teams will be compared against one another by reverting back to tiebreaker #1.

XI. TOURNAMENTS AND ALL-STAR GAMES

When weather cooperates, a pre-season tournament will be held prior to both the Fall and Spring seasons.

Following the Spring season, when weather cooperates, a post-season tournament will be played for all Divisions except Beginner and Advanced Tee Ball. There is no post-season tournament after the Fall season.

If a team chooses not to be in the tournament, they must notify their League Director at least one week prior to the tournament.

Following the Spring season, when weather cooperates, an all-star game or similar event will be played by a smaller portion of the participants in all divisions except Beginner Tee Ball.

The Operating Committee and/or Tournament Director may modify the gameplay rule for tournament games and All-Star games.

XII. DISCIPLINARY ACTIONS

MBA may choose to discipline coaches, players and parents whether infractions occur at the ballpark, practice, or elsewhere that may be related to an MBA activity. Any coach, parent, or player who assaults a Sports Official, MBA Board Member, Volunteers, League Employee's, City of McKinney officials or City of McKinney employees will be suspended immediately and indefinitely until the MBA

Integrity and Discipline Committee has notified the offender of the disciplinary action. The MBA Integrity and Discipline Committee, and Board in general, reserves the right to determine any disciplinary action necessary for the safety of all players, parents, coaches, Sports Officials, Board Members, Volunteers, League employees, City of McKinney officials or City of McKinney employees it deems appropriate, including the suspension of coaching or attending any MBA games or practices for any period of time.

When an ejection occurs, the Umpire Crew will file a report with both the Chief Umpire and the MBA Integrity and Discipline Committee. The ejected person will also file a report (100 words or less).

The MBA may take disciplinary actions whenever it deems appropriate.

The following conduct will not be tolerated and will be cause for immediate disciplinary action:

- The use of drugs or alcohol while attending an MBA event
- Use of profanity
- Poor sportsmanship or uncontrollable temper; this includes throwing any type of equipment
- Arguing or badgering with the field officials

Disciplinary actions taken by the MBA against an individual may be shared with other youth sports organizations and/or posted on the MBA Website. Note: Coaches are responsible for the conduct of their players and player's parents and the coach can be subject to ejection if he/she cannot control them.

PENALTIES FOR GAME EJECTION

Standard Penalty: The ejected person will not attend the remainder of the game in which they are ejected and the 2 games following. This equals 3 games.

OTHER DISCIPLINARY ACTIONS

- Standard Penalty plus 1 additional games (4 total) if ejected for arguing balls-strikes or safe-out judgment calls, or for approaching the umpire after the game anywhere at the park.
- Standard Penalty plus 5 additional games (8 total) for a second ejection within the same or 2 consecutive seasons (Spring or Fall).
- Immediate withdrawal from MBA for a third ejection within any 3 consecutive MBA season's (Spring or Fall). These suspensions will carry over to the next season if there are less than 10 games remaining.
- Standard Penalty plus 4 additional games (5 total) if MBA has not received complete registration information prior to playing in an MBA game.
- 1 game suspension for the head coach if he has an inaccurate or out-of-date pitching log.
- Standard Penalty for the head coach if his team is called for slashing twice in the same season.

XIII. SAFETY

The McKinney Baseball Association is committed to providing your child with not only the best sports experience possible but also the safest possible experience. We offer these basic guidelines:

- **DROP OFF AND PICK UP** – If you are unable to stay with your child during his/her game or practice, please do not leave your child at the field, unless you are 100% certain that there is a responsible adult (coach, another parent, etc.) who will remain there until you pick up your child. Make sure you know what time you need to pick up your child.
- **NAMES ON JERSEYS** – MBA and all area police departments strongly discourage putting your child's name on the backs of the jerseys. If their name is already on the jersey, please do not allow these jerseys to be worn away from the playing field.
- **SMALL CHILDREN** – Please keep small children with you at all times while watching a MBA event.
- **BUDDY SYSTEM** – If your child must walk to or from a MBA practice or game, please insist that they do this with a "buddy".

The City of McKinney requires ALL head coaches, and assistant coaches, to wear an ID Badge when he/she is on the field. The ID Badges can only be obtained after a background check has been issued. A coach will NOT be allowed on the field if he/she is not wearing the approved ID badge. There are no exceptions to this rule.

XIV. RAIN OUTS AND OTHER CANCELLATIONS

Games may be cancelled at the City of McKinney Parks Department's discretion. The City has until 4:30pm daily to cancel games due to weather or other factors. Once the City has determined that fields are not playable for the day, it notifies MBA and the following procedures are followed:

- All games on the front page of the website will display the rainout symbol.
- Emails will be sent to MBA coaches and parents advising of the rainout.
- MBA will begin to reschedule the games for a future date based upon field availability and umpire availability (if necessary).

Note: MBA asks for your patience and flexibility in regards to rescheduled games. Often times, options are limited and best efforts are made to make rescheduled games fit as reasonable as possible into the teams' existing schedules.

Please note: Until the games on the front page of our website show that they have been rained out, the games are still considered active and you will need to go to the fields at your assigned game time. The MBA does not forecast the weather and make rain out decisions, so please do not call asking if we think the game will be played or not, as we will not know until we are told by the City.

There are times when bad weather approaches the area quickly and after the City's 4:30pm cutoff. If you are in doubt, go to the ballpark and game-playing decisions will be made there. After 4:30pm, the coaches and umpire will discuss the best course of action for their games should severe weather affect playing conditions before the game begins. Once a game begins, it is up to the umpire(s) to choose to suspend the game; for Tee Ball, it is up to the coaches.

Due to lack of or the availability of fields, the only reason for rescheduling a game is weather or field condition related.

Lightning Detectors

Several of the fields in McKinney are equipped with lightning detectors. If a lightning detector blows its alarm siren during a practice or game, all participants must immediately leave the field and go to their vehicles until the alarm stops. However, PLEASE DO NOT RELY SOLELY UPON THE LIGHTNING DETECTOR if you see lightning. Please use common sense and alert the coaches and game officials should you have a concern with lightning in the area.

XV. REGULAR SEASON RULES – ALL DIVISIONS

A. RULES OF THE GAME

MBA will play all games according to local MBA Rules provided on the website for each division. If not covered in our MBA rules, we default to the Major League Rules as published by The Sporting News. MBA does have the authority to change any rule as deemed necessary.